

Generic Isekai Jumpchain

Literally, the word 'isekai' simply means 'another world.' But the term has come to define a genre of stories, each about an ordinary protagonist from an ordinary world, transported to a world of fantasy. Swords, spells, dungeons and dragons; orcs and slimes and elves. All those fantasy tropes and more, along with powerful abilities granted to the protagonist, to ensure that he always comes out ahead.

While you, Jumper, are no ordinary protagonist, and the world you were in before this one was very likely not ordinary, you have nonetheless found yourself in the shoes of an isekai protagonist. The only question now is exactly what sort of protagonist you will be. You have **1000cp** to spend before your time begins.

Origin

All origins are Drop-In, of a sort, and so will not provide much, if any memories or backgrounds. They will only set the stage for your time in this world. Select one.

Summoned [0cp]: There's a sudden rush of light and sound, and you find yourself standing in the center of an elaborate symbol carved on the ground. Before you stand a group of strangely dressed individuals, watching you expectantly. You're not in Kansas anymore. You have the same gender and physical age as you did before this jump.

Reborn [0cp]: You blearily open your eyes and look around. At first, it seems as though you are surrounded by giants. But it shortly becomes clear that these giants are simple adults, and that you are now a newborn baby. This will be inconvenient, but it offers an unparalleled opportunity to acclimate yourself. Choose your gender freely.

Gamer [0cp]: You distinctly remember playing a game. It was a fantasy game, definitely. Though it may have been a single-player game, or an MMO. It could have been a VR game, but it might not have been. These details suddenly seem trivial, as you are no longer in a game. Your favorite game has become your new reality, and you must survive inside it. You find yourself standing near what you recognize as the tutorial town from the game. You may select the age, gender, and general appearance of your game avatar.

Race

Select a race to enter this world as. Racial modifiers are listed below each of the three races. A racial modifier offers an improvement to your base race, and does not replace it. You gain the discounts and choices of both.

Human [0cp]: You have arrived in this world as a human. Note that “human” also includes elves and dwarves. No race is especially superior to the other, but each will have different talents.

High Blooded [100cp]: It seems you are an exception to the above. Someone in your ancestry had something extra in their blood, though that could be anything from fae magic to dragonfire. Regardless, this blood has surfaced in you, giving you an exceptional talent with one weapon, and magic of one element. Pick both now.

Noble [100cp]: (May be taken with or without High Blooded) You are the firstborn child of a noble family, roughly equivalent to a Duke or Baron. Your family is not a major player in national politics, but that is well within your power to change.

Monster [0cp]: You begin your time here far away from human civilization, in the form of a young, weak monster. This could be a slime, goblin, giant spider, or many other things, but you can tell that you are about as low in the pecking order as you can get. It is likely that the rest of your species is of extremely low intelligence. You gain the Stranded drawback for no points.

Animal [+200cp]: Oh no! You’re not a monster at all! Instead, you are a completely mundane animal, with no supernatural strengths whatsoever. Any shapechanging abilities you had before this jump are sealed away, unless you gain an equivalent power in your time here.

Mystic Beast [200cp]: (Cannot be taken with Animal) Unlike common monsters and wildlife, your species is gifted with powerful magic, intelligence, and long life. You may be a species of dragon, or one of the species referred to as lords of beasts, which are typically elementally empowered predators, such as Wind Wolves or Lightning Tigers, for example. Note that you are still a baby, and Mystic Beasts have long childhoods.

Sentient Item [0cp]: Instead of becoming a living thing, you have found yourself in the shape of some sort of inanimate object. Though you may appear mundane from the outside, you can already sense that some variety of strange enchantment dwells within you. You may select any weapon, armor, accessory, or tool as your form, but it must be no more complex than a personal computer, and no more destructive than a rocket launcher.

Dungeon Heart [100cp]: You are no mere object. You are a Dungeon Heart, so called because they reside in the heart of every dungeon, exerting control over magic labyrinths full of monsters, traps, and magic items. Your true body is a large, ornate gem, pulsing with life. You have the ability to change your dungeon’s layout, populate it with monsters, and set lethal traps, with only force of will and the expenditure of mana. Your dungeon relies on your presence for mana and control. You gain power by absorbing vitality from life nearby or within your dungeon, especially from powerful individuals. If there is already something like a dungeon in your possession, it may be imported for your use as a Heart.

