

BIBLIOMANIA

La relecture la plus inattendue
d'*Alice au pays des merveilles*!

Scenario
Orval

Dessin
Macchiro

Bibliomania Jumpchain
by Sevenhollowsouls

You start with 1000 CP.

Story, Time and Place

This world is a post apocalyptic world not like many out there being that there is literally nobody left alive but a few who may or may nor be lucky. Regardless you are not going to be entering this world from the normal point of origins such as a drop in, you are literally going to be trapped in the Book world of the mysterious entity known as Serpent. You will no matter your origin be guest 431, the number the Maincharcter Alice would normally end up being. The reason for this is that you will start exactly 10 years before Alice herself enters the book. You have 10 years to either play in the book or somehow get to room 000 and escape.
You don't have to leave the room but if you get to room 000 and leave then you end the jump completely.

Origins

No matter the situation you are simply going to be a drop+in for this jump since being anything other than yourself is pointless for a jump that effectively only has 2 possible people to meet for the most part.
You can freely choose your age and gender at will though as long as it's possible for a human.
You will be a human, an odd thing to specify but humans aren't the only thing in this jump.

Perks

You are lucky that you gain 2 discounts for each of the tiers 100 CP, 200 CP, 400 CP and 600 CP.

A Shred of Self Preservation(Free):

You have a broad sense for danger allowing you to intuitively sense how dangerous something is just by looking at it, Its not a completely clear sense but you can tell when things are dangerous. It even gives you a minor sense of danger towards yourself allowing you to sense and react a fraction of a moment before it would harm you, sort of like the spider sense that Spiderman has just not as strong.

A Shred of Wisdom(-100 CP):

It's important to be able to use your mind fully and as such with this you are naturally wise allowing you to rapidly comprehend situations and new information. It makes you slightly faster at learning but much better at using and combining the knowledge you already have, meaning you're a natural munchkin with knowledge and abilities now.

Tricky Mind(-100 CP):

Your mind is a very convoluted one now, meaning that your mind can think in complex actions enough to decipher advanced magicians tricks you've never seen in a few moments after a glance, you are a natural puzzle solver and very good at setting up puzzles and traps. Your mind is fast, capable of complex mental actions and tracking a few dozen things at once, has a naturally peak level of awareness of all your senses and as a result can see any abilities you have in complex and unexpected ways without trying. It even provides you with some minor mental protection due to your passively complex and fast mind, just keep in mind it doesn't make you immune to mind effects, only fairly resistant to them.

Body of Control(-100 CP):

Your body and mind are now flawlessly connected allowing you full awareness of you physical bodies condition and capabilities but more importantly is your full control over your body to the point that if you are physically capable of an action you can do so effortlessly with 100% action even if normally such action would be involuntary(Controlling your heart beat), normally impossible to do on its

own(flexing individual muscles rather than muscle groups) or simply something your body isn't normally capable of(completely relaxing every muscle of the body). This makes training physical skills much quicker, roughly 5 times faster, though just because you have conscious control doesn't mean you have the training or skill to do something without training.
It should also be noted that this is focused on the body but your control does bleed over slightly to any supernatural powers and abilities you have allowing you to train the control of them 3 fold as well as makes supernatural abilities grow twice as fast as before.

Mental Endurance(-100 CP):
Your mind is strong and enduring capable of enduring 20 times the mental fatigue of a normal person and more importantly having a natural mind capable of fending of and resisting outside influence to the point it would take an incredibly powerful psychic trying to mess with you to actually affect you, even passive effects that erode the mind would have to be strong enough to lobotomized a normally strong minded woman within seconds to have any affect on you over days and even then your mental recovery is something surprising allowing you to go from seriously mental damaged to peak mentality within 24 hours. Just keep in mind that this is a powerful resistance not immunity.

Natural Optimism(-100 CP):
You are now a naturally optimistic and cheerful person drastically reducing the effect of negative emotion on you as well as meaning your default is now slightly happy at all times. Anything that would bring you even a little joy would be much more potent and anything that brings you a negative emotion would have slightly less direct impact and would fade quicker. Your emotions are also protected meaning it would be substantially harder to manipulate your emotions in any way, even supernatural effects would need to be 10 times more potent to have 1/10th the effect they normally would. Due to this optimism you have a now passive motivation to do anything meaning its not only harder to get board but easier to motivate yourself to do anything even things you don't like.

Flexible Soul(-100 CP):
Souls are both flexible and rigid and now your soul is fairly more flexible and as a result can endure and evade soul targeting effects much easier, it's not immunity

though. This makes it so that soul damage will heal shockingly fast meaning that even if you were reduced to a shred of a soul barely clinging to life it would only take a year of rest to recover fully even without treatment which would be magnified for healing your soul now. Your soul can endure 3 times the damage and pressure as before and as a result soul effects are weaker on you, unless beneficial in which case benefits will be 3 times as potent while negatives 1/3rd as effective. And due to how your soul is now evasive, soul harming effects are 1/10th as effective as they should be to the point that even Avada Kedavra from the Harry Potter universe would only push you back and cause a lot of pain unless hit with multiple of them. Hell because of your soul you're also 10% resistant to magic and other supernatural effects in general.

Skilled Development(-200 CP):

You are now very talented being that you now improve physically and mentally twice as fast as before but for skills you now improve 5 times faster than before. Now you might be wondering why not just take Body conTrol for that growth instead of this perk. 1st, your skills will now naturally lean towards optimizing and improving via repetition, meaning you will improve skills just by using them as if actively training them. 2nd you now have the peak natural talent for any skill you attempt, you won't be good off the bat but you will effectively have a higher base learning rate for any form of skill. 3rd your skills no longer degrade meaning that your skills will be just as good as when you stopped practicing no matter how long it's been. 4th and last if you are starting training a new skill and already have similar skills you will find your pre-existing skills experience will enhance your new skills growth rate, the closer a skill is the faster the growth and multiple stack, though only to the same level of skill. Almost identical skills will see growth almost doubling while something that's only tangentially related(such as Piano and Guitar both being music skills with no direct overlap) will improve growth only by 1% minimum.

Emotion Control(-200 CP):

You are now an emotional master, having full conscious control over your own emotional state and a well of emotions you can switch between at will. You never lose control even if you're experiencing so much anger that Asura from Asura's Wrath would enter his berserker form, you'd still be able to sit calmly with a smile and drink tea with the source of your anger. Your control of your emotions is so powerful that you could quite literally be both perfectly calm and experience any

emotion. Hell your emotion control is so powerful you could cause actual physical effect on yourself relevant to the emotion. If you somehow got your hands on an emotion ring From DC you wouldn't need a lantern since you could flood yourself with an absurd amount of the needed emotion at will. Emotion based power obviously becomes very powerful with this but without them you're just a perfectly rational person that's the worst nightmare for empaths.

Rot Adaption(-200 CP):
Rot is the condition in this world where your body and soul starts to mutate and unravel the closer you get to the exit from your room and simply going from 100 to 099 will be enough to instantly kill a normal human. You on the other hand are now shockingly able to adapt to such conditions now allowing you to revert any changes and survive that which would kill you normally. Effectively you are 2 times more resistant to the Rot and other supernatural maladies and conditions but that's not all. You adapt to any exposure to anything and while this won't make you stronger it will steadily cure you while making your resistance to whatever affected you stronger. Once exposed to something like the Rot you'd only have to wait an hour for a mutated limb to fully return to normal as long as you're not further exposed to the same level of affect. Once treated you will be resistant to what affected you enough that a level of Rot that would mutate your full arm would instead only be enough to mutate your hand. You can eventually become fully immune but it would take 666 times the lethal dose for a normal member of your species.

