Out of Context: Isekai Hero

V2 By SonicCody12

This document can be used as a supplement in any Jump that would not otherwise have to have isekai Characters, within its continuity.

By taking this Supplement you have chosen to be Isekai'd into this world Drop-In awakening after being Isekai'd. The way you were Isekai'd is based on your origin

As an Isekai'd "Hero", you are visibly similar to a Human unless you choose to become a monster.

+1000 CP

If this Supplement is instead taken as an Isolated Jump, you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten year long Jump.

Origin:

So yeah all the origins are just different flavors of Drop-In, so how were you Isekai'd?

Reincarnated

Technically speaking this is the common way for someone to get isekai'd. That has happened to you. You died and were reborn. Don't worry though. You won't enter the jump as a baby. Instead, you will "Wake up" when your point of entry occurs. Meaning if you enter the jump when the main character is a teen then you will "Wake up" at that moment having lived your life up until that point.

Summoned

However, when it comes to heroes it's usually the result of someone trying to summon one into their world. You happened to be one of the lucky few to be summoned or the only one that was summoned. Don't let this go to your head! This doesn't automatically give you the hero class or some overpowered ability from the start. You still need to purchase the appropriate perks for that to happen.

Transported

This one is kind of a combination of being reincarnated and being summoned. Essentially, the character was teleported into their new world. This can be the result of the divine or some magic shenanigans.

Accident

Okay, this one is a bit special. In some stories, the protagonist was sent to another world, by accident. This would result in the main character being betrayed or left behind or cursed or some other bad thing happening to them. That's what happened to you. You were isekai'd by accident.

Exile

Well, that was rude. When you were isekai'd you were immediately branded a mistake and then were kicked out and left stranded in exile. This is kind of like Accident, but things turned out negative for you.

Perks:

Note:

To get a Booster: Perk you will need to purchase the complimentary Perks as an example:

Almost Unique -??? CP

Something Rare Booster: Something Unique

In order to get the Perk Something Unique, you need to take both the Almost Unique Perk that it follows and the Something Rare Perk that is commented before the boosted Perk.

General Perks:

System – Free

Okay, this may not be present in every isekai but most have them and it adds to the aesthetic. So, what you receive here is a system function Video Game Mechanics that affects the world. However, you can bring this one with you, and it consists of the following features:

HUD: This displays your HP, MP, and Stamina.

Stats or Ability Scores: These numerically represent that person's most basic capabilities in each of those attributes through each STAT (Things like Strength, Defense, Wisdom, etc.).

Job/Class (The terminology for it is interchangeable): This determines a person's abilities. By the way, you start with a Job. This can be the usual core classes (Fighter, Rogue, Archer, Mage, or Cleric), crafting classes (Alchemist, Blacksmith, Chef), or something else entirely (Commoner, Fisherman, Merchant, or noble/royal if you arrive in the jump as nobility/royalty). However, Jobs can evolve into other jobs if certain requirements are met (Such as being mastered). Also, you can switch between jobs that you have unlocked.

Titles: These are a bit like jobs, but they are always on and they can be unlocked by accomplishing something or reaching a certain requirement, obtaining a title can grant you skills and some titles have passive effects, which help you or make things more difficult for you.

Skills: These are things that you can do or abilities you have. Skills can be passive skills which are always on (For example Fire Resistance) or active skills which you need to activate manually (For example Bind).

Quest Log: A menu that will inform you when have been given a quest and will show you what actions you have taken so far, and what information is relevant to the Quest, and in some special cases it will bestow you some form of reward upon the quest completion such as points, money, items, or in some very rare and special cases jobs.

Inventory. access to an anchored pocket dimension that travels with you. Its maximum capacity is 400 items though some items can be "stacked" such as having two health potions would be shown as having "health potion x2".

Party Composition: This allows you to invite people to join your group and share experience points. The benefit is gone when they leave the party or if you dismiss them.

Shop: Well, this one speaks for itself, you can open a menu where you can use money to purchase things. There is also a special version of this called the Skill Shop which allows you to spend Skill Points to purchase Skills.

Status: This is a menu that will show you information about yourself, including your Name, Sex, Age, Current Level, Current HP, Current MP, Current Job, Titles, Stats, Skills, and Status Ailments. It also shows how many people are in your party. You can choose to show your status to others as well as decide who can see them and who cannot. But some people have a way to see other people's status screen.

Level Up – Free

Well, the system is based on the RPG genre of game, so this is a given. Essentially, as you kill creatures and complete quests you gain Experience Points (XP). Earn enough XP, and you level up. When that happens, your level will rise, your stats will increase, and you will be given skill points. Jobs also have their own level, and when a job reaches their maximum level it is considered to be mastered.

Isekai Origin – Free (Cannot be taken with "Native")

This is an Out of Context Origin Perk. At the start of a Jump, you can use this Narrative Perk to set your entry into the Jump Setting as if you had been Isekai'd to the Jump from another world.

Dynamic Entry – Free (Requires 3 "Out of Context Origin Perks" from other Supplements)

Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

Appraisal – 100 CP

This is the ability to see other people's status without requiring their permission; it can also identify items and locations, giving you information about them. Just activate this ability to get a quick summary of an item or to see a person's stats.

Magic Expert – 100 CP

Well magic is awesome but it is also pretty complicated to understand. But not for you. When it comes to magic it is as simple as breathing to you. From now on you have an innate understanding of how a world's magic works. Note that this only covers understanding how magic works, not the potency.

Harem Power – 200 CP

It has become a trend at this point. Nearly every Isekai has the Main Character getting a Harem. I am not saying that you MUST have a harem but if you happen to want one or already have one, this might be something you want. Your stats increase for each member in your harem, the bigger the harem the bigger the stat increase. But more importantly, any skills or spells that a harem member has, you gain. Talk about the Power of Love.

Mana Control – 200 CP

Okay, this one is simple but no less effective. Basically, when you use mana for anything you have precise control over it. What this means is that you cast magic more efficiently meaning you can cast spells with 10% less mana than what is normally required

Power Gained Through Understanding – 200 CP

Knowledge is power. Knowledge means to understand something. What this perk does is, power up your skills, spells, and abilities. But this power up is based on how much you understand them. Having the basic knowledge about a skill will give it a small power boost,

while a near-complete understanding of it will greatly empower the skill. So anytime you gain a spell or skill or ability. Experiment with it, practice it, study it. Do whatever you can to understand it more. Note this doesn't apply to this perk, sorry.

Advantage – 400 CP

When you were isekai'd, you were given a special ability that gives an edge over most people in the world. That being said it can't be anything completely broken, but it can be pretty powerful. For example, you can choose to have immunity to heat (fire) and cold (ice). But you can't ask for obtaining skills via eating. Anything goes but use your head. You should know what an advantage is and what is a cheat.

