Going Back and Forth Between The Other World With Space/Time Magic JumpChain

V1.4 By DeverosSphere

Their is a legend that crossed the mind of Maruyama Seiji, a 30 years old, software engineer
『You can become a magician if you're still a virgin at the age of 30』
Shortly after he was enveloped in a pure white light.



Though he received the skill to teleport to another world, the attitude of the king was annoying so he kidnapped the princess and returned to Earth. While traveling between the other world and Earth with the skill he received, together with the kidnapped princess and his little sister, the 3 lived happily ever after?

+1,000 CP

Background:



Drop-In *Free*
You appear in this world with no history, no new memories and no one knowing who you are.

Hero *Free*
You were summoned alongside Maruyama Seiji from planet earth, who you were and where you were from. That's up to you.

Nobility *Free*
Like Elena you are a member of a noble household from within the Delaidos Kingdom, you will have a small amount of authority within the aristocracy and people will recognise you easily.

Spirit *-100 CP*
Unlike the other backgrounds with this option you are no longer purely human but instead the spirit of a specific attribute or element that you choose.

As a spirit you will be the manager of your attributes magic skill this will allow you to create and alter the spells which are learned within the relevant magic skill.



If someone's relevant magic skill level is too low, they either cannot see you or see you as a ball of your type of energy, they are also unable to hear you.

When someone reaches level 5 of your magic skill they will unlock a spell to summon you and request to make a contract with you. They will need to make a contract with you in order to progress their magic skill beyond level 5.

If you do not want to make a contract the summoner can request a duel the rules of the duel are as follows.

- The summoner can form a contract with a spirit if the spirit is defeated in a fight.
- If the summoner loses, all their suffered injuries will be healed.
- When a contract is formed, a spirit can be summoned to fight on the summoner's behalf.

Location:

You can choose to be summoned into The Royal Capital throne room at the same time that Seiji is normally summoned for free or roll 1D8 to appear in one of the 8 towns surrounding it:

1. to the east (→) 『Fujiyama Mountain』
   Close to the 『The Royal Capital』 it's the location of the 【Temple of Wind】 the admission fee to the 【Wind Mana Crystal】 is 『4500 Aurum』 per person however the 【Lightning Mana Crystal】 is also here and has an admission fee of 『10 Aurum』 per person.

2. to the northeast (↗) 『Nippon Town』
   『Nippon town (↗)』 has the 【Temple of Body Reinforcement】 where commoners, can only access if they have won the championship of the 『Fighting competition』 which held every week.

3. to the north (↑) 『Suga Town』
   『Suga town(↑)』 is very mercantile it has the 【Temple of Water】 where the admission fee to the 【Water Mana Crystal】 is 『4500 Aurum』 per person, the 【Ice Mana Crystal】 is also here and only has an admission free of 『10 Aurum』 per person.

4. to the northwest (↖) 『Ikebu Town』
   『Ikebu Town(↖)』 contains the only know licenced Magic Stone Shop and the 『tower of sunrise』 the only know magical dungeon which secretly on the top floor enshrines the 【Information Mana Crystal】.

5. to the west (←) 『Shinju Town』
   『Shinju town(←)』 has the 【Temple of Earth】 the admission fee to the 【Earth Mana Crystal】 is 『4500 Aurum』 per person however the 【Darkness Mana Crystal】 is also here and only has an admission free of 『10 Aurum』 per person.

6. to the southwest (↙) 『Ebisu Town』
   『Ebisu town(↙)』 is the location of the 【Temple of Recovery】, which only houses the 【Recovery Mana Crystal】 there's normally a lot of conditions to getting permission to use this crystal but their are exceptions.

7. to the south (↓) 『Shinaga Town』
   『Shinaga town(↓)』 has the 【Temple of Earth】 the admission fee to the 【Fire Mana Crystal】 is 『4500 Aurum』 per person however the 【Light Mana Crystal】 is also here and only has an admission free of 『10 Aurum』 per person.

8. to the southeast (↘) 『Tokki Town』
   『Tokki Town(↘)』 is a port town whose feudal lord is known as the『Diviner』 due to his magic, this town is also unknowingly the home of the 【Space-time mana crystal】.

Perks:
For each Background, their respective Perks are half price with their **-100 CP** being **Free**.

Status *Free*
All creatures within this world are connected to a leveling system, normally the system is only viewable by those who have appraisal magic with very few even being aware that the system exists, the effects of the system however are known but thought to be natural and not artificial.
The system was created by the spirit of knowledge as a way to gain and spread information throughout the world and by extension it allowed the other spirits to gain and spread the knowledge of their own element.
The most well developed skills within this system are the magic skills, this is due to each spirit having administrative control over their own element and with exception of the spirit of knowledge the magic skill is their only responsibility within the system.
Due to the spirit of knowledge getting feedback from the system they are able to increase the list of potential skills to reflect the activities of all of the system's users, the sole requirement of this is that the spirit of knowledge is able to understand the task well enough to replicate within others the capabilities of the skill.
The soft cap for all skills and abilities are set to level 5 however this limit can be exceeded through special means such as gaining a contract with a magical spirit.
As an added bonus you will be able to see your own stats in the following format:

