THE DARK WOLF SHIRO JUMPCHAIN

Version 1.0

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Shiro and Kuro are two gamers chosen by the system, Shiro the first and Kuro the eighth. Welcome to Shiroverse (as I call it) home to two lustful, dark MC's using the gamer power to do whatever they desire, but let's be honest, that's mostly sex. Now this setting primarily follows the two aforementioned gamers, you can choose which gamer's timeline you appear in - Shiro's or Kuro's - either before their resurrections or after. Either way you arrive a month before they do.

Here's 1000 CP

Location:

- The world of **Overlord the Anime**, the first world that fell to Shiro after he took the place of the supreme being Momonga, this world is primarily similar to the setting; no major changes will occur for a while so I would relax if I was you, the story won't change until the destruction of Carne Village so I would keep an ear out. Here you arrive in E-Rantel.

- **RWBY**. An important destination in the grand story of the first gamer. You see Shiro has visited this world twice in his life - before his destruction at the hands of the Spectre and it's where his rebirth occured. You can choose whether you arrive here for the former or the latter. But fair warning for either option, the storyline goes off the rails quite early on. Here you appear in Vale. Slight crossovers with various series.

- **High School DxD**, the perverts paradise where a highschooler can get stronger by fondling the boobs of a young devil. The first world where the eighth gamer Kuro began his journey. The plot changes quite quickly with the death of the Red Dragon Emperor. You appear in Kuoh, what you do is up to you.

- **Overlord the Game**, not the anime. The second world that fell to Kuro after he departed the world of DxD. You arrive in Spree village a month before the Overlord Kuro places this village under his 'protection'. Be warned this world isn't anything like the game - this world isn't just home to heroes and overlord-possessed wizards but amazons and, in the future, members of the Assassin Brotherhood also.

- **Marvel Custom Universe**, custom made by Shiro himself, an amalgam universe made from mixing and matching numerous incarnations, and the first world Kuro found himself in after his resurrection. This world's story is its own mixture of so many different ones it's hard to tell what's going to happen next; good luck here mate.

- **Kuro's Custom Realm**, Formed after the destruction of the tower heart and the death of the universe at the hands of Ophis. This world is linked to Kuro and the Eye of Magnus, the new tower heart. In the next few months a rift will begin to open leading to Outworld under the command of Mileena, the adoptive daughter of Shao Khan. For those who chose Overlord the Game and DxD you will appear here when the old verse is destroyed.

- **Harry Potter**, well not quite welcome to the world of Sorcerer's Ambition a world where in a few days the lesser demon Grayson Raum will be born, on the surface this world is exactly what you expect of Harry Potter but that is just surface deep for example both Harry Potter and Draco Malfoy have been genderbent, there is a mysterious organization called

the Lodge Of Sorcerers that seek to dominate Magical Britain and hopefully the world oh and Demons exist, so there's that. Slight crossovers with various series.

I asked Dark Wolf Shiro about this and he said that SA is in the same multiverse but apart from that not connected to the rest so thought i might as well add it.

Background:

The Gamer: You are the one who is chosen by the system, the one real MC among a multiverse of NPCs fulfilling your desires no matter the consequences you are the one who would kill the protagonist if it would get you your goal. This doesn't make the first gamer unfortunately for you, that spot has already been taken.

Races:

All races barring humans and blessed humans gain an additional 100 points to strength, endurance and dexterity. Barring Dragons. Vampires and Incubus/Succubus gain 200 to strength, endurance and dexterity. Humans start with 10 in every stat.

Human (0): Self explanatory.
For Gamers this gives you an increased 25% bonus exp for classes.
Can also choose Faunus which gives no other advantages.
X10 END for HP/SP, X10 INT for MP, X2 WIS for MP regeneration, X2 END for HP/SP regeneration

Immortal Human (100 CP): Self-explanatory really, can be chosen as an add on to humanity this bestows obviously immortality and an increase HP and HP regen.

X30 END for HP/SP and X6 END for HP/SP regeneration

Devil (300 CP): You are now a Devil from Highschool DxD and a member of the 72 pillars, having the ability to fly, understand any language, living for tens of thousands of years and possessing innate demonic magic allowing you to utilize it based on imagination alone. As a Pureblood Devil you have access to a bloodline gift as an effect of your heritage whether as a member of the Phoenix clan or the Power of Destruction as a member of the Bael clan or the Gremory clan.

You can also if you choose to gain a bloodline without being a member of the clan.
For those who choose the Gamer system this bestows
X200 END for HP/SS, X200 INT for MP, X40 WIS for MP regeneration, X40 END for HP/SP regeneration

Angel/Fallen (300 CP): Congratulations you have become either a white-winged angel or a black-winged fallen. Like Devils you possess the ability to understand any and all languages and are physically stronger than any human. The main differences between this and the Devil race is that this bestows the ability to quite efficiently use White Magic, allowing the jumper to create light constructs to both attack and defend as well as the ability to heal (eventually) every injury, disability, etc as well immortality.

To those who choose the Gamer system this bestows the same pros as Devils but also bestows a 50% increase in strength of White Magic casting and a 25% decrease in cost.

Elven Race (200 CP): The Elven race possess an abundance of mana; as one of them you possess large quantities of magical energy. Your senses are also slightly stronger than a human's and will live for thousands of years akin to Devil lifespans. **(can be taken as a race with a hybrid, as Kuro took on an Elven physiology on top of his Vampire/Incubus one).**

For those who take Gamer system you aquire
50% increase in MP from your intelligence

Vampire (300 CP): Whether as a member of Dracula's line or some others you have been turned into a creature of the night, enhancing your strength, speed and endurance to superhuman levels as well giving you a whole list of different unique abilities such as the ability to turn into bats and mist as well having the ability to summon bats, wolves and rats with merely a thought and the ability to mind control others.

However, vampires possess an equal number of weaknesses. Sunlight will now burn you, causing both pain and damage. In addition your vampiric abilities will not work with direct sunlight and your health, magical capacity and stamina will be reduced to 50% while in the sun. Silver items and fire will now cause you immense damage, halving your regenerative ability for a time, and religious icons will make you uncomfortable but will not hurt you.

For those with the Gamer system this bestows:

X150 END for HP/SP, X150 INT for MP, X20 WIS for MP regeneration, X20 END for HP/SP regeneration

For an **additional 50 CP** you were sired by the first vampire (depending on the world you are in, in the case of a world where no vampires exist, fanwank), giving you the ability to learn your new abilities more naturally than others might and allowing you to dominate other lesser vampires.

For **another 50 CP** you were granted the power of a daywalker allowing you to walk in the sun without fear however this is just a resistance; while you do not take damage you are still affected. Also, if enough power is amassed a vampire can ascend to become a Vampire Lord also. Don't worry even if you are a vampire you can still have children and do everything biologically a human could do. By the way, through emptying another being of their blood a vampire can gain access to all biological based abilities and all skills their prey possess e.g. an X-gene and martial arts proficiency.

