Generic Isekai Jumpchain

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Version 1.0.0

Isekai, the sub-genre of portal fantasy where a (usually Japanese) person from our world gets transported into another world (typically a medieval fantasy JRPG setting).

This is a generic jump for visiting a fantasy setting using the tropes of the isekai genre. You decide how this world works, and the inclusion of a perk in this document doesn't necessarily make it "canon" to your setting. Out of convenience, this document uses the word "magic" to refer to the supernatural abilities wielded in this setting, but you're welcome to have a technically-not-magic power system instead. There is no modern "original" world in this jump. This is an isekai for you, the jumper, and from my understanding your old home is out of reach.

You receive 1000 CP to spend on this jump.

Method of Arrival

This is not a background section, but rather a list of a few common methods by which you might arrive in this world. Your death would typically be a part of most of these, but it isn't required.

Summoned
You are summoned as you are directly into this world, perhaps arriving in a circle surrounded by a princess and her court mages. (There's even a perk for that.)

Replacement
You've woken up inside the body of someone else. For whatever reason the original mind occupying this body is gone, and you lack any of this person's memories.

Fusion
This is like the Replacement option, but you've instead fused with the original mind. You possess the memories of both your former self and your new host, becoming an amalgamation that perhaps represents the best of two worlds.

Reincarnation
You were actually reborn into this world, giving you a lifetime of experience with you at the driver's seat. You're welcome to fanwank how this works in terms of jump duration. You may also want to check out the drawback section.

Perks

3 discounts per pricing tier. Discounted 100 CP perks are free.

General Perks

Discounts can also be applied here.

Basic Potential [Free]
This perk doesn't give you skill at using this world's magic, but you now have the potential to learn it. Furthermore, so long as at least 25% of your demographic in a future jump should have the potential for a supernatural ability, you will have it too.

Race [Free/100/200/400/600]
You're no longer human. The potency of your new race depends on the pricing tier you choose:
At Free, your new race is on average no better than a human, mostly reserved for cosmetic changes or a rebalancing of a human's abilities.
At 100 CP, you have some minor benefits, such as the ability to see in the dark.
At 200 CP, your race has significant advantages over a human, such as naturally enhanced senses or inherent affinity for a certain type of magic.
At 400 CP, your race has unique supernatural abilities, such as a special type of magic no one else can use.
At 600 CP, you're a monster on merit of your race alone. Even if you had no training whatsoever, your combat ability would be leagues above most people in this setting.

Status [100/200/400]
Whether you were born into a family, adopted, or just a famous adventurer, you've started off with significant status. The potency of this perk depends on the pricing tier:
At 100 CP, you are wealthy and possess many connections.
At 200 CP, you are some form of noble with administrative power.
At 400 CP, you are royalty and wield significant political power.
It is still possible to acquire some status if you work hard after arriving, but purchasing this perk makes it immediate and guaranteed. Furthermore, with this perk you may giving yourself a similar level of status in future settings.

System [100/200/400/600]
Whether it's an ability unique to yourself or just a feature of this world, you have access to a RPG-style power system. You receive a stipend of CP to spend in the System Customization Section equal to the undiscounted price you chose for this perk. (This can be found after the Perks section.)

100 CP Perks

Basic Training [100]
It can be difficult going from a technologically advanced world to a dangerous primitive one. You now have some basic combat and survival skills, enough to get by so long as you stay out of trouble.

Fanservice [100]
Some of these isekai settings are pretty damn lewd. This perks makes this world and the ones of future jumps more erotic than they would otherwise be, to a degree of your choosing. This also acts an appearance booster for yourself and the people in this jump.

High School Education [100]
It's amazing what a little high school education can do for an isekai protagonist. This perk gives you knowledge equivalent to what you'd gain in your typical high school. You'll also have a much easier time recalling this knowledge as well as any other factoids you've read.

Memory Integration [100]
It can be hard to remember who you are when your past life feels like a long dream. With this perk, you'll never lose sight of who you are. If you've fused with someone from this world, you'll be able to take on their personality and experiences without compromising your own. This also works on any memories you gain in future jumps, such as background memories.

