Mushoku Tensei Jump v0.31

After the ancient Dragon God waged a titanic war and the seven original worlds crashed into one another, and after the millennia of racial war that followed, the world you find yourself in resembles much in the way of the aesthetic ideal of a fantasy world. Here you will find sword and sorcery, men and demons, and adventure and intrigue. But under the familiar veneer lays a world that possesses its own unique appeal.

This world, arguably known as the Human World, is the last of Seven. Before, 100,000 years ago, the Human World sat separate from the Demon, Dragon, Beast, Sea, Heaven, and Void worlds. In myth, the story goes that the Dragon God, most powerful of his kind, broke the barriers to each world and waged war with the residents before being betrayed and destroyed by his own generals. In this final battle the worlds themselves shattered leaving only the human world left intact. The residents of the Seven worlds and the survivors, forced in proximity by necessity, waged constant wars with another until eventually segregating themselves with continent splitting magic.

You enter this world 400 years after the last Human-Demon War. Peace has, in theory, been established and demons and humans intermingle with only minor conflicts. All is not well though, due to the near constant abuse of dimensional magic in this world a Mana Calamity, known as the Metastasis Event, has destroyed hundreds of miles of land and teleported the living across the world at random. You arrive at the very moment it finishes, ten years after a NEET was reincarnated into the body of an infant. Both of these promise chaos and interesting times.

Origins: All but Drop-in come with memories and contacts. All Free.

Drop-in: You arrive with no memories a few feet off the ground in your starting location.

Magician: You had both the rare capability of casting magic and the connections and wealth required for tutelage.

Swordsman: Your inherent talent was noticed at an early age by a travelling swordsman. Your new master took you from your home and taught you what they knew of the three most recognized sword schools.

Warrior: You were raised on the off skirts of polite society and were trained both officially by your mentors and unofficially by your environment in what it takes to survive in this world.

Locations: **Roll 1d8** or pay 50 CP to choose.

1. **Fedoa Region, Central Continent**: Once considered the closest thing in this world to paradise, the Fedoa Region has been completely destroyed by the Metastasis Event. Soon survivors will being filtering back in and grass will start growing, but for now there's nothing here but dirt.
2. **Rikaris, Magic Continent**: One of the three largest cities on the Magic Continent. Built into a large crater, the town is defined by its tall glowing walls and the partially destroyed Old Kishirisu Castle which use to house the Great Demon Empress Kishirika Kishirisu.
3. **Wind Port, Magic Continent**: This is as close to a bustling trade hub as you can get on the Magic Continent. Wind Port connects the Magic Continent with the Milis Continent by a sea route to Zonto Port. Because of the strict and pretty racist immigration standards, there is an abundance of smugglers and criminals.
4. **Great Forest, Milis Continent**: You find yourself in one of the Beast Race villages in the Great Forest. These villages are populated by isolationist Beast Races and frequented by slavers. The villages are built into the tree line to escape the yearly flooding.
5. **Milishion, Milis Continent**: The capital city of the world's second largest superpower, the Holy Milis Kingdom. This city is well protected by Divine Knights and seven large magical towers that hold back floods and plagues with barrier magic. This is also the home of the Church and has a strict theocratic government.
6. **Magic University, Central Continent**: The most prestigious university of magic in the world. The country Ranoa Kingdom relies on the mages and their anti-magic bricks to deter attackers and raise funds.
7. **Begaritto Continent**: Roll1d3 or choose if you paid, this determines whether you landed in a (1) Dungeon, (2) Labyrinth Town, or (3) the desert. The Begaritto continent is on par with the Magic Continent for sheer danger. It has an abundance of dungeons scattered throughout its desert landscape as well as strong magic beasts.
8. **Free Choice!**

Races: Age determined below. Keep your gender and rolled age or pay 50 CP to change both or either. Age must be kept within minimum.

[Free] Human: Though probably the weakest individually, humans are currently the most populous race, though they never fully recovered after the last Human-Demon War 400 years ago. Roll 1d8+15 for your age.

[Free] Dwarf: A small race that bridges the border between human and magic race. Live in mountains, like rocks. One of their childhood dreams is to die drinking, Pretty standard fantasy dwarf. **Roll 1d8+15** for your age.