Incubus/Succubus Marvel Variant (300 CP): Congratulations, you are now a demon, an unholy resident of Hell itself. This bestows upon you the ability to manipulate dreams and walk the path of a Dream mage as well as a talent for Eromancy, or sex magic. You can also take on a more demonic form. However you are now vulnerable to holy water which will now burn and holy ground will be uncomfortable.
X150 END for HP/SP, X150 INT for MP, X20 WIS for MP regen, X20 END for HP/SP regen.

Lich (200 CP) (Can be purchased as add on to races): Liches are powerful undead sorcerers who, using necromancy, broke apart a piece of their own soul and bound it to a singular object, attaining immortality. However, due to the nature of Liches they lose 1% of their humanity per day; to restore it, a Lich must devour souls to regenerate the humanity lost. If you don't wish to become a Lich yet you can take this origin and choose to activate it late jump. Also don't worry; for some reason, even though you are technically undead your body is still alive and so is capable of everything biologically. To a gamer this enhances racial boosts by:

HP/SP by 2, INT for MP by 6, MP regeneration by 3, HP/SP regeneration by 2. This is multiplication by your original HP/SP, MP and regen.

Blessed (300 CP For races other than humans. 100 CP for humans): You have been blessed by a divine being, either as a gift, a mistake or for being their champion. This has enhanced you beyond even what becoming a Lich grants. Like for blessed humans you can choose whether you are a champion for a divine being or not. Yes you can be blessed even if you choose Devil.

(The reason this is more expensive than for humans is because all other races have a greater HP/SP, MP and their regeneration).

Enhances HP/SP, MP, MP regen, HP/SP regen by 5

Aura (100 CP, is an add on to races): Your Aura has been unlocked, now you possess a new resource pool that is (END + INT) × 5 and enhances your HP/SP and their regeneration. **(For those who picked RWBY as their starter get this free).**

Multiplies HP/SP by 2 and HP/SP regen by 5.

<u>(For the races after this I made up the boosts and for some of them I made up):</u>

Greater Demon SA Variant (500 CP): Congratulations, you are not human, you are a demon descended from one of the 72 seats of Hell, unlike others you rose as a greater demon stronger than any human magically and otherwise. As a Demon you evolve through committing sin and taboo acts each act generating increased amounts of demonic essence once a certain number is reached the Demon evolves into a (you could say) higher tier culminating into a Demon Lord, the essence however could also be used to instead enhance the Demons abilities e.g. their magical ability to their physical attributes etc.

Furthermore, in your true demonic form your inherent physical abilities will also be increased as well as your natural magical resistance the stronger you become the greater the benefits. However, this comes with a cost, as a denizen of Hell all things holy are anathema to you and hearing the word of God is enough to drive you into immense agony but as you get stronger this pain will lessen. Every Demon possesses certain sins based on the seven sins of man. 1 major, 1 minor and 3 other sins these sins while weaknesses can easily be controlled and by performing acts to do with your sins allows a Demon to gain more than normal demonic essence.
For gamers this manifests as:

X300 END for HP/SP, X300 INT for MP, X60 WIS for MP regen, X60 END for HP/SP regen

Nekoshou (300 CP): A special variant of Nekomata and are the strongest of their kind within Highschool DxD. Nekoshou are capable of mastering both Youjutsu and Senjutsu, the former being

a form of spellcraft limited to Yokai. A Nekomata's power level rises as they gain more and more tails and courtesy of being a cat-like species they possess great reflexes and heightened senses. You also gain the ability to sense Ki. Because you are paying CP for this, you do not go into heat like the other Nekoshou, however, that doesn't stop others from going into heat around you.
Gain an additional 50 to DEX.

X300 END for HP/SP, X200 INT for MP, X40 WIS for MP regen, X50 for SP/HP regen.

Nine-Tailed Kitsune (400 CP): An incredibly powerful and specialised form of Yokai primarily limited to the bloodline of the Kyoto leadership in DxD - well if you so choose not anymore. Being a fox species Kitsune have great reflexes and heightened senses. As a kitsune you have the ability to control white fire which as a nine-tails is said to match the prison dragon Vitra's flames.
Gain an additional 50 points for DEX

X300 for HP/SP, X300 INT for MP, X50 WIS for MP regen, X50 END for HP/SP regen

Dragon (700 CP): Masses of power made sentient in DxD and one of the strongest races to ever exist. As the strongest race in DxD dragons possess numerous advantages, increased physical abilities, destructive elemental breath and the ability to create immensely powerful curses that could fell even Gods themselves. High-ranked dragons possess the unique ability of transformation allowing them to change their appearance.

Dragons also possess an ability known as Outrage Mode, where they gain immense power when enraged.

For the initial purchase your strength equals that of Tiamat the strongest of the Dragon Kings, however if that is not enough for you for an **additional 200 CP** your strength is augmented to the level of the two heavenly dragons, befitting a new heavenly dragon you gain access to four abilities of your choice. Whether these are copies of powers held already by Ddraig or Albion, or new ones of your own making, is your choice.

Befitting dragons this grants 600 points to every stat **(This is because in the DxD wiki it says the Dragon Kings are equal to ultimate class devils, and Grayfia being one has stats in the 600's).**
Heavenly Dragons start with 2000 points in each stat. **(This is because the Heavenly Dragons are equal to that of Gods and Buddhas and Sirzechs being a Satan-Class Devil's stats are in 1600).**

Outrage Mode multiplies all stats by 3-5**(This is because when Fafnir entered Outrage Mode he slapped Lilith out of the way and trounced Rizevim whether it's 3 or 5 is upto the jumpers)**

X500 END for HP/SP, X500 INT for MP, X100 WIS for MP regen, X100 END for HP/SP regen

Hybrid (Variable): A hybrid is one who is beyond all others - a combination of their parent races. If you too wish to be one you just have to pay full price for the most expensive species and 100 CP for the other. If the races are the same price then just decide which one to pay full price for.

For racial perks i.e. the regen, HP/SP and MP you get the ones for the most powerful race and as a hybrid you can use the abilities of both races. Now, as for weaknesses if the races are of the same alignment, e.g., demonic you gain both sets of weaknesses but if they are of opposite alignments you don't get any. The appearance you gain is up to you.
(E.g. Kuro being both a vampire and an incubus.)

Perks:

General Perks:

Gamer System (Free): The thing that started it all: you died, sorry about that, but as you perished the gamer system connected itself to you, making you a gamer. Now, regardless of the time you picked, you have gained access to the system the revived Shiro and Kuro originally had access to allowing you access to certain classes and occupations which, as you level up, would increase your stats.

The game also gives access to the stereotypical ID Create allowing access to training dimensions filled with monster ripped off from other places and settings and access to quests with copious amounts of EXP available, access to choices with the ability to see the fallout of the gamer's choice, access to the gacha which, when spun, could bestow upon the gamer any random ability or item from the rest of the multiverse, mapping out relationships on a points scale, as well as the stereotypical learning from absorbing skill books, and the Gamer's Mind and Body. You also gain access to profession classes e.g. Bakers, Teacher etc.

