

Gacha World Jumpchain v0.2 (By MidnightHuman90, *also the guy who made the Roblox Jumps*)

It is not recommended to take this as your first jump.

It seems to be a normal day in the Modern World, however on your phone, you receive a strange message, you click on it and are suddenly awoken, with your smartphone in another world. The fairy Ellie introduces herself to you, and you are made the Gacha Summoner. She is your constant companion as you travel from realm to realm, to try to stop the Corruption that is invading other universes, and only with the Gacha Sword and a lot of willpower can you do it.

The Gacha Sword allows you to have control over Summoning, however it is not as powerful as you think, you could import units (Companions) however, your role in this conflict can be decided by you and you only. There are rarities from 3 Stars (Which are not too powerful) to 7 Stars (Most powerful) However, you, count as a ten star, something that only could be reached through excessive luck and odds that make people jealous.

Our story begins with you, in the Gacha World, and now having to Gacha for 5 units to help you on your journey to stop the Corruption, but all isn't what it seems to be.

This counts as an End Jump and you will win your spark once you defeat Corrupted Ellie and save the Gachaverse.

Take **+1000 GP** (Gacha Points) and be on your way.

You begin in Gacha Fields (The first world) and your age and gender are free to choose, along with the companion you take for free.

The battle between good and evil, has finally begun.

Origins

The Summoner (Free): You are the summoner that everyone is talking about, the Ten Star, the Gacha Savior, theres many names for you but you are known as the Summoner. Only thing you remember waking up with is the Gacha Sword, and you have the ability to summon units, your like some destined hero in peoples eyes.

Summoned Unit (+100 GP): You are a summoned unit, an essential in how the world works. Take an extra 100 GP, and you usually fight for your summoner, or try to break away. Your choice. If you take this origin, your Summoner can be taken as a companion for free, unlike what you would expect, your summoner is practically the most caring person you'd ever meet.

Creator (200 CP): Your a gacha unit creator/artist, like Purorange, Luni, 1chi, and others that I am sure that you could create units on a whim, and they could count as your companions. This costs 200 CP because of the sheer power that comes with this Origin.

Locations

Each origin has the same location of Gacha Woods, where you summon your first unit and go into battle with Corruption. Next to Gacha Woods is Gacha Kingdom, and you wake up with all the stuff you bought along with any companions you got/imported. You can pay **200 CP** instead to start in Luni's Domain.

Perks

General

RPG/Gacha RPG System (Free + Mandatory For All): This is the RPG system that is used in Gacha World, with two main attributes: HP and ATK. Both are self explanatory if you played any kind of RPG, and they grow when your units and you level up. Each unit has an element that fights against others, Light versus Dark, etc. If you have other RPG systems you could also stack this on top of it.

Analyst (100 GP): This allows you to analyze your foes and to figure out how to not die instantly from their techniques. For example, if you are under a Genjutsu, you slowly figure out how to counter it and how to essentially fight your way out of it. However, this perk can backfire if you try to use it against someone who's much stronger.

Gacha Seeking Gem (400 CP): You will have the highest luck possible, on any Gacha/Luck based feat, you will have the highest luck out of everything. You also will be able to overcome drawbacks from any jump much easier.

The Summoner

Summoner's Light (Free): You have a certain light about you that makes people think your the chosen one. However, this light comes with two main abilities you chose be aware of:

- You can transport yourself to past scenarios, and identify the "Stats" of an enemy similar to how Frisk can [CHECK] enemies

- If a scenario is too hard or your powers are stolen, this allows you to circumvent it.

Chaos Magic (300 CP, free for The Summoner): This specific branch of magic allows you to cause chaos to happen. Well, here's how it works.

- You can cause a variable (Meaning a random thing) to happen, either or in your favor or another kind of faction's favor. The thing that happens will always be near you, and will always effect you.
- You could also create portals to other things you have visited before, and perhaps even pull completely random portals out of it.

Gachamancy (500 CP): Like chaos magic, the effects of this magic can be completely random, however, it is mostly used to summon units. The reason this costs 500 CP is that its practically a random character creator, and the choice is yours. You could ''Gacha" for 10 units using this perk for half the price, and discount (even double) on anything you buy in future jumps. You can also choose to have this magic to other companions for 300 CP.

