Dying Multiple Times Per Day To Save The Multiverse

Alternate Title: My Codependent Yandere Multiverse Adventure!

Jump By Domar

Story by Zackman2k12

Tereda Chouju was a normal 7 year old living in Kyushu, Japan…until Leviathan attacked and he triggered. Yes, he lives on Earth Bet. His journey takes him to other worlds. Now you will take on a similar role.

Here's +1,000 CP to get you started.

Age/Gender

Age and Gender are entirely up to you.

Location and Time

You may freely select any of the following locations, or you may roll 1d4 to start at a random one of the below to receive **+2,000 CP**.

1 – Earth Bet, Kyushu (October 31st, 1999):
Are you sure you want to start here? This is three days before the Endbringer Leviathan attacks Kyushu and subsequently sinks it. While Lung may have held it back for a time, the entire area sank beneath the waves, killing 9.5 Million People, with another 3 Million turned into evacuees. The damage Japan suffered from this event along with the Parahuman Warlords that seized power have prevented the country from recovering even over a decade later.

2 – Earth Bet, London (June 19th, 2013):
Okay, this one is even worse. This is one day before Gold Morning. Scion will soon be convinced by the psychopath Jack Slash that murdering people at random will cure his depression, Britain will be his first experiment. In this particular version of Earth Bet however, a certain teenage girl never triggered. There will be no Khepri forcing the world's capes to work together, Cauldron will still try to send many capes into the meat grinder, and Alexandria will be there, but it won't be enough. Earth Bet will be obliterated, the odds are stacked against you, I hope you're ready.

3 – Waterfall World, Lugunica Capital City (14th Of Tammuz):
You appear in a pedestrian walkway next to one of the main thoroughfares of the capital city. A child has stumbled and is on the ground in front of an uncaring carriage, meanwhile a NEET from another world is making a fool of himself nearby. A certain thief girl has stolen an important item and a half elf is desperately searching for it, what will you do?

4 – ???, Kasimir's Shop (???):
This extradimensional shop is run by the enigmatic but friendly Kasimir, he will sell you just about anything, enchanted items, technology, cultivation manuals, and even provides a taxi service across realities. As you are arriving in an unorthodox manner, Kasimir has graciously offered a singular use of his taxi service for free. His shop is able to reach anywhere an experienced Planeswalker is able to travel to, but there is a degree of randomness. If the destination is extraordinarily Hostile, Kasimir will allow another random travel, until arriving at a sufficient location.

Origins

You enter this world as a Drop-In, please note that Tereda Chouju does not exist in this jump, so don't rely on him to solve problems for you.

Perks

Gorgeous (Free):
So many characters in the Waterfall World are ridiculously good looking, you'd be an odd duck if you weren't. Assuming you were a 5/10, you are now boosted to a 9/10.

Gate (Free):
Everybody in the Waterfall World is born with a structure embedded in their soul called a Gate, which greatly aids in gathering and storing mana, allowing basically anyone to become a spellcaster, at least at the lowest level. In the original world of Re;Zero, a gate's size and complexity are fixed, effectively hard capping the amount of internal mana you can store and thus utilize. In this version of the world however, an individual's gate can be grown through training, with techniques existing that increase the speed of doing so.

Each gate is attuned to one of the six elements, Fire, Water, Wind, Earth, Yin, and Yang. You will be granted one of these at random. Please note that while having a gate attuned to an element does ease casting spells relating to that element, anyone can train to use all six with hard work.

Strangely, while Subaru was granted a Yin attuned gate upon entering Waterfall World, Tereda was not granted a gate at all, having to grow one through alchemy. Let's just circumvent the confusion and give you a gate immediately.

Cultivation Comprehension (100CP):
Tereda happened to gain access to a cultivation technique straight out of Xianxia. Of course, he hadn't grown up in a cultivation world and had no idea what he was doing, so he promptly exploded. How exactly is a random man supposed to know that an "Asura's Palm" is the thumb? Well, you do. All the flowery text and cryptic

statements that cultivators tend to use unravel themselves before you, you have complete understanding of it all.

