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Tate no Yuusha no Nariagari
~ The Rising of the Shield Hero ~

The Four Legendary Heroes are a group of ordinary men from modern-day Japan summoned to the kingdom of Melromarc to become its saviors. Melromarc is a country plagued by the Waves of Catastrophe that have repeatedly ravaged the land and brought disaster to its citizens for centuries. The four heroes are respectively bestowed a sword, spear, bow, and shield to vanquish these Waves. Naofumi Iwatani, an otaku, becomes cursed with the fate of being the "Shield Hero." Armed with only a measly shield, Naofumi is belittled and ridiculed by his fellow heroes and the kingdom's people due to his weak offensive capabilities and lackluster personality.

When the heroes are provided with resources and comrades to train with, Naofumi sets out with the only person willing to train alongside him, Malty Melromarc. He is soon betrayed by her, however, and becomes falsely accused of taking advantage of her. Naofumi then becomes heavily discriminated against and hated by the people of Melromarc for something he didn't do. With a raging storm of hurt and mistrust in his heart, Naofumi begins his journey of strengthening himself and his reputation. Further along however, the difficulty of being on his own sets in, so Naofumi buys a demi-human slave on the verge of death named Raphtalia to accompany him on his travels.

As the Waves approach the kingdom, Naofumi and Raphtalia must fight for the survival of the kingdom and protect the people of Melromarc from their ill-fated future.

Nevertheless, you are dropped or inserted in this world and by default it would be at the start of canon. You have 1,000CP to spend and good luck out there.

Backgrounds

You start with your current gender and roll 2d10+15 to know your age or may change your current gender and age to the one you're comfortable with. All origins may be used as **Drop-In** in which the Jumper would not receive memories and status related to the said origins. You would only appear in their rolled/chosen location unnoticed. You may choose to replace one of the 4 Legendary Heroes or 8 Vassal Heroes. Maybe become the 5th Legendary Hero or 9th Vassal Hero. If you become an additional Hero, history would not be re-written for your convenience but claiming to be a hero of a fallen world is a good cover. The replaced Vassal Heroes would still have their canon achievements even without their Vassal Weapon so the timeline won't change much.

The Hero

You are an average Japanese otaku living in alternate Japan that is different from other Heroes summoned. Like the Shield Hero you possess the qualities to be the first-choice of Hero for any Spirits of the Legendary Weapons. Unlike the back-up candidates that have serious characteristic problems but have great potential. Nevertheless you are summoned the same time as the candidate of the Legendary Weapons to fend off the waves of calamity and save the world from destruction.

The Companion

Chosen by the Spirits of the Vassal Weapon and become its wielder you are hailed as the hero of the land. Tasked to defend your country from danger or become a follower of the legendary hero to repel the waves of calamity. While the Vassal Weapons have less potential power than the Legendary Weapons, they make up by having fewer restrictive functions. For most part everyone in your country has respect and admiration towards you.

The Commoner

As a normal inhabitant of this world living a boring life until the waves of calamity started. Being a merchant this is one of the times you are thriving other than war. With the arrival of the waves information and equipment becomes important things for the people to protect themselves. Coming from the line of merchants or blacksmiths, you're quite known in this line of profession.

The Helper

There is a person who supports the heroes or monarchs of this world from the background. By delivering their messages, protecting their base of operation, tracking someone etc... Whatever it may be, you are one of the people they seek when they need help or need a job to be done for them. Your role may not put you in the frontline but your help is irreplaceable that can easily lift the pressure from the once you're helping or maybe remove all their worries altogether.

The Noble

Born as a blue blood in this world makes you stand above the rest. Your family is one of the higher rank nobles of the country owning large and prosperous territory unlikely to fall anytime soon. They are a loving and harmonious family but follow tradition. With you not being the first in line for inheritance they still give you a decent territory and bestow a status of a baron. While you have numerous privileges from being a noble you're expected to be loyal to the crown.

The Reincarnator

It seemed you died after your inserted or they intercepted your soul before it could merge with the prepared body in this world. The one behind the wave made a contract with you to weaken or cause chaos in the world you're going to. While they can't force you to fulfill their goal if you're unwilling but expect consequences for revealing any information about them. It seems that their fail-safe for spilling information about them to the heroes doesn't work on you.

Race

Human – The most common inhabitants of this world. They do not have advantages or disadvantages compared to other race's making them a balanced race. In Raphtalia's World their first level cap is 40 and the second level is 100. In Glass' world their level cap is only at level 100.

Demi-Human – A broad category of non-human races that possess human-like characteristics. The differences between demi-humans and humans may be obvious such as a tail and animal ears or inconspicuous such as pointed ears or a jewel protruding somewhere on the body. Their growth can be sped up through gained experience. If two different species of Demi-Human have kids, it will be a mixed breed. Monsters using transformation magic to turn into a human form are not considered demi-human. Like humans their first level cap is 40 and the second level is 100. With the exception of elite races like Aotatsu, Genmu, Shusaku and Hakuko where their first level cap is 60 and the second level is 120. You can choose canon examples or import your own species.

Spirit People – Spirit People (or Spirits) are a race of semi-transparent people in Glass' world. Spirits are unique in that their life force, magic power, and soul power (if they have a vassal weapon) are combined into a single power called energy. Therefore, if they use magic power, they are also using some of their life force. The higher their energy, the more powerful their magic they can use. Spirits do not have levels like other races, but to them, energy is everything. One drawback with Spirit People is that they cannot typically recover energy unless another Spirit gives it to them. However, soul-healing water from Raphtalia's world is able to recover energy which makes it extremely valuable to Spirits.

Grass People – They are people with long ears, delicate white skin and long hair. They have been described to be very similar to elves in fantasy media. The races in Glass' world only have one level cap. That level cap is level 100.

Jewels – They are people that only exist in Glass' world. They are born with a gemstone that serves as a magic core that can vary in location. They are skilled with magic, have great dexterity, and have invented numerous useful technologies such as the drop item replicator. They are also known for being sensitive. Also, many of them seem to be able to hear the voices of the gems they use to perform magic and have a fascination with high grade gem craftsmen. The races in Glass' world only have one level cap. That level cap is level 100.

Location

Pick which world you want and roll a dice corresponding to the number of locations, should you want to try your luck or just for the thrill of randomness. If you don't want to roll you may just pick the location you are comfortable with.

1. **Raphtalia's World**
    - 1.1. **Faubrey** – The world's most powerful country with the Heroes' faith. It had a long tradition of marrying the Four Summoned Heroes, the Seven Star Heroes, and their children into their family. Because of that, they're known worldwide as the bloodline of Heroes.
    - 1.2. **Melromarc** – A matriarchal country under a monarchy system, where the current queen holds the true authority of the country. It is a human supremacist country, where slavery of demi-humans is legal.
        - 1.2.1. **Castle Town** - The capital city of Melromarc. This is the place where Heroes were summoned and given aid mostly with the exception for the Shield Hero.
        - 1.2.2. **Cal Mira Island** – A famous holiday resort. The archipelago is ruled by Count Habenburg and is a chain of islands that activates a large release of demons every 10 years.
        - 1.2.3. **Lurolona Village** – A seaside village that was destroyed during the first wave and was home to Raphtalia's family.

1.3. **Siltvelt** – Country of Demi-Human and located northeast of Melromarc. Purportedly founded by the Shield Hero in the past and exists only for the sake of the Shield Hero.
1.4. **Shieldfreeden** – Country located southeast of Melromarc. The country was formed due to the discontent of the bloodline politics of Siltvelt and the discrimination of races in every nation,
1.5. **Zeltoble** – Country of merchants and mercenaries. Just as its name implies, the country runs on mercantilism and mercenary business. It has a dark history involving constant warfare.
1.6. **Reiki** – Country located east of Melromarc which rests on the back of the Spirit Tortoise. In a temple, a mural of the Spirit Tortoise with illegible Japanese writing from a previous hero. This mural gave information on how to kill the tortoise and why it was sealed.
1.7. **Q'ten Lo** – Isolationist country located in the East. This nation has strong Feudal Japanese aesthetics, heavily contrasting with the Medieval European motifs of the other nations.

2. **Glass' World**
2.1. **Berg** – Small country was described as being like Germany in the middle ages with buildings like castles made out of stone. It's the main base for the heroes combating the waves in the world
2.2. **Mikakage** – Home country to the Vassal Mirror and has been described to be like Edo-period Japan, especially in aesthetics and culture. It is much easier to travel into the country and its capital but very hard to travel outwards.
2.3. **Label** – Home country to the Vassal Book and is described as a powerful, militaristic country
2.4. **Demon Dragon Nation** – Nation controlled by the Demon Dragon Emperor that encompasses a whole continent. This nation has been governed by the different incarnations of the Dragon Emperor along the ages and their four commanders "The Quartet".

Perks

The chosen origins would receive the 100cp perks in their perk-line for free and 50% discount for the rest. The general perks remain undiscounted and must be purchased at full price.

General

Status Magic System – Free/300cp

The status magic is innate to many worlds and is what allows users to develop by leveling up. By gaining experience points by defeating monsters and non-monsters like humans and demi-humans, the user can slowly gain enough experience points to level up. As the user levels up, their base stats such HP, MP, SP, EP, Stamina, Attack, Magic, Defense, Magic Defense and Agility would increase. The SP and EP are exclusive to legendary/vassal wielders. This expresses itself into HUD with Status, Items, Magic, Skill, Recipe, Party, Contract, and Help with functions as their names imply. One strange quirk of this system is that damage correlates to the user's level no matter what the equipment is. So, for example, a person using a cannon or ballistae at level 1 may inflict less damage than someone punching an enemy at a higher level. Eventually, they will reach a level cap where they cannot level-up further. This first level cap (Level 40 and only in Raphtalia's World) can be broken by a class-up ceremony at the dragon hourglass which not only breaks the first level cap but also allows the user to develop certain stats based on which class-up path they chose. Sometimes specific items or blessings may interfere with the class-up process which forces a more powerful or unique result. Upon leveling up further, the user may experience a second level cap (Level 100). To break this second level cap, the user must undergo a limit break ceremony. The limit breaks done on one world will transfer over to another. This naturally gives you a low-base stat/growth that would put you on the averages of this world. Forming parties has limits with the ideal number is 6 and anymore they would gain less experience but the distribution is equal.

For 300cp Undiscounted you gain an advantage compared to the standard SMS. When traveling from one world to another has consequences. Your original world levels would freeze and you have to start from scratch in the 2nd world but the advantage of this is when a wave occurs between your original and 2nd world the previous and current levels would merge giving a temporary boost. In the original world your level 50 and in the 2nd world your level 50 this would merge making you a level 100 during an occurring wave only. Returning to the

original world would unfreeze the original level and the 2nd world levels would freeze unless you return to the 2nd world vice versa. Since you're paying cp you should have premium access and privilege. Rather than starting from scratch for every new world you traveled to, you retain your original levels and gain another set of levels apart from your original levels that would give you the boost without a wave occurring. In the original world you're level 50. 2nd world level 50 and 3rd world level 50, you would be a level 150 in these 3 worlds, the 4th world and so on even without a wave occurring. This naturally gives you a mid-base stat/growth that would put you on the elites of this world. When forming parties you don't have an ideal limit anymore you can invite as many as you want into the party without suffering the experience penalty. This removes the 1st and 2nd level cap allowing you and those who have access to this version of SMS to go beyond level 100 without undergoing Class-Up and Limit Breaking Ceremony. The benefit of being unable to choose your class advancing after level 40 doubles your stats. For level 100 it doubles your stats and gives you 3 stats to give percentage bonus.

After leaving this Jump the separated levels would merge into one that would become your base level. For the 300cp-version every time you start a new Jump you gain another set of levels apart from your base level starting from level 1 to grind that would merge to your base level after finishing the Jump. For the Free-version you just keep your base level that you gained from this Jump. It doesn't matter which version you have the ability to share the benefits of the version that you have to other people inside or outside of this Jump. If you don't like giving permanent benefits to this perk to other people, inviting them into your party would temporarily give them access and would lose that access after they are removed/kicked from the party. The downside is any gains during the temporary access would be retained.

Charles Atlas Superpowers – Free

Like everyone in this world, the majority of them have above-average physical abilities and appearance with an exception of few, it would be a shame if you don't have this too. Your physical capabilities surpass most athletes and nearly edge you to superhuman making you an all around athlete that doesn't specialize in one area. The appearances are improved that you would be 10 out of 10 in the scale in terms of beauty or handsomeness and have body proportions that maximizes your appeal. Even if you're covered in dirt others would still find you pretty or handsome to others. As a bonus dirt and filth doesn't stick on you for so long and you don't have a B.O. making you feel, smell and look like you're always coming from a refreshing bath.

Affinity to Magic – Free/50cp/200cp

While it's not impossible to learn magic without affinity, having one makes it easier to learn magic aligned to that affinity. Choose one affinity like attack, support, recovery, illusion, earth, water, fire, wind, light, shadow etc… For 50cp each purchase you can choose another affinity that you like. For a total of 200cp you now have all the affinities of this world's magic system. The affinities grant accelerated learning rate towards its aligned affinities. You need a week to master first-class magic and double the amount of time for every successive magic-class to master. In future worlds this affinity is translated to talent/access to magic aligned to the affinities in other magic systems with the same rate of mastery.

I Learn This from the Club – 100cp

Well Jumper it seems you didn't come to this world unprepared. Whatever your chosen background is, you now have the memories and skills of someone trained of your vassal/legendary weapon or mundane weapon. It's on the level of a world champion in the modern world. With enough practice or live combat it would be easy enough to convert this sports-skill into combat skill that can keep you alive. Any sports-skills or club-skills that you have can be converted to practical use. A chess skill can be converted to strategy and tactics skill or cooking skills can be converted to alchemy skills etc….

Always on Guard – 100cp

When you are betrayed by someone it's always good to be on guard if they decide to harm you further. Whether you're awake or not you are always only guard and know when someone comes near you. In combat this gives you a good spatial awareness and sensing ability to locate opponents and prevents them from attacking your blind-spot. When sleeping even more so in the wilderness you're sensitive to the noise and

movements that no one can get near without you knowing it. Awake or sleeping you're always ready to evade or defend yourself from danger. The concentration you use to maintain this is small enough that you won't experience mental fatigue from being on guard all day.