Perks

The 100cp perks are free for their origin, the rest are discounted.

Summoned:

A Hero's Title [100cp]: The ritual that brought you here has not left you unmarked. You possess an unmistakable aura that marks you as Important. Those meeting you for the first time can immediately sense that befriending you would be wise, and angering you, dangerous. Expect gifts from the wealthy, hospitality from strangers, and consideration from the powerful. Naturally, ambitious men are not unwilling to risk danger in pursuit of their goals, so the power of your title has its limits.

A Hero's Vigor [200cp]: Heroes like you are known for their determination and relentlessness. But more than that, you have the vitality to back that up. Your resilience to attacks of all sorts is exceptional, and your wounds heal with visible swiftness. You can also gift your toughness and quick healing to any injured, with a touch; though the gift only lasts until they are free of injury.

A Hero's Quest [400cp]: By their nature, heroes are not called upon unless they are needed. As a Hero, you will find that your efforts to help the needy rarely go unrewarded. Those you save will happily offer rewards for your good deeds, and even if they have nothing material to offer you, the favor will be repaid in other ways. They may spread word of your valor, or share some rumor that may come in handy later on. You also find that these good deeds allows you to grow stronger, as though you had spent the time training instead of rescuing a damsel in distress. This growth is proportional to the difficulty overcame in performing your noble acts, however. Don't expect to become a master swordsman by helping an old man gather firewood.

A Hero's Light [600cp]: Whether you were blessed by a god, transformed by the summons, or simply a natural with the element, you have great affinity with the power of Light. Your unique skill with summoning and manipulating Light will initially allow you to form temporary shapes, such as spears or shields, with a toughness that easily surpasses steel. But given time and practice, you can learn to forge your own equipment out of pure Light, weave it into wings, and even summon it forth in great directional blasts, scouring everything opposing you out of existence.

Reborn:

Accustomed [100cp]: This world is strange. New. The language, the environment, the smells, all a sensory overload as you try to make sense of it all. Even the cultures of this world are unusual, filled with strange mannerisms and rituals. A normal person would need time to take it all in, but you're not normal, are you? You can easily pick up new languages and learn the customs of foreign cultures, requiring mere days of immersion to acclimate. You also have a gift for passing off your social faux pas as charming and harmless, rather than rude.

Cultured [200cp]: You're from another world, one vastly different from the one you're in now. More importantly, a world filled with countless luxuries and entertainments. You have a natural skill for understanding and reproducing any sort of food, game, toy, or other luxury item that you have personally experienced. Even if you lack the necessary tools or ingredients, you can manage to cobble something together from what's on hand. Once you get the hang of it, you can even figure out how to produce it cheaply and reliably, as long as it's even remotely possible. And once you do that, it's child's play to introduce these foreign delights to a new society. Give some orcs the joys of curry, or distribute othello boards to elven tribes. It's fun and profitable!

Regretful [400cp]: You know what it's like to squander your life. To spend years wasting away, accomplishing nothing and leeching off of the charity of others. But that you is dead. This time, you won't waste a moment of your life. You have boundless patience and determination when it comes to studying and practicing new skills, and this applies doubly to things you truly enjoy learning. If you find swordplay entrancing, you can absorb months of training in days. If magical explosions make you flush, you can master schools of casting in mere weeks. In addition, you are nearly fearless in the face of danger, because you know nothing is as terrifying as a life ruled by fear.

Perceptive [600cp]: Spending your full infancy in this world, equipped with the knowledge and maturity of an adult, has given you an exceptional awareness of the unique energy of this world, mana. You can naturally sense mana around you as a passive ability, and your skill at drawing in ambient mana is already at genius level. Your control is so refined that you can cast spells without relying on foci like wands or chants, and your senses are so developed that merely observing a spell being cast can tell you everything you need to know about how it works. This also applies to any other energies that are unique to their words, such as spiritual power or ki.