This also grants a natural affinity for all aspects of cultivation, you can sense and manipulate Qi more easily, you make mental connections between parts of cultivation at a faster rate. This on its own won't actually make you a cultivator, it won't give you a cultivation method or allow you to make one from scratch, but it will nudge you into being more successful when you get one.

Apprentice (100CP):
There's plenty of magic in the Waterfall World, and you're likely to run into more forms of it in future worlds. Better get learning, right? This gives you a flat 5x Multiplier to all efforts towards learning magic and magic related abilities.

Soul Restoration (200CP):
Subaru had a weak gate and was only able to learn a single low level Yin spell, but the satisfaction of learning magic turned into disappointment when he overdrafted his magic, damaging his gate and blocking him from using magic from then on.

Your gate is now naturally tougher and will restore itself at a greatly increased rate from any kind of damage, including any damage a soul wouldn't normally be able to recover from. This recovery is so great that damage which would normally take decades to recover from will now be fixed within a day or two. Recovering from damage will now strengthen your soul, making it tougher, and it will not be some patchwork abomination, it will be perfected, polished. You could conceivably grow to the point that abilities which use soul energy can be endlessly spammed, your soul so massive that gods cannot compare, though this would require much suffering, maybe there is a better way?

Ticket To Kasimir's Shop (200CP):
Why isn't this an item? Well, it's really more of an ability. Normally in order to enter Kasimir's shop you must stand before a magic shop(including fake ones) then clap four times, call out his name, and clap twice more. This ability will allow

you to summon a portal at any time from any place to enter the enigmatic man's shop.

The shop will accept established currency of any form from any world, though after you get to high enough values Kasimir tends to want Spirit Stones. Kasimir will want payment for nearly everything on offer, but he will also provide services to craft items in a time dilation while selling the materials to you and then buy the excess, allowing you both to profit massively so long as you have the skills to actually perform the craft.

Please note, due to the extra dimensional nature of the shop, Kasimir will remember previous visits even through time travel or reality alteration. Please don't attempt to fool him, it won't end well.

Temporal Sense (300CP):
Time Travel is likely to become a staple of your life (and death) from now on, you might as well get a handle on it, yeah? This perk grants you a natural sense for time, you feel when distortions of time occur, you retain memories that should be wiped from alterations to time, and you learn any magic, technology, or other abilities related to time at an increased rate.

Cooking Savant (300CP):
You have great skill in cooking regardless of style or ingredient, enough to work as a chef at an illustrious restaurant. More importantly, you cook faster than should be possible, starting at requiring half the time to produce a finished dish but scaling to your skill in cooking, you may eventually take a pile of ingredients and transform them into a meal in less than a second, but this will require truly transcendent skill.

Witch Factor (400CP):
A Witch Factor is a power linked to a sin, the antithesis of Waterfall World's Od Laguna. These powers are conceptual in nature but tend to have some form of drawback. Regulus' Lion Heart granted him effective invulnerability to all sources of damage but would kill him if kept active for more than five seconds. Minerva's Authority allowed her to rewrite cause and effect and heal the target, but the

healing effect could not be deactivated and would cause disasters at random areas around the world.

You may choose to have an Authority identical to one seen in the series or design your own, but there must be a drawback of some sort attached. You may eventually train away any drawbacks attached to the power, but it will take time and effort. This perk can be bought multiple times, with no limitation of which sin they are connected to.

As you are purchasing this power through this jump, any Authorities will not interfere with Divine Protections you may possess.

Oni God (400CP):
When Ram was young, she was considered both a prodigy and the second coming of the Oni God. She excelled in all fields, especially in mana control and a powerful physique. However, after losing her horn she lost much of this power. Or rather, she can access the power in short bursts which causes great damage to her body. When Tereda regrew her horn, the power she subconsciously released into the city streets was so great that nearby Knights converged on the group's location and arrested them, thinking it was some sort of attack.