Mind of Illustration(-200 CP):
You remind is special, being that your mind is a fantastical advanced mental book keeping a detailed archive of all you have experienced and learned with all that information being a single thought away, hell you remember with such clarity now you could vividly describe the complete experience of your birth and every word, sentence and intent you have ever heard. Your mind simply doesn't forget and more importantly you have full control over it. Nothing can read your mind without your permission as if your mind itself is in a different language, coded, and sealed away from view all at the same time, it would take very powerful psychics to even notice your mind with how subtle it is as well and even then you have a passive defense of your mind seeming normal. Due to the way your mind works now you have an absurd reading and comprehension level allowing you to read 20 times faster than before casually and learn and comprehend from written word as if you have studied

and practiced whatever it is you are reading, though keep in mind that aside from Mental knowledge and skills your physical skills can develop from this but will seem un trained or rusty until put into practice at which point it would only take a few moment to fully practice the skills. You think clearly and can focus on 5 things at once from now on with the ease of focusing on 1.

Artificial Existence(-200 CP):
Like I mentioned in the beginning of this jump, humans aren't the only beings in this world. You are still human but are a result of experiments that create some of the entities that may still exist in this world. Effectively you are modified yet artificial which puts your base physical and mental capabilities to the peak of your species. But that's just your base, since you can now train and improve yourself to be 2 times better than you should be possible allowing you to go from post human to superhuman. Most important about this is that any enhancements you gain also benefit, allowing you to train them to be twice as powerful as what should be possible.

Technological Excellence(-200 CP):
You are now a genius when it comes to technology, you are a natural at reverse engineering and learning how any tech you get your hands on and how to work You could with just this be a makeshift Tinker in the Worm Jump simply because you can learn how the Tinker Tech works when you get your hands on it, it would take time but you learn and adapt quickly and more interestingly you can easily figure out more ways to use ny tech you know. With the Knowledge that this perk gives you you could make an absurd amount of advanced tech with just your own knowledge. You gain a hell of a lot of technological knowledge with this as well though it's only the scientific knowledge of humanity from a normal mundane earth up to 2020.

Rot Resistance(-400 CP):
While Rot Adaption can eventually give you immunity after a lot of exposure, this perk on the other hand gives you a hell of a natural resistance to anything that isn't purely physical effects meaning that any form of malady, curse, poison, sickness or condition you may be affected by will now at best barley affect you. You are effectively resistant to 90% of all effects that aren't purely physical(though purely

magical is 45% resistance instead). This is an absurdly broad level of resistance and due to its benefits even temperature is affected allowing you to be comfortable in both extreme heat and cold to the point you could sit in a bonfire and only feel a bit to hot while being unharmed, or swim naked in the arctic and only have to worry about the wildlife rather than the cold.

Application of Study(-400 CP):
You are an absolute monster when it comes to using any information you use, you instinctively understand the value of all information you gain and can now comprehend and utilise it to the extreme allowing you to push even small amounts of information to extreme levels of usefulness. You could understand the properties of simple olive oil and quickly work out a lot of uses for it for example and even figure out more as you go. You could be in a situation where you need to react fast and use what's in your surroundings and as such move and act with such precision and awareness that just the things you perceive would open a large amount of ways to defend yourself. Think using the environment like an action movie star but cranked up to an absurd degree.the more you know the more useful this is since it allows you to use even obscure information effectively. With just this even a scrawny and weak human could use the environment to fight with such an absurd degree of ability. This also gives you an improved almost supernatural situational awareness and a clearly supernatural special sense. It should be noted that it works for all applications of knowledge.

Informational Ozmosis(-400 CP):
An incredibly powerful ability being that as long as you are within 5 meters of a source of information you can tag it with this power and start copying and absorbing all recorded information and understanding stored in the information medium at a rate 100 times your reading rate. This gives you not only complete memorization but understanding of the material to the level of the writer's understanding at minimum since you could possibly understand to higher levels. This effectively allows you to learn just by being near some source material and at an absurd rate. More interestingly since you would have complete knowledge you could recite verbatim from any point in the information source as easy as saying your own name. This has an interesting effect with supernatural books and as such when used on any supernatural book that has an effect, you won't harm or affect the book but can gain all information and powers from them without negatives such

as the powers of skill books without using them up, The spells Weiss has from Neir or all the magic and knowledge of Moloch without being possessed or freeing him from the book in Buffy The Vampire Slayer he's sealed in.

Illusion of Reality(-400 CP):
You now have a very powerful and unusual ability based on the effects of your room. You can generate and manipulate vast illusions that are so realistic they can trick even low level supernaturally perceptive people completely even without subtlety and with it you could even trick illusion masters like Itachi Uchiha from Naruto, though probably only for a small time if you use just this. You are able to make massive illusions that target both the senses and world around you and are only limited by your imagination. More importantly you can create small illusions which can affect reality to a small degree causing real effects and sensation though no bigger than a horse in scale of effects. If you have other illusion abilities they get boosted by this and can easily become powerful enough to affect reality. It takes some focus but not a lot to use this. Also your illusions can be disrupted but only if you are disrupted/distracted and this ability itself can't stop people's movements, only trick them.

Sealing Magic(-400 CP):
One of the only things that sealed a great and terrible evil in this world and now you have all of this knowledge and skill with sealing magic not to mention prodigious talent for any form of sealing or writing based magic in general. With this knowledge alone you could disrupt other forms of magic, weaken or strengthen people or objects, store things many times the size into smaller storage containers and much more. Hell this allows you to bind and seal beings capable of destroying cities with easy provided you have the right resources. For example you would be able to do something seen as impossible in the Naruto world and seal even the Juubi into an appropriately sized and prepared container, though it would be difficult even with help. Interestingly this compounds with any other sealing knowledge or skills you have allowing you to combined and enhance the different magics with each other meaning you could quite literally be in the Naruto world with this and Fuuinjutsu mastery and casually seal away powerful beings like the Biju on your own with just some preperation.

Literacy Magic(-400 CP):
A powerful form of magic based entirely on books and words. Unlike Sealing magic which is focused on the written form and has an indirect and powerful application, this one is focused on a more direct approach of using books as a medium of magic or speech to cause effect. It takes a little preperation as the speaking method takes at least a sentence to invoke a spell while using a book would see you involve a passage to create an effect reflected in the book and as such typically works best with fiction, science and history books. Due to this magic this way is fairly draining but also capable of many great things. As an example this form of magic could when used with the right books even revive the dead. Using a book medium uses roughly 25% of the energy required for a speech-only version of this magic though the book method is more rigid and restricted to what's written. A normal human would only be able to endure 5 speech spells or 20 Book spells due to the energy consumption per day, though the strength of your body and souls enhance it.

Rot Acceptance(-600 CP):
You're an odd one aren't you. You have by chance or planning managed to not only figure out a way to fully accept any negatively affecting maladies, cures, poison or other negative conditions you may encounter, you have managed to make it a part of you and weaponise it. What this does is that when you encounter something trying to negatively affect you you will be fully aware of it and its effects and buy choice you can accept it which will take a bit of time, normally hours(which is shortened to within seconds if you have Rot Acceptance and Rot Resistance) in which you will endure whatever is affecting you and integrate it into yourself giving you total resistance to the integrated effect. Once it's fully integrated it's added to a mental archive of effects you have accepted and from then on you can now freely express any and all effects of them and even weaponise them to add their effects to any attract or actions you may perform at no extra cost and without harming yourself. Initially you will have just this world's Rot already fully accepted and as such can freely affect yourself and others with it. It should be noted that the potency of an effect is dependent on the effects natural potency, your personal strength and how you apply it.

An Abnormal Mind(-600 CP):
You have an odd mind, abnormal to a shocking degree similar to an ancient princess responsible for the state of the world. Your mind is now shockingly advanced to the

point that you could know nothing and with simple access to books teach yourself to read and within a day have not only fully memorized every book's contents you could get your hands on but completely and utterly understand all the information with full comprehension. That isn't what makes you abnormal even with your flawless memory and frankly unreal learning rate. No, what makes your mind abnormal is how your mind can subconsciously piece together information expanding your understanding of absolutely everything you know and allow you to use your knowledge to further expand your own knowledge. With the knowledge of this world the only other person who had a mind like this was fully capable of going from a highly crippled princess to a world renown genius mage and scientist and eventually the literal source of the apocalypse. Due to this your mind is extremely rigid to the point that you could defend mental attacks from groups of world class psychics without hassle and your mind is so tough, extremely durable and dangerous things for the mind to even know simply can't harm you unless the knowledge would damage even eldritch gods minds(memorize the necronomicon for all I care it can't harm you just cause you know it now).