Gamer:

User Interface [100cp]: You were playing a game. Now you're in the game. Why would the UI disappear? You have access to a personal, customizable user interface, displaying your status, alongside a minimap. It has a variety of useful features, like tracking how much money you're carrying, the items you have on your person and in storage, and all your skills, powers and abilities. It even has a notepad!

Speechcraft [200cp]: Talking to NPCs can get kind of tiresome after a while. Thankfully, you can sidestep some of that. Whenever you converse with someone, you can get an intuitive grasp of their opinion on you, what sort of things they want from you, and what kind of rewards they are willing to offer in return. Even better, you can force conversations to get to the point quickly, without being rude or abrupt. It's not quite as good as mashing through cutscenes, but it helps.

Thorough Research [400cp]: You did not arrive in this world unprepared. Oh no. You did your research. You were an ardent fan before you arrival, and it's time to put that obsession to good use. You know the location of every rare item, the weakness of every monster, and recipe for every crafted item. You know which magics are the most powerful and how to counter every special attack in existence. You can minmax with the best of them, and you've read every bit of lore available. And best of all, your memory is perfect when it comes to your passions. You'll never forget a bit of this stuff.

The Grind [600cp]: You were born for the grind. You live it, and you love it. Your character was max level long before you found yourself in the game, and now you get to enjoy the benefits. Each of your basic attributes is at, or near cap, and your proficiency with your skills is absurdly high. You are, in short, really strong. Your experience grinding your character up to cap has also given you considerably insight on how to train efficiently, making all future grinding twice as efficient as it would otherwise be.

General Perks (No Discounts!)

Protagonist's Charm [100cp]: You have a natural appeal to people that sets you apart from the crowd. It's some mix of good looks and personal charisma that no one can quite pin down, exactly. Regardless, you find this appealing appearance makes it easier to attract friends and connect with people in general.

Protagonist's Luck [100cp]: The universe has a tendency to use weighted dice whenever you're involved. Events seem to conspire to throw opportunities in your lap, and misfortune befalls you less often than it should.

Unique Skills

Rarely, certain individuals find themselves bearing unique skills, which allow them to perform normally impossible acts. You may gain one Unique Skill for free, from any of those associated with your origin or race(s), or by rolling 1d10. You may spend 400cp each to buy additional Skills of your choice, with a one-time discount on any of the other Skills from your race or origin.

1. Skill Book Crafting (Human): With the expenditure of a small amount of mana and a five minute ritual, you can copy any skill known by the target of the ritual, including yourself, into an item, usually a book. Anyone can then use the item to gain that skill at base level, but the item is one-use. The target's skill is not diminished by the ritual, though it requires you to sit unmoving for its full duration, and some means of designating the target, such as a blood sample or line of sight.

2. Upgrade (Monster): When focusing on a target, you can determine its attributes, abilities, and general status. By spending some of your own mana, you can enhance any of these things. The price grows for targets of a higher level than you, and you can specify specific things to upgrade, ranging from specific attributes all the way to species. This skill can improve anything and everything, but can't be used to learn things. This ability can target almost anything, from equipment to party members, as well as yourself.

3. Skill Sharing (Sentient Item): Whenever you kill something, or, if you are merciful, merely beat them within an inch of their life, you may gain one of their skills for yourself. This may be anything from their Sword Mastery or their Singing. If you did not kill your victim, you may choose whether you steal their skill or merely copy it. This effect can only be used once per individual. You may also temporarily copy every skill and ability you have to a single other person, by touching them. They will have all your powers, and know everything you know about how to use them. This wears off after one day, unless you refresh it.

4. Limit Break (Summoned): Every attribute and skill normally has a maximum level, after which it can no longer be improved. This skill allows you to surpass those natural limits, progressing and developing your strength and skills indefinitely. No longer will you find your progress stymied by a status window filled with nines- they will always roll over to add a new digit.