<Initial status>
Name: Maruyama Aya
Race: Human
Occupation: High school student
Age: 18 years old

Level: 1
HP: 100
MP: 110

Power: 8
Durability: 7
Technique: 10
Magic power: 11

Skill
[Wind magic]
(Level: 1, Rarity: ★)
・ Wind control



Magic Skill Level *-50 CP/-200 CP* [*Can be purchased multiple times*]
Each **-50 CP** purchase allows you to select 1 type of magic, the first purchase of each type of magic will unlock the skill at rank 1 with each further purchase of that type increasing its rank by +1 up to the soft cap of rank 5. The spell rank can grow in jump by learning more about the attribute and training with the spells and magic.
If you pay **-200 CP** you may instead roll **1d12** and receive the corresponding magic at rank 5 duplicate rolls are allowed to be rerolled. If you have taken the drawback MC you may take both [Space-Time Magic] and [Information Magic] at level 5 for **-200 CP**.

1. 【Information Magic】
2. 【Space-Time Magic】
3. 【Physical Strengthening Magic】
4. 【Recovery Magic】
5. 【Wind Magic】
6. 【Lightning Magic】
7. 【Water Magic】
8. 【Ice Magic】
9. 【Earth Magic】
10. 【Darkness Magic】
11. 【Fire Magic】
12. 【Light Magic】

Each Magic skill comes with a number of spells included, these spells are each unlocked at a specific level to better demonstrate this we will look at an example Space-Time Magic at level 5. Until a contract has been made with the relevant spirit, the soft cap level displayed will be shown as MAX after the contract is made it will be displayed as the number.
At each level at least 1 spell at the same Rarity as skill level will be unlocked up until level 5. Spells can be unlocked after level 5 if the corresponding Spirit has made a spell for that level with new spells being unlocked retroactively if a Spirit creates a new spell for that level.

―＜Space-Time Magic＞―
(Level: MAX, Rarity: ★★★★★)

【Quick】(Rarity: ★)
- Speed up your own or a target's time.

【Slow】(Rarity: ★)
- Slow down a target's time.

【Barrier】(Rarity: ★★)
- Can spread out a barrier to intercept physical attacks, magic attacks, light, sound and such.
- Can freely choose what to intercept.

※ In the case of acquiring【Attribute Magic】, can also spread a barrier to defend against that attribute.

【Future Prediction】(Rarity: ★★★)
- Can predict from a few seconds to a few days into the future.

※ MP consumption is greater with a further prediction time.
Details are vague.

【Inventory】(Rarity: ★★★★)
- Can freely deposit and withdraw items.
- Living creatures cannot be stored, however microorganisms can be stored.
- Time of the items stored inside is separately stopped.
- Can also advance or reverse it.

【Teleportation】(Rarity: ★★★★★)
- Places that were previously visited and seen can be teleported to.

※ Places seen from the use of【Tracking】from【Information Magic】can also be transferred to.
※ Transfer to another world can only be done once a day.

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Summon Spells
These spells are often in the format of “Summon [Attribute] Spirit” however there are examples of this spell not following the format such as with the Space-time magic spirit.
Unlike other spells to access this you must have a connection with the corresponding spirit either through touching its Mana Stone or by already having made a contract with the spirit.
If you wish to correctly utilize this spell you must have a contract with the Spirit being summoned otherwise it is under no obligation to help you.
A contract can be made by casting the summoning spell and either getting the permission of the Spirit or defeating it in a duel.

—＜Space-Time Magic＞——
【Summon Toki】(Rarity: ★★★★★)
- Summons the spirit of Space-time magic.
- Activates spirits ability to stop time while summoned.

※ Air around user will also be stopped in time.
※ Only Space-Time Magic can be used while time is stopped.

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Creating Spells
It is possible to create spells which will be displayed after the standard spells in order of Rarity.

—＜Space-Time Magic＞——
【Divination】(Rarity: ★★★★)
- Shows a solution to any question or doubt.

※ Requires a Space-Time magic Stone.
Answers are vague.

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Drop-In:

Magic Power Perception *-100 CP*
Like the Devil-kin and Demon-kin you have the ability to feel the activation of magic in the air. With this Perk you can perceive any magic activation and its attribute with any of your senses or even set it as a new one. You can change what senses you are using to detect magic power by intending to change it, post jump you can also change what types of energy you can sense so long as you have some control over that energy.

Composite Magic *-200 CP*
You are able to combine different types of elemental magic that you are able to use into new spells. These spells will be stored within a new system skill called【Composite Magic】. You may also be able to combine other types of energy together into a new spell even if you do not use magic for the combination.

Nullpo Empowerment *-400 CP*
You can now bestow the effects of your spells, skills and techniques onto Nullpo stones allowing others to use abilities you have learned such as the Fus Ro Dah, Kaioken, Total Concentration Breathing and even the effects of Stand Powers even it would normally be impossible for others to use that ability. If this Perk is used in tandem with the magic stone replicating tool you can instead insert the effects of any of your Perks into Nullpo stones allowing whoever uses it to effectively gain that Perk while using the stone.