Don't worry, you will get a tutorial when you enter. Be warned, the game is Chaotic Neutral so count on it being an asshole. Levelling manifests as tiers in a way: Novice, Apprentice, Adept, Expert, Master, Legendary and Divine. By undergoing upgrade quests you will level up in tiers by the way this doesn't apply to every skill it's more like e.g. White Magic Proficiency or Martial arts mastery by upgrading them you gain access to more powerful spells or become more competent etc. For skills themselves, they can be upgraded at any time but this can't be undone; the upgrades increase cost e.g. MP cost by 10 but damage or effect or etc by 5-10 times over.
If you so choose you don't have to have access to the system.

ISIS (300 CP) (Free for those who take a System of your very own perk below): Okay, how did you get access to this? Depending on the timeline, this shouldn't even exist yet. You have gained access to ISIS, the gamer system created by Shiro after the death of the eighth gamer. Unlike its counterpart, ISIS is loyal to its gamer and is not an asshole. ISIS also possesses the class and occupation system however, unlike its counterpart, new skills can be learned without a class itself being required. This also bestows upon you Gamer's mind.

(100 CP): As powerful as the gamer system is the one thing that it doesn't give is stat points per level up - not that that is a big deal seeing the advantages you have, so for an extra 100 CP you gain 5 stat points per level up.

(100 CP): As good as the system is, maybe there's a specific class that's missing; maybe you don't like the classes available. This purchase changes and retrofits the classes e.g. changing the Warrior class to the Saber class or the addition of Ki master instead of Martial Artist, addition of a divine class home to a Demonologist, Divine caster or Druid etc.

For classes in future jumps where different classes exist the system will update to accommodate.

You can also merge any and all Gamer systems you have into a single one that has all their advantages but hardly any of their disadvantages. Post-Spark, you gain admin access to the gamer system.

Multiverse's Most Popular Man (100 CP): This makes people in organizations desperate to recruit you into their organizations or, if impossible, want to ally with you.
Also makes you more popular and famous in general.
Makes people more likely to join organizations you are a leader of.

Advanced Classes (100 CP): The advanced classes of the system, Death Knight, Archmage, Shinobi. Now, normally these classes are only accessible at higher levels and you would actually have to invest levels into the appropriate precursor class e.g. Rogue for Shinobi. Now, you have access to these classes at the start of this jump. In future jumps, you will gain access to new advanced classes as well.

Tier One Superpower (100 CP): A gift bestowed upon Kuro by ISIS. With this perk, strength, endurance and dexterity are improved to the upper echelons of what a being is capable of - for a human this made a human equal to an olympic athlete. Or in gamer talk increased the stats of strength, dexterity and endurance to 50.

A Mind Fit For Eternity (100 CP): With this perk you won't have to worry about life losing its luster over time, things you enjoyed in the beginning will be enjoyed forever, this also makes it so you don't have to worry about feeling like time is moving too fast, you can always keep up with the times and the last benefit is that when you are doing something that takes a long time you can lose your sense of time and have aeons pass as you feel like minutes passed.

Rising Star (100 CP): A gift for gamers everywhere; with this perk, all stat and EXP gains are doubled. For example during strength training where you would normally gain 2 STR now you gain 4 STR same with this exp boost.Yes, this boosts points gained each level-up as well, both stat and skill points as well as stat gains from classes. For those not gamers this increases results from any and all training.

Love You, Adore You (100 CP): Getting affection to a hundred, while rewarding, is a bit of a hassle to be honest, bending over backwards to please NPCs to get them to like you just so you can either get that sweet 100% affection reward, the 100% obedient one or, hell, even both. Now with this perk, upon entering a new setting, you can turn someone's affection and/or obedience towards you straight into 100%, gaining all the rewards along with it.
Can be purchased multiple times
To raise both affection and obedience to 100 two purchases will be required. Don't worry though, no character will find it weird that they wake up one day and are head over heels in love with you.

For the rest of this jump this will recharge as you step into each world; for future jumps they recharge after each jump. Also you don't have to spend it at the beginning of the jump and can instead save it for later use somewhere else in the story.

Fairest Of Them All (100/200 CP): It's unfair, isn't it, how some people win the genetic lottery while others just scrape by with what they have? With this perk your appearance has been upgraded: For 100 CP you have become one of the most gorgeous and handsome people around, with looks such that just walking by, a glance of you is enough to confuse and disorient others.

And for an **additional 100 CP,** this is upgraded instead of just 100 charisma you have instead gained the same blessing the Shiro from his predecessor you now **also gain 100 luck and the perk The Once and Future Harem King which increases the likelihood of people returning romantic feelings you feel toward them.**

For the Gamer system the first purchase bestows 100 stat points to the charisma stat and the second purchase bestows 200 stat points on charisma. This adds on what you already have. Also, for those jumpers who wish for a more specific improvement this also improves certain equipment quality and size e.g. if you are a guy this basically makes you hung like a horse, after all this enhances everything.

Experience (100 CP): If you are anything like your predecessors than chances are you are going to be spending a lot of time in the bedroom, if so you are going to need this - with this perk you have become the number one grade A master of all things sex to the point where one night with you would make a thousand year old Devil, experienced in their own right, do absolutely anything for one more night.

Blessing Of The Genie - Power Leveling (200 CP): It is such a pain to constantly have to grind either new upgrades or new classes; after a while it gets so tedious and boring for every gamer. Thankfully, with this perk this has become easier, the blessing of the genie has provided you with an advantage over other gamers.

- **Upgrade Quests start at 20% completed**
- **Exp is increased by 20%**
- **All classes start at level 10**

Minor Blessing Of Life (200 CP/Free for those who choose to be Life's Agent): Through one way or another you have gained the attention of the aspect that rules over life itself across the multiverse. Because of this both Fire magic and Healing magic gain an increase in strength and become more effective and easier to upgrade and, like Death's Avatar, Gods of Life and Resurrection will recognise you as the chosen of their master.

Build and Craft Menu (300 CP): What kind of gamer would you be if you relied on others for something as trivial as construction or crafts? With this perk you have gained access to the build and craft menus that allow for instantaneous work; So long as you have the resources,you can now create and customize any building, hideout or location that you own, whether adding more rooms, buying and placing furniture or just increasing the size of the available space.

You can also modify any and all of your items in the same way, smithing swords, crafting items and brewing potions just by accessing the menu… so long as you have the needed resources in your inventory, it all gets done in an instant.

No-Cap (300 CP): Say what you will about the game, given time it allows its gamers to increase in stats to the thousands but gamers find upon reaching a thousand that there is a soft-cap on their stats which, until they fulfil a certain requirement, won't increase. Thankfully for you, this soft-cap will never happen and you will never reach a cap in your stats. You could reach 10000 in each stat and still keep going; you don't have limits.