[Free] Elf: Much like typical fantasy elves in that they're lithe, long eared, and favor archery. Elves here, however, aren't haughty but suffer discrimination for being a Magic Race. **Roll 1d8+50** for age.

100 Beast Race: The Beast Races are races of humanoids with non-human mammal features in the form of ears and tails. They are coveted as slaves for their natural strength and agility. You may choose a normal animal you might find in a forest to gain the ears, tails, and minor attributes of. **Roll 1d8+15** for age.

100 Migurd: A long lived race, Migurds tend to live to about 200. Its members appear to be children with blue hair near the age of 10-12 until hitting their later years, around 150, when they start aging normally. A small, mostly isolated tribe that can use telepathy to speak with one another. **Roll 2d8 + 40** for your age.

[+100] Supard: A misunderstood and disparate people. Few remain after Laplace's betrayal. A strong and long lived people, its warriors were once the most feared in the world. They have green hair and a magic ruby-like gem on their foreheads that acts as a magic seeking radar. Almost universally loathed; their green hair carries a curse of fear and hatred. I would recommend you shave bald. **Roll 5d8 + 400** for your age.

400 Dragon: Rather confusingly, this is not a race of dragons, though those do exist in this world. The Dragon Race is a group of ancient humanoids with white hair, powerful magic, and terrible secrets. **Roll 2d8 x 100** for your age.

600 Immortal Tribe [Discounted Warrior]: Arguably the strongest of the magic races. The Immortal Tribe can potentially live forever and can take and regenerate through tremendous amounts of damage before dying. You have pitch black skin and between two and six arms. **Roll 10d100 +1000** for your age.

Perks: All perks are discounted at 50% for their Origins except for the 100 CP perk which is free.

General

Delayed Limiter [Free for all]: While most magical growth stops shortly before puberty, to be sporting I'm allowing you to have an additional ten years to train and develop your magical power. Your pool of mana in this world is used in both the traditional casting of spells and also in martial abilities. You will begin with the average adventurer's mana pool. To develop your magical power you must simply use it until exhaustion.

> **200 Leaky Limiter**: Not satisfied with ten years? With this purchase you'll always be able to train up your pool of the mana of this world. Good luck trying to find a place where you can exhaust your mountain crushing strength though.

100 Home Tutor: You have a way of teaching that can reach even the most unwilling and hard headed. They might not necessarily remember your lessons, but you can at least get them to attend.

200 Howl Magic [Discounted Beast Races]: A powerful branch of magic that doesn't require any chanting. By infusing magic into your breath and voice you can release howls that destroy an opponent's sense of balance.

300 Miko: You are a superhuman in an already pretty ridiculously over the top world. You can rip through steel with your bare hands and can brush off small arms fire with ease. Expect the governments of this world to try and manipulate you.

Drop-in

100 Grounded in Reality: You have a basic understanding of science, tactics, history, and literature from your original reality. Nothing beyond what an honors High School student might know, but enough to be useful at the least.

200 Invasive Culture: You are able to smoothly introduce anachronistic and foreign ideas and technology to new societies. While you may not be able to upend trends and persistent memes, you're words will always carry weight. You'll be considered a brilliant revolutionary instead of a

dangerous lunatic when introducing technologies like the railroad, and at the very least they'll consider your calls for the emancipation of slaves.

200 Arts and Crafts: You are a master artist and generally excellent at mundane crafting. Pick a specialty pair: drawing and painting, composing and performing, poetry and prose, or sculpture and installation. You are now unrivaled in those specialties. This perk may be purchased multiple times for additional specialties.

400 Bafflingly Likeable: Odd, really, how likeable you are. Even the constant perverted laughter, groping, and innuendo can't seem to turn people off. Your charm seems to be particularly strong with the elite and powerful, either politically or otherwise. Expect a lot of heavy handed recruitment from various world powers.

400 Harem Protagonist: Fate has really strange plans for you. Or, I guess, it just wants to get you laid. Either way, expect a lot of relationship shenanigans and peculiar happenings all aimed at making you a harem protagonist. Hope you have some serious charisma since this can blow up in your face if you don't play it right. You can turn this off after this jump.