Ritual of Skill Acceptance *-600 CP*
Many worlds have their own unique forms of power and sometimes there isn't any jump that even acknowledges that power exists making it difficult and sometimes impossible to gain it flatbacked. Whenever you enter a jump this Perk allows you to learn a ritual for each of the canon power systems. These rituals each grant the target a new Basic Package Perk, this Perk is the equivalent of the free Perk that would be available if there was a jump focused solely on that system of power. (See Notes for example)



Hero:

The Gift that Gives Back *-100 CP*
You always know the right gift to give to others and what you will get back from it. You will know when you meet someone what they want the most both generally and specifically and what kind of benefits you could gain from giving those gifts to them. When using this Perk on an item and thinking of a specific person you can see exactly what you will get in return, for example being able to see that if you give one liquor to the dwarven blacksmith, she will make you a sword but give her the almost identical one next to it and she will happily marry you. keep in mind this isn't a bribe, you're just giving someone something they see as valuable and them in turn being appreciative of it.

Close Enough *-200 CP*
Using this Perk you can make substitutions and replace things or actions with something similar to get the same result. Do you need carrots for a potion? Parsnips will do. Do you need to slay an evil beast? Taming it will net the same reward. Do you need to use rubies for a magical ritual? Sapphires will work. The more dissimilar the substitute the less effective the result will be.

The Friends you make along the way *-400 CP*
You possess an odd social luck and plot armor as you are constantly able to meet people in a favorable way which makes you important to them. These people often turn out to have great importance both to the world and to the plot even those who normally don't would turn out to have high potential for skills and previously unknown plot points. Should you ever be the one in danger or your plans start to fail, one of these people will show up to help put events back in your favor.

A Hero's Challenge *-600 CP*
You can use this Perk to demand any enemy set you up to three challenges within three days and set a demand for if you fail. None of these challenges will be things that you are morally opposed to or are completely impossible for you to fulfill.
For example if the holy grail exists they may ask for you to hand it over, if the holy grail doesn't exist, acquiring it requires more than three days or it requires you commit suicide to acquire it then they won't even think of asking you for it.
If you succeed in completing these challenges then your enemy will completely surrender to you. Should you fail any of the challenges your enemy will expect you to fulfill their demand but you are not compelled by the Perk to do so.
If you do refuse their demand you will not be able to use this Perk for the remainder of the jump.



Noble:

No proof that it's true *-100 CP*
You are the master of childish arguments and others are forced to take it seriously. You can argue non-sequiturs and everyone will have to resolve them, you can demand visible proof of a crime before others can take action, even if everyone has seen you commit the crime and as long as you don't actively lie any misconception you encourage will be believed.

Rules are for my benefit *-200 CP*
Whenever you enter a competition you will be allowed to create one new rule which will act as a handicap for all the rest of the participants. This rule must make sense to the competition such as restricting equipment such as only using practice weapons in a martial arts contest or only using paddle boats in an ocean race. You are automatically exempt from this new rule, all other participants and organizers will think that this is fully justified and not consider it as giving you any particular advantage.

First Dibs *-400 CP*
Whenever a new discovery is found be it a legendary weapon or a magical room within a dungeon you will gain priority access to it, should someone be in possession of rare objects of power you will be allowed to borrow it without restriction. As an added bonus you are always eligible to use magic items regardless of normal restrictions.

I don't grant permission *-600 CP*
When it comes to authority you only have as much power as the other person grants you, with this Perk other people subconsciously perceive your words as though it had come from the highest authority they follow. Your word alone is enough to maneuver an army, out-ranking almost all other leaders. Keep in mind that those who do not follow any authority or are anarchistic towards authority will reject you in the same way they would what they consider the highest authority.

Spirit:



Contract King *-100 CP* [*Mandatory to Spirit*]
You can now form contracts with others granting them a spell that allows them to summon you from anywhere within the jump setting.

An element of my own *Free*
[*Exclusive and Mandatory to Spirit*]
If you haven't already, you must choose a magical attribute, you will then become the spirit of that element gaining administrative access to the corresponding magical skill within the system. This can be any type of attribute including Radiation, Heart, Wind and many more, with you becoming a newly born spirit of that attribute. If you select an element with a pre-existing spirit you will instead retroactively replace them as the spirit of that attribute.

Magic Blueprints *-200 CP* [*Exclusive to Spirit*]
You have complete understanding over this world's magic components that are used as the building blocks of spells and how they can be combined with your attribute. You also have an innate control over your attribute, understanding it both in nature and when it interacts with magic, this allows you to have both an instinctive and a technical understanding of that attribute. Using the two types of knowledge you will be able to easily create new spells related to your attribute, being able cast them without using magical power.

Comparable Skill *-400 CP*
With this Perk you can easily apply skills and knowledge from other areas of development to skills and supernatural abilities. For example by knowing the mechanics of how fire functions at higher temperatures you could augment a simple fire spell which is similar to a lighter into a more powerful spell which functions like an acetylene torch. You could use lightning magic with the knowledge of modern electronics to make a lightning spell that functions as a lightbulb or with enough knowledge you could make another lightning spell that is able to function as more complex technology such as a television or computer.