My Medieval Lifestyle – 100cp

Even if you are not a native of this world, Jumper you are used to living outside of the modern convenience of technology and civilization. You are so used to living in the countryside that you're not uncomfortable doing household chores in the old-fashioned way than the way you're used to. Be it cooking, traveling to different places, etc… such inconvenience doesn't bother you much. In fact you're so adaptable that even when you're summoned to another world you don't experience anxiety, depression, or confusion that normally results from being cut off from your familiar culture, environment, and norms.

The Powers of Observation – 200cp

In low-level battles skills and stats/attributes is all you need but at high-level battles it's all about exploiting your opponent's weakness and tactics. When you're fighting your opponent you rapidly analyze their strengths and weaknesses. A few exchanges could allow you to see their habits and usual patterns but a prolonged battle would allow you to see their weakness and shortcomings that you can exploit. For those who use the same skills, magic or race that you have or faced before makes it easier to analyze and exploit them. The more you know about your opponent's habits, patterns and weakness the easier to predict their future actions be it in combat or elsewhere.

Privacy from Others – 200cp

It's unsettling for you to know that a stranger knows information about you that they shouldn't have. Good for you as you're different from others. Any information about you cannot be gained without your permission. This can prevent strangers from seeing your status menu even if they have the ability to forcefully view it. Using any magic or items that force information on the target will fail to take effect on you. Even mimics cannot emulate your skills, appearance and memories as they can't access it.

The Whisper of Animals – 200cp

Ever since you are a child animals always feel naturally at ease and become friendly towards you. This made it easier for you to befriend or tame them. For this case it makes it easier for you to befriend the demi-humans, beastmen and some monsters of this world. Hostiles once would naturally become your friend as long as you show goodwill towards them. Neutral once can easily become your acquaintance when you meet them or become your trusted companions the friendlier you are to them. Essentially the more you respect them as a person not an animal they would respect you too. If you're not up for friendship you can discipline and tame them with a balance of reward and punishment they would naturally become domesticated and recognize you as their master.

No Interfering with my Power – 400cp

As much as I hate to admit it, abilities, items and places that interfere with the legendary/vassal weapons functions are rampant in this setting. Not anymore you manage to internalize your abilities, skills, system etc… into yourself and keeps it functioning even under interference, suppression or without support of the world or wider system. The magic, skills, abilities, items and places that hinder your powers or prevent it from activating or functioning would fail. Essentially this makes all of your powers work as intended and no outside interference can prevent it from functioning or activating its effects. The powers like the ability to sever, seal, steal, disabling or corrupting legendary/vassal weapons would fail to steal it and this applies to all items that you're currently wielding or on your person. Anyone that becomes your party member gains these benefits as long they stay that way.

Luck Above All – 400cp

Being a hero on top of being protagonist the shield hero is very lucky to help him in sticky situations. As the protagonist of this jump it would be bad if you die quickly as you begin so your fate, luck and coincidence combined their forces to keep you alive. No assassinations in your sleep, poisoning your food, destroying dimensional passage and etc… to kill you. Making it that no underhanded attacks and assassinations

would kill you, hinder you probably but killing you is impossible. There's a downside for great things the more heroic and epic the battle the weaker the effect of this protection. The impossible to be killed by underhanded attacks and assassinations becomes possible but still heavily leaning towards your favor in keeping you alive. As a bonus, events or games of chance lean towards you, making you likely to win more than usual or arrive in time for events to happen.

Potential Above Everyone – 400cp

It seems you have more hidden potential that you don't know about. By coming into this world you manage to unlock this potential at the start rather than becoming a late-bloomer. This gives you a balanced high-base stat/attribute and high-base growth that makes it unfair to compare you from the rest of your species. The stat/attribute gains you have in every level are high enough to rival an average hero of this world. This scales based on your species the higher its baseline the higher the base stat/attribute/growth. The high-base stat/attribute always puts you at the upper-percentile of your species even at level 1 or in other terms between peak and superhuman versions of your race. In future world that has levels, realms and ranks the stat/attribute you gain from improving are high, that you're several times more powerful than your levels, realms and ranks indicates.

The Party-Member Series – 600cp

Having a party-member is good if they can perform their role well but a party-member that is lagging behind you would only drag you down. It doesn't matter if you have a legendary/vassal weapon or not but you would unlock it from the start or have the effects of the party-member series. This provides each party member and yourself included with multiple effects of the ally, companion, racial (general and specific race) and slave series which give them Maturation/Growth Adjustment (Large), Status/Stat Adjustment (Large) and Racial Power Adjustment (Large). It doesn't matter if they are your companions, troops, slaves, familiars, pets etc… they all have an effect that multiplies the stat/attribute they gain per level by several times. This increases the growth/maturation rate of your companion's like monsters and demi-humans reach adult-hood rapidly as they level-up. It even improves the potency a person gains from their innate racial abilities by several times. For those species that have variants they can evolve into filolial queen equivalents of their species. If you're raising monsters or animals you can influence its gender changing it to your preference. Having multiple companions have this perk doesn't stack. Essentially gives them the potential to be an average-tier hero in stats/attributes of this world. In future worlds this would allow anyone in your party to grow and become a superhuman version of their race with normal training.

The Original Curse – 600cp

The curse series is a series of weapons unlocked in the legendary/vassal weapons based on the seven deadly sins. Which are gluttony, lust, greed, wrath, sloth, envy, and pride. At the point when a blast of feelings equal to the obliteration of one's heart is conjured, a power coming from the curse series is unlocked. While these weapons hold great power, they also degenerate the personality of their user. On the rare chance that the cursed is overwhelmed by positive virtues within the user, the blessed series is unlocked. Since you're paying cp here upon purchasing this you unlock all of the seven cursed series from the start. Giving you abilities based on the seven deadly sins that suit your personality and greater stat/attribute boost when using its weapon form. The mental corruption/influence is completely negated but using the abilities of the cursed series more than 7 times in a short time would subject you to a curse. The curse is based on the 8th cursed series form that you used and it would take months for it to be dispelled completely.

While you can still be subject to the curse of the cursed series when used more than 7 times, but you're immune to all types of curse that doesn't come from your own cursed series. With a proper perk or item you can weaken or remove the curse even prevent it from affecting you from the start as it's not fiat-backed. There are two ways to turn the cursed series into blessed series, one is to overwhelm the cursed series by positive virtues, two is to unlock and master the 4th tier/rank of the cursed series. Upon unlocking the blessed series, you nullify the curse of its counterpart and gain abilities based on the seven heavenly virtues and dramatically increase its previous abilities. Your blessed weapon forms have both the abilities based on the deadly sins and heavenly virtues without the drawback and usage limit. Naturally your party members gain these benefits but you can grant other heroes, companions the benefits of this perk without them joining your party.

Unparalleled Transformation Style – 600cp

The manipulation of life-force is the basis for the Unparalleled Transformation Style. You're good at manipulating the life-force of your body, by circulating it throughout the body it greatly amplifies all of your stats/attributes. Then by absorbing life-force from the surrounding it can supplement the life-force of your body extending the time you can maintain this state. This process artificially creates something similar to EP of the heroes that can be used to enhance your weapon and amplify the potency of magic and skills. At the start you mastered the basics of manipulating life-force. This gives you the ability to sense life-force to substitute for your sight, or use it to detect hidden people and objects. Identify the life-force of yourself or others and detect if it's malevolent or benevolent intentions. Even attacking, defending, evading and countering attacks with properties of defense/durability-ignoring and defense/durability-scaling attacks. It can be used to make your attacks quicker than the opponent can perceive or perform a burst of movement that causes you to become a blur while moving. With experience and refined control would allow you to maintain and extend this state, sense things further and wider, augment your attacks easier and permanently, and defend, evading or countering life-force attacks.

While there's no specific weapon as anything can be used as the medium. This makes you a master of using your preferred weapon or combat style and can apply defense/durability-ignoring or defense/durability-scaling attacks to your basic attacks. Adapting this to unarmed or other weapon styles would require training and practice but it's possible. By combining this artificial EP with Magic, it can multiply the potency of your ability to enhance your weapon, magic and skills with life-force by several times. While all of this is the basics of the style, you can develop more skills the more experienced and familiar you are at applying this style to your preferred weapon or combat style the easier for you to come up with more skills based on it. You can teach others the Unparalleled Transformation Style, even the most untalented people can master the basics within a month and completely master it within 10 years. In future worlds you can use other energy sources to replace the life-force or combine it with the life-force to amplify your ability to enhance your weapon, magic and skills with life-force. See Notes for examples of the skills the Unparalleled Transformation Style has and yes you can convert and use other unarmed and weapon-versions to your preferred weapon meaning a sword skill to spear skill and etc...

The Hero

A Heroes Privilege – 100cp

Now Jumper as the summoned hero you have a lot of privilege in this world. The commoners to royalty of this world are far more friendly and welcoming to you. They share some of their resources to help you in your quest whatever that might be. As long as you don't push this hospitality of theirs you are likely to request help from them in the future. The small or big mistakes that you made tend to be forgiven provided you did it with intention for the wellbeing of others.

It's Like a Game – 100cp

You did this to protect yourself. That's why people look at you like a fool to think this world is a game. By disconnecting yourself from reality you see the world around you more calmly than before. The slavery, killing and discrimination don't affect you as in your mind their nothing more than background lore in the game. In battle you can kill monsters easily as to you they are experience points and killing people doesn't repulse you provided they did something that crossed your bottom-line. This doesn't make you apathetic or evil, more like rationalize what experience as what it is without affecting yourself.

Saving the People – 200cp

The Hero always arrives at the last second. Whenever your acquaintance, companions and party members are in danger and on the brink of defeat or death you always appear at the last moment to save them. Even someone you don't know or meet can be saved as long as you're in the area near them. When you save someone other than your acquaintance, companions and party members you are likely to receive a reward

for your time. Most of the time the rewards only cover your expenses used when saving them but the more genuine your thoughts on saving them the more generous the rewards you receive from them.

Hunting for Treasures – 200cp

Another part of a hero's struggle is to gather and find treasure to help their quest. Now when you are asked to find treasures to solve their current dilemma or in need to find a treasure to upgrade your equipment you know what to do. You know where the best locations gather information to the right person to ask for clues at finding it. The best part is you have a sixth sense at finding treasures or something similar and you can sense anything that might qualify as a treasure near your location and those that are outside of your range only give you a feeling of their general direction.

The Duel with Honor – 400cp

To a hero sometimes honor is everything and to others it's useless but to a duel it's very important. So when you challenge someone to a duel with an equal bet should you win, your opponent would likely follow the rules and fulfill their end of the bargain. If by chance your opponent didn't follow the rules and cheated you of your reward fate and coincidence itself would conspire to give you the reward one way or another. The other benefits of this is if your opponent is using this duel for evil or injustice to others or yourself and the more the scale of the bet leaning towards your opponents the more likely you would win and gain even more rewards.

Dungeon Crawling – 400cp

A hero's job is not all about slaying monsters and you need to dive into dungeons, labyrinths and caves as well. When you dive into dungeons or other similar things you gain a mental map of the paths you traveled preventing you from getting lost. As you unconsciously analyze your surroundings and predict the pathway to your destination, important locations or exit. Even if you're trapped inside an inescapable labyrinth you can think or find a way to escape through force, exploiting the weakness or other means either way no prison can hold you for a long time. You can see the traps from a distance and recognize locations suitable to ambushing either to prevent others from ambushing you or them. This mental map and path finding helps even outside of dungeons making sure you're not going to be lost in the future.

Journey of a True Hero – 600cp

The life of a hero is not boring and mundane but an exciting one full of adventures. When you take a quest or help someone there's a possibility that it would become a chain-quest. Taking a small fetching quest or helping someone might lead to saving a mayor of the town to the royalty of the country. While the chance of a simple quest to become a chain-quest is small should you plan to live a boring and mundane life but if you're actively looking for it would become a guarantee that you would find one. This chain-quest or series of coincidence would make a small quest into an epic one; it won't give problems that you can't solve and an adversary that you cannot defeat. The best part of this is that when you become a pawn of a manipulator without knowing it, this perk would automatically make a chain-quest for you to find or series of coincidences that would allow you to break free from the manipulator plans and clutches.

I Played This Before – 600cp

It's a standard that heroes should know something about the world they are summoned into in one form or another. You now have the memories of someone that played a very accurate game adaptation of the setting you are in. This memory gives you information ranging from important to mundane things about the setting from a perspective of a player that gains 100% game completion. The information is about the world, politics, races, monsters and materials in the setting. These include important peoples and events to hidden treasures and lore's of the world that most inhabitants don't know about. From this information it's easy for you to make a step by step walkthrough on where the best locations to level-up are, where to gather materials to craft and improve your equipment and how to fight and exploit the weakness of monsters. In future jumps this perk updates for every-jump and gives you memories and information associated with that setting.

The Companion

Following the Advice of Elders – 100cp

It's good to follow the advice of the adults and elders as they mostly experience more things in the world than you. When an adult or elder give you a good advice for your sake you take this to your heart. You can use this advance to make your peers follow you. Your friends want to go outside at night to play when your elders advised you to play outside at night would allow you to convince them to follow this advice. As long it's said or advised by an adult or elder you can use it to convince people around your age bracket or younger to follow it no matter how stubborn they are. If you are an adult or older than them you give advice to others that they would mostly follow.

Seeing the Hidden Things – 100cp

There are something's in this world that are invincible to the naked eye. Take that special ability of a reincarnator to stay in this world as a soul when killed. Through this you can see spiritual beings such as souls like those pesky reincarnators' souls when you kill their physical bodies. Other than that illusion of any scale and strength becomes useless to you as you can see the truth behind those illusions. As a bonus you can now see in the night as clear as you can in the day.