600 Summoning and Magic Arrays: The name is a bit of a misnomer. While the most conspicuous use of this magic is the summoning and binding of spirits, what you are truly skilled at is the most subtle of magic this world possesses. You can, with magic circles and diagrams, gather magic from the environment and craft it into incredibly complex spells and constructs. This can include but is not limited to, teleportation circles, monster creation, magical traps, flying castles, and the creation of magic items. With time you could even create something to rival the Fighting God's Golden Armor. You'll begin the jump with a solid grounding in the basics and will find the rest easy to learn.

600 Dungeoneering: In this world dungeons or labyrinths are caves twisted by magic into living malevolent beings that lure magic beasts and adventurers in to feast on their magic and corpses. Inside these fantastical places truly wondrous spontaneous magic can occur, giving way to large magic crystals, magic given form, and magic items that have developed strange qualities from their exposure to mana. You have an instinctual knowledge of labyrinths. You can navigate inside them and know where and what the traps are and can do. More importantly you have deep understanding of the mechanics of how labyrinths come into existence. Should you find large quantities of magic, natural or otherwise, in this or other worlds you can purposefully initiate the birth of a labyrinth. Labyrinths grow overtime, both in size and danger, but you can feed them magic or lives to increase their power and potential. Use this power wisely.

Magician

100 Team Battle: Mages are meant to fight alongside companions, preferably behind them. You can incorporate yourself into an adventuring party with ease and know how to best use your abilities to support your comrades.

200 Elemental Magic: These are the most common types of magic and those most associated with combat. These include: Fire, Water, Wind, and Earth. The elements can also be mixed to create new affects like steam or mud. You are skilled in Advanced Ranked magic in each.

200 Healing Magic: Whether through tutoring by the church or some rare books, you've come to gain a grasp over the Healing Magic. Healing Magic consists of the standard 7 ranks of this world and 4 systems: Healing, Barrier, Antidote, and Divine Attack. You have progressed to Advanced Rank in each.

400 Silent Casting: Normally magic spells require lengthy incantations and occasionally conjoining magic arrays. Some talented practitioners can shorten the length to a few phrases. You have taken this to the next level and can manipulate mana by feel, allowing you to cast silently and quickly, though this does require more concentration in general.

400 Counterspells: You've mastered Ran Ma, an all-purpose counterspell. This means more than just being able to cast the spell; you can anticipate an enemy caster's actions and possess the uncanny ability and reaction time necessary to disrupt spells both as they're being cast and mid-flight.

600 Demon Seed: Your soul carries within it a discarded spiritual fragment of the Demon God Laplace. This means two things, firstly, you have a genius' talent at the arcane arts, and secondly, that you possess a pool of mana that rivals the Demon God himself.

600 Strong Fate: It appears that the universe has great plans for you. Destiny will always seek to exalt you and will present you with constant opportunity for power and fame. Furthermore, you are now all but immune to any deaths that are not glorious, meaning that no assassin will kill you ignominiously with a spiked cup of tea, and no accident will be the death of you. However, Fate has great expectations of you and should you fail to meet them you will likely die in some grand, but ultimately just as fatal, manner.

Swordsman

100 Fighting Spirit [Free for Warrior as well]: You can channel your mana into your body, both instinctually and on purpose. This allows for lighting fast reaction times, incredible speed and strength, and unbelievable martial techniques.

200 Party Face: You're more than just a meat-shield, you're the archetypical party leader. This means that you are both classically handsome/beautiful and charismatic enough to lead a team of adventurers.

200 Well Rounded: You've received training in North God, Sword God, and Water God sword styles and can be considered Advanced in all three.

400 Landed Knight: Should you ever choose to retire from the life of an adventurer, you'll find that it will be easy to find work in any Kingdom. You possess both the ability to lead a standing army and the skill to train and raise a militia to professional standards. Expect to be rewarded with enough land to retire on.

400 Impossible Dedication: Your work ethic is legendary and your will steel. As long as you're training or studying to become stronger you'll never grow bored. You'll find pushing your body to its limits both spiritually and physically rewarding, and pushing your body to the edge of death will always result in gains. With time you could overcome any enemy.