Spirit Union!! *-600 CP*
Spirits are naturally able to fuse in order to become a merger of the two elements with combined strength and abilities. You are now capable of far more, being able to merge with any other entity for as long as is wanted, while being able to subconsciously separate whenever you want. With time and training you will be able to control not only how much of each entity takes dominance over the fused body but also increases how many entities can be fused together beyond the initial limit of yourself and one other entity.

Items:
Items for each Background are discounted to half price with their **-100 CP** item being **Free**.
+200 CP for items only.

—＜General Items＞—

【Magic Rod】*-100 CP*
The instant a physical attack using this rod hits, the wielder can convert MP to attack power, the increase in power is proportional to the amount of magical power used.
Rarity: ★★★

【Monster Ball】*-100 CP*
This magic tool is used to catch monsters. You'll need to weaken a monster before throwing the【Monster Ball】to catch it, you can then press the button to summon it anywhere.
Rarity: ★★★

【Dragon-kin's spear】*-200 CP*
This spear calms the user's spirit and raises their status. If the wielder is a Dragon-kin, the effect will rise even more.
Rarity: ★★★★

【Flying Magic Stone】*-200 CP*
By using magic on this stone you can fly. It is also possible for you to accompany this effect on someone nearby. Also, fall damage is completely nullified.
Rarity: ★★★★★★

【Magic Stone of Monster Subordination】*-400 CP*
This makes the monsters in the surroundings obey you.
Only effective when their level is lower than your own.
Rarity: ★★★★★

【Golden Mask of Curse】*-400 CP*
A decorative mask made of gold. When worn the user can put any person who approaches them under various abnormal conditions strengthening the curses the closer they get.
Rarity: ★★★★★

【Magic Stone of Nuclear Fusion】*-600 CP [Exclusive to Jumpers]*
A magic stone that constantly generates 1GW of electricity.
If swallowed by someone with sufficient Radiation resistance they will acquire Radiation Magic if they are not already a spirit they will be eligible to transcend in the same manner as the Spirit of Space-Time Magic. Jumpers who purchase this can auto-consume it and choose to become the Spirit of Radiation gain all discounts and freebies for the spirit background.
Rarity: ★★★★★★

—＜Drop-In Items＞—

【A Brown Envelope】*-100 CP*

Every week you will receive a brown envelope containing $1000 worth of the local currency.
Rarity: ★

【Magic Stone of Nullpo】*-200 CP*

A magic rich stone which is harder than a diamond.
You will receive one new stone every day and by infusing magical energy you can inject the formula for a magic spell. This allows anyone who uses the stone to cast the spell as if they knew it.
Rarity: ★★★

【Magic Stone Replicating Tool】*-400 CP*

A rare magical tool which allows anyone who uses it to easily and effortlessly copy any spell, scroll, magical item or other stone of Nullpo's effect into a new stone of Nullpo.
Rarity: ★★★★

【Mana Crystal Fragment】*-600 CP*

A Magical stone that grants any person who touches it the system skills which they don't already possess at max level. This will work once per person each jump.
※ Not effective on【Slaves】
Rarity: ★★★★★

—＜Hero Items＞—

【Mithril】*-100 CP*

A pound of silver metal containing magic power.
It possessed the strength of steel.
It will not darken nor become dim.
Rarity: ★★★

【Magic Candy】*-200 CP*

This candy is made of condensed magic power. Magic power is restored upon licking.
You also get the magical formula for this as a restoration spell which at level 1 will allow you to create a magical candy which restores double the MP used to create it. The amount restored increases as your recovery magic skill increases.
Rarity: ★★★★

【Magic Stone of Dragonfication】*-400 CP*

By inserting MP into this stone you can turn into a dragon, the more magic power you insert into this stone the larger and proportionally stronger this dragon form becomes.
Rarity:★★★★★★

―＜Hero Items＞―――

【Sword of Trials】*-600 CP*

A powerful sword which imposes six trials upon the user and studies how they complete it when the trial is complete the sword changes itself to better accommodate the user and boost any techniques that they used while completing the trial.

Rarity: ★★★★

―＜Noble Items＞―――

【Arcana Book of Elixirs】*-100 CP*

A magical Arcana that was passed down from generation to generation of noble families. This book has hundreds of pages with recipes of all manners of Potions and Elixirs, the book also has several non-magical medicine recipes written down in it, the book is self cleaning and self repairing, it also updates itself with new relevant recipes each jump.

Rarity: ★★★★

【Shield of Everlasting Darkness】*-200 CP*

A shield which cancels magic invocation, but can't block physical attacks.

Rarity: ★★★★

【Sacrificial Necklace】*-400 CP*

When the wearer receives a mortal wound, this necklace can be used as a substitute to save the wearer granting them a 1-UP. Once activated this necklace will break, however you will gain a replacement Sacrificial necklace at the beginning of each Jump.