Level Max (300 CP): Whether as a product of your earlier life or simply a gift you have mastered a class of your choice, whether a Warrior, Engineer, Necromancer, Elementalist, etc, gaining access to and mastering every move, spell, blueprint to do with that class. For those with the Gamer system you have reached level 100 or whatever the max level would be and have had the stats normally gained per level up by the class - e.g. Necromancer +5 WIS, +5 INT per level - assigned. Can be purchased more than once.

The Gacha (300 CP): A staple of the Gamer system - by utilising Gacha tokens obtained through monster drops a Gamer can gain abilities and items from other worlds or even rare ones from the world they are currently occupying e.g. Excalibur Ruler, Shikotsumyaku etc. Gaining these tokens is incredibly difficult and time consuming for any Gamer - apart from you of course with this perk; every month you gain 15 Gacha tokens to be spent whenever you desire, these tokens can be used straight away or saved up for whatever reason - the choice is up to you.

New Game Plus (400 CP): Once in a while there comes a really great game that you never mind playing again and again, enjoying the story. Side-missions, map exploration; some games even give increased advantages for starting over with nothing. With this perk you can start a world over again by initiating a reboot. Everything is started over, the NPCs, the story; even you are not left untouched, your stats, levels everything is rebooted to before your arrival. Of course, you are probably thinking "Why would I do this?" The reason being by initiating the reboot and starting over you gain increased advantages compared to your previous attempt: increase EXP gain, a penchant for gaining rare and useful items and increased stat gain - and those are just the starter advantages. You get to keep any items from that world and others you possess as for the people you meet in that world when they reset they are also reset and returned to that world. For those purchased with CP when rest happens they return to you items and companions.

Created for You (400 CP): It seems like you aren't starting anywhere near any other gamer. Whether through another Gamer's actions, the system itself or something else entirely, you start out in your own private multiverse; like Kuro you now have your own private playground to do whatever you desire.

Because this multiverse was created specifically for you, the local cosmic entities will start with a favourable impression of you, similar to Death's opinion of Kuro. Now and in future jumps, you can become the protagonist, the main enchilada, acquiring both the advantages and the disadvantages of this privilege. In worlds, with more than one protagonist, now there is only one you, the others losing all their 'specialness', as it were.

You carry this advantage on to all in future jumps, however unlike this jump you will be bound to local universes and dimensions till you get your spark e.g. DC multiverse, Marvel etc.
(Now I know the actual title would be omniverse but in canon it's called multiverse).

Death's Agent (400 CP): A position that does or would one day belong to Kuro. You have now become Death's hand in this multiverse, not a God Of Death but the primordial end of everything.

As a benefit of your new position you gain access to powerful necromancy, being able to raise and manipulate the dead in all its forms without being hindered by the local Death Gods, as well as positive relationships with the aforementioned gods. However this position also comes with drawbacks you see - in future worlds there will be those who have become immortal or ageless, thinking themselves beyond Death's reach, as its agent you will be responsible for hunting them down, receiving a reward for every death.

However, instead of killing them, you can instead bind them to your service; so long as they are either willing or weakened enough you can bind them to you whereby they would follow whatever you demand and in the case where you would perish they too would also perish, however if you were to be brought back, they too would share this fate. If, for whatever reason you wish to be chosen for another concept such as love or hate this changes to whatever concept you desire. Can be purchased multiple times for multiple concepts.

A System Of Your Very Own (600 CP): How did you gain access to this? It took Shiro countless lifetimes to even come anywhere close to the knowledge you possess. Regardless of whatever reason, you have gained the know-how to create your very own Gamer system complete with classes, Gacha and whatever else the original system is capable of; with just a bit of time and practise you can bring to life a brand new system and hook someone up to that system to enjoy the benefits of your gift.

The actual AI in charge of the system is also up to you, whether they are a complete arsehole or an incredibly friendly person is your choice and if, for whatever reason, you decide to take back your gift all it would take is a thought.

Tiers (100/200/400/600/800 CP): As a being gets stronger they start fitting into specific tiers. These tiers come with an advantage, those with a higher tier get more stats than those with a lower tier. Now, normally these tiers don't just enhance the stats but also the levels of those within the tier, but seeing as you are paying CP for this you can start at a specific tier with the increase in stats but not have to have the increased levels.
The tiers have-

- **Veteran: 2X stat bonus**
- **Elite: 4X stat bonus**
- **Champion: 6X stat bonus**
- **Elite Champion 8X stat bonus**
- **Divine Champion: 10X stat bonus**

Each purchase increases in price, Divine Champion costs 800 CP, Champion 400 and so on. The stat bonus works like this: an example Veteran Gamer who had 500 in each stat would have their stats *say* 500 but actually have an effective 1000 in each stat. . The good thing about tiers bought here is that they won't impact your EXP gain. Now, normally gamers don't have tiers but, again, CP and if you desire a tier but do not wish for it to be active at the beginning, that's fine, but be warned as you activate the tier it cannot be deactivated.

Yes that does mean that if you purchase Divine Champion then all your stats will increase by a factor of 10. MP will be increased by the INT included with the bonus same with everything else.

OP Skills Galore (400/600): In his first life Shiro had plenty of those, and now you can have one of these too, for 400 CP you can gain a skill like Legendary Mage, that reduces the MP cost of all spells by 99%, increases MP regeneration by 250% and increases the effectiveness of spells by 250%, for 600 CP it is instead something like Plunder, that gives you the ability to steal all the skills and stats of what you kill regardless of whether it's racial or otherwise. Can obviously be purchased multiple times.
(In the case of Plunder you get all upgrades included, the price of CP being all the sacrifice needed).

Location Perks:

Well, what kind of game would it be if you didn't get something upon arriving in your destination? So based on your destination you get a perk discounted to your destination. For Kuro's custom world you can discount two perks from any world of your choice.

Now, for those jumpers who wish to go the harem route or those who would prefer to be the only jumper you can choose whether the world you pick is the one with Shiro and Kuro are on or can be a different world entirely - basically an alternate earth like Earth-2 in DC. Obviously, the ones who pick their own world can't pick Kuro's Custom World.

Overlord (Anime):

Tier Magic (600 CP): You have access to the tier magic system of Overlord allowing you to access Tier 1 all the way to Tier 11 - or super-tier magic as it's called. Unlike the vast majority of players of Yggdrasil who commonly employ this magic you do not have a limit on the number of spells you can learn. For gamers, tier magic manifests thusly: for every tier, the gamer gains access to two tier magics and upon gaining access to the legendary tier they gain access to super tier magic.

Martial Arts (600 CP): Skills that would normally be cultivated only through intense training. The applications for martial arts are vast and through proper application can cover a wide range of scenarios, from bestowing magical resistance to bolstering one's physical abilities. The application of these arts is dependent on one's physical and mental stamina. As you level up in this skill the cost of using the martial arts will lessen, allowing you to utilize more and more martial arts.