Magic of the Ancients(-600 CP):
You are now an incredibly powerful and versatile mage, knowing all the magic of the ancient world that resulted in the creation of the being that started this world's apocalypse. While you won't know the exact method the princess knew to do what she did, you do have the sheer magical versatility and talent to wage a 1 man war against the beast in shear combat capabilities up to the point the beast was originally sealed and as such you can use magic capable of destroying a small skyscraper with barely any effort. You know dozens of types of magic though no Sealing or Literacy magics but you know artificer magics, how to use various elements, transmutation spells and other such magics all with absurd degrees of power and control. This perks also gives you extreme talent when it comes to supernatural powers and energies you get enough that casual effort would see people calling you absurd even by prodigy standards(Like making Minato Namikaze in Naruto look like the average cannon fodder instead of the prodigy he is.). Additionally you naturally have 3 times the energy reserve for all energy types you gain and recover your energies 3 times faster than normal. Control over your energies while not flawless is so efficient you now use 1/5th the energy you'd normally need and can train your control and energy based abilities 5 fold.

Book Entity Physiology(-600 CP):

Like mentioned in the beginning, humans aren't the only species in this world and now due to the experiments done to copy the sealed beast and make the Books like Serpent you have been changed by them. Unlike Serpent you're not naturally a book and instead a human turned into a Book Entity, similar to the original beast in a way. What this does is give you several abilities and forms. First of all you now have 3 base forms you can switch between at will, a purely human form with will typically be who you where before becoming a book entity, a Book form with is effectively just normal book made of paper, metal and leather work for an intricate design that evokes who you are, though the book form can't move on its own, it can perceive the world around it and is roughly 200 times more durable than it should be even with the the weakest part of your book form the paper is actually a metallic paper composite as flexible and textured like real paper but as durable as titanium even before the durability boost. Lastly you have a beast form which will initially be a form that is beastly yet evocative of your own personality though typically having a set of wings and second set of arms. You can change your form at will somewhat but your default beast form is what you start with and will instinctively be one you are comfortable with. The beast form isn't as powerful or large as Serpent when he's freed but you can grow over time and by feeding overtime to match and even exceed the beast that started the Apocalypses scale. You'd only be the size of a 2 story building at first but like I said that can change. Your abilities will seem to scale to your size as well so people will be shocked at you being as fast as you are strong when in beast form.

Now for abilities, you first gain the ability to absorb beings into you and break them down entirely into information and power which allows you to improve as well as gain all their powers, skills and abilities added onto your own as well as increase your size proportional to the absorbs strength and your own(Any entity not stronger than 10% your full power). It only took Serpent 666 normal humans to be free and the size of a multistory building.

Unlike Serpent you have the unique capability of expending energy to release those you have absorbed, temporarily weakening you to before you absorbed them(for a few hours), but also freeing them to live their own lives again as if you had effectively destroyed everything that made them who they are. You have no limits to how long you can wait to revive someone only if you have absorbed them and are willing.

You also have the ability to sense souls which is very useful since your absorption ability effectively eats them.
You can fire lasers of concentrated magic laser beams from any point of your body with the strongest version taking only a few seconds to charge though you can rapidfire weaker ones.
Any information you have absorbed either via learning or absorbing someone/something can be macroed allowing you to effectively have a mental button to activate spells and abilities you have even if normally it would take your full focus to activate it, though you have to consciously set up the mental macros.
You no longer need to eat, drink or sleep but can if you want to and can absorb energies that you have systems of already to empower and strengthen yourself overtime.
If you encounter books that have supernatural properties/living or books that are made of superior materials to your base advanced materials, you can touch them to copy their properties adding any of their unique properties and abilities and even forms to your own book alt forms(For example you can copy Weiss from Nier gaining his abilities for you book form as well as an additional alt form thats a copy of him), This also lets you copy mundane books for alt forms if you want to disguise them.
Lastly you have an internal storage space which scales in power to yourself and starts as a 5 meter cubed empty room assuming you're a normal human before this perk, the stronger you are and the more you absorb the larger this space becomes. You can store living beings in this space if you will, in which case they gain their own room which can be anything they desire while stored, they won't age or weaken while stored but can improve themselves within the confines of their abilities while stored. At any time though you can choose to enter and exit these spaces as a shared existence clone and can either free them or eat them(Though you'd only be able to do that if you have stored 666 or more entities). You can even make it so they have to go through other peoples rooms to escape if you want to trap them, but can't enforce effects like the Rot without other perks.
See notes for further clarification.

A Soul of Great Might(-600 CP):
Your soul is easily 50 times stronger than it should be and as a result you are extremely resistant to any soul based effects meaning soul based effects would need to be 50 times more potent to even start to affect you if you just have this. But

more importantly your soul is capable of instinctively fighting back against any effect that tries to damage, change, kill or consume it, reducing the effectiveness of any soul based negative effects 50 fold before even touching your defenses. Your soul also recovers quickly and can't be fully killed, you could have your soul shattered into dozens of pieces and still retain who you are and with only a week's time pull yourself back together and heal your soul assuming your body isn't dead. It's also impossible for beings that have managed to swallow your soul to digest you and with time and effort you could even fight your way out of a demon god's guts. Your will is bolstered as well meaning you have an incredibly enduring will to the point you won't flinch in the presence of beings that would drive anyone with a strong will mad instantly. Thanks to your soul's strength your body is minorly enhanced and you and now beneficially receptive to any enhancements you gain improving any and all perks potency that you gain a further 50% of its initial potency. This perk is also special being that due to how it changes you it now counts as part of your body mod and now joins you on your Gauntlets.

Pages to Burn(-600 CP):
This perk is a very useful ability being that you now internally store lives for you to use should you suffer any form of death effectively you now have a series of 1-up at all times. This initially gives you exactly 431 lives to burn which each and every one is yours to use however you wish, though they can't be used to revive people that have been dead for a year, they can be used to revive anyone who's been dead for less than 1 year. You can use these 1-ups as self sacrifices and components for willing sacrifices as well meaning you can use yourself multiple times for powerful magic and rituals without actually dying. Effectively as long as you have pages you can't die. If you have some way to absorb souls in any way then for every soul that you absorb you will gain another additional soul on top of your base 431 pages. These soul made 1-ups are only used when you run out of the ones given to you by this perk, so you can gather more and more lives over time. Now thats not the most powerful part of this perk, what most powerful is that any time you have less that 431 lives of your base amount then you will steadily recover them at a rate of 1 page per month when you have more that 400, 3 per month when you have between 300-399, 9 per month between 200-299, 27 per month between 100-199 and 81 per month between 0-99. The lives you gain are only every 30 days if you have less than your normal base page amount and ignore the lives gained by souls.
See notes for further clarification.

Items

You are lucky that you gain 2 discounts for each of the tiers 100 CP, 200 CP, 400 CP and 600 CP.

Stories of Bibliomania(-100 CP):

This is the book of Bibliomania, specifically its books. Effectively what this is it gives you the original book and from now on any time you enter a new jump you will get more books where different people will end up in the same or similar situation as Alice at the start, somehow ending up in Room 431. It will be main characters, villains, interesting characters and interesting beings from the jump you are entering. The situations will be similar but every book will have different stories and experiences based on the person they follow, some escaping, some unraveling and some simply staying in their room till Alice shows up and changes things(which will always happen 1 year into the book's timeline if they don't escape).You will always have a new perspective with new books to read.