Rarity: ★★★

【Staff of Aesculapius Equivalent】*-600 CP*

Although the canonical staff is only for the recovery attribute you can instead choose for this staff to be of any other one attribute. This staff will grant the user a temporary +1 level to the spell skill level of the chosen attribute magic, whilst making spells of that attribute cost less MP and automatically creating a contract with the spirit of that attribute without a duel when you reach level 5. For an undiscounted extra cost of *-200 CP* this Staff is upgraded so that its abilities apply to any attribute you have at level 5 or above.

Rarity:★★★★★★★

―＜Spirit Items＞―――

【Magic Stone of Human Transformation】*-100 CP*

A magic stone that can transform the appearance of the user to Human.

Rarity: ★★★★

―＜Spirit Items＞―――

【Teleportation Stone Statue Set】*-200 CP*

You gain one paired set of Entrance and Exit Stone Statue.

【Entrance Stone Statue】

It forms a pair with an『Exit Stone Statue』By channeling magic power, one will be able to teleport from the Entrance stone to the Exit stone.

Rarity: ★★★

【Exit Stone Statue】

It forms a pair with an『Entrance Stone Statue』By channeling magic power, one will be able to teleport from the Entrance stone to the Exit stone.

Rarity: ★★★

【Mana Stone】*-400 CP* [*Free and Mandatory to Spirit*]

A Mana Stone also known as a Mana Crystal is spiritually connected to its corresponding spirit allowing those who touch it to potentially gain access to the corresponding magical skill.

Normally someone touching a Mana Crystal needs to be very familiar with the attribute they are trying to get whether by profession or study, such as a Fisherman would easily be able to acquire【Water Magic】, a Farmer would be able to acquire【Earth Magic】, and a meteorologist could easily acquire【Wind Magic】.

As the owner you may choose to ignore the prerequisite and grant the skill to anyone who touches the stone, however if they would not otherwise be able to get the skill it will start as level 1.

The Free Mana Crystal must be the same attribute as the spirit who is receiving it.

For any other purchases of the Mana Stone any attribute can be chosen.

Rarity:★★★★★★★

【Tower of Sunrise】*-600 CP*

A fully customisable magical tower which externally appears to be about 60 floors high.

Within the tower is a fully customisable dungeon which can have between 60 and 100 floors within it, you can alter the dimensions, theme, biomes and layouts of the floor while also being able to grant each dungeon floor with special properties using your knowledge and abilities.

The monsters within the dungeon are restricted to mindless, soulless copies of ones that you have met previously, including those from previous jumps.

These monsters can be pre-programmed to repeat scripted dialogue and follow combat tactics.

The loot dropped from these monsters will be Nullpo stones enchanted to replicate one of the slain monster's abilities.

This tower can also suppress chosen types of energy including those that generate monsters such as mana and miasma.

For spirits a setting exists that anyone who manages to reach the top of the tower fairly can be granted a special permission to have your corresponding element magic start at level 5 when they touch your mana stone.

Rarity:★★★★★★★

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Companion:
Companions are not eligible for the free companions and cannot purchase more companions. Should you so wish you may change the gender of any canon characters that you pick to be recruited companions.

Friends and Family -50/*-200 CP*
You may import, create or recrute one character for **-50 CP** or up to 8 for **-200 CP**. Each imported and created companion can choose any background other than spirit, gaining all discounts, freebies, **+800 CP** and one Free purchase of the **-200 CP** Magic Skill Level Perk. Any recruited cannon character will start with all the skills and abilities they had at the canonically.

Drop-In *-100 CP* [*Free for* Noble]
Your arrival has somehow dragged another person with you, this visitor from another world has become reliant on you due to them not knowing what is happening. Also they should not be in this world at least not yet.
This person can be Maruyama Aya, the sister of the main character, Ringo, a fashion designer who currently has a stalker, Nancy, an heiress to a world wide jewelry corporation who is about to have a string of bad luck which is normally resolved by the main character or a non-canon character from earth. This character comes with all Drop-In Freebies.

Hero *-100 CP* [*Free for Spirit*]
You have arrived with a summoned hero from another world, they have somehow missed the intended summoning circle and arrived at the same time and location that you did.
This person can be the main protagonist Maruyama Seiji or Megumi Yuri who would later be summoned as the devil race's hero, they can also be a non-canon character summoned from earth at the same time with the same level of skill and ability.
This character comes with all Hero Freebies.

Noble *-100 CP* [*Free for* Hero]
This companion is a young Noble of some renown who is the current heir of a high ranking family they have become enamored with and will happily follow you wherever you go even to other worlds.
This person can either be one of two canon characters Golden Armored Rondo [Rondo Warstar] or Iron wall Lela [Lela Lyle Gewalt] or a non-canon character with the same level of skill and ability. This character comes with all Noble Freebies.

Spirit *-100 CP* [*Free for* Drop-In]
This odd spirit wants to make a contract with you. The spirit appears to be a young girl in a black cobweb patterned dress with pale skin and long black hair that flows as if in water. Unlike the other spirits of this world this spirit is the master of a non-traditional ethereal magic of the ghost attribute. If you accept they will grant you [Ghost magic] level 6 but because the spirit has never bothered to make a spell this magic only has the spell【Summon Ghost Spirit】which you will never need as they will constantly follow you around. Comes with all spirit Freebies and with enough prompting they will get around to making a ghost system of magic for you to use.