Playing with the Team – 200cp

When two or more people fight it doesn't mean they can perfectly coordinate their attacks and movements with each other. It takes training and trust with each other to perform flawlessly in combat. Your timing and synergy to the attacks and movements of your companions or party members are excellent. It's not just you but your companions or party members timing and synergy works well with your own. This ranges from protecting each other from attacks they can't defend or see. Where to position that would allow you or them to use your full potential. Supplementing other party members like creating platforms for the attacker or taking the attention of the opponents from your support members etc...

Search and Locate – 200cp

Life is sometimes unpredictable. There would be times that you would be separated from your companions and you need to find them without clues. Finding your missing companions is easier than before. As you now have the ability to innately know which direction your companions, party members, pets or familiars are regardless of distance even separated by dimension or a different world. When you're actively looking for them you are likely to come across information and clues about their situation. If there is something blocking you from reaching them you'll find a way to remove or bypass this obstacle.

Evading Someone's Pursuit – 400cp

Escaping a pursuit with your enemies having eyes everywhere is hard if not impossible to do. You are so natural at hiding your tracks and identity that even skilled trackers or supernatural abilities meant to track someone is useless to you. When you hide your identity even with a simple cloak makes it hard for others to recognize you more so if you spend your time making yourself more unrecognizable. You don't even leave traces of your presence making it near impossible to discover your location. No matter how ridiculous you look when you try to hide yourself you don't arouse suspicion even if you are a wanted criminal unless you're purposely luring them. This applies to your companions too when you try to hide them from someone or evade someone's pursuit.

Resistance from Effects – 400cp

You're not a shikigami but you have abilities similar to one that can help your companions. Any type of curse from abilities, magic or items fails to take hold on you as like a shikigami's you become immune to curse. That's not the end of it, you even become resistant to all negative status effects like debuffs, poison and etc... even the ones come from the cursed series and mitigate those that manage to bypass the resistance. The best part is you can resist and mitigate the effects of the cursed series of other heroes from affecting you. Even raph-chan needs physical

contact to grant this protection to another person but since you're a Jumper you can extend this immunity to curse and resistance to negative status effects to your friends, companions or pet by just them being your party members.

The Sword of my Master – 600cp

Like a certain Katana Wielder, in the future you can designate your role to your party, companions etc.... Once you take up the role your group would respect your decision. With time and experience would make you more proficient and skilled at performing your role. Having no experience at cooking but taking up the role of the cook/chef you would rapidly notice improvement within a few months you would become a professional cook/chef of the group. Taking the role of the attacker even if you have no experience in combat would make you a veteran warrior that specializes in attacking in a few months. This can be applied in any role or profession and reach that proficiency at the same rates as long as it benefits your party, companions etc... If you're taking more than three roles/professions at the same-time the speed of your improvement would slow down and the time needed to reach that level of proficiency would double for each role/profession after the third.

Progenitor of my own Species – 600cp

Now this is interesting' you become a progenitor of your species. In this setting you can endow those taking the class-up ritual with your racial upgrade path. This would turn other species into your own but depending on your own species this can be a downgrade or upgrade to them. After being turned they would gain access to the abilities and powers available for your species. Any alt-forms that you have access to can be used as the progenitor all you have to do is transform into that alt-form and endow others. As the progenitor you have the instinctual respect and loyalty of those you transformed and their descendants unless you betray and lead them to extinction they would follow to the end. In future worlds you just have to endow others and they would gradually transform into your species within a week. Just remember there's no half here once they transform they become a full member of your species with second only to you in purity of bloodline. While you can force the transformation process, those stronger than you can reject it.

The Commoner

The Inevitable Quality – 100cp

When crafting it's expected that even with good materials the result can be bad in the hands of inexperienced crafters. Unlike those inexperienced crafters the quality of your work doesn't drop/lowered beyond the lowest quality of the materials you used. This means the better the materials used for crafting would still result in a better potion, equipment, clothes, accessories, food etc... even if you failed or made a mistake crafting it. While the quality is great it doesn't mean it looks beautiful or awesome, in the case of the medicines it would taste bitter, for foods it would look gross but taste good and nutritious. With skills and experience the appearance can be improved.

A Merchant Traveling the World – 100cp

Being a traveling merchant is not all about traveling from one location to another you have to face and avoid problems too. From finding safe routes and avoiding bandits, choosing the right product/merchandise to sell to another town etc... As a merchant you have the instinct that lets you correctly choose the safest and shortest routes to your destination. This applies to choosing the right product/merchandise that the people of your destination really need at the moment. You're good at haggling the price of product/merchandise be it yours or other merchants although it's only a 10 percent at most increase or discount.

Problem Solving Solutions – 200cp

While not all problems have solutions but you have one solvable by items. When you encounter problems you can think of one time solutions instantly but permanent ones would take time and thinking. Seeing rampaging plants, you can quickly pick the right materials and craft a plant-killer. The fish doesn't bite your bait; you can craft a fish luring add-on on your fishing rod that would make the fish line-up for you. While you cannot do anything to solve a strained relationship, you can think of temporary or permanent items to make your life easier.

Lying Through Your Teeth – 200cp

Telling the truth has some merits but there are times you need to lie about things. Lying is the same as breathing for you, that people cannot tell if you're lying to them or not. Telling people a lie that you're selling them high-quality items even if their low-quality is easy for you provided they don't have appraisal skills or ability. You can even bluff your way out of trouble as it is a piece of cake for you. As a consequence of this you can spot and recognize other people if they are lying or telling the truth.

Ability Mimicking Inventions – 400cp

There are abilities that can improve a person's lifestyle but most of these abilities are in the hands of heroes and their legendary/vassal weapons. Fear not you now have the ability to mimic the functions of the legendary/vassal weapons and other abilities out there provided you can get your hands on one and analyze it. While the items you created from these functions and abilities are inferior to the original. On the brightside everyone can use and have access to it if you have the time to mass produce it. The examples are the heroes drop-item, wave summoning and teleportation ability. In future worlds this translates to all kinds of abilities, magic and special powers.

The Silver Tongue – 400cp

Remember the part you're good at haggling the price of merchandise now you're extremely skilled at it. You're so good at haggling that you can reduce the price of the product/merchandise to a twentieth of its original price. The persuasive skills you have can convince someone to purchase your product/merchandise at slightly above the market price. This skill is good enough that you can flatter a noble and convince them to let you sell product/merchandise in their land without permit. If you're tired of flattering someone you can use coercion on them provided there's no danger in their life you can do it again and again with no repercussions.

Multi-Crafting Expertise – 600cp

A merchant cannot sell without product/merchandise and what better way is to craft it themselves. You've been taught crafting, synthesizing and compounding medicine, potion, equipment, clothes, and accessories. At the start your items only have a quality of excellent but you can improve from there. The appearance of your items reflects its quality meaning the better the quality the more beautiful and breathtaking it is. You can compound potions and medicines of your desired effects from healing wounds, curing illness, temporary stat booster and etc… The best part is you can enchant/imbue your items with bonus effects from attribute, resistance and utility bonuses such as self-repairing ability. At the start can safely enchant/imbue an item 3 bonus effects at first without dropping/lowering its quality but with experience you can increase the number of bonus effects you can enchant/imbue the items with no max limit. Of course you're not limited to these types of items only as you're a jack-of-all-trades in crafting which would include building houses, carriage, ships etc… As a bonus you can reverse-engineer and improve items that you can get your hands off and recognize the quality of any items by glance even if the quality is concealed.

Merchant of Information – 600cp

Information is the key in battle or war and you know this by heart. You're good at gathering and piecing together information from scraps of rumors, word of mouth, second-hand information etc… The best part is this pieced together information is accurate and no incorrect information at all. This ranges from the personality, magic and equipment of a person to the political situation and secrets of a country. As an information broker there's no such thing as a secret gathering or information for you. Staying within a town for a week or so and when you leave you most likely know most secrets and information in that town. The larger the location the more time needed to gather most of the secrets and information but even the largest country would only take a month or so.

The Helper

Modifying Biological Components – 100cp

When you create something there are times that it doesn't perform well or it does something different than its intended functions. Not anymore when you make/create something biological like homunculus, monsters, plants etc… you can manipulate their functions. From its propagation, production, vitality, immunity, intelligence, growth, mutation and special abilities, you can decide how high or low the values are to prevent it from going out of control. When manipulating the values you have a fixed 50 points to allocate and can assign a minimum of 1 to point for a function. Even introducing new functions like making a plant bore different fruit or turning it into a house is possible. You can only manipulate the values when the plant is still a seed, monsters in their egg-stage of infancy and such.

My Oath to the Crown – 100cp

You made an oath to your liege and you don't plan to break them for the sake of reputation and such. People understand if you're just following orders from your liege or being forced by your superiors. Unwillingly harming someone close to you due to those orders they would likely look for the reason why you hurt them. The more remorse you feel following those orders the more determined they are from freeing you from the things that bind you to follow those orders. If your liege or superior is important to you or them being forced too they are more likely to be captured or helped by those planning to save you.

The Modern Advancement – 200cp

Going to a medieval fantasy world and being separated from the convenience of modern technology is hard to get used to. You're good at research and development at replacing manpower with machines. Wanting to find a way to fly without relying on dragons, gryphons, or magic would allow you to develop an airship. Don't like the idea of monster pulling carriages, you would rapidly come up with an idea of building cars. This essentially allows you to invent machines that remove the need of manpower or relying on monsters even if it's powered by magic or something mundane gasoline. The machines that you created can be improved indefinitely the more familiar and experienced of the process of building it.

Serving from the Shadows – 200cp

Being a shadow it's expected that you serve your liege while remaining in the shadows. You're an expert at this that if you masquerade as a maid or other roles you don't make mistakes while playing this role making others can only see you that way. Even your movements are silent so that you can move from one location to another without others knowing. Tracking your targets even if they have several days of head start and without them knowing about your presence are a piece of cake. Even kidnapping and assassinating someone heavily guarded before the guards knows is easy for you.

The Reformation of the Territory – 400cp

Building a territory needs manpower and time but with this say goodbye to those pesky things. This gives you the ability to move, place, remove, create and combine things in your territory. Normally you would need offering points but you only need to spend MP to perform this. This allows you to move, place and remove objects you're touching, inside of your warehouse or with the cursor in your field of vision when this ability is activated. You can create items with the recipes that you know and materials that you have in your warehouse and place it in your territory. Even combining two objects into one and gain the effects and abilities of the two objects. You don't need the supplementary skills of the legendary/vassal weapon in combining objects like the plant modification. It even allows you to modify the objects or buildings like a monster stable adapting to the specific type of monsters you want to rise in it. You cannot move, place, remove objects or buildings with occupation in it.

Indistinguishable Body Double – 400cp

Sometimes you have to be a body double for your liege so that they can move without their enemies noticing. But you mastered this skill to extreme. When you masquerade as liege or target, you accurately become them from their habits, patterns and thought of process. The more you know about them the better your masquerading is. Even someone you meet for the first time you masquerade as them down to their habits and patterns. Closely observing someone for some time you masquerade as them down to their thought process even perfectly

emulating their skills and techniques that they know. For the appearance even close friends, relatives and spouse can't distinguish from the fake and original. When you're masquerading or being someone's body double you won't lose sight of your true self and easily return back to your original personality at the drop of hat.

Interference of Functions – 600cp

There are too many people, items and skills that seem to interfere with the legendary/vassal weapons functions. It seems easy for them to acquire this Interference but hard for you to gain it as a legendary/vassal hero. But not anymore you gained the ability to interfere with the functions of the legendary/vassal weapons of your opponents. From disabling its abilities, preventing it from changing forms, preventing targets from using the weapon they are holding, disabling the result of the strengthening methods, etc… These force the heroes to use powers, abilities, skills and magic is not related or result of them being a hero or their legendary/vassal weapons. The improvements and buff that their companions receive from the strengthening methods, maturation/growth adjustment, status/stat adjustment and racial power adjustment are disabled recalculating their stats/attribute without under those effects. Of course all of this is temporary and will come back once they leave your area of influence which is 1km wide. In future worlds this allows you to disable special powers, abilities, magic and skills that are not available for the most members of their species.

A Shadow with Multiple Roles – 600cp

As the shadow that works for the crown you have many talents that are beneficial for your master needs. It can go from being a soldier, a spy, a maid etc… You mastered the basics of most combat weapons, capable of casting all first tier/rank/class magic and have the basic knowledge and skills for cooking and housekeeping. While it's true that you can do any job and have the required skills to perform it, you're only above-average to good at performing those jobs. The result of your work is passable to good at most but you will never be in a situation where you don't have the skills to perform the task assigned for you making you a true jack-of-all-trades. Nothing is preventing you from improving from there but it would be slow without a proper environment, equipment or a mentor to teach you the ropes.

The Noble

A Courteous Person – 100cp

You're polite, respectful, and considerate in manner befitting the image of a good noble. From your movements to your words it tells your respect to others no matter who they are. When you speak to someone you're careful not to cause inconvenience or hurt their feelings. Even if you're angry or offended by their words, your face and actions don't show or express it to them. Unless it crosses your bottom-line such things like insults, name-calling etc… doesn't affect you. You remain impartial even towards discriminated individuals or races when speaking or interacting with them. No matter where or how you look you can always maintain this polite, respectful, and considerate image.

Presence of Authority – 100cp

As a noble it's not good if people can't recognize and respect you on sight. Not anymore as people, especially your subjects will recognize your noble lineage on sight. Your mannerism screams nobility that your subjects or those lower social standing would show respect and follow your authority. Even if you're covered in dirt and wearing ragged clothes would still recognize you're the social standing that you have. The gestures, way of speaking and your behavior are filled with confidence and trust on your abilities, qualities, and judgment. If you don't want other people from knowing you're a noble status this effect can be turned off and on at will.

Surprisingly Useful Interest – 200cp

Hobbies are good because they give you something to do in your free time. Even more so if the said hobbies are helpful or useful for you and others. Choose one hobby it can be specific like filolial, swords and water magic or general like magic, technology and folklore. The general once only gives shallow and known information about that hobby and specific would give you in-depth and obscure information. Doesn't matter

what you choose, it would give you enough information and knowledge to be useful to you and let you hold a conversation with a professional about that subject. For 100cp you can choose another subject and this can be done multiple times as you want.