HighSchool DxD:

Bloodline Gifts (600 CP): You're a gamer - why should the NPCs have all the good perks and broken abilities? It's not fair. Well, luckily for you that has changed - with this perk you can buy abilities normally restricted to a bloodline or race. Want the Phoenix devil clan's abilities? Now you have them (being part phoenix is optional). The power of destruction? Okay. Want to have the ability to practice senjutsu? For some reason you want access to fox fire - sure with a purchase that's fine. Can be purchased multiple times at a discount for those who picked this location.
(Can't get boost or divide but can get access to Samael's curse).

Magic (600 CP): Through either as a gift or through long hard experience you have mastered multiple forms of magic from within this verse. Through this 600 CP purchase you have gained access to one of the types of magic present here whether Norse Magic, Olympian Magic, Fallen Angel, Devil etc. Befitting a 600 CP purchase you will start at the Adept level of practise. Can be purchased multiple times.

RWBY:

Silver-Eyes (600 CP): Pretty common ability nowadays: the Silver-Eyes. With just a glance a user can kill any weaker Grimm; those much stronger will be turned to stone. The difference between this and the normal ability is that these eyes alongside the gamer system allow the gamer to utilize these eyes against any and all demonic or darkness-based enemies.

Overflowing Aura (600 CP): Pretty self-explanatory really, your aura and all other energy sources have been increased regardless of whether it's chakra, mana or ki. This also has **increased the rate at which your power sources increase based on your intelligence by twice;** for example if your MP increased by 10 for every intelligence point now it increases by 20. This also **increases your energy sources by 50%.**

Overlord The Game:

Magical Corruption (300 CP): As the Overlord, you possess a natural disposition towards evil it is such a shame that others don't share your predisposition with this, that can change with just your mere presence others around you begin to change (don't worry you pervs not physically) their personalities, view points morality changing to whatever you desire it to be, passively without any input from you they will begin to change to match your alignment but with input they are clay.

Right of Conquest (600 CP): An Overlord takes what he wants,when he wants, you have just evolved that conquest. Whether, a by-product of the game or your jumper nature you can now take what you desire by right of conquest by challenging a being and beating them in fair combat you can take all they have, their entire possessions, their kingdoms, their families even their powers can be taken by you so long as beat them. Beating a God in fair combat would have you take all they possessed including their domains. However, remember this has to be fair combat, no allies helping you, no bacck-stabbing and betraying just you and your enemy and don't worry about your enemy for some reason they will never think of fighting you unfairly so long as you fight fair so will they.

Marvel:

X-Gene (600/1000 CP): All fans of X-Men will surely recognise this, your own personal X-gene; upon activation of the gene, this leads to the production of an exotic protein which induces chemical signals inducing mutations in other genes ending up with an individual vastly empowered. Now, seeing as how there are untold numbers of X-genes and mutations around if we'd list them all we would be here for a while so for 600 CP your X-gene equals that of Kuro's nullification which, fully upgraded, would allow a being to nullify mutants, mutates, magic and technology. For 1000 CP this is upgraded to the level of Nate Grey, also called X-Man, one of the most powerful mutants to ever live and Scarlet Witch if you desire.

Prodigy (600 CP): You are probably thinking what is the point of this, with enough time and grinding a gamer can get their intelligence to super-genius level easily but this simply makes it easier. With the addition of this perk you gain an additional +10 INT and WIS per level increase. Furthermore, befitting a 600 CP perk, the requirement for upgrades, quests, will now be lowered by one-fifth and EXP gain for all skills and levels will be upgraded by 50%.

Harry Potter:

Great Power, Great Quantity (300 CP): In this world, you are born with a specific amount and strength of magic, some people have potent magic but in low quantity some have low quality magic but in high quantities, some have low quality magic in low quantity and some have incredibly potent magic in seemingly endless amounts. The last option is the classification where legends are born, Albus Dumbledore, Gellert Grindelwald, Voldemort and now you. Like them you possess incredibly strong magic in incredibly large quantities able to fire off normal exhaustive spells that would shatter a normal wizard 24/7 without feeling a drain. Now, there are other perks in this jump that basically do the same thing so why should I pay for this is probably what you are thinking, this however comes with an additional advantage, your ability to learn all things magical has been bolstered allowing you learn anything magical that would take others lifetimes would take you weeks. In gamers terms **for the first part your MP quantity and regen has been increased by a factor of 5.**
For the second part for any and all magical skills practical or theoretical your EXP gain for them has been bolstered by 200%.

Essence Gatherer (600 CP): In this world Demons gain strength through acts of immorality accumulating essence to evolve and enhance their abilities, but why should that unique skill be limited to just Demonkind with this perk you have gained to the nature of essence however, unlike Demons you gain essence over time with 15 essence being gained a week, and can now freely utilize

that essence to enhance yourself and your abilities and for those races who are capable of evolving the essence can also be used for that. The nature of the essence is dependent on your own alignment with only Demons gaining demonic essence, angels angelic, vampires vampiric etc.

To gamers, this manifests as utilizing essence to either increase their stats with 1 essence permanently increasing stats by two points and as for skills this can be used for the upgrade quests with 1 essence being used for 3 increase e.g. if upgrade quest requires 25 hours of use 1 essence pays for 3 hours or for 1000 enemies to be destroyed than 300 essence will pay for 900 enemies or to upgrade your skills you need to create 100 machines 33 essence will pay for 99 of them.

The Gamer:

Guilt-Free (100): Why should you care about these NPCs here, they are not real people. The only real person in this universe is you and maybe some other gamers and whoever is from your original reality. So if you kill one of them for their sacred gear or their quirk what does it matter, you have no guilt over what you do to other people so long as it benefits you, you are happy. Now this doesn't make you a sociopath you still feel but this just gets rid of your feeling of guilt over NPCs.

Doesn't actually affect other people, just to make it clear. Only you.

Background (200 CP): When a Gamer enters a new world the system creates a new life for them warping reality to create a space for the gamer whether it's creating a adulterous affair to create the gamer, e.g., Shiro, or just giving the gamer parents and a very unspecial history, it doesn't really matter.

Now, normally the background is all up to the whims of the game but not anymore with this perk, you now have control over the type of background created for you. Want to be the heir to the most powerful company on the planet, go ahead. Want to be the son of the Dark Priestess Selene and Dracula? That's fine too. However, before you get too excited this has its limits as, while you can insert yourself in a specific bloodline and family, this doesn't mean you will get any inherent abilities: e.g. Shiro while being a Schnee did not possess the Glyph semblance or Kuro being Dracula's son but being born a normal human not even a mutant. Yes you can also choose your name if you want.

Lucky Cheats (200): You will occasionally get your hands on something that may get you out of a risky situation; for example, Kuro gaining the Gender-bent reality code to use on Sirzechs when the latter was thinking of killing him.