5. Empty Frame (Reborn) : Your arrival in this world disrupted the web of fate, leaving you with no pre-determined destiny or fortune to guide your journey. While some may call this a boon in itself, it has had other effects. Being outside the constraining limits of fate has allowed your soul unprecedented room to grow. Your mana reserve is a thousand times larger than a master mage, and that reserve can grow without any hard limits, as long as you continue to train.

6. The System (Gamer): You are part of this world's system. In practical terms, that means that killing things now gives you experience points, gaining enough experience points lets you level up, and leveling up gets you skill points. Leveling up also improves your attributes: Strength, Endurance, Vitality, Magic Power, and Agility. You can see your status at any time in your mind's eye, as well as a list of every skill you can afford to learn with your skill points. The price of skills varies depending on your current class and race, but as long as you have the points, you can learn any skill or ability available in the world you are in. The more difficult a skill would be to learn without spending points, the more expensive it is. Skill points are only used to learn new skills, after which improving them must be done through practice.

7. Gacha (Dungeon Heart): You can open a menu which allows you to spend mana in order to spin a variety of different Gachas. The different Gachas each have a set price based on the average value of the outcome, and offer different possible rewards, which may be monsters or items from any world you have visited. While the cheapest Gacha many only offer common drops, more expensive Gachas could include a chance to drop rare, unique items or monsters. Gachas which can target past worlds are more expensive than those that don't, but not unreasonably so, and even some of the cheaper Gacha may offer a small chance of dropping something rare.

8. Mystic Eyes of Permanence (High Blood): Your unusual blood has manifested in the form of a unique set of eyes. These eyes give you the ability to see the structure of magical effects, and spend your own mana to optimize those effects, extending their duration indefinitely. You can create magical flames that burn without fuel, force walls that endure for years, enchantments that never fade, perpetual constructs, and more. Magic you create or modify with the Eyes can still be broken or dispelled, but will remain forever if left undisturbed.

9. Absorptive Stomach (Mystic Beast): You possess the ability to safely eat anything. You can safely digest totally inedible materials, and all poisons. Anything you eat may sustain you, but more importantly, your body can gain permanent enhancements from whatever you eat. The strength of these enhancements is based on the strength of whatever you are eating, so while growth from devouring weakling monsters may be slight, victory over a powerful opponent offers a great opportunity to gain power. The nature of the enhancements will change based on the qualities of your food. Eating tough armor-like materials will help increase your defenses, while eating things like muscle tissue, claws, or fangs may improve your strength. Eating monster parts with unique properties will occasionally cause you to gain those properties, in the form of a new skill at base level.

10. Free Choice (Noble): If you rolled this, choose any of the above Skills as your own. Nobles have the ability to choose by birthright.

Items and Equipment

All items are discounted for their race, and the first purchase of the 100cp items is free. You may buy the same item multiple times.

Human:

A Bag of Coin [100cp]: On your belt is a small bag of coins in the local style. There's enough money to pay for a cheap inn and meals for a couple months. This bag refills itself once per year.

Dimensional Storage [200cp]: Though not quite a traditional item, you have access to a pocket dimension that can be used to store all manner of goods. Though its space is not unlimited, it seems to scale in volume with your abilities, and time is stopped within it. Cannot store living things.

Internet Access [400cp]: An interdimensional internet connection. Can be used to surf the internet of any world you have visited in the past, though with the limits that naturally arise from those worlds being stopped in time. Takes the form of a wireless signal being emitted by your body, which can be tuned to any applicable worlds. Comes with a free touchscreen phone to access it. The signal can be toggled on and off freely.

Monster:

Robe of Disguise [100cp]: A robe enchanted to hide the appearance of any who wear it and alter their voice, this magic item can allow anyone to appear as a nondescript human with an utterly average voice. Naturally, this can be worn by monsters. The illusion it creates is only sensory, and will be disrupted by any sort of combat.

Vassal Tribe [200cp]: A tribe of monsters loyal to you. They are weaker than your own species, but will eagerly follow any orders you give, no matter how dangerous. Originally numbering at roughly two dozen, they have a high rate of reproduction, as long as there is food to support them.