I Know Someone that can Help – 200cp

You have an acquaintance that you know that can help you in your time of need. When you're in trouble you always know someone that can help you be it financial, manpower, sheltering you etc… While they can't completely solve your problems they can mitigate it making it more manageable on your own. As you travel or interact with people you would find yourself rapidly making loyal acquaintances that would gladly help you in the future. Provided that you don't abuse their generosity and repay them back they would help you from time and time again.

Might of Cooperating Together – 400cp

A single magic/skill is weak but combining it with two or more peers would make a weak magic/skill to have devastating effect. This is called a cooperative/ceremonial magic/skill. You're good at cooperating with others so that even without training or practice you can perform it in the middle of battle. The potency, effects and range of the cooperative/ceremonial magic/skill is squared the amount of participants meaning 2 participants would be 4 times potent, effective and wider, 3 participants would be 9 times potent, effective and wider. The magic/skill used can be similar, opposite element, or different class/tier won't be a problem but if they're using a lower class/tier than you're using then you have to compensate for their shortcomings. This can be done with magic and skill achieving similar effect and potency to cooperative magic.

A Smooth Communication – 400cp

Throwing your weight around won't solve anything. Good thing you're skilled at negotiation and diplomacy. When you're communicating with someone, you're good at offering the other party things that look beneficial for them that likely end with reaching an agreement. It even made you good at de-escalating situations to prevent conflict from erupting. With you as the representative of a country you can maintain good relationships with other country leaders. Even if you're negotiating with your most hated enemies or offended people to prevent a war from happening. It's guaranteed that you can reach an agreement that would satisfy every party with you not being in disadvantage.

Way of the Dragon Vein – 600cp

It is a rare magic technique that is only known by high-class monsters such as dragons or guardian beasts. By taking energy from the surroundings instead of mp and has power proportional to the surrounding environment. Even without the blessing of a dragon emperor or guardian beast you can still use it. This provides the ability to read/sense magic making it easier to perform cooperative and counter-magic. Normally you would run into an issue with taking energy from the surroundings is that the surroundings may not provide the correct type of magic. You don't suffer this problem as the surroundings always provide the correct type of magic you want to use. Borrowing from the abundant magic provided by the surroundings or spending your mp/life-force would make the magic you're casting increase in potency by several times. If you're casting magic with abundant magic, mp and items with certain qualities, like holy water for divine magic would increase the potency of the magic by tens of times.

The Wisest King of Wisdom – 600cp

Like in the past Staff Wielder, you are known to be the wisest king of wisdom, a genius tactician who is feared by other countries. Your planning ability is impeccable and you can plan a perfect strategy. Seamless changing of battle formations on the fly to counter or trap your opponents is a child's play for you. You can even plan a hundred or so strategies that are ready for simultaneously deployed and modified on the fly for variables. By having enough information you can plan war tactics that force a stalemate between two countries even if you're at disadvantage. With having most of the information needed you can plan a perfect strategy to collapse your rival country. Provided that the gap between the military and individual might of two countries is not that large. Even calculate the best time and day for the plan to be the most effective. Then predict the strategy of your opponent and use it to your advantage. While short-term plans and team tactics can be formed on the fly, and long term plans with many variables need some time for you to think.

The Reincarnator

Viewing the Status of Others – 100cp

As a scout of the waves of calamity it's inconvenient if you can't recognize your target. You have this special ability to view the status menu of other people. From their level, stats, abilities and skills are in your view like an open book. No matter what form of protections they have you can always bypass it and see their status menu. In future worlds these translate the attributes, magic, abilities, powers and etc… of your target into the status menu of this world and quantifying into level, stats and skills for easy comparison.

That Smug Face – 100cp

Your face may be innocent looking for now but you have a smug face that infuriates people. When you show your opponents this smug face of yours makes them irritated and distracted by it making them likely to cause a mistake. Even more so if you insult and flaunt your superiority while you're at it would make them fly into a rage attacking you. The more they know that you're stronger and superior than them the more easily for them to cause mistakes.

Casting Magic without Incantation – 200cp

When casting magic any mage needs an incantation to activate/perform the magic but a skilled one can skip it. Like a skilled mage you can skip the incantation to activate/perform the magic's in this world with just a hand movements or just shouting its name. The magic casted with this would suffer a half-rank down penalty but with experience and familiarity would remove the penalty allowing you to use the magic at its full power. In future worlds this allows you to skip incantations for any magic systems that need incantations to activate/perform the magic with the same penalty and way to improve it.

Born in the Influential Family – 200cp

Most reincarnators are born into influential families where they can cause most damage and you are not excluded from this. When starting another jump you are always born to the influential family of your starting location. If not, events and coincidence would make it that you would have a chance to be adopted into an influential family that can help and be beneficial to you. It doesn't matter to them if you're adopted, as to the family as they would still treat you as one of them.

Stealing the Weapon of Others – 400cp

The heroes are hard to deal with how powerful they are but they have one weakness, their weapons. By grabbing their legendary/vassal weapons you can separate and steal it from them. Normally you cannot control the inner energy of the legendary/vassal weapons and are limited to a third of potency from using strengthening methods. But hey you're a Jumper you can ignore such restrictions. Rather than limited you have the full access of the powers and strengthening methods of the legendary/vassal weapons that you stole. In future worlds this allows you to steal and wield weapons, equipment and artifacts like it was meant or chosen you as its wielder.

Building my Own Harem – 400cp

You can't be a self-respecting otaku without dreaming of building your own harem. Unlike them you can make this dream come true. When you flirt with your preferred gender you can do it in a way that it's impossible for them to be repulsed by your actions. With constant interactions and initiative would gradually make them like you. As your harem forms your good at managing and preventing them from tearing each other apart. The longer they are with you the deeper their love and the firmer their loyalty towards you. They are willing to follow wherever you go adventuring. If you're captured or killed with a possibility of reviving you they would go on their way to use any means necessary to bring you back alive and reunite with them.

Within My Own Territory – 600cp

It's normal for a villain to have advantage when fighting within their territory. Even more so if staying in your base makes you powerful. By owning a territory even if you bought it, given to you, inherited from your family or stolen from others. When you're within your territory you receive a stat multiplier that multiplies all of your stats/attributes. The multiplier depends on the size of the territory. A village at bare minimum doubles all of your stats/attributes. The larger the territory the higher stats/attributes multiplier you would receive. Owning a country will multiply your stats/attributes by several times but owning a world will multiply it by tens of times. If your territory isn't functioning as intended, sheltering the people. The stats/attributes multiplier would only give you half of its effect. Like a village territory would only give you 50% stats/attributes boost. Yes there is no limit to the boost it gives but remember this is only effective if you're within your territory and going outside the limits of your territory would remove this boost.

Surviving Death as a Soul – 600cp

Death is not the end of things even more so for you Jumper. When you're killed by any means you have the ability to survive as a free-roaming soul. In this state, you can talk, attack people and remain unseen by normal physical beings unless certain magic or legendary/vassal weapon forms such as a soul eater form are used. Normally to revive you need to jump into a body that doesn't have a soul like a homunculus or a person with a hole in their soul. Even then all of this is inconvenient for you Jumper as you're paying precious cp for this. Now in your soul form to counter these drawbacks you are instantly teleported to the nearest safe location or your warehouse when you are killed. Rather than jumping into a homunculus or inserted into those with a hole in their soul, you naturally restore your body within a day of waiting of course you still have the previous options if you like that.

Items

The chosen origins would receive the 100cp items in their item-line for free and 50% discount for the rest. The general items remain undiscounted and must be purchased at full price. All purchased items return to the Jumper if lost or destroyed within 3 days. You and your companions received a 300cp for this section only.

General

Legendary/Vassal Weapons – Free/300cp

Be it the legendary or vassal weapon they are powerful spirits in the form of weapons meant to save the world. Each of these weapons take a variety of forms, some are meant for fighting while others are meant for support. Pick the form of your weapon, it can be a carriage, scythe, sewing set or something that belongs in a category like hunting tool. You can import existing equipment like weapons, armor, accessories, everyday items or even a set of equipment. Depending on its form most of its abilities and function will be geared towards its form but it would always have ways to attack. The weapon possesses a gem that acts as the functional matrix to activate abilities, this gem persists in every weapon form. The legendary/holy heroes cannot gain experience if they are not 1km apart but it doesn't affect the experience gained by their companions. They cannot equip weapons with intent of using it for battle other than the legendary/vassal weapons. The weapons cannot be removed and if thrown it would appear back to the heroes' hands. It prevents the legendary/holy heroes from traveling between worlds unless they get express permission from powers such as a guardian beast or the spirit of the legendary/vassal weapons but vassal heroes can freely move between worlds. As this is Jumpchain to be fair it doesn't matter if you choose a legendary or vassal weapon all of it gains 4 strengthening methods. Pick a strengthening method in the Notes Below, 1 passive-method labeled as Core and 3 active-methods.

Its main power is to absorb the parts of monsters, materials like rope, ore, herbs or items to unlock new forms with abilities based of the absorbed parts or materials. As the wielder of the weapon it removes your level cap that everyone in this setting has aside from the legendary/vassal heroes allowing you to level-up without limit. It has the function to automatically craft items with the limitation that the recipe must be known by the hero and only dropped items or created items by the hero can be used but the result is fixed to normal quality. Upon defeating an enemy, there is a chance that it may drop special items that include weapons, armor, crafting materials, and monster parts. This also makes the heroes immune to slave seals and other control-type curses, and inventory that can be used to store items. Grants a

hero-exclusive energy called SP that is used to activate the weapon skills. It provides strengthening methods that drastically improves the weapon forms or the hero. The spoken language is translated to the user's mother language but doesn't translate the written language. When the waves occur the weapons automatically summon the heroes and their respective parties are transported to close proximity to the waves of calamity. Then copy identical forms of the weapon and store them for later access. Even transforming into different variations forms of the weapon that grants you equip bonuses, such as stats, skills, and abilities. The variations can become mastered with enough experience, allowing the user to permanently retain the equipment bonuses even if they switch transformations, some bonuses remain exclusive. It multiplies the experience that yourself and your party members gain that everyone will reach levels that would normally take years of intense training and hunting monsters in months.

For 300cp Undiscounted you're legendary/vassal weapons get an upgrade. Unlike the original, these weapons purchased here are soul-bound to the user, cannot be stolen, dismissed by the legendary/holy wielders, corrupted, severed, sealed, disabled or hacked by any authority, abilities or items. This gives you access to all of the strengthening methods in the Notes Below. As the legendary/holy heroes you can gain experience even fighting near other legendary/holy heroes and it doesn't affect them too. Even equipping other weapons with intent of using it for battle is possible and the legendary/vassal weapons won't prevent it. You don't need permission from a guardian beast or the spirit of the legendary/vassal weapons to travel between worlds as you can travel freely. The automatic crafting only needs the recipe and the raw materials of existing monster parts, ores, herbs etc… can be used for crafting now but the result is fixed from normal to excellent. Even the inventory is now directly connected to the warehouse allowing you to take items via your legendary/vassal weapons or auto-crafting can directly access the warehouse for ingredients. When crafting manually the completed items are recorded to the legendary/vassal weapon with their recipes allowing you to auto-craft them later. The crafting speed of the auto-crafting is based on your level and actual skill making it craft faster and in larger quantities the stronger and skilled you are. The translation even translates the written language to the user's mother language. You are not limited to copying weapons in the form of your legendary/vassal weapon, as you can now copy a scythe even if the legendary/vassal weapons form is a sword. Then unlock a sword form with the stars, abilities and skills of the copied scythe. The experience that yourself and the your party members gain that everyone will reach levels that would normally take decades intense training and hunting monsters in months. Certain locations, items, skills and abilities cannot prevent you from changing your weapons forms or preventing you from teleporting. You can bestow energy to vassal weapons that lost their world to restore it into perfect form and keep it functioning,

No matter which version you have both had this function. When unlocked multiple but similar forms it merges into one form that has the stats, abilities and skills of its fragments. Any monsters that you train/raise always turn into a queen/king of their race and count as followers. There's no duplicate bonus abilities from new forms, it can be either an upgrade, new ability or stat bonus. You have three forms of teleportation, 1 allows you to teleport on set locations you've been, 2 allows you to teleport on registered or nearest dragon hourglasses, 3 allows you to teleport on where you left your pins. Then transporting entire armies into waves of calamity provided you register the commander officer of the army into your party as Back-up Battle Formations. After this jump you would unlock all Strengthening Methods that you don't have but its enhancements are only half the potency of the original.

Financial Assistance – Free/50cp

It can be either you're a hero supported by the crown or just a regular commoner with a decent job nevertheless you have allowance or income during your time here. First purchase is free and it provides you with 100 gold or kinhan pieces depending on the world you are in. For 50cp each purchase doubles the initial amount that you would receive. Each month you would receive the total amount of your gold/kinhan pieces you purchased. This can be directly stored inside your warehouse or a pouch with bottomless space which you prefer. For comparison, 10 bronze pieces is enough for a cheap lunch for two people. In Raphtalia's World, 1 gold piece is equal to 100 silver pieces, 1 silver piece is equal to 100 bronze pieces. In Glass' World, 1 kinhan is equal to 100 tamagin, 1 tamagin is equal to 100 doumon. For conversion bronze is doumon, silver is tamagin, and gold is kinhan. In future jumps you can convert this gold/kinhan piece to the currency of the new jump.

Clothes for Casual Use – 50cp

It's not nice even for a hero to always wear armor wherever you go. This clothe is a casual cloth that can be worn underneath your armor. It appears stylish in the sense of this setting and has inbuilt self-repair, self-cleaning and can adapt to any forms that you have. It has functions that make it comfortable for you even during the summer heat or cold winter. While it has no bonus attribute and resistance bonus effects it has utility effects that allow you to swim faster and breathe underwater.