Not a NEET [100]
Isn't your typical isekai protagonist unemployed? Anyways, I guess you have professional skills in a field or your choice, enough to be good at your job. This will stack with any experience you already had before this jump, You'll also have a much easier time maintaining these skills, remembering technical information, and applying these skills in foreign settings like this one.
Oh, you are a NEET? You can instead pick gaming or some other hobby instead.

Protection [100]
Birth control? Condoms? It can be rough living in a fantasy setting. You can now reduce your fertility to zero whenever you want, and even prevent your own periods. You're also immune to STDs or anything unwanted supernatural effects that transfer through sex.

Superior Japanese Culture [100]
Pretty much every Japanese thing you do is treated like it's fucking amazing. Japanese food? Infinitely better than the local cuisine. Japanese clothing? Elegant and sells like crazy. Even using a Japanese sword will give you a slight edge over opponents using western ones.
Not Japanese? I guess you can choose some inferior culture.

200 CP Perks

Dragon Loli Mode [200]
You know this cliche? The one where the protagonist defeats a strong monster and it turns into a loli? You can now reduce any monstrous or inhuman form you possess to a human-sized kemonomimi form. This doesn't reduce the raw power you possess in this form, but you have reduced mass, which in turn impacts the potency of abilities relying on size or weight.

Language Cheats [200]
Isn't it funny how enchanting items in Japanese lets you get around character limits when writing the runes? When it comes to supernatural abilities, it now no longer matters which language you use, so long as the meaning conveyed is the same.

Magical Affinity [200]
You have a natural affinity for a certain element, school, or style of magic. This makes it much easier to learn magic of this type, and it makes the spells more effective than they otherwise be. The more restrictive your selection is, the greater the boost. For scale, choosing fire magic would make you about ten times as effective. This perk can be purchased multiple times.

Revolutionary [200]
As a modern person you probably have a much different perspective on how the world should be. You can now integrate these otherwise alien ideas into other societies much easier than would be expected.

Revengeance [200]
You've been wronged, and you'll never forget it so long as you wish for it to consume you. Your anger becomes a fuel that greatly increases your effectiveness when working towards your revenge, scaling to the gravity of the crime and the potency of your suffering. If you wish, you'll also have a much easier time finding other revenge-seekers to help you on your quest. You can even inspire these feelings of rebellion in others who aren't as far gone as you.

Setting Knowledge [200]
Is this setting based on a game you've played, or is it something you've personally written? For whatever reason, you know some pretty precise and obscure details about this world. You might understand how the magic here works, know the best spells for each kind of enemy, or even remember the locations of otherwise lost artifacts. In future settings, you may choose to start with similar knowledge or just have a strong natural intuition that's roughly as effective.

Summoning Support [200]
Were you summoned into a circle of royal mages lead by a princess? You can now start this jump and any future ones with similarly beneficial circumstances. They'll give you information, resources, and training while helping you integrate into this new world. They'll also have a quest that will reward you further if you help them with it, but it's optional. These people who greet you do not have malicious intent, so rest assured this won't turn into one of *those* stories.

400 CP Perks

Exclusive Class [400]
You have a unique supernatural skillset that has never been seen before in this setting. Maybe you can use ki in a world with only magic, or you can wield a whole new school of magic. You can also this skillset to enhance the magic of this world and other settings, such as using ki to fuel your spells or applying the rules of your magic school to otherworldly forces.

Gifted [400]
You possess a unique magical gift, such as sorcerous element manipulation, a universal affinity that boosts all magic and allows you to learn otherwise restricted spells, or an innate property of your body's mana that makes it more potent. Can be purchased multiple times.

Growth Cheat [400]
Whether it's a product of reduced experience cost, increased experience gains, or a combination of both, this perk alone makes you grow at 400 times your normal rate. Enjoy.

Harem Master [400]
Even if you're a super generic high schooler or an one-eyed edgy bastard, you have the charisma to build up a harem of very powerful beings. They'll typically be above average compared to your typical combatant, and if you train them they'll rise to meet your levels. They're super loyal and will stay with you even if you proclaim your love for someone else.