600 King Ranked: Well done, you've managed to become one of the top five to ten people in two different sword schools. Choose two [**Swordsman receives all three if taken with Well Rounded**]:

1. **Sword King:** You attained the King rank in the Sword God style, a school of swordplay focused on relentless attack, and have mastered the *Sword of Light*, called the strongest offensive technique in this world. The Sword of Light relies on drawing the sword in a manner that the tip of the blade approaches light speed, propelling nigh-unblockable sharpened fighting spirit at a distance.
2. **Water King:** You have attained the King rank in the Water God style, a school of swordplay focused on perfect defense. You have learned the ultimate counter technique from the Water God herself, the *Sword of Deprivation*. At its peak ability this allows you to strike in any direction in all three dimensions. If you can master this stance you'll be able to counter even the slightest movement with a fatal blow. While you're not quite there yet, in the hands of the Water God it is said that the only way to beat her when in the Sword of Deprivation is to kill her before she can enter the stance.
3. **North King:** You have reached the King rank in the North God style, a school of swordplay focused on unorthodox movement and underhanded certain kill techniques. You have mastered the *Sword of Luring*, a technique that entices an enemy to attack when they should defend. If you can find someone to teach you the Sword of Hesitation, a technique that entices opponents to retreat when they should attack, you could very well equal the Death God Randolph Marianne.

600 Divine Progenitor: Like the original legendary Three Swordsmen, who conquered an unbeatable dungeon and emerged as the original Sword God, North God, and Water God, should you accomplish great feats with a style of your own creation you will be hailed as something akin to a god. As long as you go on adventure, you will find it easy to develop new techniques, with more dangerous quests yielding more powerful techniques. And when you do seek to teach your new style, you will find that those you teach directly will always be able to reach your height in skill. Furthermore, your school will grow in time to be as famous and well spread as you desire, allowing you to choose to leave a world changing martial legacy or a legendary, but persistent secret art.

Warrior

100 Fighting Spirit [Same as above]

200 Weapon Mastery: While you might not practice one of the three famed sword styles, you are undoubtedly capable opponent both armed and unarmed. Consider this perk to give you a mastery over the basics of all traditional weaponry and knowledge of brawling and grappling.

200 Vanguard: You childhood could be characterized by untraditional fighters and dangerous environments. This has left you quick, stealthy and with an eye for danger. A must have for any adventuring party.

400 Unorthodox Combatant: Yours is a style foreign to the majority of other combatants. It's impossible for an opponent to read you, and even the most skilled fighters will be caught off guard by your techniques.

400 Trap Master: Spotting traps both magical and not is a breeze for you. Additionally you know how to best get around them, whether by disarming or dodging at the last minute. You're also a master at escaping from prisons and bindings.

600 Jumper Empress of Jumper Eyes: You, like the Great Demon Empress Kishirika, have gained the ability to give bestow lesser versions of your magical eyeballs to others. The vast majority of people you give eyes too will never master them in their lifetimes. Also, they might object to the part where you jab your finger into their eye and swish around for a minute. Your gift eyes will adapt to the receiver's biology but they will still require a similar source of power to your originals, i.e. if you give an eye powered by magic to someone without magic they won't be able to use the eye, if you give someone with magic a magic eye from another universe with a different magic system, they can still use the eye but at greater cost than normal.

Demon Eyes: This term refers to number of eyes that possess unique abilities. The Great Demon Empress Kishirika Kishirisu possesses a total of 12 of them and is known to hand them out to others as rewards. While you can certainly get these from her in jump, if you buy the eyes here you don't need to have your eye gouged out and replaced. Indeed, you can apply these powers to existing eyes and even each other to create new abilities.

[**One Purchase Discounted for All, All Purchases Discounted for Warrior**]

500 Magic Power Eye: The most common of Demon Eyes. This eye will allow you to see mana. After this jump you'll be able to see all forms of magic and inner energy like Ki.

500 Identification Eye: These show descriptions and definitions of anything you look at. During the jump this will only show you things that you and the Great Demon Empress know of. Post jump this will act as a visual HUD and show you descriptors for all but the most esoteric. Regulating the amount of mana you funnel into the Identification Eye will result in more or less detailed descriptors.