Harem Power Booster: My Friends are My Power!

Well, harems are nice and all but not everyone wants a harem. Some just want friends. Wouldn't it be great to take the same benefits from Harem Power but instead of love it uses friendship? That's what this is. Basically, it gives the same Benefits as Harem Power but instead of Harem Members it's for friends and family members. It can be any level of friendship, even a coworker will work with this ability. Making this more powerful than Harem Power.

Mana Control Booster: Anti Magic

COUNTER SPELL! Well actually you don't need to yell that but the premise is the same. Your control and understanding over mana is impressive but what's more impressive is that you know how to stop the flow of mana when it is being used by someone else. In other words you can cancel any spell that your opponent casts…. just as long as you are just as strong as your opponent or stronger than them.

Power Gained Through Understanding Booster: Evolution Through Understanding

Science is about progress. Technology is the result of that progress. And Progress is Evolution. For example, a gun is an evolution of the sling, because we understood how velocity and gunpowder works. So does this fact have to do with this ability? It wouldn't be too far-fetched to say that a firebolt spell can become a fireball spell, because one understood how the spell firebolt spell worked and improved on it. Thus evolving the spell into something else. This is your ability but streamlined. When you completely understand a skill, ability, or spell that you have, you can evolve it. Such as a minor healing spell into a moderate healing spell, or a stun

spell into a sleeping spell. The things you can discover, the number abilities and skills that you can obtain and the number of spells that you can learn has greatly increased with this.

The Power Of Plot Convenience – 400 CP

Now you have access to one of the greatest powers of all: Plot Convenience. This works as a lubricant that makes everything in your life smoother. Does your master plan involve a series of moving parts that all have to go right to work? As long as your plan is coherent, plot convenience will help you. In plain terms, you benefit from a sort of narrative bias that pushes events in your direction and gives you boons you don't have to earn nor deserve.

You'll happen to be in the right place at the right time to meet a helpful ally. You'll also coincidentally hear about rumors of things going on, right at the best moment to act on this information. You'll also be able to pull off those last minute saves that are so common in this genre. Time compresses itself and arranges transportation for you to arrive in the nick of time to help someone you care about before they get hurt.

My Friends are My Power! Boosted: The enemy of my enemy is my friend:

When you have a form of beef with someone, people who dislike them will be drawn to you. You'll have the opportunity to form alliances of mutual benefit, even in situations where you don't have much to offer. If for example you were betrayed by a king, the rebel forces would send you an invite simply because you too don't like the man they hate. The one requirement is that you not be actively against someone this perk would attract to you. If the rebels also hated you for something specific you did against them, then you're out of luck. You'd still get invites from people who hate both the rebels and the king though, if such groups exist.

Anti Magic Boosted: Anti Climax

You're an anomaly among stories.Yours is an existence that is actively hostile to narrative conventions. You prevent the hero from pulling the sword from the stone. Backup that should arrive just in time is nowhere to be seen. You strike someone down in the middle of their transformation sequence. Your power creates a mile-long aura that, if expressed, can dampen cheat abilities, weaken or disable the use of the power of friendship, and actively steals away luck. When you're involved, NO ONE's plot armor works, and you can damage the souls of your victims to frustrate or even entirely prevent resurrection tricks.

You're able to rob your victims of their luck and add it to yourself through physical contact, but you're also able to suck it up, reminiscent of a vacuum. This enables you to steal luck at a distance, but slower than the first method. You're able to push your victims into having negative luck which causes a comedy of misfortunes to happen to them. A person's luck will gradually regenerate overtime if left alone until it becomes positive again.

While under the influence of stolen luck, it's passively spent to alter scenarios more in your favor and protect you from harm. You'll weave through attacks, win games of chance, and have great fortune, depending on how much you amass. You're always able to sense how much luck you have and how much other people have.

Evolution Through Understanding Booster: "Genius" Planning:

Your ability to plan scales depending on how overly complicated, bloated, and complex you make a plan. Every unnecessary step you add to a plan actively increases the likelihood of its success.

You might think that a carefully crafted plan should require logic and reason, but for you that's not required. Your especially complex plans are even resistant to other people disrupting them, with you forming contingencies baked into them. Once per year, you earn a contingency token. You can spend a contingency token to retroactively enforce a contingency into one of your plans based on information you have now, even if you didn't possess it in the past.

The only limit is that it must be plausibly something you could have done, even if you didn't. If someone ruined your plans because they know a certain kind of magic, and you could have plausibly created a counter for it in the past, it'll be ready for you in the present.

Divine Blessing – 600 CP

When you were isekai'd, some divine power granted you a blessing. Now as for what blessing depends on what deity blessed you. That's what this perk is. You gain a blessing based on what domain that deity has. For example a god of destruction might grant you a powerful attack spell, while a god of war might make you proficient with every weapon. In addition they have given you a capstone booster. Boosting all Capstone perks on this document

Advantage: Cheat

THIS! Is what people genuinely think about it when it comes to Isekai. An ability that completely breaks everything. What makes a cheat so valuable is that with it a person can be considered unstoppable as long as they aren't stupid. A perfect example of a cheat would be the ability to gain skill by simply watching people, or having a mana pool that keeps growing. That being said, you only get ONE Cheat ability. So choose wisely.

The Power Of Plot Convenience Booster: The One They Foretold

In this world and optionally all others, which you can toggle at the start of the jump, you will be the subject of a great number of prophecies. These prophecies will retroactively include details that would allow you to fulfill them, and should you do so, you'd get the benefits for doing it. If there was a prophecy that a hero would defeat a great evil, you can slot yourself into the role of the hero, and gain whatever the hero would have gotten from their journey. This is the power to usurp someone's fate and make it your own!

It goes further than this. If a story has a "canon plot" or timeline, you can take the place of a main character. You'll face all of this person's challenges and troubles, and achieve their upgrades too.

Miracle Seed – 600 CP

Everyone you know is guaranteed to become a powerful, rich, and famous person. You awaken by your mere presence seeds of potential, granting people the opportunity to flourish. Your actions inspire deep passion in others and ignite talents they didn't know they had before. Talents that didn't exist until you came along. When people act on these feelings you create within them, they'll be blessed with good luck in following their goals. By continuous exposure to you, you'll turn anyone into a superstar, should they follow their desires and put in the effort. Also Acts as an additional Capstone Booster

The One They Foretold Booster: Chasing The Golden Ending

At any moment, you can choose to be guided by a fundamental force of love, compassion, and empathy. It will push you towards solving issues to get the "best" outcome: one where ideally, everyone lives. To you, life will become a puzzle and you'll be guided to find the puzzle pieces to solve it.