Tools for Camping in the Wilderness – 50cp

There are people that want to camp in open space rather than the isolated space of the warehouse. This set of camping tools gives you a tent for 10 people to sleep without crowding. With it having protection from extreme heat or cold and regulating the temperature to make it comfortable for the occupants. It has assorted utensils for cooking any type of food and starting fire the old fashioned way. All of this is stored inside a waist bag that makes anything stored inside weightless and small enough to be carried easily.

The Record of the Four Holy Weapons – 100cp

Or so you thought but this is a book that records your adventure in detail from the start of the jump till the end. Like the Record of the Four Holy Weapons this book gives introduction to major characters in the setting and would proceed to record their journey along with yours in real-time. This book can take the form of a light novel or manga which you prefer. The way this book is written or drawn attracts readers to keep reading. Don't worry the book has infinite pages so even if your jump takes more than 10 years it would still be recorded.

Equipment Fitting for Heroes – 100cp/200cp/300cp

A hero can go adventuring with sup-par equipment right. This equipment is made from armor, accessories and weapons of excellent quality and durability. It appears stylish in the sense of this setting and has inbuilt self-repair, self-cleaning and can adapt to any forms that you have. Befitting for a hero this equipment set has all the attributes, resistance and utility bonus effects like attack-up, magic-up, fire resistance, shadow resistance etc... The equipment sets are easy to upgrade and remember the changes you done with it. As a bonus you don't have to worry about the incompatibilities between worlds as any function and abilities of this equipment would function even in a different world. See notes for the examples of attribute and resistance.

For 100cp it has small bonus effects to your attributes and abilities giving you slight advantage on someone on your level. It provides small protection and resistance to all forms of abilities and negative effects. With few utility abilities that makes your combat or everyday life easier. This is mostly seen to knights or adventurers making it equivalent to low-tier equipment for heroes.

For 200cp it has medium bonus effects to your attributes and abilities giving you moderate advantage on someone on your level. It provides medium protection and resistance to all forms of abilities and negative effects. With a dozen utility abilities that makes your combat or everyday life easier. This is mostly seen to knights or adventurers making it equivalent to mid-tier equipment for heroes.

For 300cp it has large bonus effects to your attributes and abilities giving you massive advantage on someone on your level. It provides large protection and resistance to all forms of abilities and negative effects. With all utility abilities that make your combat or everyday life easier. This is mostly seen to legendary or vassal heroes making it equivalent to top-tier equipment for heroes.

World Transportation Accessory – 200cp

Going from one world to another is inconvenient if you don't have the ability or have to wait for the waves to occur to be able to travel. This accessory allows you to travel between worlds that you have visited in this setting. When this accessory is activated you would be given a list of worlds that you visited. By choosing one from the list you would be teleport/transported to a safe or pre-set location. This can be done even to worlds with barriers active. The downside is this can only be used per 3 days.

A Communication Device - 200cp

You know that communication between two people in a medieval fantasy world is hard sometimes it's one of a kind at that. This gives you a pair ofuda or items that look like a cellphone. This can allow you to communicate to another person that has the pair of this item. The distance it covers the entire world and nearby worlds. You don't have to worry about any interference with this item and would not be affected by any of that. This comes with a recipe that allows you to mass produce it without the fiat-backed distance and anti-interference. You have to research and develop that on your own.

Hourglass of the Dragon's – 400cp

The level-cap of this world is one of the truly inconvenient things that exist. You now have a dragon hourglass stored inside of your warehouse. It allows anyone who uses it to class-up to the suitable class for them that would double all of their stats/attributes. Unlike the original this dragon hourglass can perform a limit-breaking class-up that gives a suitable class that doubles all of their stats/attributes of the one performing it. The best part is that your legendary/vassal weapon is connected to the dragon hourglass allowing you to perform a class-up and limit-breaking ceremony without entering the warehouse.

Elixir of Yggdrasil – 400cp

The so-called medicine of miracles is capable of curing most illnesses and boosting energy. Unlike the original it can cure any wounds, even fatal ones, hereditary illnesses and disabilities, regenerating lost limbs, and etc… By drinking it can make/return the body into perfect health. Upon purchase you would receive 3 bottles and another 3 every month all directly inside the warehouse. This can be purchased multiple times without discount. As you periodically receive more nothing is preventing you from stockpiling it for later use.

Never-Ending Labyrinth – 600cp

Places that have strong monsters that give a nice experience are few. Even finding one is only suitable to a certain level before it becomes inefficient. This Labyrinth with a door located inside of your warehouse would allow you to remove this limitation. The Labyrinth has an infinite amount of floors crawling with monsters that exist in this world. Monsters that you defeated would be added to the monsters in the Labyrinth. Their strength is organized by their level with the 1st floor is suitable for level 1 as you descend the monsters would become stronger. Making it easier for you to farm materials and grind levels as much as you want. You can directly register those with Legendary/Vassal Weapon so they can just teleport there to train or ban them if they become your enemy. Death inside the Labyrinth would only get them thrown out and temporarily ban them from entering. The booted Labyrinth doesn't count as a different world for Legendary/Vassal Weapon.

Crystal of Experience – 600cp

Yep this is a crystal from another world when you use it you would receive experience points. It can be used by anyone in this setting just by inserting a bit of your mp/magic power or crushing it. The experience scales to your level but at level 1 using 3 is enough for you to reach level 17~18. After that no matter how high-leveled you are it's guaranteed to give you 1 level per usage. Upon purchase you would receive 3 Rock of Experience and another 3 more every month all directly stored inside the warehouse. This can be purchased multiple times without discount. As you periodically receive more, nothing is preventing you from stockpiling it for later use. In future worlds this represents actual experience and can be used to improve your level, realm, attributes etc… depending on your system. For the systems that only need experience to level-up you would only just gain levels, in system that needs you to improve your stats to level up it can go from 0 to max of your current level, for xianxia it would only upgrade you by a small realm provided that you the sufficient insight for advancing.

The Hero

Quest Book of Heroes – 100cp

Like the quest board in the adventures guild. This book gives you a list of quests you can take. Since you didn't take them from the guild the guild can't reward you. If you want to be famous or you just want to fulfill your role as the hero this book can help you. All kinds of

quests/tasks are recorded here in real-time from helping someone clean their house to subjugating a rampaging dragon etc… The book can only give quests/tasks available within the country you are in. The quests are time sensitive as it's the real world not a game. A quest/task saving a village from a rampaging dragon would be gone once the village is destroyed and so on.

Standard Consumable Items – 200cp

A hero can't always rely on their magic and skills to pull their way out of battle. Sometimes there are places that prevent magic from activating. This provides you medicine and potions of excellent quality for curing illness, treating curses, recovering hp/mp/sp and etc… It is stored directly inside the warehouse in a separate room with it being organized and categorized perfectly in chest/box and warehouse shelves. This provides a dozen bottles/pieces per medicines and potions. On the bright side, this item is generated weekly and nothing is preventing you from stockpiling it for your personal use or just selling it later.

Slave Seal Ink – 400cp

You seem to have trust issues like the shield hero. With this special ink laced by your blood can brand anyone with a slave seal to become your slave. With a drop of the ink on the target's chest will automatically brand them with the slave seal. Normally slave seals brand special monsters or those who are immune to it but this ink can. Provided the target is weaker than you. Once branded by the ink they would be unable to betray you under any circumstance. You even gain access to a series of restrictions like unable to lie to you, must follow your orders etc… Stored inside the ink bottle that replenishes giving it an impression that it's infinite.

Magic Learning Crystal Balls – 600cp

Learning magic step by step is good as it gives you a solid foundation on magic but sometimes you need a shortcut at learning magic. These crystal balls store magic that can be learned by inserting your mp/magic power or crushing it. The crystal balls are a unique existence that gives you magic based on your affinity but each crystal ball can be used once. You can influence the magic that you'll receive by imagining or speaking the affinity as you insert your MP to it. It can allow you to learn magic up to Drifa-Class. Upon purchase you would receive 3 crystal balls and another 3 every month all directly inside the warehouse. As you generate it nothing is preventing you from stockpiling it for later use.

The Companion

Feast for the Party – 100cp

As they say you can't fight with an empty stomach. In every meal you are served this high-quality and nutritious food enough for 12 people. Leftover food is preserved and stored inside of your warehouse. No matter how much eat you won't grow fat and become obese but rather it help maintain your fit form. The served food is varied enough that there won't be any repeated serving. It helps purify and detoxify the toxins and improves your resistance to it.

Ofuda of Magic – 200cp

Sometimes you don't have time for casting magic in battle or you haven't learned the magic. A consumable single use item that allows the user to use magic without casting or those magic they haven't learned yet. Upon purchase this gives you ofuda's of each affinity in this world all directly stored inside your warehouse. This gives you 12 ofuda's for First-Class, 6 ofuda's for Zweite-Class, 3 ofuda's for Drifa-Class and 1 for Sacrifice-Class. The power of this consumable ofuda's is equivalent to the user's level and using this doesn't use any mp/magic power. You receive the same amount every week and nothing is preventing you from stockpiling it for later use.

Purest Holy Water – 400cp

Curses are nasty things and being inflicted by one would be troublesome to cure. But do not fear this holy water is different from the once you can buy in this world. It can instantly dispel weaker curse and mental corruption or anything that can be classified as one. Even the curse and

mental corruption received from the cursed series can be removed with multiple dosages from this. Upon purchase you would receive 3 bottles and another 3 every month all directly inside the warehouse. This can be purchased multiple times without discount. In the future world this applies to all types of curse or those can be classified as one.

Ability Suppressing Item – 600cp

There are some nasty abilities, skills and items that exist which are hard to defend at. The best way to defend against these nasty things is to prevent it from happening in the first place. This item can be placed on an altar or underground and anyone not registered to it would have their abilities, skills and items suppressed. Allies that are registered receive a buff on their stats/attributes, abilities and skills making them potent. While the range of the item is 1km radius, it can be upgraded using materials to increase the range and potency. Upon purchase you would receive 3 of these items and another 3 every month all directly inside the warehouse.

The Commoner

Commercial Bill of Passage – 100cp

A merchant can just go to a different town and sell products and merchandise easily. You need a permit for that from the governor of the region. This is a pass that would allow you to travel from one location to another and merchandise without problem. It won't allow you to enter restricted areas but it would allow you to travel to locations civilians are allowed like from one country to another. In future worlds this works as a passport and id in modern settings that would allow you to travel or sell merchandise at any country and location that isn't confidential to that country or location.

Recipe Book for Crafting Items – 200cp

Sometimes even a skilled blacksmith or item crafter needs to follow recipes to craft items. If not it would take a long time and have to go through a lot of trial and error. This book records the recipes of medicine, potion, equipment, clothes, and accessories from basic to advanced versions of those items in your current world. It holds all of the recipes with the exception of the recipes for the creation of legendary/vassal weapons. Any items that you crafted after gaining this book are recorded here. The recipes have a detailed step by step instructions and list of materials and substitute materials. In future jumps this book automatically updates and records recipes up to equal level of this world that would qualify as medicine, potion, equipment, clothes, and accessories.

Warehouse of Crafting Materials – 400cp

The blood and soul of any merchant and without this even a skilled blacksmith or alchemist can't craft anything. This gives you raw materials of existing monster parts, ores, herbs etc… for crafting from Raphtalia' World and Glass' World. The qualities of the materials are excellent and the quantity is enough for you to craft basic medicines, potions and equipment in hundreds per day or late-game-top-tier equipment once a month. The basic/common materials are generated within a day and advanced/rare materials are generated within a week. All of this is directly stored inside the warehouse in a separate room with it being organized and categorized perfectly in chest/box and warehouse shelves. Any new materials need to be stored inside the chest or warehouse to be remembered and generated later.

My Crafting Shop – 600cp

While materials are essential the tools and place for crafting is important too. This shop exists in your starting location or merged with your warehouse from the start. It contains tools that would assist you from crafting and reverse-engineering items and the quality scales with your skill. In future worlds you can decide to place it on your starting location or not. If it exists outside of your warehouse the interior and exterior is stylish and appropriate to the world's setting. The shop walls are durable enough to resist disasters and have inbuilt self-repair, self-cleaning and anti-theft features.

The Helper

My Obscuring Item – 100cp

It's hard to spy one someone if they can recognize you easily. This mask, accessory or any item you want. When it's used it can prevent other people from recognizing you even if you are well acquainted with you before. Your face, physique, voice or even your mannerism cannot be connected to your previous self. Even the gender can be concealed if you want. Upon purchase you receive 3 of these items all directly stored inside of your warehouse.

Bioplant Seeds – 200cp

This is the seeds of the plant monster that the shield hero defeated. When planted it would rapidly grow in controlled and safe state and produce common random fruit and herbs for each seed. With bioplant modification ability, modifying biological components perk or alchemy you can modify it to suit your needs or introduce new fruits, form or abilities to it. Upon purchase you would receive 12 seeds and another 3 more every month all directly stored inside the warehouse. As you periodically receive more, nothing is preventing you from stockpiling it for later use.

A Group of Informants – 400cp

Spies are everywhere and are not easy to find but it seems they come to find you on their own. The larger the organization or country makes it harder to keep the information secret. You seem to have spies in every organization or country in this world. From important positions to slowly once. Even small and famous adventurer parties have a spy working for you. They always have and give you important information that you want. All of them are loyal enough that they are willing to betray if not remain neutral if war or battle breaks out between your country and organization. In future worlds you gain new spies in every group, organization and country in the setting.

Accessory of Transportation – 600cp

Heroes have convenient teleportation abilities but for the rest of people they have to take the old fashion way. This accessory allows the user to be transported to any location they have been before or directly to the dragon hourglass they have registered this accessory with. It has enough energy to be used 3 times before it needs to recharge for a day which is automatic. Unlike the teleportation ability of the heroes that can be interfered with, this accessory can bypass any interference, even barriers meant to prevent teleportation. Upon purchase you receive a recipe to mass-produce it with two versions, one that cannot bypass the interference and the others that can bypass it.