Drawbacks:
No Limit

MC *+0 CP*
This drawback overrides your starting location and instead summons you into the Royal Capital throne room in the time and place that Seiji was supposed to arrive, however in this reality Seiji never existed. This also allows you to choose between altering your background memories regardless of what you previously chose, so that you were instead adopted into the Maruyama household as a baby and lived an identical life to Seiji up until he was summoned into this world where you start your jump. You also gain **Princess Elena** as a **Free Companion**.

Prequel *+100 CP*
You will enter into this continuity 1 year before Seiji was summoned into the Royal Capital throne room where the story normally begins.

Extended Stay *+100 CP*
You can Increase the duration of this jump by 10 years.
You can take this a maximum of 10 times increasing it up to 110 years total.

Lab Coat Looney *+200 CP*
On modern day earth an odd scientist has been researching injecting regular humans with artificially grown monster cells turning them into monstrous chimeras. He has come to the conclusion that you are the missing piece of his research. He will at some point find a way to travel between the two worlds and in turn start using real monster cells to make them more powerful than his artificial cells and start using them on people of the other world who will become far more powerful monsters than the people of earth.

What's Japan? *+200 CP*
You have no knowledge of earth or any of the variations of it that you have been to before. Hopefully you have been to jumps set in worlds other than earth.

Weirder World *+200 CP*
This world is bigger than you would normally think but this makes the world more dangerous. There are more magical dungeons, more monstrous races and magical creatures that will show up to cause trouble. All of them seem to think they should involve themselves in the plot.

Earthbound Monsters *+200 CP*
Some magical creatures will start to appear worldwide on earth and always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ants to sugar.

Lemming Friends *+200 CP*
All of your in universe allies gain an unfortunate lack of self preservation taking actions that are obviously stupid or will likely end very poorly for them.

Goblin King *+300 CP*
Every year a new Goblin King will be crowned with up to a million goblins including princes, generals and other rare variants under their command who will conquer other races to bolster their number. Each Goblin King is convinced that if you die they will become a god and Each year the Goblin King will start with more power than the previous one was.

Living in Exciting Times *+300 CP*
Completely random but exciting things will frequently occur around you and often attack you.

One World *+300 CP*
There is no earth, it's gone, neither you, Seiji or anyone else can go back there for the rest of this jump as such you have lost half the novel's content and a lot of people will have horrible things happen to them without you or Seiji to show up and save them.

Monster Magnet *+400 CP*
Every monster within line of sight of you will go out of their way to target you.

Lost Property *+400 CP*
It seems like you have misplaced something as you start this jump without your worldly or should I say other worldly possessions. For the duration of this jump all of your out of jump items and your warehouse are completely gone.

A Normal Guy *+400 CP*
Because of this drawback you're just like anyone else you don't have any Perks, powers, mutations or anything else like that which you would have got from another jump on the bright side you get to keep your Body Mod if you have one.

Incursion *+400 CP*
Roll 1D8 Something new and unnatural has appeared within this world at the location you have rolled. This new dark force will start to corrupt the world and will need a hero to prevent it.
This can be taken up to 8 times with each roll being a new dark force any repeated roll requiring a re-roll.

All Alone *+400 CP*
All companions, followers, and pets are barred from this Jump.

Typhoon Season *+600 CP*
Every quarter of a year a new Typhoon Octopus will randomly appear and aim straight for you. Each Octopus will be bigger and stronger than the last with the first having the stats shown in the notes. There is no time restriction between when the last one was killed and the new one appears. It is entirely possible for one Typhoon Octopus to appear on the last day of spring and another to appear on the first day of summer leaving for the possibility of the two attacking at the same time. Additionally the octopuses also have a large number of slime parasites, the smallest of which being larger and more dangerous than an orc however they will not be attacking you specifically and will attack you as if you were anyone else.

The Literal Demon Lord *+600 CP*
Your arrival has done something terrible, it has dragged in true demonic energy. Whereas before the Demon Lord was just the king of a race of humans who had a horn and aged slowly they are now all real demons. Their population has instantly transformed into monstrous creatures who all want to kill, with each demon race member becoming drastically overpowered compared to what they used to be. Each and every demon will prioritize killing or harming you over anyone else as soon as they can perceive you.

Slave Collar *+600 CP*
It seems that King Delaidos' simple plan has worked and before you know what has happened you start this jump in a slave collar, at the mercy of these petty idiots at every whim. The first thing would be to subdue the Demon King but even if you succeed he would eventually try to take everything you have, both powers and items.



Scenario:

The Sword of Trials

Within this world there's a sword with untapped potential, one which records the habit of the user, when the trial is complete it must be reforged by Masamune the master sword smith and, by repeating that, it will get close to an『Ultimate Sword』one step at a time. Your true task in this scenario will be to create the『Ultimate Sword』.
You can see the progression of the canonical sword of trials in the notes section.

- Before you can start the trial you must find a Sword of Trial and have it bound to you if you have purchased one from the item section you will have already completed this task.