Overheard conversations can let you suss out someone's true motivations. The kindness you radiate can convince a villain to change their ways. Your strength and determination can make someone self-reflect and rethink their life.

You'll find people from all walks of life who need help, and you'll be able to provide it to change lives positively forever. This comes with a knack for understanding the motivations of others, and an empathy ability that lets you feel the emotions others experience, while allowing them

to feel what you do at the same time. As you learn about their motivations and desires, so will they learn about yours.

Even in a heated battle, you could form a bond with someone and learn to understand them. Trading blows and crashing your fists together is its own form of conversation, no words required. If there's a way to get a "good" ending, you can force it into being through effort. This creates new paths and possibilities that would be previously thought to be ludicrous or impossible. The happiness you can spread in the world is incalculable with constant use of this ability.

Forbidden Technique-Lifeforce Power Charge (Requires Divine Blessing and Empty Frame)

Spend a percentage of your life force to amp up any of your abilities. The stronger your life force, the greater the effect. A normal person spending 1% of their life force would let them turn a simple fireball into an attack that burns down a forest. You get progressively greater benefits for spending more life force. However, life force is very slow to regenerate and will leave you diminished in physical and magical capacity until you heal. And obviously, spending all of it will kill you. A normal person regenerates 1% of their life force per month.

Should you be willing to, you can harness the life force of other people as fuel. All it requires is that they be willing to contribute or rendered unable to resist you. Naturally, spending their life force has the same negative side effects on them as it does on you.

The Scales Of Justice (Requires Divine Blessing and Hero)

You're able to see the exact negative and positive acts someone did to any living being and the environment, and manufacture evidence for them retroactively. Your attacks inflict proportionately more damage based on the negative impact your target has had on the world at large and the people in it. You're able to memorize the people you've seen and track them based on their sins, achieving incredible accuracy the more stained someone's soul is. Acting in vengeance empowers you proportionately to what you're trying to avenge.

If you fought to overthrow a corrupt ruler, then the grievances of everyone he's ever hurt would give you immense power. Less so if you use this on someone for petty reasons. More victims and a greater environmental impact will always give you more mileage. Facing down beings who commit atrocities and destroy planets will turn you into a force of nature.

Hallowed Ground (Requires Divine Blessing and I must Roll the Gacha)

You're gifted with the ability to set up inns, churches and places of healing. Anyone who rests within them will be fully healed from their injuries within a day and cured of status ailments.

Your hallowed ground effect also acts as a repellent for monsters and beings with ill intentions. They're simply unable to cross while people you want to be there can freely come and go.

In order to break through the barriers you've erected, a being has to be at least 25% as powerful as you are. These barriers are strengthened and maintained based on the number of people who live there, letting you push your protective abilities far further. A very large settlement could require an incredibly powerful force to shatter your barriers, while a small village on the frontier would be significantly easier. Your protections are always strongest where the highest concentration of living beings are.

World Walking Treasure Lord (Requires Divine Blessing and Predator)

In this world and all others, hidden treasure caches and puzzles will be available for you to find. Replicas of existing special artifacts and equipment will be hidden in worlds you visit. You'll be given hints on where to track them down. Your second ability is that you can draw out the potential of objects and learn skills and gain the memories of what objects were used to do. A hammer wielded by a master blacksmith could whisper its secrets to you. A famous swordsman's blade would teach you his swordsmanship secrets. The more time someone has spent with an object and the more thing they did with it, the more information you can learn from it.

Final Boss Mechanics (Requires Divine Blessing and Monster Lord)

If they treat you like a villain, you can BE the villain. Pick some sort of theme, such as dragonic, demonic, undead, or so on. Receiving injuries gradually pushes you into a "final form" similar to that of a boss in a video game based on your theme, giving you access to powers that match what you're turning into. You have a series of "health gates" at 75%, 50%, and 25% health that trigger a transformation. You cannot be instantly killed at a single hit from full health since it'll just automatically trigger a further transformation. At each health gate, you experience a 50% increase in power. During each of your phases, you gain the ability to launch one Boss Attack. It enhances one of your typical attacks and gives it a 5 times multiplier in strength and effect. The power granted by this perk dissipates as you heal yourself until eventually you revert to your usual self. You'll remain in this enhanced form as long as you're still damaged.

Reincarnation:

Nothing Unusual about them - 100 CP (Free for Reincarnation)

Seeing that you have been reincarnated, people don't really need to explain your existence. They just accept that you are just another person who lives and exists in the world. They may find you a bit eccentric though if you start using some out-of-context powers in front of them.

Higher Stats – 200 CP (Discounted for Reincarnation)

Your starting stats are twice as high as the average person. This can give you an edge over others and as well as making your chances of survival higher.

Skillful Learning – 400 CP (Discounted for Reincarnation)

There are many skills in Isekai. The trick is learning them. For the most part, you learn them by Leveling Up and spending Skill Points. But there are other ways. Watching a sword duel? Pick up some sword skills. Reading a storybook about a fire mage? Pick up some fire spells. You get the point. This ability allows you to obtain skills by doing other activities, not just killing monsters.

Advantage Booster: Skill Taker

Skills are amazing but…some people abuse their skills or misuse them. If only someone could take them away. Well you can do that. When you face someone weaker than you or when you weaken an opponent (20% HP), you can take away their skills. You can choose what to take away from them.

The Power Of Plot Convenience Booster: The Skill Grid

You have access to a skill grid that allows you to unlock both passive and active abilities. It represents your inner potential and allows you to earn skill points. This can do things like make you more durable, increase your speed, teach you special attacks, and more. The way you earn skill points is that they'll appear in places of interest in the world, with a much higher frequency in dangerous, isolated, and/or plot relevant areas.

What's even more special about this is that the skill tree doesn't just belong to you: You can invite anyone of your choosing, in any number of people to share this power. EVERYONE within your Skill Grid network will spawn their own skill tree! What's more, the effects of anything purchased in the skill grid is usable automatically by everyone in the network.

Furthermore, everyone in the network is capable of finding and spending skill points. There is one caveat to this. If someone in the network dies or leaves the group, the skills already unlocked for them will remain available, but you won't be able to purchase the rest of their skill tree. They also keep any power they gained that was unlocked from their own skill tree.

Empty Frame – 600 CP (Discounted for Reincarnation)

Okay, this is insane! The average mage has a Mana pool of less than ten thousand, while master mages rarely exceed that number. You? Your Mana pool is like a well of an endless supply of water. Your pool of Mana is over 100 million, thousands of times greater than even the greatest of mortal mages. But the catch here though is that this is your starting pool. As in this is the amount of mana you have starting out. That means it can increase. That won't be a problem for you because this perk grants you something else. When you spend Mana (as use it for something) your total mana pool will increase to a small degree. Greater still, you will be able to overcharge your spells, forcing them to become significantly more powerful at an increased cost of Mana, an ability you will maintain even in future worlds.