A Snack of Desire(-100 CP):

You have a very interesting item here being that at will you can summon up any food or drink item you desire as long as it's purely food or drink. It could be anything from a milkshake to a strawberry the size of your head or even a hyperrealistic cake of EVA-01 from Evangelion if you want, though you can't summon something larger than 1 ton in mass at a time. All food and drink summoned has a fw beneficial effects, first no matter what you summon it's always going to be healthy and nutritious, full of all the minerals and vitamins you need. It will never fully fill your stomach past a comfortable level where you could still eat but could also stop, meaning you could eat that car sized strawberry if you want. And lastly it has a mild cleaning and healing effect on you, the cleaning is stronger and just by eating a small desert after each meal would be enough to clean you as if you had a fresh shower and brushed your teeth thoroughly, while the healing effect would be enough that a bruise that would heal in 2 days would heal fully after a full meal.

Family Home(-100 CP):

A simple 2 story 4 bedroom house, with its own kitchen, lounge, study room, games room, attic and basement with a celler. A very sturdy building which can be anywhere in the jumps you desire to import it into and will always have all bills and

tax paid as needed, free electricity and water and will always have a nice cozy atmosphere that soothes and relaxes those within it. The rooms are always furnished and as long as you could expect to find it within one of the rooms or have put something in a room you will be able to effectively have an infinite supply of any non-supernatural object, though advanced tech is limited to the levels of the most advanced jump you have been to as it can upgrade but never downgrade. Comes with a nice self maintaining lawn and back garden.

Unassuming Clothing(-100 CP):
You now have a collection of plain unassuming clothing that can look how ever you desire as the reason its unassuming is that all cloths from this wardrobe have a miner SEP field that makes people simply perceive the cloths as unassuming and also affects you by reducing your presence a small amount, enough to sneak up on normal humans without trying and help against more perceptive beings far easier. You could wear a full gimp suit from this wardrobe and everyone will treat you the same as if wearing jeans and a t-shirt.

Plethora of Toys(-100 CP):
This is a collection of toys, plain and simply. Anything that is some form of toy, game or thing required for a game will be added to this collection as long as it can be deemed some form of toy, so yes this collection will have both bionicle and sex toys.its an infinite collection so feel free to give away or sell them. It should also be noted that you are able to summon and dispel anything from this collection at will so through some enjoy shooting an infinite barrage of nerf darts or paintballs. Every jump it will automatically update adding any commercially available and common toys to this collection as long as it's something that someone can buy and is deemed a toy in the world you are in to some capacity it's added to this collection as an infinite source of said toys. New toys are added as they are invented/made. Nomatter what you will have a base collection of all toys invented and released to a mundane earth up to the year 2023 10th of December.

Magi Tech Artillery Cannon(-100 CP):
Simply a massive artillery platform the size of a small car that is a single person military cannon capable of firing 1 laser shot with enough destructive power to destroy advanced military tanks in one shot. It has simple controls and can be aimed at a fairly fast rate as well as fire 1 shot every 3 seconds. The only issue of

moving the cannon since it's intended to be mounted on a magi-tech tank to move it around or positioned at strategic positions.

Samurai Automatons(-200 CP):
This is your own personal army of automatons that are designed to look similar to samurai's though these things are a little more dangerous. You have 10,000 of these things that follow you every while flawlessly. Effectively all of these are an interconnected hive mind that can plan and work together flawlessly to achieve any goal of the user but that's not the only thing that makes this a powerful option. Each and every one of them is an excellent cook, cleaner, butler, repair man, mason, carpenter and craftsman to master levels and due to how the hivemind works multiple bodies can work on the same task enhancing efficiency many times higher than should be possible. Each and every one is as durable as steel even without the armor, always has a katana sheathed on them when not in use, a shocking level of dexterity, speed, agility and strength that each one could single handedly face off against an group of 5 exceptional samurai's and slaughter them all. You can upgrade them and all you need to do is present any single body the tech you want to enhance them with and it will absorb it and integrate it with all their bodies without changing their looks. They will initially look like the samurai automatons from the book but you can ask them to change to any designs and the only stipulation is that no matter what they will still look like automatons. So if you want samurai Freedy Fazbear defending you you can.

Majestic Bog(-200 CP):
You now have the proud ownership of your own bog, now normally a bog is a muddy crap piece of land but this one is something special being over 5 kilometers in radius always having a nice cool air, bright yet soft sun, comfortable level of small wildlife and an always pleasant smell. It always has a layer of mud that only goes upto your ankles but always slides off you and your clothing spotlessly and a small amount of water layer that reaches a light bit higher than the mud. There's always a nice amount of plants, trees and space for you to do as you please, nothing is violent or vicious in the bog but that's not all. The mud has a soothing and beautifying effect and will only cling to you if you intentionally cover yourself and wipe cleanly in one sweep. A 5 minute mud bath is the equivalent of a full professional spa day and minority helps you increase your health and fitness to the

point that simply laying in the mud for an hour is the equivalent of 3 hours of intensive physical training for all muscle groups and leaves you feeling refreshed to the point staying in the mud for 1 hour is the same as 4 hours of restful sleep when you are active and 8 when resting. You can also breathe the water and mud as easily as air to no ill effects and even sleep in the bog happily though you will only sleep 2 hours and feel fantastic since the bog is shockingly comfortable and will passively clean you while you're there. Lastly you can plant any form of plant in the bog and it will be added to the ecosystem safely and can't harm you or others while in the bog, to the point Audry 2 from Little shop of horrors would be so docile and happy in the bog you could sleep in her man eating mouth and at worst have to deal with bad breath even if you pissed her off. No plants can leave the bog without you taking them and once a single species of plant is planted you will be able to simply will them to grow to their peak state and while it still takes time you can grow them simply by willing them and at a rate of 1 years optimum growth for a any plant as if in perfect conditions(so even pick plants grow in the bog)per second. This works for all plants so if you get an example of a plant that can grow more powerful over time like from cultivation worlds then this bog is a god send, though keep in mind that each instance has to grow over time and they stop growing at peak state if they can't grow better unless you will them to grow more.

Room of Fantasy(-200 CP):
This is a kilometer wide room that allows you to experience any fantasy you desire, it's not your room though since this is only focused on pleasure and joy so aside from games it's mainly for sexual and power fantasies allowing you to experience any you can imagine with no consequences including changing who you are physically such as allowing you to experience the events of a manga as a character in it or a new character joining along or simply screwing that person that caught your eye to no consequences, be the little girl or simply play games with your favorite youtuber. It should be noted that this room also has a time dilation since you can't gain anything other than experiences and memories with it, as such 1 day in the room is only a minute outside the room.

Stabilizing Injections(-200 CP):
This is a collection of needles that have a silver tinted green fluid that seems to lightly glow in the dark which have one very useful effect for those without supernatural defenses. With a single needle you can inject anyone who is in the

middle of going through enhancement or suffering from some condition and within moments they will be fully stabilized and depending on the enhancement and condition will be improved. This means that using the needle with enhancements such as captain america's super soldier serum or Aldritch Killians Extremis will see them enhance to the peak of what the enhancements could give as well as perfect stability and compatibility, so no overheating or explosions from extremis for example. If suffering from something like the Rot or poison though this will stabilize and cure them fully per injection. You get an infinite supply of these injections in a small needle case and using it on someone without a condition or enhancement will simply provide minor healing and mental stability.

Sealing Resources(-200 CP):
A collection of various woods, metals, papers, inks, tools and other equipment you may need to do any form of sealing magic you encounter. All of this is an infinite supply though the rarer the material and the more magically powerful the less you directly have available to the point that you only get a small box of the rarest materials an hour. Though always a usable amount.

Requirement Tracker(-200 CP):
This is a very useful item, effectively is a screen you can call up that only you can see which has the ability to keep track of any goal you have set yourself, but that's not what makes it useful since you probably have a clear idea of your own goals. What this does is as long as your goals have a tangible requirement or target it can guide to and track absolutely anything within the same world as you flawlessly meaning if you give yourself the goal of finding and destroying Voldemort's Horcruxes in the Harry potter world the screen will show pictures of them and arrow pointing towards them. It won't prevent you from falling into traps or so much but it will direct you to where something you're looking for is.