500 X-Ray Eye: Not actually x-rays, but rather the comic book style of x-ray vision. You can see through opaque objects including walls and clothes. Normally this wouldn't let you see through people and dense objects, however if bought here you'll be able to push past those limits by regulating the amount magic power used.

500 Clairvoyant Eye: The Clairvoyant Eye lets you see far away. Regulating the amount of magic you use will determine how far you can see. Unlike a scope the Eye moves your perspective, meaning that while walls and clothes will stop your vision you can maneuver around obstacles.

500 Foresight Eye: This Eye allows you to see into the future. How much further into the future is determined by the amount of mana used. The further you see the more possibilities and outcomes are presented until eventually blurring together. These are some of the most difficult eyes to master.

500 Absorption Eye: This eye absorbs magic. Normally the eye would absorb magic indiscriminately, meaning that it would absorb any magic you cast as well, however if purchased here you can use select what magic the eye absorbs. After this jump this will include any type of magic. The magic does not enter your body, instead disappearing entirely. The range of the eye is quite short, less than a hundred meters. The eye acts as an area-of-effect counterspell, so while it can counter spells, sword techniques, and the use of magic items, it can't drain someone to death.

800 Absolute Void Eye: The Absolute Void Eye can create an immense, insurmountable barrier around areas. While you could hold off an army with these, the drain is significant and potentially lethal.

1200 All-Seeing Eye: Like the Clairvoyant eye with the X-ray mixed in, and with even greater range. This eye can scour the world in moments and pierce most magical barriers, the drain, however, is immense.

Items

50 Bag of Small Magic Crystals [Free Drop-in]: This bag contains magic crystals no larger than a child's thumb. They're useful in the construction of wands and small magic items.

50 Adventurers Guild Registration Card [Free Swordsman]: This card can be any Rank you choose from F through A. By choosing a higher rank you can skip the tedium of doing lower ranked work to climb the Guild ladder.

50 Camping Gear [Free Warrior]: Not only a tent and supplies but also some much needed and rare spices to make magic beast meat palatable.

50 Wand [Free Magician]: This small magical focus lends a little bit of a boost to your spell casting and is also the unofficial badge of a magician.

50 Asura Gold Coins: This bag contains 50 Asura gold coins; enough to live a middle-class lifestyle for a year comfortably on the central continent or to buy a few nice books.

100 Masterwork Weapon [Free Swordsman and Warrior]: This non-magical weapon is of the finest construction.

300 Element Attuned Staff [Discounted Magician]: This staff is made from the body of a rare magical beast and a large magic crystal. It is attuned to an element of your choice. While it significantly increases your ability with all magic, its effects are tripled with the chosen element.

300 Magic Absorption Stone [Discounted Swordsman]: A stone made from a rare magic resistant hydra. When magic is applied to the back of the stone it releases a wave that scatters all magic in front of it, similar to the counterspell Ran Ma. The more magic you pour in, the stronger the effect.

300 Soul Spear [Discounted Warrior, Free Supard]: This weapon is crafted from your very soul. It will grow sharper and stronger as you use it and will never break so long as your soul and spirit remain intact. You may import a weapon to give these qualities.

300 Boreas Aphrodisiac Recipe [Discounted Drop-in]: The secret recipe to the legendary Boreas family aphrodisiac. The potion is much coveted in this world, each vial costing a small fortune. What are you planning on doing with this?

300 Recipe for Magic Resistant Bricks: You can easily mass produce magic resistant bricks. They start off being able to shrug off up to Advanced Ranked magic but can be improved with time and research.

400 Paul's Tanto [Discounted Swordsman]: This replica magic item is a sharp as what it is cutting is hard. This means that while it'll easily part a shield it will fail to cut flesh or cloth.

400 Crystal Chest [Discounted Drop-in]: This chest, about the size of a travelling trunk, is always filled with fine magic crystal dust of various affinities, determined when you open it for the first time in a day. Additionally, once per day you get an assortment of larger magic crystals, also of randomly determined affinity. These can range from a dozen or so fist sized stones to a single massive stone barely smaller than the chest.