The Noble

Plot of land – 100cp

A noble without land it's the same as saying they are fallen nobles. This piece of land that your family owns and given as inheritance. With it being large enough to have a town with several villages surrounding it suitable for a baron to rule. You have a decent mansion at the center of the town decent enough for a noble to live. The land is fertile and thriving giving you enough income to start small projects. After this Jump you can merge this territory of yours into the warehouse albeit without people or leave it and again another territory in the future Jump.

Monster Based Kigurumi – 200cp

It's known that demi-humans and monsters are superior to humanity in some-way. They have special abilities that humanity doesn't have access to. But not anymore, this Kigurumi of the demi-human or monster of your choice gives you a variety of abilities. Pick a demi-human or monster that you like and this Kigurumi would gain and replicate all of that demi-human or monster abilities. You can import existing armor to gain these benefits.

Proof of Noble Status – 400cp

There are times that just your clothes and presence doesn't prove you're a noble. This heirloom for your new family-line in a shape of your choice will be the proof. It doesn't matter what their status in society is, they would be able to recognize this heirloom as proof you are a

noble. By purchasing this elevate your status to a middle-class noble of your country even if you're summoned albeit without land and properties. If you don't like that this can be used to allow you to enter or use VIP areas and services. In future worlds this represents your proof as a member of the high-society or organization. You don't have to worry about them finding its fake as it has the physical trail and evidence that it's legitimate.

Ancient Library Labyrinth – 600cp

Even if your family is not powerful or influential they manage to acquire rare books around the world. These libraries exist in your family's mansion that contains a complete knowledge about the world. From information about the waves, detailed analyses of monsters, history of the world and countries, functions of the legendary/vassal weapons, books of magic, martial arts styles etc... The library is large when you're looking for certain information that exists in the library you would feel the exact location of the book. After this jump you would gain a copy of this library in your warehouse. It would update and record the information and knowledge of the new setting in every Jump.

The Reincarnator

Unsuppression Accessory – 100cp

Going to a world you're trying to destroy only to find your magic and abilities suppressed would hinder your progress. Rather than a prototype you have the upgraded version. Your ability, skills, magic, and powers even the legendary/vassal weapons would keep functioning with the help of this accessory. Upon purchase you would receive 3 accessories and the recipe to mass-produce it, all directly inside the warehouse. In future worlds this allows usage of your ability, skills, magic, and powers even in areas that interfere with it.

Mechanical Transport – 200cp

Transporting vast materials, equipment or troops is harder to do in the ground than the air. You received an airship large enough to hold hundreds of people with a spare for equipment and supplies for them. It has enough facilities that can make the occupants comfortable for extended journeys. It was made in materials strong enough to resist Drifa-Class spells and physical attacks equivalent. Then with it being fast enough to reduce months of travel into days. Any upgrades done to it are remembered with its restored.

Protected Secret Base – 400cp

Even if you are powerful you still need hidden bases to retreat if you're in trouble. You gain a base in every country existing in the setting. It is very well hidden, protected by illusions and prevents abilities to detect it. The base has the equipment needed for training, forging, recreational areas or making this your base of operations. It has rooms and food enough for 10 people to live comfortably for extended time. If found the base is strong enough to become a fortress to fend off attacks. There are secret exits in the base that are hard to find and would lead you to safety should the base is compromised.

Attribute Enhancing Medicine – 600cp

There are some medicines that allow people to improve the stats/attributes of people in this setting. While it does increase the stats/attributes to a certain point but it loses effectiveness the more they use it. Using 1 is enough to give you stats equal to 10 levels of mid-base stat/growth person. After the first 3 usage it loses effectiveness by half and at most you can use 2 more before it completely loses effectiveness. Upon purchase you would receive 3 bottles and another 3 more every month all directly stored inside the warehouse. This can be purchased multiple times without discount. As you periodically receive more, nothing is preventing you from stockpiling it for later use. In the future world a single use grants the drinker peak human physical and magical capabilities and consuming 3 grants them superhuman physical and magical capabilities.

Companions

You may give your extra cp to increase the budget of your companions who would gain it at 1-to-1 ratio. Companions cannot purchase additional companions but they can increase their budget by taking drawbacks meant to affect themselves only not the jump. The extra cp of the companions cannot be given to the Jumper by any means.

Import Companion – 50cp/200cp

For 50cp you can import one companion or pay 200cp to import a set of eight companions. The imported companions get the same options that you do and gain 800cp to purchase their background and benefits for this Jump. Unless changed by the options the body the companions are inserted or reborn are near identical to their previous appearance.

Canon Character – Free/100cp

Any canon character that you can convince to follow you and is still alive until the end of the Jump would automatically become your companion for Free. For 100cp you can choose any canon characters that exist or are alive in the setting during the time you are dropped/inserted and this would guarantee that you would meet that canon character in your first month and throughout the duration of the Jump on your own terms.

My Soulmate – 200cp

Jumper you found your soulmate whether that exists in this setting or not you now have one. If you start the Jump as an infant/child they would be born in the same city/town/neighborhood as you and would naturally become your childhood friends/schoolmates growing up with you, if not you would meet them during the first month of the Jump. This individual of your preferred age, gender, personality and appearance, they are a perfect match for you and would never be unfaithful. While there's no rule of only having one soulmate and while rare it's possible for a person to have multiple soulmates. You can purchase this multiple times and each soulmate would be compatible with each other and yourself. They also get the same options that you do and gain 800cp to purchase their background and benefits for this Jump.

Monster Pet – 200cp

Now then it seems you want a companion that isn't human or demi-human but a monster Jumper. You now have this monster egg in your pocket. It's a filolial but you can choose any monsters or animal that exists in the setting. The egg would hatch within a day even without an incubator. No matter what type of monster or animal it is, once it reaches sufficient level it would become a filolial queen or equivalents and gain a humanoid form with bits of piece of its original form. The humanoid form has your preferred age, gender, personality and appearance. One hatched it would recognize you as its master and remain loyal and protect you from harm. You can change that with your actions later to maybe a lover if that's your taste. You can purchase this multiple times. They also get the same options that you do and gain 800cp to purchase their background and benefits for this Jump. This pet can only be a Drop-In and the chosen background dictates the perk-line it has a discount for. Go to the wiki if you are unsure what monsters or animals qualified for this. It's possible to pick the race of the Guardian Beast.

Drawbacks

You may take as many drawbacks as you want providing you can survive the inconvenience and problems it would give you. Remember drawbacks always override perks and at best it can mitigate it.

Part of the Main Cast – +0cp

Jumper you can't just enter this Jump without contributing to the story. With this drawback you are now part of the main cast. The troubles they face you would encounter it in some way. Even if you run away to another world or dimension you would in one way or another be drawn back to the main plot. You can take the role of a support or help the main cast from the shadows but running away and hiding from the problems and the main plot is a big no.

Debts to the Crown – +100cp

You manage to bury yourself in debt after starting your adventure in this world. It seems that you become important or famous enough that the crown shouldered your debt during that time. In your time here you won't be holding money for long as any currency that you acquire would always be the minimum needed to feed your companions and yourself but not enough to improve any of your equipment. For most of your hard earned rewards are sent to the crown to pay the dept. But don't worry, as long as you are diligent enough you can pay all of your debt to the crown within several years.

The Funny Nickname Calling – +100cp

Nicknames seem to be common in this world as the shield hero gain a funny nickname from time to time. Weeks after you're dropped/inserted in this world you would encounter people that would give you funny names while it's not an insulting one but it would grate on your nerves. No matter what you do, you cannot get rid of this nickname. The more famous you are the more this nickname would spread and before you know it everyone not your companions would call you by that nickname.

A Naïve Expectations – +100cp

When you're summoned it seems that you thought this adventure would be a light-hearted one. But you're wrong this expectation often backfires at you. You tend to see the good parts of people that overshadow their negative side. Making you more trusting towards other people and unless you see the results of their evil actions or someone has hard evidence of their evil deeds before you would doubt them. This would always happen in your time here.

Harem of Golddiggers – +200cp

Well you seem to attract this kind of party Jumper. Depending on your gender they can be women or men. It doesn't matter where you go, always find one of their kinds in each town or city. They would always pester you to let them join like a very obsessive stalker. If you can't resist their persuasion, let them join your party. You would be in one hell of a ride, they would often use your money for useless things and when meeting someone they don't like would always end up offending the other people. While you would meet at least one often you can recognize their kind at first glance.

The Long War – +200cp

It seems that the protection of the world is not working properly. The waves of calamity appear every 2 weeks like it's behaving that most of the legendary heroes are killed even if all of them are alive. Rather than the guardian beasts being released at the start of the 7th wave you have to wait for the 24th wave for Spirit Tortoise to appear. Unless it's released early and killed you still have to wait as theirs a 24 wave interval before the next guardian beast is released.

Accused of Falsified Crime - +200cp

Either you're the shield hero or just happen in there in the wrong time and place. You're been accused of a crime you didn't commit. The evidence for this is rock solid that points that you're the one that did it. While it's not enough to warrant your death or have your properties taken from you. It's enough for any reputation that you have to plummet and carry it wherever you go. On the Brightside it's possible to clear your name and find the true culprit but it's an uphill battle to do that.

Serious Character Problems – +400cp

Like the three heroes who think this is still a game they manage to infect you from a distance. You think this world is a game where you are the main character. The opinions that contradict or oppose your limelight are ignored as your dead set that your way of thinking is correct. The words and opinions of your companions still hold weight to you but anyone that isn't your companion or those that become your ally doesn't affect your way of thinking. This essentially makes you similar to the Sword, Bow and Spear hero from the beginning of the series.

Monsters are Buffed-Up – +400cp

Most of the monsters that roam the world aren't a threat to a hero but it's still a threat to the inhabitants of this world. The monsters that roam the world now scale with the level of the waves. Each time a wave occurs after you're inserted/dropped, increase the level of monsters that roam the world by 20 levels. Judging that an average soldier or adventurer is between level 20~40 the casualties would increase fast.

A Weapons Cry – +400cp

You have done it now Jumper. Every spirit of the legendary/vassal weapon now thinks you're their enemy trying to destroy their world. While it won't compel your own legendary/vassal weapon to betray you. Expect the heroes of any world that you entered would try to kill you at first sight. They won't be listening to any of your excuses, even pacifist heroes would fight and banish you from their world.

The Active Guardians Beasts – 600cp

Normally they would become active at the start of the 7th wave, it seems someone triggered them early. Not just one but all 4 of the guardian beasts are active at the same time. The weakest is equal to the strength of the 7th wave roughly around level 140 for average inhabitants of this world. Each of them can infinitely summon familiars that can overwhelm any country with their sheer number and strength. Your out of context abilities, powers and items are useless or infective to the guardian beasts.

The Level 1 Hero – 600cp

Well for some reason Jumper you are permanently stuck at level 1 and all out of context powers and abilities are sealed even in your warehouse. You can only improve yourself by building a mountain out of trash meaning you can only increase your stats/attributes by gaining and unlocking the weapon forms of your legendary/vassal weapons. No limit-breaking ceremony can help increase your level.

The Reincarnators Target – 600cp

The vanguards of the waves also known as reincarnators main goal is to cause chaos in the world they are reborn to. Even when not ordered they tend to cause destruction around them. This is one of the rare cases that they are given an order to kill someone which is you. While not all reincarnators are smart, most of them are powerful even for a hero to defeat alone. Expecting that any fight with them would be not easy and having more companions when fighting would pull trump-cards that keep the battle in their favor.

Ending

Congratulations you manage to survive in this world. Now with the amount of time you spent in this Jump should be enough for you to make a decision on what to do now.

The Second Home

Maybe the time you spent here made you realize that this Jump becomes your second home and you are unwilling to leave behind the friends and families that you made here. Nevertheless you retain the benefits that you gain from the start of the Jump till now. You will remain in this world to live your life to the fullest.

Return of the Hero

Maybe you've gotten enough of the adventure and you decided that it's time to go home. Nevertheless you retain the benefits that you gain from the start of the Jump till now. You will return to your old universe to re-join and reconnect with your old family that you left behind from your adventure.

The Journey Continues

Maybe you decided that you need to keep moving forward and experience new things. Nevertheless you retain the benefits that you gain from this Jump. You move on to the next Jump and whatever encounters the next Jump brings.