Improbable Crafting Skills [400]
You're an expert at recreating modern technologies with atypical resources. Even if you don't know the full mechanics or manufacturing process for a particular item, you'll be able to craft it with local materials or supernatural abilities through experimentation or sheer magical power. Post-jump, you'll also have a much easier time interchanging materials and processes for technologies not native to your original world.

Maxed Stat [400]
One of your stats is crazy high to the point where it's a meme. Maybe you have insane luck that ensures chance always rolls in your favour, or you have such a brilliant mind that you could easily master and revolutionize all modern sciences. This perk can be purchased multiple times.

Skill Drops [400]
Whether a magical item appears or you have to physically consume the body, you have some method of acquiring abilities from those you kill. You can only gain one ability from each opponent, but it can be a passive or active skill, and it's always something iconic to your victim.

600 CP Perks

Absurd Magical Power [600]
Your combination of mana supply, mana regen, and magic potency is absurd. You possess thousands times more magic than other mages in this world, and it regenerates in the same amount of time theirs would. In fact, you have so much power that you can rely on it instead of skill. You no longer need chants, wands, or similar actions and non-consumed resources to cast your magic. By just pumping more magic into a spell, you can intuitively replace the effect with a superior one. One that note, you can also supercharge spells to improve the existing effect.

Divine Favour [600]
The gods are pretty nice, giving all these boring Japaense people free reincarnations and cheat skills. However, they like you even more. The gods of this world and others are far friendlier to you than normal, giving you blessings and helping you out. Even malicious gods will leave you alone unless you directly act against them. Once per jump, the gods will also resurrect you if you die. You can choose to appear within a day before or after your death, or to restart the jump entirely. Post-chain the once-per-jump restriction is removed, but the gods only have so much power to spare.

Imagination [600]
It's funny how far even a high school education can go in a fantasy setting. Now, when you imagine the scientific mechanisms behind a natural process when using relevant magic, the potency greatly increases. For example, imagining the H_20's molecular structure when casting a water spell will increase the amount you can produce, and imagining a flame fueled by gas when casting a fire spell will make the flame look like it's coming out of a Bunsen burner. The more detailed your imagining and scientific understanding, the greater the effect.

Protagonist [600]
Congrats, you're an isekai protagonist. You have substantial plot armour, things generally go your way, and opportunities fall into your lap. Even if there are enemies more powerful than you, this perk will maintain a gradual power escalation structure, ensuring that you won't need to fight these opponents until it's feasible for you to win. Like other isekai protagonists, you've also been given a singular cheat skill, such as instant mana regeneration, uncapped growth, or even an AI that lives inside your head.

Summoner [600]
Do you have a magical summoner's tome, or are you a hardcore gacha player? You now have some method of creating or summoning heroes to serve you. These characters will rise in power as you do, but there is some limitation on how many you can use at once, such as an active party member limit, a max roster size, or the characters all depending on your own mana supply to fuel their attacks. In future jumps, these heroes will be based on those other worlds instead. These summoned heroes can follow you to other jumps, their ages scale to match your own, and you can resurrect them if they die.

Superior Modern Knowledge [600]
It turns out that a mundane skill you possess meshes incredibly well with this world's magic, allowing you to cast magic in a different way, subvert the system's limitations, and push it into directions not otherwise possible. Improvements made to this mundane skill will improve your skill at using magic in this manner, and vice versa. This is partially or fully a product of a unique ability you possess, partially or fully limiting the possibility of others recreating these effects. The magic of future settings can also be tweaked in this manner, allowing for some system integration that wouldn't normally be possible. However, this is not the same as combining two magic systems together, but rather allowing them to talk to each other.

World's Greatest [600]
Choose a mundane skill. You are now literally the greatest in the world at that skill, able to perform feats that are borderline supernatural. When you travel to another world where that skill works differently, there is someone greater than you, or there is otherwise more to learn, you quickly rise up to retake your position at the top, retaining the progress wherever you go.