Summoned Unit

Willing Submission (Free): You have a more willing submission towards your Summoner, however the stronger you get, the more freedom that you might obtain, And on top of that, the more graceful you will get from this. This perk also allows you to tell when your superiors need help, and when your Summoner/Creator needs something done, allowing you to always be in good graces with them despite anything bad you did, even murder.

Unbinding Will (100 CP, discounted for Summoned Unit): You have a unbinding will towards your Summoner, and this will cannot be broken, you also gain an temporary immunity to mind control against your will. This perk also allows you to break others out of mind control, only when they are not near their Controller.

Evolution (500 CP, discounted for Summoned Unit): Your not just some person who wont grow in power, oh hell no. Your someone who can ascend higher than a 7 star and can grow IMMENSELY in power, and you even can get transformations regarding this. You could even grow even as other jumps go on,

your potential is now awakened and you can keep growing and getting stronger, good luck jumper~!

Creator

Creator's Potential (Free): As a creator, your magical potential is increased tenfold! You can create small things using your magic/ki/whatever you wanna use for your reserves. A Creator's Potential only increases your potential in battle as well.

Dormant Magic Awakening (200 CP, discounted for Creator: It seems that even more potential has awakened to create! Your creation powers have multiplied by fifty, and you just have the opportunity to create a demi plane of existence, similar to how Luni made a Gacha Game.

Tale of Creators (600 CP, discounted for Creator): Prepare for the ultimate creation perk. You can practically create anything that you could survive, and with this, you have an entire universe practically at your hands. Unlike the Gacha sword however, you do have to focus your power in other to create a universe or to handle corruption easily. For an extra +400 CP, this enhances all your power and negates costs under 300 CP to **0** if you so wish. Its basically a cost negation perk.

Items

General

Gacha!Smartphone (100 GP): A smartphone with all working copies of Lunime's Games from *Anime Fidget Spinner* to *Gacha Resort* to *Gacha Club*. *(Most recent as of writing this jump)* To any other games you desire. This phone can become unbreakable and comes with a free charger and it is at 50% battery when you get it.

10,000 Gems (200 GP): 10,000 gems are the currency of all Gacha/Lunime Games, and can be used in this jump. For +100 CP, you get an extra 20,000 gems and for +800 CP, you get 1,000,000 gems.

The Gacha Sword (Free/Mandatory): This is a weakened copy of the Gacha Sword, only thing capable of harming the Corruption. Unless you complete the End Jump Scenario, this is weakened to only 35% of its true power, it can still summon but it needs gems, unlike the full powered one.

The Summoner

Summoner's Robes (Free for all): Just some armor of the summoner. Doesn't really do anything expect make your lifespan infinite when in the Gachaverse.

Golden Crown (250 CP, discounted for Summoner) : A mystical golden crown. Can be used to enhance any stat of yours by 30 times its cap, and it allows you to progressively but more and more power into your summoned units. Also shapeshifts into any item.

Summoner Card (300 CP, discounted for Summoner): This card allows you to summon any companion at will, sort of like a trading card that allows you to summon a monster to fight for you. Only limit is that you cant order the person to hurt or kill themselves, since that would be wrong and result in a Corrupted version. This card, when presented to a Companion, officially makes a copy of them to summon and for an extra +150 CP, you can have a card holder and the max goes from 5 to 200.

Summoned Unit

Summoned Card (Free): Like the Summoner Card, this allows you to present to others that you have been summoned. Also goes from world to world and gives you information/basic nessitiies. Like if you were in JJBA, you could either be given Hamon or a stand. For +100 CP, the items/equipment/powers given are top tier.

Ring of Gacha (200 CP, discounted for Summoned Unit): A special ring that allows you to register copies of other people in the Gacha, to summon. This is basically free companion stuff however it has a catch. The ring of Gacha only works if an opponent is somewhat friendly towards you, and will not work if someone has killing intent.