Library of Ancients(-400 CP):
This is a massive multi story library contained in a sub dimension connected to yourWare Warehouse, though you can open a door to this sub dimension anywhere if you want to bring others in without bringing them into your warehouse. This library will contain multiple copies of every non-sentient or divine book to ever exist, all organized and stored within these walls. It is maintained by librarian

automatons and has multiple desks, chairs, computers and side rooms to study any of the books contained. It will update any time a new book is made and will have both physical copies and digital available. While everything is organized by world, subject and then alphabetical you can ask any of the librarians to bring you copies of any books you would like to study and they will retrieve them if they are available which will only take 5 seconds of them being out of direct sight. This library has high quality aesthetics and is designed similar to a fantasy world's aristocratic manor. The library also has a few effects, first time in the library is dilated at a rate of 10 hours in the library is 1 hour outside of it. Second the library reduces needs of those that are within the library at the same rate of time dilation. 3rd the library has an effect of boosting motivation to study those within so that someone who wouldn't like to even look at a book would almost gladly study a hard subject they don't like, it even makes the act of studying slightly enjoyable, like reading a good book. Studying is also 3 times more effective within the library.

Vial of Rot(-400 CP):
This is a small 100 milliliter vial of pure concentrated Rot which is as potent as someone moving from Room 100 to 099. Simply exposing someone to the liquid will rapidly mutate and kill them. This can be used in a list of ways and a smart enough person can find dozens of uses of this beyond just instantly receiving poison. The vial refills when used.

A Door(-400 CP):
This is a special item being that it will look almost identical to the door you will see in Serpents book, however this has nothing to do directly with Serpent or the Rooms. This door can be called on at any time and as long as it's closed you can connect to any location you know of allowing you to open the door and walk through as long as it's within the same universe. That alone wouldn't be worth 400 CP for this jump and instead.This door has a very special effect being that you can summon it in any situation even powerful illusory worlds and as such since the illusions are false worlds, the door will instantly shatter all but divine illusions of immense might and even then they would be weakened to the point that if you were mildly competent you could be the final push to break them. Hell the door passively protects you from such illusions so even without summoning it weak illusions simply don't stick to you and strong ones can auto summon the door if you aren't aware.

Scientific Complex(-400 CP):
This is a massive sub dimension containing a massive multistore scientific complex which updates every jump to contain more scientific resources, advanced tech to work with and has several ways things can be stored. The complex is the size of New York City with the height and width but is much more complex, containing automaton assistants and a loyal AI to assist with any experiments and construction. Just with the base automation of this complex you can have the place build massive tanker ships by the dozen every 3 months. The resources in this complex are infinite and updated with any and all scientific resources and tech in the worlds you jump into, though nothing that is unique to the point only 1 or 2 of them exist, though 3 or more of any tech is automatically added to the archives and can be built rapidly. The AI automatically makes use of any new tech to enhance the complex fully and within 2 weeks teh whole place will be as advanced as they can be and will always be more efficient. The complex also has a 10 to 1 time dilation making 10 hours in the complex only 1 out of it. There are various garages, hangars and mech/spaceship shelter complexes within the complex allowing you to take out anything you build up to the size of 300 meters in radius. The place always has power and has various rest rooms, break rooms and sleeping quarters. It also enhances scientific curiosity and learning rate for scientific endevors. While it will update any time a new scientific or mundane material is made/discovers in the jumps you are in, magical and mythical materials have to be manually added but once added they gain an infinite supply like all other materials(effectively if you add a gram of Vibranium, you'd effectively have more than all of Wakanda.)

The Manor(-400 CP):
The manor is effectively a sub dimension which will initially have just an entrance room with an exit door and a door that leads further in. Not this is not a necessarily pleasant place as for every person that enters the manor will find themselves starting in a room further away from the entrance with each new person being further and further with no limit to the amount of people that can be let in. Now what makes this special is that it is something like a prison where anyone will find that they can't leave as the closer they get to the exit the more severe the consequences as they get closer with it being exponentially more severe each room closer. While its possible for people to go to others rooms its more damaging, mentally, physically and spiritually the further from their room and the closer to the

exit they are, unless they have permission by you to wander. You can let people exit if you want, but they only enter if you allow them. Every person's rooms will change depending on the desires to allow them to experience what they want though all these desires are slightly twisted in a way to give them what they want but punish them for crueler and crueler desires. It's subtle but it could eventually make even the Joker want to repent. If someone wants to be better then the room can guide them to be a better person as well. The manor is time dilated at a rate of 24 hours per hour so a day in there is only an hour in the real world. Nobody imprisoned here can truely die but experience horrible things especially when trying to leave as they will suffer the Rot and if they collapse, they effectively die but will be fully restored to how they were before they died, Rot free back in their room. The Manor has a loyal guardian that looks like Serpent but loyal to you and keeps track over the people stored. This Manor also has the effect of making store beings easy pray to yourself effectively reducing their effectiveness and defending themselves against you 90% less effective than it would be. To put people in the manor you have to get close to them and hold onto them for 5 seconds while willing them to be put in the manor and after 5 seconds a book will appear and suck them in, though it can only suck in beings that are willing or less that 10 times stronger than you over all.

Pseudo Cocoon(-400 CP):

This is a strange one, it is simply a bed for the most part but it takes the shape of the seal which sealed the beast that started this world's apocalypse, though it has a hatch like top which can open and close from both the outside and inside. Inside the cocoon is a lovely series of aesthetically matching bedding, pillows, quilts and covers made of some advanced silks and various other soft materials that are both firm and soft at the same time. All of which is enchanted to be enhance comfort, soothe aches and pains, boost healing and recovery both for speed and Optimization(could heal a broken wrist in a nights sleep as strong as ever), Steadily clean those that sleep in it, sooth the mind and cure any malidied and sicknesses. Now a great bed is a boon for anyone but this pseudo cocoon is special since you can at will seal the bed for a set time and have it work its magic for that time, for every hour it is sealed while you and/or anyone else is sealed within you will end up in a restful sleep state where you will gain the training of whatever you want to train(as long as it's possible for you to train it on your own) at a rate 25 times the amount of time its sealed, this allows you to rapidly train and master anything and all you need to is have a want to train something and the cocoon with train you as if

in the best possible conditions for you to train that and since it optimizes your training you'd gain the best possible results, though you can't use this to learn something new only master what you have or could teach yourself. It's great for physical skills and supernatural but knowledge based skills would be better to study to expand your knowledge. I should also mention that you can summon and unsummon this bed at any time, it's shockingly tough to the point you'd need anti tank weaponry to damage it and most importantly it can scale up and down to the size of any form you take. You also gain some schematics to make beds as comfortable as this as well as the actual seal this is based off so if your patient you could trap even god like beings.

Weaponized Book Entity(-600 CP):
You managed to get your hands on a weaponized book similar to Serpent that managed to awaken to its full power, fortunately it was bound to you in such a way that even if it wanted to rampage and cause chaos it can't though since its personality matches yours and is to loyal you can ask them to do anything and it would do so without hesitation, even knowing your exact intent in what you say, never miss interpreting you. It has 3 forms, a human sized humanoid(though it may not look fully human), a book form (which seems to match your preferences of aesthetics) and a beast form which will be similar to Serpents in both size and ability. It can grow stronger in time with knowledge, training and things to absorb but it doesn't need to. You can summon it at will as it will be completely obedient to you.