Perks Of The Fittest(400 CP): While you may not care about morals or the rules of society others seem to these could range from just simple love interests to incredibly powerful members of whichever world you're in either way it's incredibly annoying to bear with. Now with this perk, the stronger you become and/or the useful you are the less people seem to care whether you follow the law or not e.g. your family sees you have a sex slave in your dungeon and they will be okay with it.

Starting A New Game(400 CP): The Gamer System is connected but separated from The Gamer, such that if the Gamer were to die the System doesn't have to follow. Now whenever you die The System evacuates your soul to somewhere safe in another universe, however this is straining to both you and the System, especially because the System always opts for the most discreet option, to ensure your safety, so when you come back to life most of your powers are gone except for growth powers but don't worry you can get them back eventually. Due to the way this process works this perk doesn't replenish on a timer, it replenishes based on your level and stats, as long as you have a minimum of 1000 points in one stat and are level 100.

Easy Mode Enabled(600 CP): When Shiro was first linked to the game he was given a choice of difficulty, obviously he picked easy and his first life was easy as they came, he even eventually ascended to become a God. Now you too seem to have been placed in easy mode, after all what other explanation is there for how easy your life has become. Finding incredibly powerful artifacts by just walking around, easy, increasing stats to the thousands maybe takes a few months, point is you are incredibly lucky and get stronger both in stats and perks incredibly fast, this also comes with a general threat reducer, occasionally making it so someone is less likely to hate you, further this makes The System pick up the slack in skills that have external requirements, making them easier to use, such as using Necromancy without corpses, or setting up rituals instantly.
You have even got access to the skills creation perk Shiro had access to however with some limitations, you cannot create anything like time, space, reality manipulation without meeting requirements that vary from skill to skill, nor can you immediately create a skill to max out your others, basically not super OP perks like Shiro did.

Items:

Stat Crystals (50 CP): Exactly what it says on the tin. These crystals when broken enhance one attribute by 5 points. These crystals can be END or INT or CHA. For 50 CP you get one crystal for whatever attribute you desire. Can be purchased multiple times. They regenerate at the start of each new jump or in the next 10 years whichever comes first.

Heart Crystals (50 CP): This increases the affection of someone to the gamer by 5 per use. For 50 CP you gain one crystal. Can be purchased multiple times. They regenerate at the start of each new jump or in the next 10 years whichever comes first.

Fanclub(100 CP): You have one now. This is a pretty big fanclub whose members are all related to the supernatural, it gives you a higher influence over the general population, regardless of the size of the fanclub you only occasionally have to deal with fans, unless you are recruiting, on which case fans with the skill set you desire will come flocking in.

The Elders Staff (200 CP): This scroll allows a being to project their mind into the future to meet and, for a short time, get advice from their future selves. Kuro once used this to gain advice from King Kuro The Undying.

Gender-Bent Reality Code (200 CP): Given as a gift this code, upon use, warps reality to gender bend one individual regardless of gender, power level, or position in the universe. Any children this individual has will still remain, history changing to accommodate how exactly they continue to exist. For example, Kuro used this to gender-bend Sirzechs while his son Millicas remained. Can be purchased multiple times.

Grimoires Of Shiro (200 CP): Powerful books of magic created by Shiro over centuries of living and practise. These grimoires encompass magical disciplines such as Necromancy, White Arts, Pyromancy, Geokinesis, Golem Creation and much much more. Yes even Eromancy (you pervs). Obviously, this can be purchased multiple times and you don't have to worry about the Grimoires being ineffective; these are more than enough for a Gamer to reach Divine Tier given time and practice and are chock full of more spells that you can shake a stick at. Top quality I assure you. Can be purchased multiple times.

The Cult of Jumper(200 CP): How did you get this so fast!? Whatever, this is your own cult that worships you, Jumper. The cult is influential on a country scale, and it is willing to do anything you want, they have existed for a long time already and you may freely customize what they believe in.

Jumper Castle (300 CP): Every gamer needs a hub, a base to relax or plan your next move. With this purchase your main hub/base has become a giant medieval castle, the kind that kings of old would seethe with jealousy upon viewing. More of a gigantic palace than a castle, his place is home to everything one could possibly desire. Not only is it utterly *gigantic,* with room for thousands of people to live in absolute comfort, it has an *obscene* level of luxury and decadence, with all the sheets being silk, all the furniture being the best woods one can imagine, soft music echoing through the halls, and this one is a special, all the staff being intensely beautiful, scantily clad young women all too happy to do anything you ask of them. It even has all imaginable modern amenities like a home-theatre, meeting room, throne room: you name it, this has it.

The castle also comes with an immense ward scheme defending this place from any and all attempts to spy or attack this place, a dining hall where the tables are laden with an infinite variety of the finest food and drink that never runs out, and a few other, similar nifty features it's up to you to decide. However, if a castle is not for you this can be turned into another property you desire. (Btw, this doesn't actually have to be your base it can just be a property of yours).

Overlord (Anime):

Guild Base (300 CP): In Yggdrasil the guild bases were a privilege bestowed upon a guild by conquering a dungeon. A base could come in a variety of forms from dungeons to giant ships, to cities etc. Upon conquering the dungeon the guild was bestowed NPC data with which they could create and upgrade specifically designed NPC's.

For **300 CP**, you can design whatever base you desire making it the equal of Nazarick at least in terms of design and size however, you will be limited to 1000 NPC levels meaning you would only be able to create 10 NPC's of level 100. By paying **100 CP you can gain 1000 more NPC levels**. Extra **levels can be purchased up to a maximum of 4000 NPC levels**, 1000 more than the most powerful dungeons in Yggdrasil. For the NPC's they normally can no longer level up once they reach lvl 100 but yours can grow ever stronger, rather quickly if they join your party if you are a gamer.

World Items (600 CP): In the beginning the world tree Yggdrasil was filled with more leaves than anyone can imagine, that all changed when the World Serpent attacked; it was eventually repelled but only nine leaves were left, nine worlds. The other worlds or remnants of them fell into the nine worlds creating World Items. Two hundred of them. With every purchase you can buy one of the World Class Items, even the 20 that are unrivalled in power. For those which are one use only they will regenerate within a year in either your warehouse or hub.

DxD:

Family Wealth (300 CP): Money, no matter the verse, always makes the world turn: those with money are those with power. Now you too possess this power, whether through being reborn into a very rich family, a inheritance left for you, or something else entirely you have now in your possession money that equates to billions of dollars per year, with it you can buy anything you desire. A castle, go ahead; a submarine, maybe; even something from other worlds can be bought, the currency transferring to the local one. Recharges at the beginning of each new jump.

Sacred Gear (300/600 CP): Known also as God's Artifacts are items of immense power bestowed upon humanity by The God Of The Bible. Different sacred have different and varied effects from healing to boosting the users power every 10 seconds. Through continued use a Sacred Gear can evolve and grow based on the wielder's thoughts and feelings gaining new abilities and uses as time goes on.