System Customization Section

You must buy the System perk to access this section. Perk discounts cannot be applied here.
In this section, “Skills” refer to both supernatural and mundane abilities, active or passive.
The system itself is a support tool. Even if you lost access to the system and were unable to use its features, you’d still have all the powers you gained through the system because they exist independently from it.
Your stipend for this section depends on the price you paid for the System perk.
You may also choose two 50 CP system perks for free.

Worldwide System [+100]
Instead of being a personal power, this system if a feature of this world. Everyone has access to it. The CP gained here can only be spent in this section.

Status [Free]
You can open a status screen that shows information about you, your current state, your abilities, and any items you have with you.

Crafting Menu [50]
You can open a menu through which you can craft items without going through the process. You still need to supply all the required materials. The success rate and result quality depends on your skill and luck.

HUD [50]
You have a HUD that allows you to see some amount of system information without needing to open a menu.

Identify [50]
You can open a status screen that displays information about a target other than what Status screen offers. This ability becomes more potent the more you use it. The quality of the information depends on your proficiency with this skill, your knowledge of the subject matter you’re identifying, and the amount of magic energy you’re willing to put in.

Inventory System [50]
You can open an inventory menu where you can store items that could feasibly be carried on your person.

Leveling System [50]
The system has a mechanic through which you can earn experience points by killing others, spend the experience points to level up, and then increase your attributes using the level up.

Party System [50]
The system has a menu through which you can add a limited number of allies to your party.
If you bought Status, you'll be able to see information on the current state of your party members.If you bought Leveling System, you can distribute EXP among party members in a manner of your choosing.

Skill Proficiency [50]
When you use your skills, they gain proficiency, improving their performance. Eventually, a skill might evolve into a stronger form.

Skill Fusion [100]
With the help of the system, you can combine skills. This can be a voluntary crafting mechanic where you voluntarily sacrifice skills to create a new one. Alternatively, possessing two skills may automatically at sufficient levels may unlock a new derivative skill that is technically a product of using the two together.

Quest System [100]
The system may give you quests based on your current goals and circumstances. Completing them will grant you skills, items, and potentially other rewards. The skills will be sourced from your own abilities, this setting, and your current setting in future jumps.
If you bought Leveling System, completing quests will also reward EXP.

Achievement System [100]
Completing great achievements gives you access to titles and exclusive skills. Upon purchasing this, you'll receive the boons for achievements accomplished in previous jumps.
Boons created by this system will be sources from your own abilities, this setting, and your current setting in future jumps.

Integration [100]
If you purchase a similar system in another jump, you may integrate it with this one in a manner of your choosing. You can't do this for systems you only have temporary access to.

Access Distribution [100]
You can grant people access to any number of this system's features. You can revoke access at any point.

Skill Shop [200, Requires Leveling System]
By leveling up, you earn skill points that you can use to purchase abilities you previously didn't have. Any non-unique ability from this world and any future settings you visit will be available in this skill shop.

Items

3 discounts per pricing tier, except 600 CP which has 2. Discounted 100 CP items are free. Similar items may be freely imported. Items can be purchased multiple times.
Some items will give you followers. These followers reset their aging at the start of each jump to scale to yours, similar to how companions work. Their native abilities are also fiat-backed for the purpose of working in other settings. Post-jump you can add more people as followers, but they can't be canon characters or alternate versions of canon characters.
You receive 200 CP to spend on this section.

100 CP Items

Adaptations [100]
At the end of this jump you'll receive a web novel, light novel, manga, and anime adaptation of your adventures here. You will receive similarly appropriate media at the end of each of your future jumps.

Basic Equipment Set [100]
You receive a set of basic equipment, such as a weapon, a suit of armour, and any common tools an adventurer with your abilities should have.

Iconic Outfit [100]
You possess an iconic outfit that encapsulates your style, your abilities, and what you stand for. If you acquire a stronger outfit in the future, you can combine them together, giving the more powerful outfit this outfit's appearance or a new iconic appearance that represents your growth.