You now have access to this massive well of power, but it does not rely on a horn or other specific body part. Instead, it is treated as a powerup you can access at any time and will place no strain on your body, and can be used in conjunction with other powerups and forms, it does not grant you divinity.

Please note that the power is great enough to crush stone with slight movements, you will likely need considerable training to use safely around allies.

Divine Protection (500CP):
Created as an answer to Authorities by Od Laguna, Divine Protections are normally granted at birth. Unlike an Authority, a Divine Protection has no downside to its use, but tends to have considerably lower power backing it.

Normally a Divine Protection can be nullified by cutting someone off from Od Laguna's reach, but this will be fiat backed and continue being effective in such cases.

As you are purchasing this power through this jump, any Divine Protections will not interfere with Authorities you may possess.

Spirit Contractor (500CP):
The Waterfall World is steeped in magic, one phenomena that occurs due to this dense concentration of mana is the birth of spirits. Spirits come in many forms and a wide range of power, Puck for instance was able to wipe out nearly all life in a large city in short order. People in this world are rarely able to form contracts with spirits, casting spells through them even with a broken gate and allowing them to draw on the contractor's mana for their own uses.

You now have the greatest affinity for spirits the world has ever seen, you may contract with an unlimited number of spirits of any level of power, acting as a perfect host for them to rest inside and may fuel them with mana without any cost to yourself. You have preternatural teamwork with any contracted spirits, and may sense spirits in a considerable radius around you.

You may also create lesser spirits at will, and may link them to stretches of land. The linked land will provide mana to fuel the spirit even in worlds that normally do not have mana while the spirit will purify and bless the land, resulting in a positive feedback loop. It may take centuries for these lesser spirits to grow into something truly great, but unlike normal spirits they will not be as self-interested and will grow to be well acclimated to their environment.

Grand Swordsmanship (600CP):
There are multiple examples of great swordsmen in the Waterfall World, Julius Juukulius and Reinhard van Astraea as examples. In this version of the world, they seem to be even better, when Tereda and Rem went on a rampage, easily defeating multiple knights, Julius killed both of them instantly with a single imperceptible slash of his sword.

This perk grants you a similar level of skill with the blade, along with a boost to both your physique and mana levels in order to allow yourself to actually put this skill to use. Additionally, your talent in swordsmanship and magic swordsmanship are both greatly boosted, you learn at many times faster than before, continue pushing yourself and you can eventually do the impossible.

Return By Death (600CP):
Blessed by the Witch of Envy, Satella, you- Wait what? Oh, I guess this is actually a Shard based power. Or is it? I suppose I'll just give you the option, either you have gained this ability from Satella, a Shard, or it's a fiat backed power. Whatever the source, the actual effect is the same, any time you die your mind will go back in time.

Subaru had no choice on when he returned to, eventually a new reset point would be assigned automatically, the rules for when this occurs are unclear. On the other hand Tereda's power allows for the option to go back anywhere within three days of the time of death. You have the latter effect, after dying your disembodied mind will be able to select a time to go back to, down to the nanosecond.

Your mind, body, and soul will be restored to perfect condition each time this happens. You were mind controlled? Your soul was damaged by overuse of magic or corrupted by an eldritch god? No problem, you are now back to a normal healthy person. But do take note this in itself can cause some mental instability as the guilt from committing an atrocity will be wiped too, please try not to normalize doing such things.

Additionally, you gain a slight resistance to whatever killed you, this stacks and is permanent so you can eventually build up to complete immunity even to incomprehensible conceptual damage. Tereda eventually gained enough resistance to Scion's Stilling that he was able to survive the complete planetary destruction of Earth Bet. Of course, he then had to acclimate to a complete lack of air, the radiation from the sun without a layer of ozone to protect him, and freezing to death from the subzero temperatures of outer space, but at least you won't permanently go insane from the pain of repeatedly dying like this, right?