Divine Blessing Booster: Fateless

So you are probably asking yourself "How is being fateless a boon?" Well, being fateless means you have an anti-plot armor ability. A chosen one who is destined to never lose? You can beat them. Only a villain can wield a weapon without losing control over themselves? You picked it up and you were perfectly fine. Well, This is all well and good but what else does this mean? You are immune to paradoxes. Temporal, Causality, Spatial, it doesn't matter if it's a paradox you are immune to it. Greater still you can free people from Fate. A girl destined to die from a disease? You can heal her. A man is fated to die alone? You can hook him up with a girl or a guy. You get the point. Fate has no hold over you.

Miracle Seed: 1000 pieces of copper

A pile of copper can be worth more than a piece of gold. Your presence now acts as a force multiplier that can make anyone present able to contribute to an encounter or situation. Everyone present can make some sort of contribution, even if it's a tiny one. Weak allies of yours that your opponent discounted can land "chip damage" that distracts them and gives you an edge. A few of your teammates can combine their power to hit above their weight class. When you evoke this effect, fate guides the hands of your combatants, giving them the timing and courage temporarily to play their part, even if they do get crushed afterwards. This enables a victory where everyone is important, and no one gets left behind. To you, nothing in this world is useless and you can prove it.

This doesn't just work for combat. It works for any area where cooperation would be helpful. Raising a barn, preparing a feast, fighting a natural disaster. Feel free to experiment with making everyone around you useful.

Higher Stats Booster: "Average" Creature

Okay, let me be more clear here when it says Average it does not mean "Ordinary". It means the Mathematical term Average. So you have "Average" Abilities; That is to say every ability/stat is halfway between the weakest person in this setting and the strongest ever. For strength, this puts you as half as strong as the strongest dragon ever. For magic, this puts you at half the magic of the god.

Summoned:

Heroic Persona – 100 CP (Free for Summoned)

You have an appealing and approachable vibe to you. People trust you more easily than unusual. This means people find it hard to distrust you or suspect you of anything scandalous.

Overqualified – 200 CP (Discounted for Summoned)

Okay normally you can only have one job at a time, but now you can equip up to 5 jobs/classes at a time. If you have any perks or abilities that allow you to equip more jobs/classes those will stack with this perk meaning you can equip more jobs/classes.

Aid from the Spirits – 400 CP (Discounted for Summoned)

When it comes to beings that are deeply connected to the power of elements look no further than Elemental, which are also known as Spirits. They can lend their power to people who request for aid. But you? They seem to like you. Pick one of the following elements: Water, Fire, Earth, or Air. And now you have innate control over that element. Thus allowing you to cast any spell that uses that element. You can only purchase this perk once

Advantage Boost: Helped by the Spirit King

Despite most Spirits' carefree nature and…spiritual nature, they do answer to a leader. The Spirit King. And he has granted you a powerful boon. You now have the ability to control all elements which is good, but this also includes a rare and very powerful element: Light. This element has the most powerful healing magic. In addition, Light's offensive spells can't be resisted by most creatures, only angels can resist the effects of light-elemental spells.

The Power Of Plot Convenience Booster: Protection Of The Divine Mandala

This is a large geometric shape that floats behind you. It is, in fact, the physical form of a minor deity who is attached to you. Each time the Mandala rotates, it grants you immunity to an element or status ailment, as well as exceptional spells and physical techniques in using that element or status ailment. It begins with the elements of fire, light, ice, water, earth, lightning and darkness. As well as confusion, charm, berserk, petrification, poison, shrinking and silence. The Divine Mandala gains new elements and statuses if you gain the ability to cast them, or you're hit by them it doesn't know yet. When the Mandala rotates, you lose access to previous protections and abilities, as it only grants you access to one set at a time. If asked to, the

Mandala can fight for you, its health, attack and defense quite formidable. In the event of its defeat or destruction, you can spend your own health to revive it.

Hero – 600 CP (Discounted for Summoned)

Okay, earlier I said that You won't be able to start with a Hero job. That's no longer true for you. When you were isekai'd, you were granted the "Hero" job. As a rule of thumb, the Hero Job is the most broken job. In this case, this is because you can wield any weapon with no problems, can learn any spell and cast them for 25% less MP than necessary, your stats are higher than the average person, and you have HP Regen allowing you to recover 10% of your maximum HP every 10 seconds. Go forth, great hero!

Divine Blessing: True Hero

What more do you need if you already have the abilities of a hero? Except for two abilities. First is the ability known as "Virtuous Prominence" A variety of skills based on the Heavenly Virtues, each Virtue has a passive effect and its own category of spells that fits the Virtue. For Example Compassion spells would be healing and protection spells, while its passive effect would be to increase the potency of healing magic. Diligence spells would buff your allies with effects that would lower the consumption of stamina or mana. The other is called "Limitless". Simply put you do not have a limit to how powerful you can become. Let this be through leveling up or training. ALL HAIL THE HERO!

Miracle Seed: The Legendary HERO Package

When you do battle, you steadily grow stronger steadily over time. Even a sparring match can trigger this effect. You'll experience constant insights on new combat techniques, improvements to any magical abilities you may possess, and will divine new strategies that will enable you to eclipse the foe you're up against, if given enough time. This same effect allows you to initiate beam clashes at will. This lets you go blow to blow with an opponent to overwhelm their technique with your own, even if it's just you rapidly swinging your fists to punch their fireballs back at them. Winning a beam clash lets you absorb the potential energy of your foe's attack and strike them with it, in addition to your own attack. Of course, losing will let them do the same thing to you.

Your next ability is your HERO Lure. It causes you to act as a flame to a moth, attracting new foes to you. It prioritizes anyone you'd want to fight or would have a problem with, to ensure you meet each other. Do you want to be a hero of good? Then the "bad guys" you'd want to

fight will come harass you instead of someone else. If you have less heroic inclinations, it could attract a different sort of foe.`

Your final ability is your HERO Awakening. This simply enables you to rapidly draw out someone's inner potential, and grants them a variety of bonuses. They'll:

Gain the ability to speak languages you know, have their body harden to a level as if their skin is as tough as finely crafted leather armor, and gain access to a special job class, such as thief, wizard, knights, or so on that fits their personality.

Getting combat and life experience will cause the gifts you gave them to greatly improve, enabling you to turn a dog or a peasant into a powerful hero in their own right.

