OoC RPG Isekai

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This is not a Jump, or at least not one that should be used on its own, the purpose of this document is to modify the starting circumstances of another Jump in a way that's probably predictable based on what this document is named.

When you apply this Document to another Jump that Jump's universe becomes the subject of a extremely immersive MMORPG that you played at one point during your backstory, at the time of insertion your character was actually Isekai'd from their mundane reality into the world of the Game they had played for so long.

Take these **1000 CP** to customize your start in this world.

Origins

Filthy Casual

You were never really *into* the game the same way other people were… maybe you played sometimes with friends or a younger sibling, or maybe you just ran a RP Build that was fun for you but way less than practical- in any case you aren't the *best* player around more interested in telling a good story or having fun than anything else.

Metagamer

You're the type of guy who was all about the top tier builds, the best grinding spots, the exploits, anything that you could find to make your character as strong as you possibly could- maybe a PVPer or maybe just a person who wanted to feel like a god in a digital world. You're in it for the feeling of power you get from being the best.

Speedrunner

You're a Speedrunner, you always loved starting new characters just to see how *fast* you could win, no matter the challenge you couldn't get enough- maybe you wanted to slay the last boss in a record breaking time? Or maybe you just wanted to be the fastest player to reach Level 100? Whatever the case you played the game to show off your skill and knowledge more than anything.

Perks

Character Customization (100)

At the start of every Jump you may freely redesign your appearance the same way you would operate a RPG's character creation system.

Show Some Class (100)

You may select a character archetype based on RPG Classes, or maybe something more tailored for the world you're visiting- now you'll learn any skills related to that Class much faster and also find your physical and magical abilities to grow much quicker when being used to live up to that role.

Guild Master (200)

Ah Guild Mechanics… originally intended as a way for Players to share resources and pool strength for particularly dangerous boss fights you find were one of the players to found your own Guild.This perk allows you to invite locals to your Guild and grant them access to a few of the quality of life features previously available in the Game.

The first feature this grants you is Guild Chat, allowing you to send text-based messages to any Guild Members regardless of physical proximity.

The second feature is the ability to share resources, this allows you to send any items in your ownership to your Guildmates once again regardless of physical proximity.

The third and final feature is the ability to summon aid, now when you enter a combat situation you may send out a call for your Guildmates, any who choose to answer will be summoned to your side.

Naturally anyone you induct into your Guild may use all three of these features as well.

Level 100 (400)

You're the Apex of Strength that a player can reach, the 'Max Level' (though level caps were lost in the Isekai) this grants the equivalent of 100 years of training with all your abilities and will continue to do so everytime you gain any new powers going forward- and yes your training boosters are applied.

Filthy Casual

Aesthetics (100)

You have the ability to 'reskin' your items and properties to match themes of your choice- this allows you to refrain from compromising the aesthetic even for awesome rewards.

Lore (200)

Were you a professional writer at some point Jumper? You're a master at creating compelling lore for your guild, crafted items, and other things you've made in the game. This Lore will always be taught and believed as if it were the history of the item or organizations in question.

The only restriction to this perk is that if an item, organization, or person is credited with a feat they must have been capable of doing something on that level or else people will be able to recognize that the Lore isn't accurate.

NPC Levels (400)

Every Jump you will receive a 'Well of Power' equal to your own overall power level, this Well can be used before you enter that Jump to design new beings who will have always existed within that world- their abilities and history must be derived from their world of origin but their overall power level may match your own.

You may divide your Well of Potential as you wish, creating as many or as few 'NPCs' as you wish but the total combined power of all of them together may at maximum match your own.

All NPCs are loyal to you on a deep fundamental level, being completely unable to betray you and treating you with a deep respect.

-Guild Master Boosted-

Your NPCs now have the ability to create Minions of their own, creating swarms of lesser beings that when they all combine their efforts can match the strength of their own maker.

City Builder (600)

You mastered the obscure City Building mechanics which allows you to convert currency or raw resources into useful buildings that are thematic for the world you're visiting. Perhaps in RWBY you could pay to build a Dust Mine that would generate limitless quantities of the stuff over time- or a lab that could take that Dust and develop cool weapons for you and your allies.

-NPC Levels Boosted-

You're able to create buildings that generate a constant stream of 'minions' ; these minions are relatively weak (by your standards) and don't have personalities of their own; however you have an endless supply of them.

-Level 100 Boosted-

You are able to 'prestige' buildings you create, paying an exorbitant fee but giving the structures new, unique, and almost legendary features that make it worth it. This can be done repeatedly but will become exponentially more expensive each time.

Metagamer

Most Effective Tactic Available (100)

You're a clever person, the kind who can find shortcuts and more efficient methods to do just about anything- whether it be finding new strategies for a video game or even just eliminating waste in a corporate setting, you'll always be able to use effort more effectively than anyone else.

The Grind (200)

The more you defeat a single type of enemy the better you become at handling them, you'll learn to overcome their natural weapons, tactics, and defenses and your blows will strike them with a supernatural advantage that rends their flesh with greater ease.

Level-Up (400)

As you kill/defeat enemies and complete your objectives you'll earn EXP that will allow you to improve your abilities indefinitely- it will become harder to level up the more you do it.

-Guild Master Boosted-

You have the ability to grant 'Jobs' to other people, these can be typical RPG Classes or more general ones specific to the setting, as they accomplish their goals or defeat their enemies they'll also gain EXP and Levels.

Hidden Quests (600)

You have the ability to find 'quests' hidden within the worlds you visit. These quests are often far more difficult than the 'main plot' so to speak but they'll allow you to get rewards far beyond what would normally be possible for the setting.

-Level 100 Boosted-

You have the ability to take on 'Level-Up Quests' ; these quests are difficult challenges that will automatically cause you to level-up somewhere between 1-3 times.

Speedrunner

Not One For Conversation (100)

You're not exactly a conversationalist… Fortunately you have the ability to 'skip' people's dialogue ending your conversation as quickly as possible while getting the gist of whatever they would have said.

Speed-Up (200)

You move 50% faster than you would normally, in the game this was through a combination of practiced speed glitches and shortcuts, however you find that now you exist within the world of the game you're simply faster.

Master Manipulator (400)

When you're trying to beat your time you need to convince whatever plot essential NPCs you encounter to give you whatever you need as *fast* as possible. This Perk gives your charisma a massive boost allowing you to gain the trust of a person through a single conversation, as well as exploit that trust to get what you need from them.

-Guild Master Boosted-

As a Guild Leader you have a focus on long term recruitment of plot important NPCs before any of your rivals can get their hands on them- this Perk allows you to earn trust, affection, and loyalty by doing tasks for people. The more

Personal Best (600)

Every time you successfully complete a task you may choose to 'restart' travelling back in time to before you started on that task, perhaps you're looking for a 'golden timeline' or perhaps you just want to resolve everything faster. You're allowed to restart as many times as you want, however you MUST succeed in your task/quest in order to restart.

-Level 100 Boosted-

Once every 10 years you can use this Perk to restart a task or quest that ended in failure allowing you to begin again and hopefully use what you learned to make things better.