Archmage (600CP):
This is an unheard of level of affinity for magic, your mana reserves are boosted to a massive degree and you regenerate magic at such a rate that you could spam low level spells endlessly.

More impressively though, is how quickly you figure out new spells, a normal magic user would take years or decades of dedicated study to peel away at the required mysteries and invent a new high level spell, but doing so is as easy as breathing for you. You decipher the entirety of a spell's complexity immediately upon seeing it casted and may flawlessly imitate it, your ingenuity will allow you to improve upon said spell and fire it back with more skill in mere seconds. Just imagine the shock on your opponent's face when their magnum opus is treated as a cantrip.

Additionally, for every school of magic you learn the basics of, the power and efficiency of all your spells increase. Become a true master of the mystic arts and none shall stand against you.

Grand Alchemist (600CP):
Tereda with his training amulet and many stolen books spent an unknown amount of time reading books on alchemy and brewing potions. With thousands of books that were jealously guarded in nobles' treasuries he became capable of brewing potions that permanently strengthened the imbiber in a variety of ways. Awakening one's psionic potential, growing a new gate or massively enhancing an existing one, it seems nothing is impossible for an alchemist of enough skill.

He stated that he had barely scratched the surface, but Rem and Ram found him to be doing the impossible, greater than any alchemist they had ever heard of. Now just imagine if someone went through the same process with a true talent for the craft.

You have that talent, all alchemical knowledge is absorbed like a sponge, parsed and correlated perfectly. You notice imperfections in brewing methods with a glance and have an intuitive grasp on the possible effects that could be pulled out of an ingredient.

You learn anything related to alchemy at a greatly increased rate, the results of your alchemy are boosted to double their normal effect, and anything you craft with alchemical skills is made in a considerably shorter time.

It's said that a realm of skill exists so far above a grandmaster that they may concoct an elixir of immortality from a mere blade of grass found on the side of a road. Perhaps you will be able to reach this lofty height. Someday.

Blessed By Od Laguna (1,000CP):
The Divine Blessing granted to Reinhard van Astraea, it can be considered the strongest ever seen. Wishing to have a Divine Protection will grant you said Divine Protection, and you may keep them permanently or discard them at will, with no limit to the number held.

Reinhard had a problem with his intentions not being correctly interpreted by Od Laguna and granting a defective power, but you will not have such an issue, all powers granted by this method will be directed by your subconscious will to perfectly mold itself to what you wish it to be.

Do note that each individual power you wish for will still not be as powerful as an authority, and conflicting Divine Protections will cancel each other out. As an example, a Divine Protection to always hit a target with archery facing a Divine Protection to always dodge fired arrows will render both inactive, causing the users to resort to normal accuracy and dodging.

Items

Holy Dragon Coin (Free):
The most valuable denomination of currency within Lugunica, it's really not something a normal person will see in their lifetime, basically reserved for a

noble's treasury. As such you gain a single one of these, or the equivalent in legal tender of any denomination.

Knight's Mana Training Manual (Free):
This manual is given to prospective and trainee knights after gaining some acceptance, it bears a striking resemblance to cultivation techniques from Xianxia worlds, but focuses on drawing in mana to expand the user's gate and strengthen the body. It is crude and basic, but can give a cultivator insight into utilizing other forms of energy. Using this alone won't trigger cultivation phenomena like advancing through stages and realms or triggering tribulations due to defiance of heaven.

Basic Gear (100CP):
Towards the start of the story Tereda stole some clothing from a noble, then bought armor and a sword from a dwarf, and had his gear enhanced by an enchanter. With this purchase, you receive a copy of the gear he had at the time, the fine clothes are comfortable to wear, are stylish, the equipment is enchanted to be more effective, has a spatial storage space, and will enhance one's learning rate with swordsmanship and footwork.