Summoned Unit City (300 CP, discounted for Summoner Unit): You now own a city similar to Gacha World's Vinyl City. This really allows you to design the city, its looks, the size (For +100 CP, the size doubles) and allows you to design the people, history, and everything about it. You can stack this or add this as a warehouse option, or have people/your companions live in the city. The city is practically expanding, and it even can be used as a different thing for your world.

Creator

SparkSword (Free for Creator, 100 CP otherwise): A different sword than the sword that the Gacha Summoner wields, this sword is an electric blade that instead of summoning units, it summons items in rarity. This depends per jump but let's say you go to a DC jump and you had to fight Superman, a 5 star item would be a Kryptonite Weapon.

Valkyrie 3000 (100 GP, free for Creator): A special box that when activated, allows you to make a forcefield over your friends and allows your special attack to be even faster and better, and allowing you to make things that wouldnt normally work, well work. With this you could hack into passwords, hack into devices, and extend your range of your attacks. Basically a very useful item, it even could scan enemies' weaknesses. This, also can be used to emulate a smartphone, with no charge required, as it runs on magic. Even if it lost its magic, it still works like a regular phone.

Creator Luni's Universe (500 GP, discounted for Creator): You practically have a universe, like Luni's universe, which is practically expanding. You are one of the supreme rulers, and it gives you a palace, you practically...this is a universe that you own, that only you and your companions/friends could access. This practically is the best item in this jump, and if you complete the Savior of the Gachaverse scenario, this universe extends itself, and you can create so much more than before, companions, items...anything you set your mind to you can do it. Like, instantly. This can be added as a warehouse extension or in its own place, you decide. This is *your* universe after all.

Companions

For canon companions, please refer to https://lunime.fandom.com/wiki/Category:Gacha_World_Characters
Companion Import (First free, 200 CP for 8): Wish to import your companions as heroes into this new Gachaverse? Well now you can, and they have 700 CP, and a free background (Yes, that means even taking the Creator background free, broken, I know~) and can be here for as long as you want. And yes, they are 5 to 7 star units, and if you want to make your own rarities/classes for them please do so.

Canon Companion Minus (3 to 5 stars) (200 CP for 8, 100 CP individually): You can take anyone who you want from 3 Stars to 5 stars, yes, that means even having an alt form (Or have them from another Lunime game if you took the drawback) and it allowing you to have them with the ''Summoned Unit" perk trees plus 300 CP to spend on their own. This also allows you to bring in more than 8 companions.

Canon Companion Plus (6-7 Stars) (300 CP for 4, 100 CP individually): This is if you want to take a canon companion of more importance, like the 7 Stars, The Corrupted Bosses, people more of importance that are mentioned in the story. They get 500 CP to splend and if you do the scenario, you can take 2 for free, and they get 800 CP to spend on their own.

Creator Luni (400 CP, free with Savior of the Gachaverse): The creator of the gachaverse and the one causing some of the corruption. However it seemed that after you stopped her, she's sort of fallen in love with you and thanks you for saving her world, even if she got corrupted, she thanks you for it. She thanks *you* for saving her creation, and why not have her come on your adventures? She comes with Ellie and you could still get Ellie for free if you take her as a companion. She comes with the Creator perk and item tree, and has the power to make a universe of her own for you and her, how sweet.

Ellie (Free): Everyone's favorite Gacha Fairy! She's free for all origins and you can take her as a companion on your jumps! She also makes funny comments from time to time and has a Corrupted Form which you could take for free if you really want to. She also has the *Summoned Unit* and can spend 500 CP on this jump alone.

Final Boss (200 CP, free with Corrupted You): The Final Boss, well not really since Corrupted Ellie is more of the final boss however, he is a man with a purple hood and immense control over reality, and would love to help you ''corrupt'' the multiverse and spread his agenda. However, he can be saved as well.

The Gacha King (600 CP, free with Savior of the Gachaverse): The purger of corruption, the destroyer. That is the title that he has, and he is the strongest (Creator Level) of the Gacha Gods, and is the great powerful one that sits atop the throne of the Gachaverse right below Creator Luni and her creations, and he comes with *The Summoner* AND *Creator* perk trees, and items. He also is able to turn others into gods.