Overqualified Booster: Quite the Resume

Okay, so you can equip multiple jobs at once. That's all well and good but it doesn't mean much when you don't have many jobs to equip. But not anymore. You can discover and unlock new jobs more often than before; this is because you can unlock some jobs by doing something mundane or by using a weapon type repeatedly.

Transport:

Fluent in Isekai – 100 CP (Free for Transport)

You have an innate understanding of language, meaning that learning a new language is not a problem for you. In fact By purchasing this you are fluent in the languages normally found in fantasy settings. Orcish, Elven, Dwarven, and Draconic

Load Account – 200 CP (Discounted for Transport)

Well this is unusual. When you were transported here it would appear that you had become your MMO Character. What this means is that you have access to a variety of abilities from the start. Use Overlord, Sword Art Online as an example.

Re Do – 400 CP (Discounted for Transport)

Well this one is easy to explain you can create a save point that you can return to. This also leads to you going back in time to when you first made that save point. Though the only problem is that you must actively use it and your death won't trigger it either.

Advantage Boost: Re: Zero

Yes. This is the ability that you think it is, "Return by Death". In case you don't know, "Return by Death" returns you back to a save point (Like the one you made) after being killed. It happens instantly after your life is taken, there's no lag between the point of death and the point of resurrection, and there is no known limit to how many times you can "Return by Death", making this ability an effective way of permanently bypassing death. At least during the jump - afterward, this is basically a one-up, 10 of them. However, be careful as this ability can result in you being stuck in a loop. But thankfully it comes with another sub-ability called "Future Recollection". This grants the ability to recall the events of the previous loops you had died in. Meaning that through these deaths you can learn the rough actions the people around you will take, almost like a form of precognition.

The Power Of Plot Convenience Booster: Jumper's Redo

Upon starting a jump, you can activate this ability. It'll cause you to gain all of the memories of the future, as if you had done the jump, up until the moment you either succeeded, died, or chain failed. You'll have perfect memory of everything that happened and can recall even the most mundane of moments at will. If you choose not to activate this perk, it instead functions as a pseudo-1 up. Once, in

the event of your death, chain fail or so on, you'll instead be back at the start of your jump with the memories of what happened previously, keeping only the memories. Post chain, the restrictions on this ability are removed entirely.

I must Roll the Gacha – 600 CP (Discounted for Transport)

Gacha. To many this is just another form of gambling. A method to get people to pay money to purchase something in game. But it will be random chance that decides what you get from it. But…What if you can do that in real life? I mean you pay money for a chance to earn something good. However what makes this ability really good is that you can be spending pennies you have the potential to get something good. It just depends on how much you are willing to spend. So do you feel lucky?

Divine Blessing Booster: Rewarded Generosity

Gachas are rewarding but they are a product of greed. You pay money to roll the dice for a chance to get something. But what if you can get something as a reward for acts of generosity. Well that is what this ability is. It is called the Generosity System. And it came with this message

[Dear master, the only function of this system is investment, and for each person invested, the master will get a corresponding return.】

[ps: When encountering a available investor, the system will immediately remind the owner.】

Okay, so here's how it works: When you give someone something, it is considered an investment. And whatever you invested you will get something back that is equal to what you have Invested. For example, if you gave a homeless shelter $5000 then you will get something equal to that $5000. Or, better yet, if you gave a down-on-his-luck adventurer a rare enchanted sword, you will get something equal to that sword. What you can get back from these investments could vary. Things it can give you are items, knowledge, spells, skills time spent training (XP) granted at once, one thing was though that an investment didn't show up unless you had whatever particular item or whatever on hand to invest. However, if you invest in someone that you have a special type of connection with such as a wife, contracted employee or friend as was basically a 10-fold return on whatever you gave them. So if you have too many items that are just gathering dust in your inventory maybe it's time to give them to others.

Miracle Seed: Fantasy World Shopkeeper Package

By examining the remains of magical creatures, you can craft items from them. You're able to trap the effects inside of the body part to make it able to be used indefinitely. For example, bits

of a fire monster would let you use its fire attacks at will, and you can preserve the remains to keep them as a viable infinite use weapon.

This also comes with skills in black smithing, alchemy, and armor/clothing making skills. This includes instinctive knowledge of how to upgrade and improve items. Every item has 10 guaranteed upgrades you can give it until it reaches its maximum potential and you know what items will be required to do so. You can tell if the items to do it exist in the world you're in and if something can be substituted.

Lastly, you have knowledge of how to run a successful business, deal with distributors, negotiate, manage employees and so on. You'd have the skill to build a franchise empire, selling your products.

Load Account Booster: Top Player

Normally you would be a level 40 Character. Now you are a Level 100 Character. This means you start more powerful than most in the setting. But don't get cocky, you are not unbeatable, just really powerful.

Accident:

Silent Casting – 100 CP (Free for Accident)

The common restriction of magic casting in Isekai is that it requires the caster to make some sort of chant and magic circle to cast a spell. Not you though. You can control mana directly allowing you to cast spells without a chant and magic circle, only needing mana and a mental image of the spell you want to activate. Hell, You don't need to say the spell's name to cast it. This means you can stealthily cast a fireball at a group of enemies without needing to say a thing.

Training Is Easy – 200 CP (Discounted for Accident)

Well you have to get stronger somehow and it takes a while to level up. So how about we accelerate the process? With this, your rate of training is now 10 times faster. For example, what would normally take a person a month to learn it will only take you three days to learn. It also makes it so that you don't get bored while grinding/training.

Cursed Eye – 400 CP (Discounted for Accident)

Yeah you know the line "BEWARE THE POWER OF MY CURSED EYE!" Yeah, that one. Used by many chuunibyou. Except with you it's actually true. By channeling mana you can cast a spell that can inflict status ailments (Petrification, Paralysis, Poison, Etc.) the stronger you get, the more potent the cursed eye becomes.

Advantage: Divine Eye

Cursed Eye? Oh my apologies this Eye isn't cursed at all. Your eye can actually cast magic, shoot lasers and even see the near future or a moment from the past. What makes this ability really powerful though is that as you get stronger, you can do more with your eye. With enough time and practice, you can see the structure of magical effects, and spend your own mana to optimize those effects, extending their duration indefinitely.

The Power Of Plot Convenience Booster: Perfect Eyes Of Perception

You have an instinctive ability to instantly see the weak points in things. You can analyze flaws in fighting styles, in objects, in logic. Focusing on a flaw in something will give you ideas on how to defeat it and exploit it. If you also have knowledge of what you understand the flaws of, you can use this to learn how to fix it. For example, if you had a broken down car, this ability would

tell you at a glance what's wrong with it. If you were a mechanic or experienced with working on cars, you could then fix it. This works for living things as well, and would let you be a superb doctor…or executioner.