Pet [100]
You own a non-sapient pet. It can be a weak supernatural creature. Alternatively, you may import a pet from your original world, though this won't give it any supernatural abilities. Regardless of what you choose, your pet won't age, and may choose to respawn if it dies.

Power Measuring Tool [100]
You have a tool that measures the magical strength of a voluntary target. It will work on abilities from other settings, but the units and scale used will be that of this world's.

Respawning Modern Amenities [100]
You have a respawning collection of consumable modern amenities, such as toiletries, batteries, or food.

200 CP Items

Crafting Materials [200]
You have a collection of respawning supernatural crafting materials from this world.

Crash Site [200]
Did you crash your car when you arrived in this world? Maybe an airplane? For some reason, you've arrived in the ruins of a vehicle from this world or your original. It'll be possible to repair this vehicle using materials from this world, and if you do, you can use the vehicle to revisit this world as a 6-month vacation jump between your normal jumps.

Enslavement Equipment [200]
Are you an aspiring slave owner, or maybe you want to sell them as a business? You have a respawning collection of materials and equipment for binding slaves. These slaves cannot intentionally harm their owner, and they cannot disobey an order unless it will clearly result in permanent damage to themselves.

Limited Use Spell [200]
You have some kind of magic scroll or ring that allows you to cast one specific powerful spell three times per jump. This spell could feasibly be learned in this world, but this item ignores the normal casting time or costs.

Restaurant [200]
You own a restaurant or some other business. The building has dorm rooms for so that employees can live where they work. If they stay with you when the jump ends, they become followers. Post-jump, this restaurant's door can optionally remain connected to this one world, allowing you to continue serving old customers. You and your followers will not be able to leave a jump using this door.

Truck-kun [200]
The truck that ran you over followed you into this world. The driver is surprisingly absent, allowing you to take ownership of this vehicle. Its fuel automatically respawns, and you may use the truck to revisit this world as a 6-month vacation jump between your normal jumps.

400 CP Items

Army [400]
Following you into this jump is a group of up to fifty modern soldiers. They possess weapons and vehicles, and their ammo and fuel respawns. These weapons and any other mundane weapons they use are surprisingly effective against more supernatural and fantastical foes.

Endless Dungeon [400]
You have access to a seemingly (probably) endless dungeon. Completing a section of this dungeon, equivalent to the size of a normal dungeon, yields a reward sourced from this world. The dungeon also has a checkpoint system that allows you to return to any previously completed section. Post-jump, sections of the jump can be based on other worlds you've visited, and the rewards will be sourced from there instead.

Fine Equipment [400]
You own a top-of the-line equipment set for this world. These items are possible to craft in the world, but your set is indestructible.

Safe Zone [400]
You have access to some other dimension that's technically outside the bounds of this world. One minute in the outside world is equivalent to one hundred minutes in this dimension, making it excellent for training. Basic necessities such as food and cooking, dinine, and bathing facilities are available here. You may leave this dimension whenever you wish, but you'll return to the point where you left the other world.

Smartphone [400]
Ah, the epitome of trashy isekai. You have a solar-powered or magically powered smartphone that connects to the internet of your original world in a "read-only" mode. This phone can't be hacked, and it comes with apps that allow you to use common features despite the lack of a local internet. For example, it may come with a map app that allows you to search for nearby restaurants in a fantasy setting.

Town [400]
You are the leader of a town or city. Post-jump, this municipality and the surrounding area will follow you in its own pocket dimension or by suddenly appearing in the new world. Native resources produced by this land counts as fiat-backed for the purpose of working in future jumps.

600 CP Items

Endgame Equipment Set [600]
You have a set of equipment that seems more suited for a video game than a real world. Percentage-based buffs are inherently useful and plentiful here. One item in this set bestows a powerful, rules-violating cheat ability that cannot be reproduced with this settings's magic.

Guild Base [600]
Whether it's a fortress, crypt, or some kind of dungeon, you are the master of a near impregnable place of power. All your powers are much stronger here. Furthermore, you can easily create loyal minions to populate and defend these halls. More powerful minions will require more time and resources. If one of these creatures dies, you may also choose to resurrect it instead of creating a brand new one.