Cave of Beginnings [400cp]: A low-level dungeon used by weak adventurers to gain experience, this naturally formed cave is now your undisputed territory. Dungeons naturally draw mana out of the air and feed it into their traps and monstrous residents, making them excellent homes for monsters. Though this one is too weak to have a Heart, or even a boss floor, it has the potential to develop over time.

Sentient Item:

Adventurer's Remains [100cp]: About 4 sets of beginner adventurers' equipment suited for different classes. Includes armor and weapons, and a small handbag filled with weak healing potions. Convenient for equipping your wielder, if you have one, or as loot for dungeons. This equipment restocks itself every month.

Golem Formula [200cp]: This is a set of instructions on the creation and control of simple humanoid golems, made from mundane materials. Studying it may allow you to gain a skill. The golems it describes are initially weaker than a human adult, but tireless and mindlessly obedient to their creator. Though using the skill is costly for a beginner, it is not impossible, and will grow easier with practice. Comes with one stone golem premade.

Alchemic Metals [400cp]: A cubic meter each of mythril, adamantite, and orichalcum. Each of these metals is incredibly scarce and powerful, possessing unique properties. Mythril is highly conductive to energy, unnaturally light despite its hardness, and blades made of it will not dull when cutting mundane materials. Adamantite is considered to be the second-hardest substance on earth, and is highly magic-resistant, allowing most spells to simply slide off it. Orichalcum, called the divine metal, will resist any external force short of the divine, and has no known melting point. This supply restocks once per jump, but there are rumors of a method to synthesize these metals from base ingredients; a method that has been lost for centuries.

Companions

You may import or create 4 companions for free, or 8 for 100cp. Each gains an origin of your choice, and 700cp to spend on race, perks, and items. Companions are able to use the **Unique Skills** section normally, but are only allowed a single Skill each. Mixed-race parties may wish to refer to the Notes section for resolving conflicts.

Any companions you create instead of importing may be natives to this world, having no memories of any prior lives and arriving a few decades before you did.

Drawbacks

You may take any number of drawbacks, but gain no more than 800cp from them.

A Full Life [+0cp]: It would be something of a shame to be born anew in this world and be forced to leave before you even hit puberty, would it not? If you take this drawback, you may extend your time in this world, up to a full century. Note that dying will still end your chain, and all drawbacks will remain in effect as normal until your time is up.

A Fragile Life [+0cp]: (Reborn Only) You're a baby. A powerless, helpless infant. Taking this drawback locks your body into the form you chose for this jump for the duration of your infancy, as well as locking away all your out-of-jump abilities for the same duration. But it also postpones the effect of any drawbacks that specifically target you for the same duration. Drawbacks that affect the world are still in effect, but you can expect to get through infancy before those start being a real concern.

Stranded [+100cp]: Instead of the normal beginning your origin would have, you find yourself in the middle of the wilderness. Not regular wilderness, either. Populating this area are countless species of monsters, of varying strength and aggression. You must survive this trial, though it is up to you whether or not to attempt to find civilization. Any items or companions are scattered around you, disorganized but unharmed.

Odd One Out [+100cp]: (Summoned only) The ritual was meant to summon three great heroes to vanquish the three calamities that plague this land. You are hero number four. Clearly not mentioned in prophecy, clearly not meant to be here, clearly a problem. You are cast into the world with no support or connections, and bad rumors already spreading.

Self Esteem [+100cp]: You're depressed. You hate yourself. You are not suicidal, but only because committing suicide would require more effort than you're worth. This outlook will stubbornly remain part of your personality for at least the first full third of your jump, but by that point you may begin to notice it fading, assuming you can summon up the effort required for self-improvement.

Thick Wits [+100cp]: You have an extremely hard time understanding the people in this world. Learning languages is an agonizing slog, and even when you manage it you can never achieve proper fluency. You can't grasp subtlety or implication at all; unless you are told something plainly and directly, it will go in one ear and out the other.

Phobia [+200cp]: You are either claustrophobic or agoraphobic. Claustrophobia will give you a crippling fear of enclosed spaces, whereas agoraphobia will do the opposite, giving you anxiety attacks whenever you so much as step outdoors. But with time, determination, and probably some vomiting, fear can be overcome.