Predator – 600 CP (Discounted for Accident)

Okay, we have seen this ability in one form or another. What it is, is an eating ability. First off you won't suffer any harmful effects from eating something (Poisoned, Stomach problems, etc.) which is good. Second and more importantly you gain stats based on what you are eating (Eating a claw, talon, or a piece of a broken sword would increase your strength for example), however eating monster parts with unique properties will occasionally cause you to gain those properties, in the form of a new skill at base level.

Divine Blessing Booster: World Hunter

But you want the full experience. You don't want to be limited to a single skill and stats. You want the full predator. Well how about I do you one better? You are now a World Hunter. Now you can gain a bunch of skills from a monster that you have eaten based on how much of the monster you have eaten. Eating items can grant new skills, abilities, and even spells. And before you ask, yes you can eat humanoids and gain their jobs/classes, just don't get caught doing that. BUT THAT'S NOT ALL! If you happen to become a monster, this perk can affect your evolution. For example, say you're a lizard monster and you ate a slime. Now your evolutionary paths will incorporate characteristics from the slime. So, get out there and consume!

Miracle Seed: The World Provides A Crucible

You can set a goal or have a need, and fate will rearrange itself to help satisfy this specific desire by giving you challenges that will train you or provide you with what you want. If you wanted to get strong enough to slay a dragon, you'd meet people who could tutor you, face foes who would give you the experience you'd need to get better, get trained by a dragon who hates the other dragon, meet allies to assist you, and face a trial where you can get a weapon to do the job.

Anything possible in the universe can be obtained through this method, though it will require increasingly difficult challenges depending on how excessively difficult something is. One thing to consider is that these tasks will become increasingly dangerous and risky the higher you set your goals. Deciding to become a King in some universes may require you to take power by force and perform a coup. In other worlds, you might find a country who declares you the king.

It’s very dependent on context. The universe will typically arrange the shortest possible path to your goal.

Training Is Easy Booster: Growth Cheat

Getting stronger in an isekai is part of the experience but sometimes killing monsters is going to be too much trouble or become impractical at some point. If only there was a way to get stronger, faster, better without having to kill monsters. Well, there is always the mundane way: ACTUAL training. Push-ups, Sit-ups, Squats, Weightlifting, Sprinting, heck even Jumping Jacks can help. Studying and reading can work too! By doing this not only will you be gaining XP you will also increase your stats slightly. In fact, it’s not just limited to studying and training either. Cooking, cleaning, eating, doing maintenance on your gear, sleeping after a hard day of work/adventuring. These shall all grant you XP and stats. In addition, if you practice a technique you learned long enough that technique will get stronger, and you might stumble upon another technique. So train hard, study hard, work hard, and reap the fruits of your labor.

Exile:

Isekai Survivor– 100 CP (Free for Exile)

Well you were kicked out. And sent into the wild basically. If you are going to make it you need to know how to survive. You know how to survive in the wilderness and how to make camp. May not seem like much, but trust me this much goes a long way.

Monster Affinity – 200 CP (Discounted for Exile)

Well, this one works in two ways. First creatures that are classified as monsters are more friendly to you. Second which makes this very valuable you technically count as a monster as well as a human. This means that whatever abilities or skills that are exclusive to monsters you can learn. Anything that only Monsters benefit from you benefit from. (or purchase if you have access to the skill shop). This also works in reverse, If you are a monster humans and creatures that are classified as humanoid are more friendly. And you technically count as a human as well as a monster.

Blessings from the Abyss – 400 CP (Discounted for Exile)

This type of Magic is frowned upon by most. I mean it's one thing to have a spell that can inflict status ailments. It's another thing to have an entire category of magic to do so. With this you have access to one of the following types of Magic. Poison, Binding, Rot, or Curse. You can only purchase this perk once,

Advantage: Reaper's Boon

Well this is disturbing. I mean where as the hero was blessed by the Spirit King, your boon's came from the Reaper. A being associated with death and darkness. I mean you have access to Poison, Binding, Rot and Curse Magic. But then the avatar of death decides that he would give Dark Magic. Okay, this is a problem. I mean it is mainly used by demons, Undead (Reaper is technically classified as undead) and evil-aligned creatures. And now you have it. Great. Being the opposite to Light, Dark Magic has crippling debuff spells and a few vitality draining spells. Also Dark's offensive spells can't be resisted by most living creatures, only Demons can resist the effects of dark-elemental spells

The Power Of Plot Convenience Booster: Abyssal Devourer Mirror

A pristine dark mirror floats at your side, reflecting twisted, nightmarish alternate realities to anyone who gazes into it. It reveals what people most fear, attempting to stun and terrify them. Those with strong will can resist, but it will still be unsettling, as the mirror will scan their minds to show them what they'd least like to see. When you look into it, it shows you your wildest dreams coming true, as it aspires to help you achieve them.

If you would be affected by a deleterious effect, such as poison, sleep, or berserk, the mirror absorbs the effect and provides you with a temporary power boost proportional to the strength behind the status effect. Repeated exposure to a status effect makes you resistant and eventually immune to that status.

While the mirror is summoned, if you encounter a continuous magical effect or artifact, such as a seal, barrier, enchanted item, or sustained magical attack, you can use the mirror to absorb the magical energy, filling your mana reserves. You drain your targets at a rate equal to yours and the mirror's current mana. Excess mana beyond your maximum reserves can restore your stamina and HP. Additionally, you can funnel excess mana into the mirror, which has a storage capacity of 10 times your maximum mana. At any moment, you can feed your mana into the mirror if it's below maximum capacity.

The mirror acts as a shield, allowing you to catch and either reflect or absorb magic attacks. Caught magical attacks can be fired whenever you choose. If the mirror is shattered, it fuses with you, granting a potent but short-lived super boost in power. This boost enables you to use the mirror's accumulated energy and attacks as your own. Once, during this transformation, you can launch a massive explosion attack, using all the power the mirror has given you, including any absorbed statuses. Upon doing so, you'll exit the transformation. When the boost runs out, you can spend your own health to revive the mirror, giving it HP equal to the health you spent.