1. The First trial is for the【Sword of Trial】
    - Subjugate 100 monsters.
    - Have the blade reforged by Master Masamune

2. The Second trial is for the【Sword of Trial +1】
    - Subjugate 300 monsters.
    - Have the blade reforged by Master Masamune

3. The Third trial is for the【White Belt Katana】
    - Subjugate 10 Wind attribute monsters.
    - Subjugate 10 Water attribute monsters.
    - Subjugate 10 Earth attribute monsters.
    - Subjugate 10 Fire attribute monsters.
    - Have the blade reforged by Master Masamune

4. The Fourth trial is for the【Brown Belt Sword】
    - Subjugate 10 Lightning attribute monsters.
    - Subjugate 10 Ice attribute monsters.
    - Subjugate 10 Darkness attribute monsters.
    - Subjugate 10 Light attribute monsters.
    - Have the blade reforged by Master Masamune

5. The Fifth trial is for the【Black Belt Sword】
    - Make a contract with the Wind Spirit
    - Make a contract with the Water Spirit
    - Make a contract with the Earth Spirit
    - Make a contract with the Fire Spirit
    - Have the blade reforged by Master Masamune

6. The Final trial is for the【Famous Sword Masamune】
    - Make a contract with the Lightning Spirit
    - Make a contract with the Ice Spirit
    - Make a contract with the Darkness Spirit
    - Make a contract with the Light Spirit
    - Make a contract with the Body strengthening Spirit
    - Make a contract with the Information Spirit
    - Make a contract with the Recovery Spirit
    - Make a contract with the Space-time Spirit
    - Have the blade reforged by Master Masamune

Reward:
After completing the『Ultimate Sword』you will gain the Perk **[**Sword Smith of the Endless Trials**]** as a reward additionally If you purchased and used your own【Sword of Trials】the effects of the【Endless Trials】will be applied to the『Ultimate Sword』to transform it into a new weapon『The Ultimate Sword Endless Trials』which will constantly update and adapt to you without giving you trials.

Sword Smith of the Endless Trials
Any weapon you forge or use can have the**【**Endless Trials】effect applied to it, this is an upgraded effect of the sword of trials. For anyone to complete the trial you must touch the weapon and it will then automatically upgrade, whenever the task is completed there will always be another trial for the weapon and its user to complete allowing for the weapon to forever grow.

Ending:
Ten years are up and the choice must be made once again.

Do you want to Go Home?

Do you want to Stay Here?

Do you want to Continue On?

Changelog:

V1.00 - Initial Version

V1.1 - Added Version number and by line
Added thank you section
Additional Notes
Fixed spacing issue

V1.2 - Added CP to initial Budget
Altered price of Spirit Exclusive Perk from 100 CP to Free to clear up confusion.
Highlighted part of the MC drawback to show it is only a refund.

V1.3 - Text Change
Added Prequel
Added Extended Stay
Added Weirder World
Added Earthbound Monsters
Added Leming Friends
Added Living in Exciting Times
Added Monster Magnet
Added Incursion
Added All Alone

V1.4 - Text Change

Thank You:

Clay-Dozer and Grimms-VI for your questions I have added the results to the note section.
Thanks Domar7431 for all the spelling and grammar fixes.

Notes:

System Attributes explanation:

- Name should always be your own unless you have found a way to change it.
- Race will be whatever race you are currently also it is able to indicate the percentage of racial ancestry.
- Occupation is your actual method of employment. It is not a mechanical aspect of this system for most jumpers it should be stated as Jumper.
- Age is self explanatory however due to the unique temporal situation of a jumper it can be changed along a range between the longest and shortest arguable ages for the jumper including the physical age of the current body and the length of continuous thought.
- Level is the indicator of how many times the system has made improvements to your body. Each level requires a certain amount of experience points which is used as fuel for the optimisation of muscles, skin, bones and various organs.
- HP is a statistical value of how your body is in comparison to your normal condition. This value is determined by a number of attributes including injuries, illness and general health. Please be aware that this value is determined by your health and not the other way around.
- MP is a statistical value of how much magical energy you body is able to use until you are exhausted.
- Power is most often related to physical strength in a default state but it is a more complex calculation which takes numerous other minor factors into account to determine the physical output of energy.
- Endurance is related to the durability of the physical form yet again it relies on numerous other minor factors but this can be considered the defense stat.
- Ability is more accurate to refer to as learning capability as it indicates how well your mind can absorb and retain information. Be warned this does not indicate a person's intelligence but that can be one of the factors for the calculation.
- Magical Power is a representation of how well you can control magical energy.
- Skills this is a list of abilities that the various spirits understand and are able to grant the knowledge to others who are using the system. This list is constantly growing as the spirit of knowledge is able to learn from the users of the system over time.

Ritual of Skill Acceptance:
If used in a JoJo Jump you would be guaranteed to learn the rituals to gain at least the following Perks:

- “Basic Package: Hamon”
  You can use breathing patterns to absorb the light of the sun to empower your body.

- “Basic Package: Vampire”
  You gain some regenerative abilities, blood-sucking tentacles and some control over your physical appearance.