Politics [+200cp]: The government of this world is an elaborate network of influence, intrigue, and scheming. And you're caught in the middle of it. No matter how you struggle, you keep getting caught up in ploys and maneuvers by nobles and bureaucrats to gain and keep power. Whether it's faked monster attacks being used as an excuse to gain territory, or assassination attempts on your most trusted ally in the courts, life in politics never seems to slow down. Or get any safer.

Slave [+200cp]: Regardless of your blood or origin, you have been marked by a magical tattoo as a slave. You are currently owned by a slave trader. Your owner is not cruel, though he is not kind, either. You may not disobey your owner's orders, or attempt to harm him in any way, for as long as you remain a slave.

Sealed [+200cp]: Every power, perk, and ability you had before this jump is sealed away for your full stay here, along with your warehouse. For some reason, all of the physics knowledge you have also seems just slightly inaccurate. You'll have to make due without.

Marked [+200cp]: Your arrival in this world did not go announced. There was an eclipse, or a prophecy, or maybe just a really widespread rumor. One way or another, everyone seems to know who you are, and that you're not from this world. And worse yet, a particular evil Lord of some power is convinced that you will be his death, unless he kills you first. Expect assassination attempts. Lots of them.

Monstrous Monsters [+300]: You know how, in games, the enemies you end up fighting have a natural difficulty curve that matches your strength over the course of your adventure? Alas, this world is not a game. The monsters here are a genuine threat. Even a single goblin is strong enough to overcome multiple soldiers in combat. Human settlements barely survive by holing up behind massive fortifications, always aware that a single dragon would be enough to bring an entire city to ruin. Good luck.

People Are Dicks [+300]: Normally, someone who finds themselves reborn in a fantasy world can expect to meet a varied cast of quirky but good-hearted people. Not you. No, the world you arrive in is filled with complete and total assholes. Most of them are selfish and sadistic sociopaths, and even the few good souls you meet will inevitably find themselves victimized and exploited by the pricks in power, unless you intervene. Don't expect to be making friends or forming alliances in your time here. These people would stab you in the back just for the fun of it. Finding friends and allies will be a truly herculean task.

The Gods are Dicks [+300cp]: You did not arrive here on accident. One of the more sadistic gods of this world requested your presence. And now he intends to kick back and enjoy your suffering. Expect to get caught up in extremely dangerous adventures often, and deal with opposition from gods demons, and heroes or your entire stay. Effect stacks multiplicatively with **People Are Dicks**.

The (Un)Holy Son [+300]: A prophecy accompanied your arrival. Choose between the Light and the Dark. If you choose Light, devils, demons, and cultists who worship the dark gods will endeavor endlessly to kill you, and avert the prophecy that marks you as the great vanquisher of the Dark. If you chose the Dark, the Church of Light will denounce you as demonspawn, and implore every good-hearted citizen of every human nation to slay you, and save the Light from its greatest threat. (If you bought A Hero's Light, you may reskin it by choosing Dark here, replacing the Light with a Dark variant of the same perk.)

The Nigh End [+400]: Your arrival in this world marks the beginning of the end. Five years before you leave, a great calamity will arrive. Huge numbers of monsters will appear all around the world, strange and disastrous weather will occur, and the nations of the world will all rise up to wage war on one another. Somehow, you must find the cause of all this and stop it.

The End

You completed your time in this fantasy world, alive and hopefully satisfied. All your drawbacks are no longer in effect. Now what will you do?

Move on? You say farewell to this world, and begin your plans for the next one. As a reminder of your time here, you receive a light novel adaptation of your time spent here, in your preferred format.

Stay here? If you wish, you may remain in this world permanently. If you choose to do so, you may import any companions that had not previously been imported, at no cost, and gain another 1000cp to spend.

Go home? Your journey has not been easy, and none would blame you for returning home. The people in this world will remember your legend, no matter what form it took.

Notes

By their nature, isekai settings tend to have somewhat shounen-esque power scaling. Expect to be killing slimes and overgrown wildlife at the beginning, with the potential to casually slay ancient dragons or war with the gods by the end of your time here. Again, exactly how you deal with this is up to you.