Eventually, some Sacred Gears can reach Balance Breaker, the ultimate state of activation and most powerful manifestation of the Sacred Gear's power. There exists among Sacred Gears, the Longinus a group of top tier unique Sacred Gears which abilities far beyond other Sacred Gear's in the right hands could destroy Gods themselves. **For 300 CP you gain access to a Sacred Gear other than the Longinus** this gear can be either a canon Gear whereby you can choose whether it is a copy/artificial or the real version or you can create your own custom artificial Sacred Gear but it cannot be more powerful than the canon examples.

For **600 CP you gain access to the Longinus Sacred Gears** and like the 300 CP purchase it can be canon or non-canon as well as artificially created e.g. Nullification Gear or created by God Of The Bible.

RWBY:

Myriad Manifestation Umbrella (300 CP): A legendary weapon capable of taking multiple different forms some of which include: a Broadsword, Rifle, Shield, War Scythe, Magic Staff, Battle Lance and much more. Now, normally some of the weapon forms would be locked but you get yours all unlocked for you.

The Relics (600 CP): Created by the Brother Gods, these relics embodied the four characteristics that man was founded upon. Each of these four relics possess a specific and incredibly powerful ability. The relic of knowledge bestows upon the wielder the ability to ask any question barring about the future and having it answered by the spirit of the relic Jinn, the only drawback being only

three questions can be asked and knowledge of the future cannot be found out; normally the questions recharge per century, yours recharge per jump. The staff of Creation generate a limitless and constant energy source but can only be used for one task or action at a time. The other two's actions are not at this moment known. Can be purchased multiple times.

Overlord (The Game):

The Gauntlet (300 CP): Made famous by the Overlords this gauntlet allowed the Overlords to command their minions to do whatever they desired, attack, defend, recon you name it with the gauntlet the Overlord could command them to do it. Now, you too seem to possess this item with it you can now command the minions themselves to do whatever you desire just as the Overlord is capable of however, that is just a parlour trick compared to the gauntlet's other functions through a contest of will you can now seize control over other beings even those far stronger than you, however, the stronger the are the greater the will needed to overpower there's.

Jumper's Custom World (600 CP): What is an Overlord without a land to rule, with this perk you have gained access to a world of your very own, currently home to no one other than yourself, this world is linked to yourself and by expending mana you can cause the land to grow ever larger and change to however you desire. If you have access to the gamers build and craft menu by paying with gold you can further customize your world adding new animals, plants, creatures, rare metals as long as you can pay for it you can add it to your world, hell you can even add ley lines and so give access to magic to your land and it's future possible denizens.

Marvel:

Mutant DNA Collection (300 CP): Mr Sinister would sell his soul for this, you have come into possession of the DNA of every mutant in your world. Each sample comes in many different forms: blood, skin, hair etc. What you do with it is up to you and don't worry about running out when you desire more it will appear within a week.

Jumper King (600 CP): Hail Jumper the last ruler of this kingdom. Like Kuro you are now a monarch, a king of a prosperous and powerful kingdom, your people like those of Nova Rome are immensely loyal to you, the laws, traditions and all other manusha are up to you. The exact size of your kingdom is that of Nova Rome and will only grow from there and it is chock full of natural resources, these people are your responsibility now, enjoy.

(If bought with Jumper's world you can import your kingdom into it).

Harry Potter:

Grimoire Of Demon Lord Raum (300 CP): Created by the now dead Demon Lord ancestor of Grayson Raum for his future descendents this grimoire is the result of thousands of years of research by one of the most powerful demon lords of Hell and is chock full of demonic spells, potion recipes and who knows what else. Now, you possess a copy of this grimoire whether created by the same demon lord or a copy of it, it doesn't matter it's yours now.

Library of Raum (600 CP): The biggest library of magical knowledge in all of Europe and most likely the world. This library is chock full of all types of spells, potions, runes, history, forbidden magic you name it. This library has it. But that alone is not what makes this a 600 CP purchase what makes it that is in future jumps this fills with every slip of magical knowledge in that world even those that were never written down or even lost to time it's all there and don't worry you keep the knowledge of past worlds/jumps too.

Companions:

Classic Import/Companion Option (50 CP): You can either create a new character for you or import one of your companions into the role. They get 1000 CP to spend however they want on perks and items they can discount 4 perks of their choice and 2 items.

Canon Character (400/800 CP): 400 for every character except the most powerful e.g. ophis in DxD then pay 800 CP.

An OP Familiar (300/500 CP): Shiro has his genie Kadri, Kuro his phoenix Nyx; it seems every Gamer has a kick-ass familiar so why not you - with just one purchase, you can create and customize your very own familiar in every way you can imagine, from their race to their gender to their loyalty ,they are clay and you the sculptor. For 300 CP you gain a familiar equal in power and/or usefulness as Nyx and Kadri, powerful but not OP, but for 200 CP more, your familiar is upgraded - their power increasing in magnitude and capability; to put this into perspective in DxD your familiar would be equal to one of the Dragon Kings themselves.

Useful Servant (100/500/800): You have someone who follows your orders, a pet in other words; someone who is so incredibly loyal to you that they would not even think of betraying you now or ever. For 100 CP this being is mortal and power-wise lies on the weakest edge of the spectrum; however, they are skilled when it comes to matters of management and leadership thereby making any ruling easier. For 500 CP the power of your servant is increased, they are incredibly powerful: either supernaturally wise, politically and/or economically, where the mere mention of their name would cause Devils and Angels to flee, where - through their money - they could influence the entire world and possess enough political clout and capability they could single-handedly run entire countries by their lonesome. Finally, for 800 CP, your servant is now one of the strongest entities in the multiverse standing heads above all others where their name could cause Gods to fall to their knees in fright, where destroying worlds would be as easy as breathing.

Drawbacks:

First Gamer/Eighth Gamer (+0): Basically, with a purchase you get to replace either Kuro or Shiro as the gamer, your choice really.

The Demon Lord Journey Experience(+0 CP, Requires starting in Harry Potter and Grimoire of Demon Lord Raum, sets your age to 14): Seems like you are going to replace Grayson Raum, as soon as he drinks the potion that would turn him into a demon you take over(or whatever it is you do when a jump starts in a non Drop-In origin) and your purchases take effect, keep in mind there are quite a few people that have plans for Gray and you are now the target, also you are now a lesser demon with all the benefits and drawbacks, don't worry, if you bought a Race with better benefits you keep them as you are now a hybrid, if you took Greater Demon you are now a lesser Demon with all the powers of a greater one and a easier way to get stronger.

Extended Stay(+100 CP): This is a multiverse Jumper, one that lets you experience what a life post-spark is like and ten years doesn't seem like enough time to truly explore it, this can be taken multiple times and every purchase increases your stay by 10 years and awards 100 CP, just beware of all the dangers around.