1000 Hour Amulet (300CP):
This amulet when worn increases your rate of learning and training. For every one minute that passes doing something like practicing swordsmanship or reading an engineering manual, you instead gain the equivalent of 1000 hours performing that action. While you won't magically gain knowledge that didn't exist in a book you're reading, you do gain the results of extrapolation and experimentation you would have performed. Of course, everyone has their own methodology, so you will likely gain wildly different results than someone else reading the same book wearing this amulet.

As you are purchasing this with CP instead of from Kasimir's shop, it can never be lost or stolen, and you may fuse it into yourself or eject it at will, so others will not even notice you have it…well, they will likely notice how fast you pick things up.

Veritable Library (400CP):

Tereda and his friends stole a considerable number of books on many topics, even those locked away and likely forgotten about by nobles who didn't know the value of what they possessed. Tomes of magic, books on alchemy and enchanting, it's unclear just how great of a collection they gathered as time was limited to study them. You now have a collection of all the books they grabbed, have fun!

Spirit Stones (500CP):
These are both extremely useful in cultivation as they are dense concentrations of pure Qi, allowing for lightning fast cultivation if enough are consumed, and also accepted as highly valued currency in any civilization that knows of cultivation.

You are granted a collection of varying density, with thousands of low grade, hundreds of mid grade, and dozens of high grade stones. These restock monthly. Please be careful of others' greed, there are illustrious sects and noble families that have thousands of years of background which do not have a collection of such riches.

Time-Space Divine Death Law (600CP):
Created by Eternal Emperor Heaven-Chaser Star-Devourer, this Top Quality Cultivation Manual allows the user to manipulate Time, Space, and Death, though it requires an affinity to all three aspects of reality in some form to be truly utilized.

This makes it perfect for use in conjunction with Return By Death, the two abilities will synergize greatly, expanding their capabilities. When Tereda managed to cultivate this to the first cultivation stage, he accidentally opened a portal to another reality which sucked him inside. This also enhanced the "Perfect State" part of Return By Death to include items connected to him, so equipment, books, and cash were retained after death. This effectively became a duplication glitch as items he gained were both still in their original location and in his spatial storage.

After attempting to integrate the Knight's Mana Training Manual with the Time-Space Divine Death Law, reality seemed to glitch and brought Tereda back to the location he entered Waterfall World but several hours before. He didn't try to do so again because it killed him in the process, but let's expand on this accidental

effect. You may now integrate other cultivation techniques into this one, even conflicting ones, and they will work together seamlessly, sometimes allowing for unexpected benefits to manifest. This modular effect allows you to add and remove an unlimited number of effects into your method, though please note that increased complexity can slow down cultivation.

Companions

Your Entourage (Free):
Any existing companions may be Imported into the jump entirely for free. There is no limit to how many companions you may import, but they only get a 100CP Stipend. They may still take drawbacks to gain more.

Canon Companion (Variable):
While you may take any of the people in this Jump with you along on your chain, maybe you want to be sure you'll run into them. For free you may select any number of people in the local worlds and fate will twist to ensure you eventually meet them, they will have a somewhat favorable initial disposition towards you, but are not guaranteed to join you as a companion.

Alternatively, you may pay 100 CP to guarantee that the chosen individual will join you, they will have already agreed to come along. You may optionally have them teleported to your location at the start of the jump, but please take care not to bring someone like a baseline power Rem to the fight with Scion.

Drawbacks

Clumsy (+100CP):
You have a tendency to trip and fall, you have terrible hand/eye coordination, this only actually occurs outside of battle so you won't have an assured loss due to the drawback, but you're basically assured to make a fool of yourself at some point.

Tainted By Witches (+200CP):
When Rem first met Subaru, she had to pinch her nose at how bad he smelled. After Ram's death, she came to blame him, realizing the stench was due to his connection to one of the witches. Not everyone can sense this, Ram can't, neither can Garfiel, but others can.

For you, however, anyone with enhanced senses in some way will be able to detect the lingering presence of a witch upon you. Yes, they will still detect it even if you have no witch factor and have never met any of the witches nor any members of the witch cult.