Notes

1. **Status Systems Stats/Attributes**
    - 1.1. **Basic Stats/Attributes**
        - 1.1.1. HP – Health Points – It represents your life and it reaches 0 you would die.
            - 1.1.1.1. LP – Life-Force in Glass World
        - 1.1.2. MP – Mana Points – It represents the amount of mana you have to use magic.
            - 1.1.2.1. Magic Power in Glass World
        - 1.1.3. Stamina – It represents the amount of stamina you have to use for physical exertion.
        - 1.1.4. Attack – It represents your physical damage you can deal to the target.
        - 1.1.5. Magic – It represents your magical damage you can deal to the target.
        - 1.1.6. Defense – It represents your physical defense you have and how much it reduce the physical damage you receive.
        - 1.1.7. Magic Defense – It represents your magical defense you have and how much it reduce the magical damage you receive.
        - 1.1.8. Agility – It represents your quickness and reaction time.
    - 1.2. **Special Stats/Attributes**
        - 1.2.1. SP – Skill Points for Legendary/Vassal Heroes only, used for activating Legendary/Vassal Weapons Abilities or
            - 1.2.1.1. Soul Power in Glass World
        - 1.2.2. EP – Energy Boost or The one that Hengen Masu Style tried to replicate and work in combination of SP and Magic.
    - 1.3. **Resistance**
        - 1.3.1. Impact
        - 1.3.2. Slash
        - 1.3.3. Fire
        - 1.3.4. Water
        - 1.3.5. Wind
        - 1.3.6. Earth
        - 1.3.7. Lightning
            - 1.3.7.1. Electricity
            - 1.3.7.2. Paralysis
        - 1.3.8.
        - 1.3.9. Shadow
        - 1.3.10. Spirit
            - 1.3.10.1. Spirit Attack
        - 1.3.11.
        - 1.3.12. Spiritual
            - 1.3.12.1. Contamination
        - 1.3.13. Curse
        - 1.3.14. Holy
        - 1.3.15. Light
        - 1.3.16. Dark
        - 1.3.17. Collision
        - 1.3.18. Gravity
        - 1.3.19. Absorb
        - 1.3.20. Sealing
            - 1.3.20.1. Seal
        - 1.3.21. Petrification
        - 1.3.22.
    - 1.4. Utility Effects
        - 1.4.1. HP Recovery
        - 1.4.2. Magic Recovery
        - 1.4.3. Magic Defense Processing
        - 1.4.4. Magic Power-Up
        - 1.4.5. Underwater Time Extension
        - 1.4.6. Life-Force-Up
        - 1.4.14. SP Recovery
        - 1.4.15. EP Recovery
        - 1.4.16. Magic Defense-Up
        - 1.4.17. Magic Assistance
        - 1.4.18. Agility-Up
        - 1.4.19. Equipment Ability-Up

1.4.7. SP Drain Nullification
1.4.8. Growth Power
1.4.9. Parry
1.4.10. Magic Power Consumption Reduction
1.4.11. Enhanced Power Of Cursed Weapons
1.4.12. Magic Incantation Shortening
1.4.13. Soul Vision
1.4.20. Spell Support
1.4.21. Shikigami Power-Up
1.4.22. Automatic Self-Repair
1.4.23. Impact Absorption
1.4.24. SP Consumption Reduction
1.4.25. Warding
1.4.26. Anti-Evil Souls

2. **Item Quality and Bonus Effects**
   2.1. **Quality**
      2.1.1. Very Poor
      2.1.2. Poor
      2.1.3. Normal/Average
      2.1.4. Above Average
      2.1.5. Good
      2.1.6. Very Good
      2.1.7. Excellent
      2.1.8. High
      2.1.9. Highest
   2.2. **Bonus Effects** – How this works isn't explain much in the LN so I would assume it works in percentage or flat number though I'm more leaning in percentage. Nevertheless your jump your rules so wank it.
      2.2.1. Very Small
      2.2.2. Small
      2.2.3. Medium
      2.2.4. Large

3. **Traditional Magic** - Magic is regulated by the amount of mana (MP) and the level of skill possessed by the caster. The main types of magic casting are Ritual, Ceremonial, and Way of the Dragon Vein, but there are also some forms of magic that aren't part of any system and may require magic circles and/or rituals such as a "Class Up." Casting typically requires an incantation to shape and focus the magic power, however, skilled magic users can cast without and incantation at the cost of greatly reduced power.
   3.1. **Magic Ranks/Tiers**
      3.1.1. **First-Class** – The first-level spells typically seen in beginner spell books.
      3.1.2. **Zweite-Class** – Intermediate-level spells which are usually used by advanced spell casters.
      3.1.3. **Drifa-Class** – The highest level of spell typically available to non-heroes. Casters which use these spells are typically extremely capable.
      3.1.4. **Sacrifice-Class** – This class of spell provides great power in exchange for a great cost. This class of spell utilizes Way of the Dragon Vein magic to power the spell with the targets' life force. When Naofumi used Sacrifice Aura, this significantly reduced the target's stats for 2-3 months.
      3.1.5. **Liberation-Class** – This hero-exclusive class of spell is the highest level as of Light Novel Volume 23. Liberation-class magic uses MP from the user's magic reserves, energy from the surroundings using Way of the Dragon Vein bound with SP from the Holy Weapon's skill power reserves to empower these spells.
   3.2. **Others**
      3.2.1. **Combo/Cooperative Magic** – Advance magic required the cooperation of another wizard/witch

3.2.2. **Ceremony/Ceremonial** – Large scale magic used for wars

3.3. **Verbal Component**

3.3.1. **All** – prefix notes that this spell is meant for multiple targets. E.g.

3.3.1.1. All Zweite Aquashot – is intermediate class magic that launches multiple orbs of high-pressured water.

3.3.2. **Anti** – prefix notes that this spell is meant for countering specific spells.

3.3.2.1. Anti-Zweite Tornado – is intermediate class magic for countering/cancelling Zweite Tornado magic.

4. **Legendary/Vassal Weapon's Functions and Restrictions**

4.1. **Legendary Weapon's**

4.1.1. **Functions**

4.1.1.1. **Absorption** – Weapons can absorb loot, items, and materials to unlock new variations of themselves. The user can access new transformations provided they reach the level requirement.

4.1.1.2. **Authority** – Legitimate possessors of the Legendary Weapon have the authority to dismiss a Vassal Weapon Holders of their Vassal Weapon if they are neglecting their duty or using the weapon for malicious purposes.

4.1.1.3. **Bypass** – Heroes do not have a level cap or class-up requirement.

4.1.1.4. **Crafting** – If the hero has a recipe, they can place the ingredients in the weapon's inventory and use it to automatically craft the desired item with some time. However, only drop items and items created by the hero can be used for crafting.

4.1.1.5. **Drop Items** – Upon defeating an enemy, there is a chance that it may drop special items unavailable to non-Heroes. Drops may include weapons, armor, crafting materials, and monster parts.

4.1.1.6. **Immunity** – Heroes are immune to slave seals and other control-type curses.

4.1.1.7. **Inventory** – Legendary Weapons can be used to store items.

4.1.1.8. **SP** – Possessors of the Legendary Weapon have access to hero-exclusive energy called 'SP'. This energy allows heroes to use skills unique to their weapons and is an independent system from magic and life energy. SP can either be regenerated over time or by consuming soul-healing water.

4.1.1.9. **Strengthening Method** – Weapons have various strengthening methods that are selectively revealed to the user's interface upon assignment. Other users can enable these systems only if they believe they exist, learning from other users will provide bonuses to both. This sharing is accessible between Legendary Heroes and Vassal Wielders.

4.1.1.10. **Translation** – The Legendary Weapon translates any verbal language and dialect to the wielder's primary language. It also translates the wielder's words to the language of those they are talking to. However, this does not translate written language.

4.1.1.11. **Wave Summoning** – Upon wave spawn, the Legendary Heroes and their respective parties are transported to close proximity of the Waves of Calamity.

4.1.1.12. **Weapon Copy** – The user can copy weapons of a similar class to the Legendary Weapon that they encounter and store them for later access. Equip bonuses may still require materials to unlock.

4.1.1.13. **Weapon Transformation** – Weapons can transform into different variations that grant the user new equip bonuses, such as stats, skills, and abilities. Variations can become mastered with enough experience, allowing the user to permanently retain the equip bonuses even if they switch transformations. Some bonuses remain exclusive.

4.1.2. **Restrictions**

4.1.2.1. Possessors of the Legendary Weapons are unable to gain experience when in close proximity of each other.

4.1.2.2. Possessors may not equip weapons that are not of the same class as the Legendary Weapon itself. If they attempt to handle another weapon, they will be zapped.

4.1.2.3. Possessors cannot remove the Legendary Weapon from their bodies. If they throw it away, it will appear back in their hands

4.1.2.4. Possessors of the Legendary Weapons cannot travel between worlds unless they get express permission from powers such as a Guardian Beast or the spirit of the Legendary or Vassal Weapons.

4.2. **Vassal Weapon's**

4.2.1. **Functions**

4.2.1.1. Same as **Legendary Weapon's** without the **Authority.**

4.2.1.2. Only has One **Strengthening Method** compared to **Legendary Weapon's** Three **Strengthening Method.**

4.2.1.3. **Travel Access** – Unlike the Legendary Weapon Wielders, Vassal Wielders can freely move between worlds. The Vassal Katana and Vassal Boat have even been seen being able to transport their wielders between dimensions without a portal or wave.

4.2.2. **Restrictions**

4.2.2.1. Possessors may not equip weapons that are not of the same class as the Legendary Weapon itself. If they attempt to handle another weapon, they will be zapped.

4.2.2.2. Possessors cannot remove the Legendary Weapon from their bodies. If they throw it away, it will appear back in their hands.

5. **Copying Strengthening Methods** – Weapons have various strengthening methods that are selectively revealed to the user's interface upon assignment. Other users can enable these systems only if they genuinely believe they exist. Learning from other users will provide bonuses to both. However, power-up methods from different worlds will not work. Legendary Weapons each have 3 active power-up methods and 1 passive power-up method, making for a total of 4. Meanwhile Vassal Weapons have 1.

5.1. In V.8 The **Hunting Tool** seems to have the ability to copy/learn other strengthening methods as explained by Kizuna unless it has **Sharing** like the Shield I would assume it's possible to copy/learn other strengthening methods. Those with **Sharing** strengthening methods are more potent maybe. Though it seems it's not possible to share/learn the strengthening methods of other worlds

5.2. In V.11 Confirmed my theory that legendary weapons can copy other strengthening methods**.** Motoyasu confirmed this when Naofumi asked him why he easily defeated the two scouts of the waves. So **Sharing** strengthening method is not needed to copy/learn other strengthening methods and not unique to the Shield. But having the **Sharing** strengthening method would make the strengthening method copied/learned with it more potent and powerful.

6. **Strengthening Methods and Legendary/Vassal Weapons**

6.1. **Raphtalia's World**

6.1.1. **Legendary Spear**

6.1.1.1. **Weapon Mastery (Core)** – By growing more and more accustomed to one weapon form, you will find its strength starting to increase.

6.1.1.2. **Smelting** – You can power up a piece of equipment using ores. While there is no limit to this method, there is a chance of failure which increases as it is used.

6.1.1.3. **Spirit Enchantment** – Pieces of monsters' souls that have been absorbed into a weapon can be used to imbue the weapon with special powers. This has no chance of failure-maybe.

6.1.1.4. **Status Enchantment** – Stats can also be increased by absorbing items dropped from monsters.

6.1.2. **Legendary Sword**

6.1.2.1. **Level Link (Core)** – As the Hero levels up, all weapon forms will grow stronger alongside them.

6.1.2.2. **Mastery** – Using the same weapon would improve its stats up until it is fully mastered.

6.1.2.3. **Energy Transfer** – When you have gained mastery in using a weapon, you could reset its mastery level and release the amount of energy you had invested in it. Finally, any items that you had absorbed into the weapon could also be turned into energy.

6.1.2.4. **Rarity Up** – By imbuing a weapon with energy gained from resetting mastery levels, you can increase its rarity level and the weapon's abilities. A weapon's rarity can be repeatedly increased starting at common (C), then uncommon (UC), and so on, though each rarity increase has a chance for failure. The list of known rarities are Common (C), Uncommon (UC), Rare (R), Super Rare (SR), Super Rare+ (SR+), Legendary Rare (LR), and Artifact (AT/AF).

6.1.3. **Legendary Bow**

6.1.3.1. **Rarity Power (Core)** – The rarer a weapon is, the stronger it is. A weapon made from rarer materials will be stronger than a weapon of equal quality but more common materials.

6.1.3.2. **Ore Equip** – The power of a weapon can be raised by equipping it with certain ores. This never fails.

6.1.3.3. **Item Enchantment** – Items that have been absorbed into a weapon can be turned into energy, and that can be used to raise the percentage of various stats. Success is based on probability, decreasing with each successive enchantment. Upon failure, the item enchantment level is reset to 0.

6.1.3.4. **Job Level** – You can increase specific stats by using the energy contained in absorbed monsters or items. Upon filling the level gauge for the desired stat, the stat is increased and the level gauge is reset with a cooldown timer.

6.1.4. **Legendary Shield**

6.1.4.1. **Sharing (Core)** – Share the power-up methods from other legendary weapons and vassal weapons. While this works without knowing the power-up method, knowing that this is the Shield's power-up method greatly magnifies the effect of shared power-up methods.

6.1.4.2. **Trust** – Trusting and being trusted leads to increased abilities.

6.1.4.3. **Energy Boost** – The heroes have energy called "EP" that they draw out automatically as power from the weapons, and this is always active. Assigning this energy to skills will allow more powerful skills to be used. This power was replicated through manipulating life force in Hengen Muso.

6.1.4.4. ?

6.1.5. **Vassal Projectile**

6.1.5.1. **Enhanced Customization Via Money** - You must spend money to enhance yourself. It only works when combined with other power-up methods. It also cancels out failure at refinement.

6.1.6. **Vassal Whip**

6.1.6.1. **Growth Revision** – Sacrificing levels can draw out latent abilities and permanently increase stats of the target.

6.1.7. **Vassal Staff**

6.1.7.1. **Magic Rank** – As the user levels up, they gain points to upgrade magic spells.

6.1.8. **Vassal Gauntlets**

6.1.8.1. **Skill Rank** – Similar to the Magic Rank ability but for skills. As the user levels up, they gain points to upgrade their skills.

6.1.9. **Vassal Carriage**

6.1.9.1. ?

6.1.10. **Vassal Hammer**

6.1.10.1. ?

6.1.11. **Vassal Claw**

6.1.11.1. ?

6.1.12. **Vassal Axe**

6.1.12.1. ?

6.2. **Glass' World**

6.2.1. **Legendary Hunting Tool**

6.2.1.1. **Monster Hunter (Core)** – When battling monsters, magical beasts, and demons, the Hero will gain massive increases to their stats.

6.2.1.2. **Experience Points** – By using a weapon, it gains experience points. As the weapon levels up, it gets stronger.

6.2.1.3. **Ofuda** – Pieces of paper can be attached to the legendary weapon in order to add different functions.

6.2.1.4. ?

6.2.2. **Legendary Ofuda**

6.2.2.1. ? (Core) –

6.2.2.2. **Magic Rank** – Similar to the Vassal Staff's power-up method in Raphtalia's World. As the user levels up, they gain point to upgrade magic spells.

6.2.2.3. **Rarity Up** – Similar to the Legendary Sword's power-up method in Raphtalia's World. By imbuing a weapon with energy gained from resetting mastery levels, you can increase its rarity level and the weapon's abilities. A weapon's rarity can be repeatedly increased starting at common (C), then uncommon (UC), and so on.

6.2.2.4. **Growth Revision** – Similar to the Vassal Whip's power-up method in Raphtalia's World. Sacrificing levels can draw out latent abilities and permanently increase stats of the target.