Room 431(-600 CP):
This is your Room, a place where all your desires and wants can come true at a whim, shame it can't leave the room. But it has a benefit for starters, being in the room flat out stops your needs and keeps you in good condition, second any form of training done in this room is 5 times as effective as it should be since you recover quickly and are influenced by the natural desire to be better. Third, the room is time dilated at a rate of 10 to 1 so 10 days for 1 day all of which would be 5 times better training. Fourth you can bring people in to train with you allowing them to benefit as well though you can only bring up to 100 people at a time. Fifth the room subconsciously wants you to be better so it motivates all who are in to want to be better and keep improving themselves. Sixth, anyone who trains within the room

will find that they can train to further their limits so if they already seem to be at their limits out of the room, then training in them can break them and allow them to keep improving past their limits. Due to the passive healing effects nobody would need to eat, drink or sleep but can if they want. Only you can change the environment and make things though. Nobody can truly die in the room either and any form of death would simply put them in an isolated part of the room protected from the room's effect and fully heal them physically and mentally. You could train people in this room by simply killing them over and over again till they learn to dodge for example.

Mindless Book of 666 Souls(-600 CP):
This is a book similar to Serpent only it's brain dead and effectively just a prison for souls already full to capacity. It contains 666 blank souls which can be used however you desire, whether you use them for magic, for forging or even just food if you have the means. All these souls are slightly above average but have no mind or independence and due to the properties of the book are perfectly receptive for any form of use being twice as effective than a normal soul for any situation a soul might be used for. Once empty it's just a plain silver and copper colored book but once a year it seemingly refills itself instantly with more blank souls even if you only used 1 soul in the year. It will only refill to 666 souls though and when it's full the book becomes a more radiant silver with gold and turquoise colorations and will steadily fade to the silver and copper color with less souls retained.

An Empty Earth(-600 CP):
A simple copy of this jumps Earth after the Apocalypse, aside from plants and animals the only sights are ruins of the fairly advanced society, husk of the Beasts seal and various magi-tech scattered about the world. It's a simple world connected to your warehouse from a sub-dimension but it's yours to do as you please. Interestingly they planet will repair itself and restore used resources over time and will retain any intended changes you implement.

Distilled Research Vial(-600 CP):
This is an interesting silver vial containing a marble white liquid with flecks of glowing blue, amber and crimson floating in its mostly fluid. This vial is an amazing prize since drinking it will give a short lived migraine as you gain the equivalent of 1 years dedicated research into any subject you desire as if using all the resources

you could possibly access without help. Most importantly is that it takes into consideration all of your intellect perks and any information resources you have and does the research as if you have each relevant part at your fingertips so it's as if you move from book to book learning and understanding what you research as if you never stop and are flawlessly memorizing and comprehending what you study. Obviously it's better if you have access to more resources and this is amazingly useful for experimentation since you can conduct as many experiments within a year as if you always have your max amount of resources while making the most of the time as possible. Hell it even removes any normal wait times for said experiments to not waste time though you would know how long each wait would be. You gain 1 vial every month to use at your leisure.

The Many Rooms of the Book Serpent(-600 CP):
This is a collection of 430 Rooms which are the rooms of all humans trapped by Serpent before Alice enters in the original story. Younow have access to all of them and full control over each, though you can't change their nature you can interact, use and enjoy them however you desire. Though if you wanted justa place to enjoy, your Room or the Room of Fantasy would be just as good or better. No what makes this better is that its not only a collection of the rooms which you can enjoy as you want but you have the ability to effectively impose them on reality or drag people around you into these rooms at will, regardless all of these rooms have a major time dilation to a rate of 1 day in these rooms is 1 second out of them(aging and needs are also reduced to match the dilation), even if imposed on reality, the effective part would be cut of from the rest and affected by the time dilation. While you have control over these room you can use their natures to target others such as Room 430 have an endless army of automatons to fight, 385 having to deal with a sci-fi army, 366 being a smoking bar to experience or even 330 being a nymphomaniacs dream having to enjoy the place. You can use any of these Rooms how you see fight but if you deliberately trap someone in a Room they can escape by completing a thematically appropriate challenge which can be default challenges, set by you or you can have the challenge be thematic but change on the trapped. The Rooms are places to both enjoy and harm others with, though the overall power is dependent on your own power as no room can be more that 50% as dangerous as you at your max, though the danger can change depending on the Room. You can even make it so that they have to go through each Room to escape but each Room's danger is locked to 10% you max danger if you do that and still beat each Rooms challenge.

Companions

If you want a companion from this world, just befriend them and you can take them with you for free.
If you want to bring others in, just no. All companions you bring will be put into storage.

Drawbacks

Supplement Mode(Toggle):
Do you want to take this situation into another jump, go ahead and fill both this jump and another out while keeping points separate. You will enter the other jump as you fill it out but keep everything from this one as well. You still have to endure the jumping situation though as within a week of being in that jump you will find yourself sucked into Serpent's book in Room 431. The time in the jump will be halted and only resume when you escape so you might be a while instead of simply being kicked out after 10 years without this toggle. At least you won't deal with Alice.

Out of Context Insert(Toggle):
Simply put, take everything you gained from this jump and be spat out of a book in another world as you are. You can pick any fiction and at any point in it but you are no matter what out of context here.

Earlier Start(+100 CP)(Can Take Multiple Times):
Do you want to start earlier in this jump, sure just keep in mind that the earlier you start the longer you will be in the jump, so don't start to far back, just keep in mind that this world has had an apocalypse and the cause is still out there so unless your very strong and skilled you might not want to escape early since you will also be only leaving 1 hour into this jumps normal start time.

Short Lived Temptation(+100 CP):
Every time you enter a new Room you will be fascinated with the place and simply want to enjoy yourself there for 1 hour at least. You can ignore this if you have a strong enough will power and keep moving, but there are a lot of interesting sights and experiences here.

Stay a While(+100 CP)(Can Take Multiple Times):
Now every time you end up in a new Room you will not be able to open the door to the next Room for 2 hours for every time you take this(10 times means 20 hours per room). Keep in mind each room is dangerous and most can kill a normal human even without the Rot affecting them. If taken with Short Lived temptation then you will want to experience each room for however long your trapped their plus 1 hour

Minor Obsession(+100 CP)(Can Take Multiple Times):
With this you give yourself a minor obsession enough to make you want to stop what you're doing to at least interact with your obsession if you encounter it. You can pick this multiple times for multiple obsessions and pick the same obsession 3 times to increasing strength where picking it once would make you want to interact with you obsession when you get a chance, 2 times would make you want to interact with it for a few hours and 3 times would make you willingly stop trying to leave the Room you are in for last 2 days if you encounter it simply to enjoy your obsession.

Serpent's Curiosity(+100 CP):
Serpent has got an odd sense about you and as such he's curious and talkative with you to the point of checking on you once a day. He won't do more than talk with you for the most part and can be a distraction, but he won't harm you or stop you leaving. Just keep in mind if you show off something that he's never seen or heard off he might question you about it for up to an hour.

A Tiny Child(+100 CP):
Congrats you are now 10 years old and clearly a young child. This reduces your physical abilities to match your age and makes you slightly more childish and impulsive but still yourself. Keep in mind most of the Rooms aren't child safe.

Hard to find Doors(+200 CP)(Incompatible with:A Freed Serpent):
The Rooms doors are now not so simple, being that every time you enter a new room you will have to find the door and the occupants will simply not help you get to the next one and instead prefer to point you in the wrong direction. If you can't find the room within 2 days after the time it takes for Stay a While then you will get a sense for the directions to the door.

Degrading Will(+200 CP):
This place has a direct effect on you now, lowering your will power, it's not fully noticeable but you can be more easily tempted and anything you'd need to resist with will power will affect you twice as strongly. This also has the effect of making the Rot 10% more effective on you than it should be since you don't have as strong mental resistances now.

A Need to Leave(+200 CP)(Incompatible with:A Freed Serpent):
You have a deep seated need to leave and a drive to do so meaning that you will not want to stay in a Room any longer than you have to even if you consciously know that going further will push the Rot to higher levels and while you can take your time it will take a fair amount of will power to slow down, enough to make an average man struggle to stay more than an hour longer.