400 Sturdy Ikemen Equipment [Discounted Warrior]: This set of magic items will amplify your natural strengths. The gloves increase your strength by a constant 20% of your base and the boots will do the same with your speed. The simple cloth undershirt is enchanted with barrier magic that grows stronger depending on how much magic power you channel into it. The mantle will protect you from the elements and will always maintain a comfortable temperature. Oddly enough, wearing these as a set seems to increase your natural charisma and sex appeal.

400 King Ranked Spellbook [Discounted Magician]: This large tome contains the instructions and chants to all the major known King Ranked spells in each specialty. After this jump, the tome will update to include a similar series of powerful spells in whatever magic system exists in that world, usually one or two in that world's various magic specialties. The book has effectively infinite pages, adding more as needed and opening to the desired one with a thought.

600 Zariff's Doll and Notes [discounted Drop-in]: You have the working automated guard doll created by the Dragon King Zariff. This doll is made and powered by a series of incredibly complex magical arrays. Along with the doll you also receive a copy of Zariff's notes.

600 Magic Armor Set [Discounted Magician]: Magical power armor and a magical mecha suit. The first has a significant drain but can be used in most situations, the latter has an enormous drain, and really should be reserved to situations that require a wearable super weapon. The power armor acts like most power armor in that it increases speed and strength. The mecha suit comes

with a gattling gun array, and a sword and shield. You may import a suit of power armor and a mech that you own to enhance them further with this magic. You may choose to have the magic work on top of existing technological and/or magical systems as a redundancy, or instead have the magic flawlessly integrate, creating a new system. Either way the improvements will be significant.

600 Dragon King Sword [Discounted Swordsman]: A sword belonging to the North God Kalman III; possesses the ability to manipulate gravity.

800 Armored Sky Fortress [Discount Dragon]: This is a flying island with a large and extremely lavish castle. You may deploy this in any jump you travel to and any changes you make will carry over.

100 Slave: Maybe you want to rescue a young student to mentor or maybe you just want someone to carry your things, either way you gain a slave companion. Comes in two flavors: broken or bitter.

50 CP each/300 for All 8 Companion Import: Imported companions gain an origin, its free perks and any discounts, and 500 CP to spend on items and perks. If you do not have or do not want to import companions you may instead choose to meet them in jump.

300 Canon Companion: Fate will conspire for you to meet a character in this world. Should you hit it off you may take them with you on your adventures.

Drawbacks: Take as many as you want. No limit on Choice Points gained.

+0 I Want to Go Back: A chance to be born again, to do it all right this time. If you select this, you'll be born to a family of your race in your location roll a few years after Rudeus Greyrat is born to Paul and Zenith Greyrat; six years before the Metastasis Event. However, instead of leaving after ten years, you'll stay until your 30th birthday. (Around the end of Rudeus' conclusion chapters.)

> **+200 Infancy**: All your powers and memories will be locked upon arrival into this world. You will gradually recall your memories and your powers will slowly return over a ten year period. On your tenth birthday you will gain access to your warehouse. If you have Delayed Limiter instead of Leaky Limiter, you'll be given an extra five years after your tenth birthday to develop your mana instead of ten. Additionally, flip a coin to determine your gender; you may not pay to change the result.

+100 Agoraphobia: You have an acute fear of going outside. With time and the kindness of a stranger, not a companion, you may be able to get over this, though it'll forever color your interactions with others.

+200 NEET PTSD: Nope. You will be stuck with a crippling fear of the outside for your entire time here. Hope you can somehow remain interesting enough not to be left behind while stuck indoors.

+100 Shameless Pervert: Ugh, you have a seriously creepy demeanor. You won't be able to stop yourself from groping others, yet alone from staring at your preferred sex. While people might overlook this if you give enough reason, expect anyone and everyone to manipulate you through sexuality. No matter your willpower in other regards, dat ass will break you.

+100 Glass Cannon: You can't seem to use any of the internal magic and body strengthening required to excel at the martial arts of this world.

+100 Dumb Fighter: You have no grasp of the intricacies of magic. Both casting of spells and the use of magic arrays are entirely beyond your comprehension.

+200 Green Hair: You have green hair, which, in this world, means that everyone associates you with genocide and terror. Expect discrimination. No matter what you do it seems to grow back in hours, nor will any dyes stick. On the plus side, it's very pretty.