Monster Lord – 600 CP (Discounted for Exile)

Okay so Humans have Heroes to protect them. But what about the monsters, Demi Humans and the Beastmen? This is where you step in as a Monster Lord. Monster Lords are powerful beings that can match a hero in stats alone. First pick a monster type (Dragon, Slime, Beastmen, Demi Human, etc.) You are now the Apex version of that monster type that comes with an alt form befitting that monster type if you have arrived here as a human. But that can’t

be it, right? Well, it isn't. See just as the Hero can wield any weapon, you can use any category of magic. Provided that you know it. You also gain skills befitting of the monster type that you chose. Let them fear you and may they regret the wrong doings they have done to you

Divine Blessing Booster: Demon Lord

OKAY! Maybe they were right to Exile you! Because you're no Monster Lord. You. Are. The. Demon Lord! A being that stands above all monsters. Incredible stats, able to change between its monster form and its human form. A whole slew of spells at their disposal. That alone makes them feared. But there is something that I have been saving for last. Just as the Hero has the ability "Divine Sword" You have the ability "Sinful Aspect". A variety of skills based on the Deadly Sins…and each sin has its own category of spells that fits the Sin. In addition to this you have an ability "Ever-Evolving" The monster equivalent of Limitless. There is no limit to how powerful you can become. Let this be through leveling up or training. LONG LIVE THE DEMON LORD!

Miracle Seed Booster: Soul Of The Demon Lord

You've ascended to the pinnacle of what it means to be a demon lord. A true lord commands their subjects, and now, your very soul is infused with the essence of monsters and demons, granting you the power to create them at will. You have the following three abilities:

> Passive Corruption: Your mere presence corrupts the environment, imbuing it with your essence. The soil, water, and air resonate with your soul, creating a miasma that alerts you to everything occurring within its range. This miasma spreads gradually, taking a few days to cover a small village and up to a month for a large city. Prolonged exposure to this miasma transforms and enhances objects and beings. Trees may walk, abandoned houses and boulders may gain legs, and ordinary animals may become monstrous creatures. You can also transform humanoids exposed to your miasma into monsters. All creations, including those from your other abilities, can be imbued with unbreakable loyalty. This loyalty is maintained through an imprinting effect, making the thought of harming or betraying you inconceivable to them. It cannot be overridden by other forces or abilities. In addition, monsters exposed to your miasma for 1 year become monster lords.
>
> Monster Birth: By expending mana, you can create new monsters. If you have encountered a monster, demon, or alien lifeform before, you can summon them. You instinctively know how to create monsters native to this world, such as slimes, goblins, orcs, ogres, and dragons. The more powerful the creature, the more mana it requires. For instance, an army of 1000 goblins costs 5 mana each, while an adult red dragon requires 5000 mana. Every 24 hours, you gain an additional 5000 mana in a temporary

pool for Monster Birth or other uses. In addition, your mana naturally regenerates at a rate of 1000 mana per hour on top of what your previous mana regeneration rate was.

INVASION: This ability is why demon lords are so feared. It grants access to an alternate dimension filled with billions of monsters and demonic lifeforms. These creatures match the quality of those you create with Monster Birth, ranging from mid-level troops to exceptional elite units. This dimension replenishes its troops over time, allowing you to endure any war of attrition. You can open a gate to this dimension, forming a portal for the monsters to emerge. However, this gate is linked to your health: your maximum HP at the time of summoning becomes the gate's health total, and any damage to the gate is subtracted from your HP. If the gate is destroyed or you close it, the dimension is sealed for one year.

Monster Affinity Booster: Benefits of Being a Half-Breed

Okay so before you just counted as a monster…. Now you can pick a monster type and your race becomes both human and that monster type. Or if you are a monster, your race becomes your current monster type and human. This means you can enjoy the benefits of jobs and have access to monster evolutions.

Items:

Any lost or stolen items will be returned to you after a week in the same condition as when you had it.

Any damaged items could potentially be repaired and have the broken condition removed if worked on by a capable engineer.

Clothing – Free

Appropriate clothing for chosen origin.

Basic Gear – Free

You are given a weapon, an armor set (Light, Medium, or Heavy), and several health potions.

Base – Free

Well you need a place to rest your head. So this little shack will work as your base for now.

Hidden Empty city – 200 CP, Free if you have purchased the "Empty Frame" perk

You now have access to a hidden city with all the amenities expected in a royal capital, it will update each jump.

Legendary Weapon – 200 CP, Free if you have purchased the "Hero" perk

This weapon has three special properties. First, it grows stronger as you grow stronger meaning that it will never be rendered obsolete or irrelevant. Second, it can change its shape to suit your needs, job/class, and build. Third, it can be summoned to your hands like a Keyblade.

Lucky Dice – 200 CP, Free if you have the "I must Roll the Gacha" perk

Whenever you roll these dice they will land in such a way that they are always the most inconvenient for your enemies, causing them to trip, accidentally reveal themselves or just lose a dice game.

Hungry Halberd – 200 CP, Free if you have the "Predator" perk

You can use this halberd as though it were an extension of your body in order to cast magic or eat.

Plane Mask – 200 CP, Free if you have the "Monster Lord" perk

While wearing this mask your presence and appearance are masked so that anyone who sees you will think of you as an ordinary person.

Town – 400 CP

A town you can access through your Warehouse for stuff like commerce (buy/sell goods/loot/items/etc.) as a mix of those options like the merchants who will buy all your assorted curios or sell things from previous/current jump settings you might want but didn't/don't have the time to track down in desired amounts.

Dungeon – 600 CP

A dungeon with a seemingly endless, "procedurally generated" interior. It can be a standard dungeon crawl, an open sandbox, or a simple dungeon tower structure, but it ultimately always leads onwards and looks like a colossal jigsaw puzzle of all the previous settings you've been to.

Features from each setting will sometimes mash into each other, like TF2 mixing with deep rock galactic and/or Warhammer.

Companion:

Normally you would not get any companions within an out-of-context supplement but hero needs a party.

They're with Me – 100/200

You can import up to eight companions into the supplement they get to choose their origins and get 600 CP to spend as they wish. You can pay 200 to double the amount of CP they get.

> **And So are they – 100 (Requires They're with Me)**
>
> Instead of 8 companions you can import them all. This may seem like an odd option to have but in some stories an entire class got summoned to a world. In another, an entire world got Isekai'd so it isn't too crazy. Anyways any companions imported with this option receives the same amount of CP as the companions that have been imported with "They're with Me" purchase. This means they will either have 600 CP or 1200 CP. Depends on how much you spent. They also receive half the amount of CP you received from Drawbacks

Drawbacks:

Supplement Specific Drawbacks

Native +100 CP

You are no longer a Drop-In or from an alternate Reality. You are instead Local who somehow "has this power".

You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

Enemy Power User +200 CP

Normally you would be the only one "with the power type" within this continuity, however with this drawback "one person for each origin" will appear, one of each type "but without perks" who are each going to "Do bad stuff".

Recently Awoken +300 CP (Exclusive to Reincarnation)

You have just woken up from a slumber remembering your previous life

Because of this you are no longer able to take perks from the Summoned Perk tree, the Transport perk tree, the Accident Perk Tree, or the Exile perk tree.