Stop Don't Leave!(+200 CP):
The occupants of the Rooms will not stop you from experiencing the joys they have in their Rooms but will try and keep you around for company for the most part, some might try and convince you, some might try to physically stop you and some might try and simply bar the door to leave but all will try and prevent you leaving their Room, though they won't follow you if you do leave. Keep in mind that they can use their rooms to target you, they can't use them to directly affect or stop you. Even a normal little girl could leave all of these rooms if they try though it would be hard.

Panic Attacks(+200 CP):
You're now prone to panicking and freaking out. It's not so bad that you can't react to any situation you're in but it's bad enough that even in situations you'd normally enjoy you would get a bit too panicky to try and enjoy it. This will make it difficult to keep going but only cause you freaking out over your situation and not cause it will debilitate you.

Emotional Instability(+200 CP):
Your emotions are prone to reacting more strongly than before to the point where if you would be slightly saddened by a situation you might start crying and if you would be angry you would be very wrathful. You can temper your emotions but they are strong enough to always show your emotions on your face or with your actions somewhat.

Hostile Rooms(+400 CP)(Incompatible with:A Freed Serpent):
The rooms will now actively try and stop you getting to the next door resulting in thematically appropriate situations trying to slow you down or outright stop you, and while they won't try and kill you they might try and break your limbs to stop you moving. The Rooms won't change what they are but things appropriate to the room might be made to try and stop you. Nomatter what though you can always struggle to get out of any situations the Rooms put you in but they can't directly stop you in full meaning you could push through them always even if it would hurt you in some way. Most rooms will only try to Trap you in some way though a few that are inherently violent like Rooms 430 and 385 would have dangers target you.

Susceptible to Rot(+400 CP):
You are now prone to Rot meaning that you will always be affected 3 times as much as you should be and 4 times as bad if you have the drawback Degrading Will. you also always have a minimum level of Rot equal to what Alice got when she first entered Room 430.

Alice Found Wonderland(+400 CP):
Now this is troubling, Alice the main protagonist has found Serpents book early and now you only have 1 year before Alice enters and kick starts Serpents Inevitable freedom. Trust me when I say you don't want to be in the book when that happens since if Serpent is freed he will consume your soul along with the other 665 souls in the book by the end of the story. Thankfully you can fight for your survival but you will only be 10% as effective against him in the Book as you would be outside it, Thankfully since your Number is 431 he would only have rough 1/3rd his full strength by the time he gets to your Room if that happens so you might have a chance.

Insatiable Hunger(+400 CP):
You are starving at all times now. It's not a physical hunger but a hunger for new experiences, knowledge and power and as long as you are pursuing one of them things will be fine. The issue is this is an obsession to experience anything you haven't before so you might put yourself in dangerous situations just to feel alive, obsess over studying to the point you miss entire days and train till you collapse any skill or ability you have justs because you want to. Obviously you can stop at any time you want or need but you simply don't want to now, at least most of the time.

Partial Rot(+400 CP):
25% of your body is now partially affected by the Rot making the painful state now your default as well as making it so you have much less leeway when leaving your Room. It doesn't help that Rot gained from traveling rooms is twice as effective now no matter what. This doesn't seem bad until you realize that you would have a much lower Room threshold before instant death than a normal human. Thankful there are perks to resist this though you can never have less than 25% Rot in this jump even if you gain full immunity somehow.

Trials of the Rooms(+400 CP):
This is an interesting situation you're in now. Every Room that you go through will now present you with a trial evocative of the Room itself. All these challenges will be difficult but passable for you, some difficult, some tiring and some just time consuming. For example you might have to fight a group of Automatons to get past Room 430 but have to sexually please a dozen women in Room 330. No challenge will be impossible or directly deadly but you can still die if you fuck up immensly with some challanges.

Target of Alice(+600 CP)(Incompatible with:A Freed Serpent):
Oh this is bad. Now no matter what Alice is Aware of your existence and wants to meet you. This is either an interesting situation or very bad for you(probably bad). Within 2 years(or a year with Alice Found Wonderland) Alice will find the Serpents Book and enter. If you are still in the book by then Alice will spend her time trying to find you and when she does, she'll question you get curious about who and what you are and try to get you to leave the book quicker and eventually drag you out either killing you via Rot of dragging you out of Serpent where she will either decide she's going on your Jumpchain with you or introduce you to the Beast. This

also makes it so that if you get out of Serpent before she finds the Book you leave the Jump like Normal but if you leave after she finds it you're going to be in the post apocalyptic world till the 10 years are up or you die. Which could happen quickly due to the Beast.

Room 432(+600 CP)(Incompatible with:A Freed Serpent):
Well this is a problem. You have arrived after Alice and simply because you managed to enter the book after her without her being aware of your existence she's now curious about you and how you found the book. But that's not the problem for you. The main issue is that you are going to have to leave as quickly as possible before Serpent is freed by Alice. Thankfully you can still leave after Alice but you only have a short window to do so once she's gone. You only have 6 months to leave before Alice does regardless of the situation. Any longer than that and you might be Eaten by Serpent and once you're free you will have to somehow survive in the post apocalypse in the same world with the Beast free which could easily see you get eaten.

A Freed Serpent(+600 CP)(Incompatible with:Room 432, Target of Alice, Hostile Rooms, A Need to Leave and Hard to find Door):
Now this is different, for starters you aren't put into Serpent's book and instead put into the near completely empty world and even the Beast that caused it is nowhere to be seen. Instead what has happened is the Beast ended the world and decided to find Serpent and free them before leaving the world. Serpent who has only just got their hands on the last soul is about to be free and take on their new form and be confused about the Apocalypse and is worried since he will have nobody to rule. Thankfully you're alive as the only other living being and just so happen to be in the same town he's getting freed in. Since you're the only living being Serpent won't kill you and instead will seek you for companionship and worship since he wanted to be worshiped when he was free in the original world instead of eating everything like the Beast. Thankfully he can take a humanoid form and doesn't need to eat or drink and can sleep. He's a curious person and will want to play and experience things for himself but will alleyway come back to you if he ever leaves. It will be a mentally exhausting 10 years but overall rather safe even for a normal boring human.

A Need for Knowledge(+600 CP):
You have a drive to study and learn which is strong enough to explore and experience practically everything you can get your hands on. This makes it extremely difficult to leave a room without talking and questioning each occupant, observing the situations in each and at least learning something from each one. And once out of the Book to study and expand your knowledge and skills passionately and obsessively to even your own detriment. You wouldn't hesitate to hurt others to get more knowledge. This might not seem worth 600 and instead worth less but keep in mind that this level of obsession is what led to the creation of the Beast in this world.

Fight of Room 000(+600 CP):
Now this is a problem. Regardless of your situation once you get to Room 000 you will have to fight Serpent at 50% his full power as if he ate 666 souls and this will be a difficult fight. You can't kill him permanently and while he hasn't gathered 666 should he can't kill you either. Instead if you deal a killing blow on him he will vanish for 10 minutes allowing you to get to the exit door and leave, assuming you aren't heavily crippled(which will be him goal most of the fight), if he lands a killing blow on you, you will find yourself fine but back in your Room unharmed and have to go thru all the Rooms again to get back to Room 000 and fight him again until either you win and leave, he gets 666 souls and just eats you or the jumps ends. Whatever comes first.

Bibliomania(+600 CP):
No out of context perks or items can join you on this jump. Just you and whatever you bought in this one. Not much for 600 CP right? Well I just thought I'd be nice, just a little.

Notes

-I felt like making a Jumpchain of the story of Bibliomania because it simply inspired me, mostly because I like the concepts shown in it and found it an interesting story.

-This was made for fun and if you don't like it though luck don't ruin anyone elses fun just because you don't enjoy it. Though I hope you do enjoy it and the original story either way.