+200 Slavers: You can't seem to stop being captured by slavers. No matter what you do, expect to be rendered helpless and get put up for sale several times a year.

+300 No Magic: You aren't supposed to be in this reality and it shows. You have no magic power at all and will be totally incapable of casting or martial techniques. More importantly, should you not receive a rather rare treatment you will die of an ancient disease caused by your lack of magic sometime into your jump.

+300 Crusade: The Holy Milis Kingdom believes that you are demon and a threat to all life and have widely denounced you. They will ruthlessly hunt you down; going so far as to go to war should another nation shelter you. Should you hide in the Magic Continent your presence will threaten to spark another global holy/race war.

+300 Curse of Hatred: Your presence inspires intense enmity in all living beings. Regardless of your actions there will always be a palpable feeling of dread evil about you.

+300 Crystal Infection: Sometime in your jump you and your companions will be infected with a magical illness that renders you immobile as it slowly turns you into a magical crystal. Your non-companion allies that you made in jump will have to steal the God Ranked healing spell required to cure you from the Holy Milis Kingdom and find someone capable of casting it. Should they fail to do so in time you will die and your chain will end.

+300 Hitogami: The Human God, Hitogami, who rests in the void, has determined that you must be eliminated. Even if he can't enter your dreams or summon your soul, expect him to

continuously manipulate others in order to kill you and everyone you know and love. He is a master manipulator and absolutely without mercy.

> **+300 Literally Satan**: Oh, dear. Normally Hitogami would be limited to only manipulating three humans at a time. However with this option his limits will be completely removed. He can now enter the minds of any living being regardless of whether they're asleep or awake and can affect as many people as he wishes.

+400 Orstead: The Dragon God, Orstead, has placed you firmly on his must kill list. He's a time looper several tens of thousands of years old, a master at all magic branches, all martial techniques, and is arguably the strongest being in this world.

> **+400 Fucking Time Travel**: Ambitious aren't you? It appears that this isn't the first time Orstead has met you in battle before. Indeed, it looks like he's been fighting and killing you for thousands of years. Expect him to know all your moves, your strategies, and abilities and have a dozen counters for just about everything. Hope you can find a way to surprise him this time.

+400 Bound: All your powers, warehouse, and companions from before this jump are locked away. You may not *import* any companions, but you may purchase the option and meet new companions in jump. You may only import items that you purchased in this jump.

> **+400 A Long Way to the Top**: You can now no longer leave this jump until you are in the top three strongest beings in the world. This means that you have to be at least stronger than the Demon God Laplace and the Fighting God in his armor.

+600 Overloaded Metastasis Event: The Metastasis Event, a dimensional maelstrom, has been affected for the worse by your addition to the chaotic extra-dimensional energies. Instead of "just" affecting one region the Metastasis Event tore through the Central Continent, scattering everyone at random throughout the world. With them came a grab-bag of every enemy and foe from your previous jumps, some even empowered to dazzling new heights by their jaunt through dimensions. They will all recognize and remember you.

End: If you survived ten years and the challenges of this world, all drawbacks are revoked. You have three options before you.

Homesick: The thought of resurrection has made you long for your original world and family. You return home with all your powers and items.

Stay: You remain in this world. Your affairs will be settled and any powers that may have unlocked after you left are now unlocked.

Adventure: On to the next jump.

Notes: The Mushoku Tensei wiki's pretty shit, so I'll try to keep the notes section filled with the most relevant info. Let me know if I miss anything.

No time looping. Even if you can get Orstead to teach you the spell, it will be counted as the decision to stay here.

Any drawback indented after another means that you can only take that drawback having taken its parent. For example you can only take A Long Way to the Top if you also take Bound.

Yes, stacking Clairvoyance and Absorption into the same eye will increase the range of absorption. Stacking the abilities into a single eye creates some neat combos, for instance Clairvoyance+ X-Ray+ Magic Power Eye would be similar the Byakugan with a range of hundreds to thousands of miles.

Taking Curse of Hatred with Green Hair means that people will be driven to a mad, hysterical fury at the sight of you.

There are several drawback combos that are near certain death, but most of them involve Infancy. For instance Curse of Hatred + Infancy is pretty much immediately fatal.