Kingdom [600]
You are the leader of some nation in this world. Post-jump, the kingdom will follow you in its own pocket dimension or by suddenly appearing in the new world. Native resources produced by this land count as being fiat-based for the purpose of working in future jumps. If your kingdom possesses a primary racial demographic, new citizens may switch to this race.
If you purchase another nation in a future jump, you may combine it with this kingdom in a manner of your choosing.

Systematic Weapon [600]
You have a weapon or similar piece of equipment that can evolve and grow. For example, it might unlock new forms based on the supernatural abilities you possess. Alternatively, it might destroy similar weapons and absorb their abilities. This weapon is also indestructible.

Companions

Companion Import [50]
You may import a companion into this jump, giving them 600 CP and freebies. You may import 8 companions for 300 CP.

Native Isekai [50]
You've acquired a companion who is native to this world. They get 800 CP (and freebies) to flesh out their capabilities. They cannot purchase perks and items based on modern skills and technology. However, perks based on mundane skills can instead be based on native supernatural skills instead. For example, World's Greatest could be used to grant extreme magic talent.

Drawbacks

600 CP Drawback Limit

Discrimination [100]
Whether it's your race, gender, or hair colour, most of the people in this world hate you.

Heroine [100, Incompatible with Protagonist]
You aren't the main character of this story. Instead, you are destined to be one of the protagonist's harem members. You will fall in love and stay in love, even if they choose someone else. At the end of the jump, you may choose to take them as a companion for free. They have 600 CP, freebies, and the Harem Master and Protagonist perks.

Slave [100/300, Incompatible with Status]
For the duration of this jump, you will be someone's slave. If your owner dies or the contract somehow breaks, you will soon find yourself with a new owner. Your owner is also allowed to sell you. You cannot intentionally harm your owner, and you must follow any order that won't feasibly bring permanent harm to yourself.
With the 100 CP version, your owners will all treat you well so long as you are obedient.
With the 300 CP version, you'll always have a terrible owner who will put you through tons of abuse.

Baby's First Isekai [200, Incompatible with Vending Machine]
You're a baby. You can't increase your age or otherwise alter your body to not be that of an infant. You still have your full mental capabilities.

Generic [200]
The world you're in is the epitome of terrible isekai world building. It's a stereotypical medieval fantasy JRPG setting, and you'll see the most overused, unlikable tropes and cliches everywhere you go. Anything you buy from this jump, be they perks, items, or companions, will look and feel generic and cliched. Their appearances and mechanics can be modified post-jump, but this drawback won't give you the means to do so.

Revenge Fantasy [200]
Oh no, is this going to be *that* kind of story? You will be unexpectedly betrayed by someone, some people, in this world. It's going to catch you off guard and it will suck heavily. If you're expecting to follow the tropes, I recommend buying or bringing in a one-up.

Vending Machine [200, Incompatible with Baby's First Isekai]
Your new form in this world is that of an inanimate object. This drawback doesn't automatically give you any special abilities in this form, so you might want to pick up some relevant perks. However, you are still fiat-locked into this form. Post-jump you may choose to keep this form as an alt-form.

The Isekai Experience [300]
Jumps? Bodymods? Warehouses? Warehouse *attachments*? Fuck all that.
Like your normal isekai protagonist, you're heading into this jump only with your original, mundane life. No powers, perks, items, warehouses, bodymod, or any similar supplement. None of that jumpchain stuff. Any companions you bring in are also reduced to abilities from their own setting, and even those are reduced to this world's levels. You keep any knowledge you've gained on your chain, but otherwise you're relying solely on your previous life and your purchases here.

Finale

Returnee from another world.
Go Home

My slice of life isekai harem comedy.
Stay Here

In another world with my cheat powers.
Move On

Notes

If you have 50 CP remaining at the end of this jump, you may use it to purchase a 100 CP perk or item.

This jump is not designed for visiting canon settings.

Changelog

Version 1.0.0, 2019-10-20

- Initial release.