Who Wrote This? (+100): Seriously, who wrote these Grimoires? Now normally Grimoires vary from each other, with some reading like a university textbook and others... not so much, but it doesn't matter to you because somehow you keep finding only the ones of the later kind, with them being less a grimoire and more of a diary of the exploits of the creator of the grimoire with the odd spell worked in; no worries it contains the same amount of spells as any good grimoire, they are just buried under a mountain of stories, with the stories detailing any given spell usually not being anywhere near the page actually containing the spell, though it may sometimes be in the middle of the story.

Minor Quests(+100): You have these Jumper, now as soon as you start you will have to do a minor task or suffer a wildly disproportionate punishment, you will be informed of both the task and the punishment when you start, don't worry the task isn't anything particularly difficult or time consuming, it will be something like do thirty good actions in a month. Can be taken multiple times.

Who Am I? (+200): Is the question you should be asking yourself because it seems through some unknown cause you have lost your memories now this lack of memories isn't total, as occasionally you will remember bits and pieces, much like Kuro called London his home city, which is how he discovered it, but on the bright side, through some way you have managed to retain your original personality.

- **Forgotten Lesson(+300, requires Who Am I?):** Hey remember how I said you keep your personality. Now that is no longer the case as you seem to have forgotten some important part of your life, one that ultimately, changed you into the person you once were, maybe it will be a good thing?

Sin Of Wrath (+200 CP): Like the Gamers before you, you have taken on flaws to increase your power; these flaws in the long run don't mean anything - with time you can learn to either control them or become strong enough that they no longer matter and are subsequently removed. Such examples can be a weak constitution, halving your HP gain and regen or the sin of pride increasing your natural pride to the point where you tend to underestimate your opponents. You can in time learn to curb these flaws. Can be purchased multiple times.

Shiro/Kuro Likes You (+200): Well this can be a good thing or a bad thing, as these two actually like and may even occasionally help you, but beware that them helping usually involves you performing a difficult a task that will turn out quite amusing to them or their help may complicate your situation; also they drag you into their shenanigans, that may involve pissing off a Cosmic god-like entity, being depowered and stuck somewhere, etc. For One purchase it's the local gamer that likes you this depends on whatever world you have picked for your location.
For a second purchase, both Kuro and Shiro are now interested in you, if you are in the past with Past Shiro then through some means or another Future Kuro is now there and is interested in you.

Disable Adult Content(+200): Why would you take this? With this you won't be able to have sex during this jump, further anything that could be categorized as lewd you won't be able to see as in some way or another it will become censored.

Weak System (+300, requires being a Gamer): Much like Shiro's second life your system has been weakened for some reason, this means any powers you would get by virtue of being a gamer are either very weak or not present at all, however they may be re-empowered by you leveling up, returning all the powers you would otherwise have taken for granted.

[EXP DRAIN](+300 CP): looks like you won't be able to start growing right off the bat Jumper, because you will first have to remove this curse, for Gamers this manifests as a class they can't move until they max it out and it grants no skills, perks or stats, for non-Gamers this is a curse that won't let you get any significant progress stat wise until you get the equivalent of a 1000 points of stat growth, prepare to grind a lot.

Enemies (+100/200/300/400/500 CP): Someone out there hates and fears you, and will do their best to kill you, it may be an individual or an organization; for 100 CP they are a talented mortal, for 200 CP they may have access to resources that could hurt you, for 300 CP they have access to

significant resources to hurt, for 400 CP they are an organization that even governments may have trouble dealing with, for 500 CP they are powerful enough even some of the most powerful beings in the world fear them. May be taken multiple times.

At War(+400): Somewhere important to you Jumper will soon be at war with various factions, you may choose whatever it is at war with, but its power must be high enough to threaten the location you care about, this war won't be resolved by diplomacy as the enemy leader won't listen to reason, the war won't be resolved without your intervention, the location is Jumper's Custom World for Jumpers who took it.

Feel The Hate(+400 CP): Now then, it seems like Sire Hate hates you, as they will ensure that you will always have a steady supply of enemies, hope you are well rested because you will rarely be able to feel like it again in this jump. Now before you get too scared the enemies themselves will be nuisances at worst barely giving you a challenge, the thing that makes this worth 400 CP is that they will be coming very regularly say 4 times a week and there is no escaping them it is either kill or be killed.

Gamer's Six (+600 CP): Something happened, the gamers that Shiro had killed 2 to 7 they are back and this time Shiro isn't doing anything, you see these gamers now aren't after him, they are after "*you*", for some reason they believe you are now the embodiment of all evil in the multiverse and that killing you is the right thing to do (bunch of do-gooder pansies). So right now you have more than 5 gamers all incredibly powerful in their own right after you and they will be looking to come hard and fast. If you are in the past with Shiro they will still come after you having figured out time travel at some point.

Do Over(+600): At some point a few months after you start you will die Jumper, this death will ignore everything that would have stopped it and won't trip up any form of auto resurrection, but don't worry you will still come back to life, in another setting of your choice, maybe even one of the other starting locations, because the one you died in was destroyed and whatever killed you has been removed from play. After you come back you will notice most of your powers have disappeared, your inventory has been cleared, and you can't contact any of your companions, you will get them all back eventually don't worry, but only after you regain a significant measure of your former powers. After taking this drawback any memory of it will be deleted.

> **For A New Game Plus(+100, Requires Do Over):** With this you can lock any of your purchases until after you die, you won't be able to use them, but after you wake up in a new life they will soon show up. Can be taken multiple times.

Shards of The Past (+600): Much like Shiro in his second life you have lost all your powers and items! However these can be regained during your stay, as they have been transformed into physical

objects that you can absorb to regain your powers. The downside? You don't know where these objects are, or even what they are, but be aware some people/things may have found these objects and been corrupted by it, becoming more monstrous and powerful versions of themselves with pieces of your powers.

Notes:

- Taking Heavenly Dragon with Divine Champion will make you as strong as Ophis. Here's the working out done by HypeRoyal. Ophis stated that when she was drained she was twice as strong as both Ddraig and Albion in their peaks put together.

  So assuming if you buy Heavenly Dragon you are their peer at their peak **their stats are about 2000 in every stat** So I summed them both up **2000 + 2000 in every stat**. Then doubled it because **Ophis was twice as strong** So **4000 × 2 =8000** in every stat. Assuming that Cao Cao drained about half of her powers(this is no guarantee because **according to Tv tropes she managed to save 75% of her powers**) then Ophis at her peak had roughly **8000 × 2** in every stat, so **16000**. But if **she did save 75% of her powers then she instead had roughly 11000 in every stat and Ophis and others don't know about tiers so she described her true power.**
- No limit on extended drawbacks. Truthfully that's on purpose. In my opinion the whole purpose of jumpchain is to have fun so I left it so people can do what they want on here. I know some will abuse it and buy everything so i say go ahead it is their choice to do.
- For reference in the Enemies drawback, if you start in Marvel the enemies may be on the general potential threat level of a depowered Spinneret for 100 CP, Kraven for 200 CP, Wilson Fisk for 300 CP, Hydra for 400 CP and Dracula for 500 CP