-If you want to read it here's a link
https://bibliomaniamanga.online/

-The perks of this jump can make you pretty strong especially when combined, but no individual perk on this jump will make you stronger than 1/5th of Serpents raw power when he is released which I'd say he's rough the same strength as the Ichibi from Naruto, so even the strongest perk in this jump would make your raw power only as powerful as 1/5th Shukaku. That's not too so you couldn't fight on that level with the perks since each perk gives their own versatility and effects.

-The Rot is a condition that affects those that are trapped in Serpents book and won't affect those that stay in their room only those that try to get closer to the exit Room 000 with the Rot getting worse the closer you get to the point a normal human will instantly be broken down mind, body and soul just going from Room 100 to Room 099. The Rot mutates and changes the physical condition of the body though typically keeps a humanoid shape while causing pain, sickness, weakness and harm to the body without killing them unless they exceed the threshold of their limits. A stronger body, mind and will can endure more than a normal human but it would take exceptional people to exceed Room 099 and live at least without perks to endure.

-Tricky Mind gives you peak senses to the max level of your species natural level to make the most of your advanced perception when taking this perk.

-Flexible Soul is a protection and healing perk for soul based damage and conditions meaning you will recover in time.

-Skilled Development will effectively mean you will improve in skill immensely fast with the more you learn, if you had 3 martial arts, learning a 4th would be beyond prodigious. 10 martial arts would see learning the 11th at a Monstrous Speed. And at 100 Would see you near instantly learning them just from watching. Having similar skills at the same level of skill will see that growth slow but not stop, so training a skill passed the shared level will see the added growth rate being 1/25th as before.

-Rot Adaption will be stronger alongside other forms of resistance perks as long as the resistance is not purely physical, so disease, poison and magic resistance(though it would need multiple adaptations for multiple types of magic: Harry Potter Magic, Fairy Tail, Narutoverse ECT... Though similar magic system do offer minor resistances to new types from the get go) would work but not slash or blunt resistance

-Application of Study effectively makes it so you subconsciously monitor your environment and everything you perceive while allowing you to instinctively make the most out of all of that information and any knowledge you have to the fullest. It won't make you smarter to advance tech or magic but would allow you to use even basic tech and spells to levels far beyond what could be expected of them. It also makes your knowledge quicker and easier to use so if you had some knowledge and skill in cold reading you'd be able to make a great if not perfect Tattletale(from Worm) impression.

-Sealing Magic and Literacy magic are both powerful forms of magic that can grow and empower other forms of similar magics, for example Sealing magic and Rune magic would empower each other making them together much more powerful and capable of even more impressive things. While Literacy magic and Libromancy would see a level of power much higher that either should be capable of. In both situations the magics will effectively reduce or remove weaknesses of each other where possible such as Libromancy drastically weakening the effects of Char when used with Literacy magic. Both magic are roughly as powerful as each other but sealing is focused on defensive and utility effects while Literacy magic is focused on variety and combative ability. Literacy magic also enhances vocal magics so Bardic magic, dragon shouts, basic vocal incantations and other similar magics would be enhanced with it.

-Rot Acceptance While you will initially have just the Rot to play with for this jump the potency will for a normal human being only be as powerful as what Alice initially experiences when moving from Room 431 to Room 430, so effective but not strong. If you use its effects on weapons the potency of the effect is enhanced by the damage you cause as if the damage is additive to a slash it would have the effects of the rot all around it. Arrows and bullets would find the effects fading from full power to nothing over 10 seconds once it leaves your hands, but can still affect targets. Using it on powers has different effects such as direct applications within touching range have the same effects as melee attacks(100% potency), ranged would have the added effects fade over 25 seconds rather than 10(due to supernatural energies being synergistic and holding the effect longer) and effects that are direct and subtle such as illusions and area of effect abilities will have the effects reduced to 2% on a target. Also while you are accepting something the potency of the effects and how long it takes to accept is scaled based on how a normal human would be affected by the Rot based on how badly affected Alice was in Room 276, with more lethal effects taking longer to accept and weaker taking less time. You also can't die from indirect effects like maladies, poison, disease, curses or similar conditions and instead only suffer the effects on near death till its fully accepted. Also before you ask this includes things like STDs so catch them all as still be clean you perv.

-Abnormal Mind effectively makes it so you are so good at understanding and mixing information you know you could piece together Worm Tinker tech, reverse engineer it and push its limits so far even the entities that designed the tech are baffled. This also gives you a minor boost to your mental speed and prevents you from losing track of things so you never lose focus or go mad pursuing a goal. As a result even memetic and cognitohazardous effects will be drastically reduced in effect on you to the point that things that affect memory don't touch you, you can know things that would normally kill you just knowing and effects that are triggered by you knowing will still be triggered but only if they don't directly affect you as direct effects are drastically weakened if not completely ineffective on you.

-Book Entity Physiology gives a number of abilities based on how Serpent and the Beast are shown in the story but also some ideas I personally liked and felt appropriate such as being able to disguise as other books by copying them as an alt form. While you're in your book form you can take the form of any book you have

copied and show any information you have copied on your pages as well as communicate via text to anyone reading you, hell you can even animate your pages if you want. You'd initially be powerful enough to destroy small buildings on your own but if you were to have other perks and abilities from other jumps, train and learn enough or eat 666 souls you could match Serpent in power when he's freed though it would take millions to match the power of the Beast at least, Assuming your only absorbing humans from a world with magic, a mundane non-magical world would double the cost but powerful being would reduce the cost as well. As an example, about 1 Jonin level opponent from the Naruto world would easily be worth 25 Chunin, 125 genin or 500 civilian level people being absorbed. Keep in mind that you can be sealed and killed just like the Beast and Serpent.
Also to clarify, eating souls with this perk while you have Pages to Burn as well will add more 1-ups and if you want to release them it's the same as using a 1-up to revive them. If you don't have Pages to Burn, releasing a soul to revive someone you ate will instead temporarily weaken and exhaust you for a full day. As well as this perk effectively locking your physical age to your peak and effectively making you unaging once you're at your peak. You aren't immortal cause things could kill you but you are in the sense that you simply can't die of aging.

-Pages to Burn is deliberately overpowered as its a representation of how absurdly useful extra lives can be, but the most important thing about this is that you recover lives exponentially based on how little you have left and how these lives can be consciously used for other things if you have the means or will in the case of reviving others. As long as there's some trace of the being you want to revive a single page can be used to revive them but it would take 2 pages if they don't even have a trace as long as you have met them before. 1 page is only ever used to revive yourself if you die. You're fully capable of using your pages as fuel for magic as if it's a fully willing sacrifice equally as powerful as yourself. If you want to use mass amounts of lives for any magic or rituals then you would have to use the souls spells first instead of the default pages this perk gives you, but only if you are using more than 1 at a time. Stored soul lives don't recover in time when used only the initial 431 pages you start with. You can also burn a page to remove curse from yourself, people and items, though not places.
If you have Book Entity Physiology then you can choose to have any additional pages shown in your book form though normally you'd only have 431 pages. Like the Beast you have no limits on the amount of pages you can add.

-Weaponized Book Entity will take the forms that you would prefer and it doesn't have a gender but can change both at will and on your command. Nothing you order it to do will be against it and it even enjoys doing your orders. It has a lot of speed, strength and power and despite being sentient its a book in the end and not necessarily a companion though you can import it as a companion as you like though since it isn't a companion but also is it can join you in jumps that prevents companions and only needs to be imported if you want to give them perks. The base power of this entity is nothing to scoff as since it's capable of destroying large cities and armies on their own but if you were to have a comparison, its baseline power is comparable to the Ichibi from Naruto, though it will grow in time.

-The Many Rooms of the Book Serpent is effectively a collection of the Rooms Serpent has for the 430 souls before Alice shows up. Each Room is effectively a pseudo reality you can enter and exit at will, bring into reality, send people you are touching that are equal or weaker than you in strength to a Room and use as weaponised situations, challenges or even rewards if you please.

Here's a picture of the Beast from Chapter 12 of Bibliomania