The nature of **Skills** is fundamentally something that will vary depending on what manner of world you arrive in. Are skills an additive modifier applied to you by the gods? Are they a natural occurrence in the metaphysics of this reality? Are they just the way your brain personally interprets the world you are in, with no objective presence? Most importantly, are your abilities and perks from other jumps considered **Skills** for the purposes of this jump? Many will default to saying yes, and that is fine. You are free to make your own decision, in accordance with the sort of isekai experience you wish to have.

Mana in this jump refers to magic energy, MP, etc. It's the energy used to cast spells. Having lots of it doesn't necessarily make you more powerful. It just gives you more fuel to burn.

Classes, which are also commonly referred to as **Jobs** are a game element common in many isekai. They tend to be things like Swordsman or Fire Mage, and usually confer bonuses to attributes, or boost skill growth for relevant skills. The details vary wildly between different stories. Exactly how they work, or if they're even an explicit game system, will depend on what kind of setting you want to arrive in.

Some notes on origins: Reborn +Sentient Item would likely result in you waking up the moment the mage or smith who forged you completed the enchantments on you. Summoned + Sentient Item would imply that the ritual was specifically meant to summon forth a powerful artifact, instead of a human hero.

Humans: If you would like to arrive in an isekai where various humanoid races, such as orcs, cyclops, or giants are also considered "human" then you may do so, but remember that the result will be a more diverse and complex society that may struggle to integrate these species at times.

Companions: If you have at least one Human and some number of Monsters in your party, you may assume that your origins are such that the Human(s) found the Monster(s) as newborns and had the whole imprinting thing going on. Any Sentient Items in the party are placed near, or equipped to the rest of the party by default. However, feel free to replace these suggestions with your own ideas. This is your story, after all.

Gacha is effectively a free writing prompt Skill. *Any* monster or item can come out of it, theoretically. The last boss of the game? A legendary weapon? A whole bunch of useless crap? You decide. If you want an excuse to shake up your chain by having something really weird suddenly fall into your Jumper's hands, this is a good way to do it. Also, Gacha does not produce duplicates of truly unique monsters or items. If there's only one Excalibur in the world, Gacha will teleport it to you, not copy it. Gacha costs are calculated by multiplying the drop rate of each outcome with their value and averaging the results together.

Upgrade is commonly used as a shortcut for changing jobs or species, improving common attributes like STR or INT, or reinforcing equipment. While it can turn mundane items into magic ones, they will begin as having no real magic effects of use, similar to becoming a new species and starting at level one again. Though they still have any qualities the old item did.

Thorough Research: This perk updates each jump in the form of familiarity with a game you played. If it's a world not based on a game you'll just have memories of obsessively playing a very well-done game adaptation of it.

Perceptive could also apply to things like mass effect fields and the Warp, probably. If you wanted it to.

Dungeon Hearts' **Dungeon** initially requires their direct presence to provide it with mana and control it. Over time, they may learn to assign these duties to minions loyal to them. Post-Jump, it connects to their Warehouse, and can be deployed from there in subsequent jumps. Once deployed it can't be reattached to the Warehouse until next jump.

Sentient Items can see and hear by default. If you want your item body to have the other three senses, consider that a free bonus.

Vassal Tribe: By default, their loyalty is genetic, or magically inherent. It can't be lost without bodily modification. If you wish, you can change that loyalty to the normal social kind upon purchasing them.

The **General Perks** exist as a knockoff harem option. Buy both to be lucky and successful with your romantic partners of choice.

Credit for the original WIP of this jump to Tamerai, a fellow isekai enthusiast. Additional credit to the /jc/ anon for their hard work. You're all heroes, don't let anyone tell you otherwise.

Currently version 1.4 (replaced Gatekeeper with Limit Break, changed Cheats into Unique Skills, cleaned up some spacing issues) by SoftAnon !!pnhSfPIXt15

Various parts of this jump inspired by Kumo Desu Ga, Re:Monster, I Was a Sword When I Reincarnated, Death Mage Who Doesn't Want A Fourth Time, and many more.