Magic in this world has seven ranks:

Elementary: Basic mana manipulation.
Intermediate: Advanced mana manipulation.

Advance: Complex mana manipulation. This conveys a mastery of the basics, both in magic and sword style.
Saint: Large scale complex mana manipulation. Usually spells that affects the weather.
King: High amount of mana with complex manipulation.
Emperor: Very high amount of mana with specific manipulation.
God: Continental scale magic. Maps get changed when you use this stuff.

Sword techniques follow a similar naming schema as the magic ranks listed above. However, where a mage capable of casting Saint ranked water magic is referred to as a Water-Saint Ranked Mage, a swordsman of the Water God style who can use Saint ranked sword techniques is called a Water Saint. There is only one God of each style and typically one to two Emperors beneath them.

On Healing Magic: Healing goes from healing scratches to regenerating limbs, but it'll never bring the dead back to life. Antidote is about curing poison and sickness, but at higher levels can allow you to craft poisons and afflict status effects. Barrier raises your defense, makes for good walls, however it can also protect against pain and can even increase the body's natural healing. Divine Attack is magic tuned to do the most damage against evil spirits and beasts, and is also the most coveted and rare; best not to flash it around.

How to Train Your Magic: There are two ways to grow your magic, one is to use it till exhaustion, much like a muscle, and the other is to strain it with complexity. At first it will be easier to make a fist sized ball of mana that to make a single snow-flake. You'll have to keep pushing the complexity to tire yourself out as well though.

Infancy: Infancy removes all perks and memories, even those you purchase in this jump. I won't quantify how they return to you, but my official policy is 'whatever makes the best story'.

Orstead's Curse: The Dragon God Orstead possesses his own Curse of Hatred. Drop-ins will not be affected and other origins will have to rely on perks from other jumps to push past it.

Miko: Mikos are another mana oddity. So essentially, magic beasts in this world can either be born from other magic beasts or be mutated from ordinary animals. Normally humans and other sapient beings are immune to this, except for rare cases where you get a Miko.

All-Seeing Eye: The eye sees in hundreds of miles in all directions at once, but you'll still have to move it around to search the world. Its mana cost varies from the equivalent of casting a King Ranked spell to casting an Emperor Ranked Spell. Obviously, unless you have relevant perks from other jumps, getting used to seeing in all directions for hundreds of miles will take a great deal of time and effort to grow accustomed to.

Jumper Empress of Jumper Eyes: Just to be clear, you can give a copy of any eye you possess, not just the ones from this jump. If you want to do nothing but change someone's eye color to yours in the absolutely most painful manner possible, you can.

The Seven World Powers and You! A Guide to the Most Powerful Beings in Existence:
The Seven World Powers are in order of strongest to "weakest":

1. Technique God
2. Dragon God
3. Fighting God
4. Demon God
5. Death God
6. Sword God
7. North God

As a rule, anyone capable of casting King Ranked spell or known as [Blank]-King in a sword school can turn the tide in a battle. Emperor Ranked can turn the tide of a war. And God Ranked, well, God Ranked is just some silly shit. Like, so powerful that they don't even fit into this setting. As in," Go back to fighting Frieza, Orstead. What are you even doing here anyway!?"

The gap in power is pretty tremendous from Emperor to God. But even in the God Ranked Seven World Powers, the gap between the Dragon God Orstead and the Fighting God may as well be the gap between an Elementary Ranked magician and Emperor Ranked magician. The Technique God and the Demon God are actually both halves of the Dark Dragon God Laplace, who literally shattered planes of existence, and even when split apart takes both the number one and the fourth spot on the list of most powerful people. But even when not talking about the bonkers top half of this list, former World Powers have done feats like: Split the continents apart; and, carve several hundred miles of road through a forest and a mountain with one Divine Magic spell. Incidentally the magic in that Divine Magic spell still holds off magic beasts from attacking travellers several thousand years later. No wonder they still worship the guy who did it.

Change log (v.03):
Added Crystal Chest: Refilling chest
Added Paul's Tanto
Added King Ranked Spellbook
Added Formula for magic resistant bricks
Added import option for magic armors
Added Sturdy Ikemen Equipment