Chosen One +300 CP (Exclusive to Summoned)

You were blinded by a bright light and found yourself in a grand throne room and are asked to save the world.

Because of this you are no longer able to take perks from the Reincarnation Perk tree, the Transport perk tree, the Accident Perk Tree, or the Exile perk tree.

Gamer +300 CP (Exclusive to Transport)

You were just playing your favorite MMO Game and fell asleep and then you woke up in this new world

Because of this you are no longer able to take perks from the Reincarnation Perk tree, the Summoned perk tree, the Accident Perk Tree, or the Exile perk tree.

Failed Summon +300 CP (Exclusive to Accident)

You were blinded by a bright light and found yourself in a grand throne room and then everyone looked at you confused. With one person mentioning that they had summoned one extra by mistake.

Because of this you are no longer able to take perks from the Reincarnation Perk tree, the Summoned Perk Tree, the Transport perk tree, or the Exile perk tree.

Banished +300 CP (Exclusive to Exile)

You were blinded by a bright light and found yourself in a grand throne room and then everyone looked at you confused. Then the king noticed something off about you and then banished you out of the kingdom.

Because of this you are no longer able to take perks from the Reincarnation Perk tree, the Summoned Perk tree, the Transport perk tree, or the Accident Perk Tree.

Perk Users +200 CP/+400 CP/+600 CP/+1000/1200/1400 CP

Normally there would be no other “People who can use your power type” within this continuity, however with each purchase of this drawback, a new “way that you entered” will appear at some point during your Jump, somewhere on your Planet.

For +200 CP only an Other Worlder will appear.

For +400 CP both an Other Worlder and a False Hero will appear.

For +600 CP an Other Worlder, a False Hero and a Beta Tester will appear.

For +1000 CP an Other Worlder, a Fallen Hero, a Beta Tester and a False Hero will appear.

For +1200 CP an Other Worlder, a Fallen Hero, a Beta Tester, a False Hero and a Vengeful Demon will appear.

For +1400 CP an Other Worlder, a Fallen Hero, a Beta Tester, a False Hero, a Vengeful Demon and Demon Hero will appear.

1. Other Worlder will have access to all the perks on Reincarnated Perk Tree.

2. Fallen Hero will have access to all the perks on the Summoned B Perk Tree.

3. Beta Tester will have access to all the perks on the Transported Perk Tree.

4. False Hero will have access to all the perks on the Accident Perk Tree.

5. Vengeful Demon will have access to all the perks on the Exile Perk Tree.

6. Demon Hero will have access to all the perks on this Jump Document.

Generic Drawbacks:

Wanted +100 CP

Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sorted out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

X-rated +100 CP

This jump is a little more explicit than normal sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

Double Trouble +100 CP

You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

Low Budget +100 CP

Something about this world just seems... cheap, flying wires, plastic shield, old school lights and tatty looking monsters.

Thugs for days +100 CP

At least 10 random thugs will randomly show up every day and target you.

Silent World +100 CP

The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Stalker +100 CP

A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

Angered Factions +100 CP

With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

Heroic Sayings +100 CP

You have several quotes and sayings that always come around as annoying or cheese which you unintentionally use every time you try to talk with others.

Rough Childhood +100 CP

You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it.

The Weirdo +100 CP

Everyone seems to think that you are a strange individual and they will go out of their way to avoid you unless they actually want to speak to you.

Team Up +100 CP

It seems that you can't go anywhere without some random person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

Knowledge Lockout +100 CP

Once you start this jump you will lose all of your knowledge of the setting's universe and all its continuity.

Stranded +100 CP

Instead of the normal beginning your origin would have, you find yourself in the middle of a desert island somewhere in the ocean.

Plot Anchor +100 CP

Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Kick the Cook +100 CP

You are a terrible chef, everything you cook is disgusting, you can't even cook toast without making it monstrously vile.

Scarred +100 CP

You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

Always Left Behind +100 CP

Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

Honorable +100 CP

You are honor-bound and will always do things in an honorable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take action.

Nightmare +100 CP

Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

Inconvenients +100 CP

Small issues will constantly occur causing minor discomforts for you.

Extended Stay +100 CP

You can Increase the duration of this jump by 10 years.

You can take this a maximum of 10 times increasing it up to 110 years total.

Friends From Beyond Your Dimension +200 CP

A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

Sore Thumb +200 CP

There is something odd about you that makes you seem noticeable as foreign being to anyone who deals with anything not native to Earth or this dimension.

Dead or Alive +200 CP

You have a local criminal record and anyone who recognizes you as the target will attempt to-turn you in for the bounty.

The Good People +200 CP

It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the asshole. On the bright side, if someone has already given you a task which you are currently working on, people are less likely to give you new tasks.

The Bad People +200 CP

For some reason everybody is an asshole to you, they will treat you like dirt and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.

Wider World +200 CP

This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

Dark Minions +200 CP

Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ant to sugar.

Blinded +200 CP

You have lost your eyesight and will not regain it this jump.

Pet Food +200 CP

Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

Publicity +200 CP

Every mistake you make will become public knowledge, every negative misinterpretation of your actions will be pushed to the front.

It's almost like someone is trying to make you look bad.

Thou shalt not kill +200 CP

You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

Selective Amnesia +200 CP

Until the end of this Jump, you can not remember the events of any setting you have entered.

Total Amnesia +200 CP

You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

Amnesia +300 CP

You have forgotten everything about yourself other than what you learn in jump and from your origin and background.

Living in Exciting Times +300 CP

Completely random but exciting things will nearly constantly occur around you and often attack you.

Competent Enemies +300 CP

All of your enemies will get situational intelligence whenever you face them making them twice as competent.

Just A Child +300 CP

Instead of starting this jump as an adult you will start it as a newborn baby, you will not start the jump time until you are socially considered an adult at which point the Jump time will start and all other non-narrative drawbacks will begin to activate.

Local Scale +300 CP/+600 CP

For +300 CP your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For +600 CP your level of growth will be capped at 90% of the scale of growth of the local protagonist.

The Importance of Education +400 CP

You will be forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.

Find and Seek +400 CP

Every year you will gain a list of 12 macguffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

Not So Shiny Toys +400 CP

All items gained from other jumpchains will not be able to be imported into this jump.

Friendly problems +400 CP

All companions, followers, and pets are barred from this jump.

Mortal +400 CP

All of your perks are all disabled for the duration of this jump.

Boss Rush +600 CP

Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all.

Random Setting +1000 CP

By taking this drawback you are no longer allowed to select the setting of your Jump instead you must use the following link and choose one of the six options it provides. If that setting has a Jump Document already you may use that Document for this Jump.

https://www.bestrandoms.com/random-movie-generator?genre=Fantasy

Notes

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V2.1 added Soul of the Demon Lord