- “Basic Package: Piller Man”
  You gain greater control over your body and can absorb flesh on contact by fusing and digesting it with a touch.

- “Basic Package: Stand”
  This Perk grants you a large spiritual egg covered in strange patterns, with enough fighting spirit it may hatch into a Stand.

- “Basic Package: Spin”
  When throwing objects you can spin them such a way that it enhances the destructive power of the projectile.

You would also gain access to rituals for any of the systems of power shown within “Thus Spoke Kishibe Rohan” assuming that they are not examples of the systems already noted above I.E. you would not get a ritual for Hermes system if it turned out to be a stand and would not get a ritual for Gunpei if it turned out to be a Variation of a Vampire Flesh Bud.

Depending on the level of continuity of the Jorge Joestar Book you could also gain a ritual for “Basic Package: Wound” and “Basic Package: Beyond”

Close enough Perk energy conversion:

For those who are asking, can this Perk also apply to substituting stamina, Ki, Chi, Blood, Life force or even a bottle of petrol for mana?

Yes, internal energies such as Ki should have an effective conversion rate however the amount of “I can’t believe it’s not mana!” that you would get from body fluids and life force would depend on the local laws of physics.

For example the dragon age universe already has a precedent that there is magical power in blood that would allow you to convert blood into mana efficiently. On the other hand the blackadder universe has no precedent of this conversion so the conversion rate would be much lower. (unless you subscribe to the school of thought that blackadder is cannon to the 40k universe)

By this logic you can convert a mug of blood into “I can’t believe it’s not mana!” but within a non magic world and without supporting Perks this would probably not be enough to cast a low level spell but doing it in dragon age with supporting Perks would probably let you cast high level magic.

Typhoon costumed octopus Stats:

┌─＜Appraisal＞———
【Typhoon costumed octopus】The tip of a tentacle
The tip of a tentacle of a super giant octopus demon that eats rain clouds with its magic and is costumed as a typhoon.
The main body is about 10 km in diameter, and eight tentacles are 100 km in length.
Rarity:? ? ? ? ?
└————————

┌─＜Status＞─
Race: Typhoon Costumed Octopus
Level: 100
HP: 599050
MP: 23972
Power: 1797
Durability: 2995
Skill: 1348 Magic
Power: 2397
Skills
Wind 8, Water 8
└————————

Cannon Sword of Trials stats:

┌─＜Appraisal＞———
【Sword of trial】
A sword used to impose a trial
It absorbs the user's habit and becomes strong.
Rarity: ★★★★
Trial: Monster subjugation 0/100
└————————

┌─＜Appraisal＞———
【Sword of trial +1】
A sword used to impose a trial
It absorbs the user's habit and becomes strong.
Ability: Raises the power of【Wind blade】
Rarity: ★★★★
Trial: Monster subjugation 0/300
└————————

┌─＜Appraisal＞———
【White belt katana】
The sword that becomes the proof that the Sword Art has been approved.
It absorbs the user's habit and becomes stronger.
Ability: Raises the power of【Wind blade】
Rarity: ★★★★
Trial:
Subjugate Wind attribute monsters 0/10
Subjugate Water attribute monsters 0/10
Subjugate Earth attribute monsters 0/10
Subjugate Fire attribute monsters 0/10
└————————

┌─＜Appraisal＞———
【Brown Belt Sword】
The sword that has become the proof that the sword art has been approved.
Absorbs the user’s habit and becomes strong.
Ability: Raises the power of [wind blade].
Raises attack power towards monsters with attributes.
Rarity: ★★★★
Trial:
Lightning-attributed monster subjugation 0/30
Ice-attributed monster subjugation 0/30
Darkness-attributed monster subjugation 0/30
Light-attributed monster subjugation 0/30
└————————

┌─＜Appraisal＞———
【Black Belt Sword】
A sword which serves as the proof that the Sword Art was approved.
Becomes strong by absorbing the user's habit.
Ability: Raise the power of [Wind Blade].
Increases Attack Power towards attributed monsters.
Converts the loaded Magic Power into sharpness.
Rarity: ★★★★★
Trial:
Make a contract with a Wind Spirit 0/1
Make a contract with a Water Spirit 0/1
Make a contract with an Earth Spirit 0/1
Make a contract with a Fire Spirit 0/1
└————————

┌─＜Appraisal＞———
【Famous Sword Masamune】
The sword that Masamune made with his life
Absorb the habits of the consumer and become stronger
Ability: Increased attack power to monsters
Convert magic power unlimitedly to slashing
Rarity:★★★★★★
Challenge:
Contract with Lightning spirit 0/1
Contract with Ice spirit 0/1
Contract with Darkness spirit 0/1
Contract with Light spirit 0/1
Contract with Body strengthening spirit 0/1
Contract with Information spirit 0/1
Contract with Recovery spirit 0/1
Contract with Space-time spirit 0/1
└————————

For the purchased sword you get 1 set of 6 trials but it's flat backed so the bonus is flat backed. You only get 1 flat backed sword per purchase but once you complete the scenario you can make your own. All trials must be completed in jump to win the prize but if you have purchased the sword separately it can still be upgraded out of jump by completing the trials.