6.2.3. **Legendary Jewel**

6.2.3.1. **Sharing (Core)** – Similar to the Legendary Shield of Raphtalia's World. Share the power-up methods from other legendary weapons and vassal weapons. While this works without knowing the power-up method, knowing that this is the Jewel's power-up method greatly magnifies the effect of shared power-up methods.

6.2.3.2. **Trust** – Similar to the Legendary Shield of Raphtalia's World. Trusting and being trusted leads to increased abilities.

6.2.3.3. **Profession** – Similar to the job levels power-up of the Legendary Bow. The user is able to select and level up professions like wizard, monk and ranger by providing various items.

6.2.3.4. ?

6.2.4. **Legendary Blunt Instrument**

6.2.4.1. ? (Core)

6.2.4.2. **Skill Rank** – Similar to the Vassal Gauntlet of Raphtalia's World. As the user levels up, they gain points to upgrade their skills.

6.2.4.3. ?

6.2.4.4. ?

6.2.5. **Vassal Fan**

6.2.5.1. **Ambient Mana Absorption** – Once the enemy has been defeated, the legendary weapon can absorb its magic power or any magic residue in the air. This magic power can then be used to power up the legendary weapon.

6.2.6. **Vassal Katana**

6.2.6.1. **Refinement** – Uses materials to increase the "refinement" of the weapon. Successfully increasing the refinement will increase the power of the weapon and show a plus beside the name. This can be done multiple times but there is a chance of failure.

6.2.7. **Vassal Scythe**

6.2.7.1. **Spirit Enchantment** – Similar to the power-up method from Raphtalia's world. Pieces of monsters' souls, or items, that have been absorbed into a weapon can be used to imbue the weapon with special powers.

6.2.8. **Vassal Boat**

6.2.8.1. **Item Boost** – Items held within the legendary weapon provide bonuses based on what the item is.

6.2.9. **Vassal Musical Instrument**

6.2.9.1. **Enhanced Status Via Money** – Similar to its counter-part from Raphtalia's world but instead of providing enhancements and cancelling out failures with money, the user can buy status for cash. Statuses like +1 to magic, increased maturation rates, or magic recovery speed can be bought. +1 = 100yen or +3 = 500yen

6.2.10. **Vassal Mirror**

6.2.10.1. **Food Level** – Eating food increases a food level gauge that is different from regular levels. Leveling up cause's statuses to increase. Different food changes which statuses are increased. this can affect both heroes and allies.

6.2.11. **Vassal Book**

6.2.11.1. **Revised Edition** – Instead of copying monsters to unlock different weapons, the Vassal book copies books. The rarer the version of the book, the more powerful it is.

6.2.12. **Vassal Harpoon**

6.2.12.1. **Magic and Skill Mastery** – As a skill or magic spell is used, the more effective and powerful it becomes.

6.3. **S'yne's World**

6.3.1. **Vassal Sewing Set**

6.3.1.1. ?

6.3.2. **Vassal Chain**

6.3.2.1. ?

7. **Hengen Muso Style/Unparalleled Transformation Style**

7.1. **Skills**

7.1.1. **Point of Focus** – The first basic technique of the Hengen Mosu style. This attack can be defense-ignoring or defense-rating and works by sending energy inside the target and using their strength and rigidity against them. This attack can be resisted by being 'soft' and rejecting the energy.

7.1.2. **Full Moon** – The user kicks furiously in circles until something like a full moon is launched. Upon contact, the 'full moon' explodes.

7.1.3. **Whirlwind** – The user holds their hands in the direction of the target and summons a flow of energy, like wind. This technique can deflect particle beams.

7.1.4. Bound Thrust – While throwing a knife, a whip entangles the opponents, and as the knife lands, the opponents are drawn in and skewered by a short sword.

7.1.5. **Shimmer** – An evasive skill that causes the user to become a blur while avoiding.

7.1.6. **Multistrike Demolition** – A Sword Skill where the opponent is hit with a barrage of defense-rating attacks that possessed enough speed to deliver multiple near-simultaneous thrusts.

7.1.7. **Spiral Slash** – A Sword Skill where life force is expelled around the blade in a spiral pattern.

7.1.8. **Circle** – A defensive Rapier Skill where the rapier is twirled in a full circle, while the blade makes a high pitched shriek as it passes through the air striking down projectile attacks.

7.1.9. **Sun** – Is a Sword Skill and the first stance of a four stance attack where the entire body of the weapon is coated in life force extracted from the ground and the user is covered in light as the weapon is thrust into the opponent.

7.1.10. **Moon** – Is a Sword Skill and the second stance of a four stance attack where the light the user is covered in from the first stance 「Sun」 grows brighter destroying any incoming attacks.

7.1.11. **Star** – Is a Sword Skill and the third stance of a four stance attack where the user disappears for a moment only to reappear in front of the opponent and deploy a consecutive stream of attacks that rival the 「Multilayer Crumble Attack!」 .

7.1.12. **Demon** – Is a Sword Skill and the final stance of a four stance attack where the user swings their weapon in wide arcs while tip glows leaving black tracks in the air. It has a blinding effect and is powerful enough to thwart a hero's execution device.

7.1.13. **Rolling Spin** – Life force is poured into a weapon and the weapon is then thrown at the opponent.

7.1.14. **Eight Trigrams Blade of Destiny** – A quick-draw attack that combines both magic and life force. The blade leaves a trail of light and summons a ying-yang pattern.
7.1.15. **Fist of the Tiger Slayer** – A Fist Skill where the user gathers life force into their first and release it in a devastating punch.
7.1.16. **Orb of Focus** – A more powerful version of the skill 「Point of Focus」 .
7.1.17. **Supreme Ultimate: Slash of Destiny** – A combination of Hengen Muso and Sadeena's sword style which cuts the flow of magic power.
7.1.18. **Moon Ripple** – An attack adapted from the Hengen Muso style. The user unleashes a swift horizontal cut with a sword which releases a crescent-moon shaped slash.
7.1.19. **Gather** – The first defensive life force technique from S'yne's world. Uses life force to bend the trajectory of magical attacks to the user. The diameter of this technique is 10 feet but can be larger with more life force.
7.1.20. **Wall** – The second defensive life force technique from S'yne's world. Creates an invisible wall that can stop magical and physical attacks for a few seconds. It is very versatile in shape but weak in actual defensive power.
7.1.21. **Bead** – The last defensive life force technique from S'yne's world. Allows the collected magical attacks to be concentrated and then thrown back at the enemy.
7.1.22. **Tiger Break** – An attack based on 「Point of Focus」 which releases life force in the shape of tigers through the target with each consecutive punch.
7.1.23. **Ragnarok Blaster** – A combination of the 「Fenrir Force」 ability of the Vassal Staff and Hengen Muso which fires an incredibly concentrated and powerful beam.
7.1.24. **Life Force Style Magic Explosion** – A combination of a Vassal Book skill and Hengen Muso style. Pages from the book encase and circulate life energy the target. Since the target is encased, the life energy has no place of exit and bounces around causing more damage.
7.1.25. **Magic Eradication** – A lost technique of the Hengen Muso style where magic is collected using the gather technique and send it flying away. As a side-effect, magic is scattered within a 2-meter area.

8. **Bioplant Modification** – You can modify the biolopant via perk or ability from the legendary/vassal weapon later. The points at assigning the functions value of the biolplant is fixed to 50 points. When the ability or perk activates it provides a HUD where you can modify the values. It can be modified to produce a different plant or do a different function.
   8.1. **Propagation** – How Quickly the Plant Spread.
   8.2. **Production** – How Much Food the Plant Produces.
   8.3. **Vitality** – How the plant would grow in any type of soil.
   8.4. **Immunity** – How this Plant fought diesis.
   8.5. **Intelligence** – How intelligent the plant is.
   8.6. **Growth** – How quickly the plant would grow once planted.
   8.7. **Mutation** – How likely for the plant to turn into something different.
   8.8. **Special Abilities** – Innate ability to the plant.

9. **Waves of Calamity – Speculated Minimum Level Required to Survive a Wave.**
   9.1. 1st = 20 = Pre-summoned
   9.2. 2nd = 40 = 1st month
   9.3. 3rd = 60 =
   9.4. 4th = 80 = Cal Mira
   9.5. 5th = 100 =
   9.6. 6th = 120 =

9.7. 7th = 140 = Spirit Tortoise
9.8. 8th = 160 = Phoenix
9.9. 9th = 180 = Kirin
9.10. 10th = 200 =

10. **Power Levels/Potential** – The world of Tate No Yuusha No Nariagari is very vague about the power-levels and exact stats of every character, even the Protagonist but after reading it gave me an impression of this Power Level/Tiers. These tiers are based on stats/attributes only and don't reflect their combat effectiveness. Making it so that someone with Hengen Muso, Cursed Series can cross a lot of levels. This is only how I rationalize and use logic to gauge their levels. You can wank it if you want and not use the Power Level/Tiers that I made.
    10.1. **Standard Tiers**
        10.1.1. **Average** – People in this category have low-base stat and low-base growth. Most people in this category are not quite talented or those who have picked the wrong Class in Class-Up Ceremony. Giving them average stats/attributes appropriate for their level. Making them unable to cross levels in combat without special styles like Hengen Muso that would allow them.
            10.1.1.1. **The Examples** for this are the Soldiers that followed Naofumi and Pre-Awakening Rishia Ivyred.
        10.1.2. **Elite** - People in this category have mid-base stat and mid-base growth. Most people in this category are extremely talented or under the effects of Maturation/Growth Adjustment (Medium), Status/Stat Adjustment (Medium) and Racial Power Adjustment (Medium). Giving them above-average stats/attributes compared to appropriate for their level have the raw stats/attributes to cross levels and fight (Average-Tier) people that are 20 levels ahead of them. For example a level 10 with stats/attributes comparable to level 30.
            10.1.2.1. **The Examples** for this are Pre-Class-Up Filo and Raphtalia.
    10.2. **Hero Tiers**
        10.2.1. **Average** – People in this category have high-base stat and high-base growth. Most people in this category are geniuses or under the effects of Maturation/Growth Adjustment (Large), Status/Stat Adjustment (Large) and Racial Power Adjustment (Large). Giving them high-average stats/attributes compared to appropriate for their level and having the raw stats/attributes to cross levels and fight (Average-Tier) people that are 40 levels ahead of them. For example a level 10 with stats/attributes comparable to level 50.
            10.2.1.1. **The Examples** for this are Post-Class-Up Filo and Raphtalia, Post-Awakening Rishia Ivyred, Naofumi Iwatani, Itsuki Kawasumi, Ren Amaki and Motoyasu Kitamura belong here, and most Vassal Wielders.
            10.2.1.2. In case of Naofumi since he doesn't know any strengthening methods. For Itsuki, Ren and Motoyasu, they haven't amassed a lot of unlocked abilities like Naofumi. As Legendary Heroes have potential to reach this tier from the start even without strengthening methods.
        10.2.2. **Elite** – People in this category have highest-base stat and highest-base growth. Most people in this category are geniuses and under the effects of Maturation/Growth Adjustment (Large), Status/Stat Adjustment (Large) and Racial Power Adjustment (Large) while being a Vassal Hero. Giving them very-high-average stats/attributes compared to appropriate for their level and have the raw stats/attributes to cross levels and fight (Average-Tier) people that are 60 levels ahead of them. For example a level 10 with stats/attributes comparable to level 70.
            10.2.2.1. **The Examples** for this are Post-Class-Up Raphtalia with Vassal Kanata, Naofumi Iwatani, Itsuki Kawasumi, Ren Amaki and Motoyasu Kitamura after learning each other's strengthening methods and amassing a lot of unlocked abilities.
            10.2.2.2. As of v19, most antagonists in later series belong in this category and they are just too over-leveled even if they belong in the same tier of Naofumi and the rest, making them struggle to fight the antagonists.

11. **The Party-Member Series**, **Potential Above Everyone, Legendary/Vassal Weapons** – For those who have the **Legendary/Vassal Weapons** it would give them a high-base stat/growth giving them potential of an **Average Hero**. **The Party-Member Series** this would

give their companions and themselves the potential of an **Average Hero**. The same can be said with the **Potential Above Everyone** giving those that have it with the potential of an **Average Hero**. Combining the **Legendary/Vassal Weapons** and **The Party-Member Series** would improve and give you the potential of an **Elite Hero.** With the combined effects of the **The Party-Member Series, Potential Above Everyone** and **Legendary/Vassal Weapons** would give you potential above of an **Elite Hero.** Essentially you would become someone that has stats/attributes of someone 80 levels ahead of the current level. Purchasing the upgraded **Legendary/Vassal Weapons** will give you all of the Strengthening Methods would break the system even more and give you stats/attributes of someone 100 levels ahead of the current level.

12. **Level Difference** – Without accurate stats/attributes from the LN it's hard to gauge a level difference can do since Heroes. Naofumi and his companions are powerful compared to standard people in this world. I would assume that 2 people with equal potential with 20 level differences would be an uphill battle for the lower level person to defeat the higher level person. Making an **Average Hero** defeat an **Elite** easily even if they're on the same level is even easier for an **Elite Hero** of the same level.

13. **Limit Breaking Ceremony** – It seems to double all of the stats/attributes and gives 3 stats/attributes that you can choose to give a percentage modifier for how large it wasn't explained. To break the limit you need a Dragon Emperor to perform the ceremony. In Raphtalia' World you only need to cast an incantation. While in Glass' World They need incantations and materials. It seems every world has different ways and conditions to perform the limit breaking ceremony. Once someone undergoes the limit breaking ceremony they don't need to undergo it again when they travel to another world.

14. **Experience Multiplier of the Legendary/Vassal Weapons** – The experience modifier the Heroes have is not explained in the novel. The most accurate equivalent is for Mirellia Q Melromarc explaining it needs years to reach Raphtalia in months. So reaching Level 70~80 would take years for normal people without the experience modifier of the heroes.

15. **Classes** – As of volume 19 classes are never explained clearly. Even their functions and effects for that matter. The only named Class is the Hero Class like the Shield Hero etc… But it's hinted that gaining abilities based on classes is possible.

Change Log

1. Version 1.0
    1.1. Completed the Creation of the Jump Document.