Scenarios

Luiselle's Wedding: This really would normally be quite a powerful scenario, but all you have to really do is defeat a Possessed Keito. But if you do, and save Nyxeria from her possessed husband, Keito gets back to his senses and you could take both Keito, Nyxeria AND their corrupted forms as free companions. You also get a Castle from this as well, much like their wedding palace. It comes with internet, free heat, AC, refilling snacks, electricity, and much more. It also comes with a laptop and phone with all Gacha games on it. You get an extra **200 CP. But be warned, if you fail this scenario, nothing bad happens, but you don't get the rewards.**

Gacha Salt's Wrath: *sigh.* *Do you REALLY wanna take this? Do you really want to fight the manifestation of all Salt and all Impurity within the Gachaverse? Alright then*. He is probably the most powerful foe that will be faced in this Gachaverse, and defeating him is hard, as he can summon foes from the past. Gacha Salt and other enemies have been spawned. Defeat them, and you can take them as companions. Fail, and nothing bad happens. But you do not get them as Companions unless you convince them.

Corrupted You: This would NORMALLY be a drawback but a scenario is a scenario, with a powerful reward. A corrupted version of you has appeared and is trying to undo all the good (or evil) you did in all the worlds you visited, in fact, no, the entire omniverse that can belong to your Shadow version. However, if you

manage to either: Convince, Defeat or do something that would halt them entirely, you can take them as a companion and the corrupted people as well, who just obey you as companions for free. You also get **500 GP** and your **New Walker Spark**, not as powerful as the Old Walker Spark but allows some form of Multiversal Travel, which allows you to keep going on adventures.

Drawbacks

Pre-Gacha World (+100 CP): You could also come before Gacha World, but nothing is happening other than the stuff in the Gacha World Lore. You could come by that time period instead.

Tougher Foes (+300 GP): You have to fight tougher foes. They are stronger, faster, smarter, and more hard to defeat. They also have higher stats.

Summon Locked (+400 GP): You can't summon for units higher than 6 stars without expending some of your CP to summon higher leveled units. Sometimes this results in you have very bad luck. Add +200 CP for your gear being bad too.

Lunime Game Merge (+500 GP): WELL, WELL WELL. If it isn't the infamous Anime Fidget Spinner and Gacha Club, AND Gacha Resort. All in the same world. Your going to have to deal with all of this craziness, plus some more since all the foes from those games are coming, and they are STRONG.

You are Now the Gacha Summoner (+600 GP): Well what do you know? Your the Gacha Summoner now, summoned right into it with no powers, no equipment, just the half powered Gacha sword and Ellie as your companion, your going to have to go through all of the Gachaverse, and with luck, your going to have to undo this corruption yourself. You can do it jumper, perhaps Luni (If you defeat her) might be able to help. If you fail, its a jump fail. No chain failing. AND you must do all 3 scenarios and defeat Gacha Salt. If you manage to overcome this drawback, you are rewarded with any one free item in this jump.

End Jump Scenario

Savior of the Gachaverse (Can be taken with all backgrounds, double reward if taken with the Drawback ‘’You are now the Gacha Summoner”): In order to win Jumpchain you must:
You must go from each world to world in the Gachaverse and save it from Corruption and villainy. This will require all your stamina and you must fight the Final Boss of the Gacha World, bring Luni and Lilith out of their corruption, and must become the Summoner King, utilizing the RPG system of this world to its full capacity. You must ALSO go to past worlds/jumps, and save it from Corruption there. This is a very hard task if you have taken a lot of Jumps, and on top of that, the enemies are much tougher to defeat, stats also increased by x5, and you generally are facing more enemies, instead of 4 in a normal world, you fight dozens, even 20s if you really want to. If you win this scenario and do the tasks required, you earn **1000 CP, Your Spark, and a Fully Powered Gacha Sword, capable of manipulating reality.**

Ending

Go Home: If you got this far, I’m proud of you. I really am. If you did either the ‘’Corrupted You” or ‘’Savior of the Gachaverse” scenarios, I’m **really** proud of you. These scenarios are very hard to complete, you earned it! Go home with everything and become a legend!

Stay here: There’s more gacha things to be done, and units to obtain!

Go on: The multiverse awaits! And theres more to do!