You may temporarily nullify the scent with various methods, but it will be guaranteed to return. Rem managed to overcome her disgust for Subaru after he proved himself, perhaps you will be able to do the same.

Insulting The Dragon (+200CP):
While shopping for alchemical ingredients, Tereda finds an establishment manned by a particularly stubborn old guy. Despite repeated attempts to start a conversation and start delving further into alchemy, the old man ignores him and stays silent.

It's then that Tereda makes a large mistake, he asks where he could obtain some dragon parts to be used as ingredients. In most worlds dragons are considered highly dangerous but their scales, fangs, and organs are extremely valuable. In the Waterfall World however they are considered to be Holy beings, as such just hinting at killing one to harvest their corpse is an abhorrent action. It would be like saying you'd do the same to an angel, or non-jokingly talking about eating fellow humans, you just don't do it.

This drawback multiplies the negative reaction from any faux pas you may commit, when others would quickly get over your mistakes, they will now consider you as extremely suspicious. Watch what you say or do or you will quickly turn yourself into The World's Persona Non Grata.

You may gain an additional **+200CP** if you stack another effect to this drawback, you will now impulsively stumble into accidental insults to almost everyone you encounter, I hope you are ready to experience constant hatred.

Forgetful (+300CP):
An integral part of Return By Death is the retention of memories, but with this drawback you somewhat lack that. You won't forget everything, but there will be gaps in your memory after each distortion of time you experience. This may cause you to repeat mistakes, you may want to keep records of what you've seen and done, hope you don't forget to check said records.

Faceslapping (+400CP):
This trope doesn't occur in the story, but it's ubiquitous within the cultivation genre. People seem to come out of the woodwork for the sole purpose of pissing you off. A noble you've never met before will decide to come and insult you and order you around. A knight will snatch your stuff with the flimsiest possible excuse to do so. Random lechers will ogle the girls around you and clumsily try to wedge themselves between your relationship.

People important to the story and those who are kind hearted or at least well-adjusted are guaranteed to not be like this, but expect to be aggravated semi-regularly.

Alchemy Is Unreliable (+500CP):
At least for you, even with a sublime level of skill in Alchemy, you have a considerably high rate of failure when brewing potions. Much like in cultivation novels where someone starting will fail over and over and over, you have at minimum a 50% rate to fail, with the product coming out as a useless pile of black sludge.

Cursed By Od Laguna (+500CP):
The exact opposite of being blessed by Od Laguna, you now have a malus applied to yourself which is as strong as a Blessing from the enigmatic force would be. Unlike purchasing a blessing earlier in this document, you may not select what aspect of yourself is diminished by taking this drawback. A Curse of Lost Strength

will not only decrease your strength but will negate any perks and powers that would increase said strength.

Please take care, you may find yourself with stacking accuracy debuffs that cause you to miss enemies at point blank range, or become so ugly that people attack you on sight believing you to be some abomination from beyond.

Incompetent At Cultivation (+600CP):
Strangely, even should you possess masterful knowledge of everything related to cultivation, it just doesn't seem to work right for you. You draw in Qi at absurdly slow rates even with the fastest cultivation methods and great ambient Qi levels, your cultivation deviates at random even with great control. You may still brute force your way through to higher stages, but expect to die, a lot.

Ending

Due to the time manipulation inherent to the story behind this jump, the standard 10 year wait doesn't seem to apply, does it? Thus, in order to finish this jump you must either

1. Defeat Scion on Earth Bet.

Or

2. Install one of the five candidates to the throne of Lugunica and ensure the Sin Archbishops are defeated.

Afterward, you may choose to go home, stay here, or continue your chain.

Notes

Perks and items for this jump are taken from the anime Re;Zero, Zackman2k12's original story, and the rewrite.

Please note that while the jump itself contains no NSFW content, the stories may.

Needs a couple more items, along with the companions and drawbacks sections.