



Mushoku Tensei

*Jumpchain Version 0.1
Expanded by Kinunatzs*

A 34-year-old NEET otaku was chased out from his house by his family, this virgin, plump, unattractive, and penniless nice guy found that his life was heading towards a dead end; he recalled that his life could actually become much better if he can get over the dark history of his life.

just when he was at the point of regret, he saw a truck moving at a high speed with 3 high school students in its path, mustering all his strength, he saves them but ended up getting run over by the truck, which kills him.

The next time he opens his eyes, he had reincarnated to a world of swords and magic, as rudeus greyrat, born to a new world and a new life, rudeus declared, "This time, i'll really live my life to the fullest with no regrets!" thus begins the journey of a newly made man.

You arrive at the moment the neet was reincarnated into the body of an infant.

+1000cp

Age and Gender

Roll 1d8+10 to determine your age and your gender is the same as it was previously, either of these may be changed for 50cp a piece

Backgrounds

Drop-In - Free

As an unimportant resident of your staring location with no new memories to either help or hinder you in your journey and no one would question your sudden appearance in the area.

Swordsman - 100cp

Your inherent talent was noticed at an early age by a travelling swordsman, and your new master took you from your home and taught you what they knew of the three most recognized sword schools.

Magician - 200cp

You had both the rare capability of casting magic and the connections and wealth required for tutelage, at young age you are already enrolled and graduated from Ranoa Magic Academy as one of the top graduates.

Warrior - 300cp

You were raised on the off skirts of polite society and were trained both officially by your mentors and unofficially by your harsh environment in what it takes to survive in this world.

Location

Roll 1d8 to determine your starting location or pay 50cp to choose, you would start in the capital of your kingdom or region.

1. Fedoa Region, Central Continent

Once considered the closest thing in this world to paradise, the fedoa region has been completely destroyed by the metastasis event, soon survivors will be filtering back in and grass will start growing, but for now there's nothing here but dirt.

2. Rikaris, Magic Continent

One of the three largest cities on the magic continent, built into a large crater, the town is defined by its tall glowing walls and the partially destroyed old kishirisu castle which used to house the great demon empress kishirika kishirisu.

3. Wind Port, Magic Continent

This is as close to a bustling trade hub as you can get on the magic continent, wind port connects the magic continent with the milis continent by a sea route to zonto port, because of the strict and pretty racist immigration standards, there is an abundance of smugglers and criminals.

4. Great Forest, Milis Continent

You find yourself in one of the beast race villages in the great forest. these villages are populated by isolationist beast races and frequented by slavers, the villages are built into the tree line to escape the yearly flooding.

5. Milishion, Milis Continent

The capital city of the world's second largest superpower, the holy milis kingdom, this city is well protected by divine knights and seven large magical towers that hold back floods and plagues with barrier magic, this is also the home of the church and has a strict theocratic government.

6. Magic University, Central Continent

The most prestigious university of magic in the world, the country ranoa kingdom relies on the mages and their anti-magic bricks to deter attackers and raise funds.

7. Begaritto Continent

Roll 1d3 or choose if you paid, this determines whether you landed in a (1) dungeon, (2) labyrinth town, or (3) the desert, the begaritto continent is on par with the magic continent for sheer danger. it has an abundance of dungeons scattered throughout its desert landscape as well as strong magic beasts.

8. Free Choice!

Race

Human Race - Free

Though probably the weakest individually, humans are currently the most populous and commonly seen race, though they never fully recovered after the last human-demon war 400 years ago.

Dwarf Race - Free

A small race that bridges the border between human and magic race, live in mountains, like rocks, one of their childhood dreams is to die drinking, pretty standard fantasy dwarf, also dwarfs are not given a name until they are seven.

Elf Race - Free

The Elf Race or the long eared tribe is a race of humanoids with long elf ears; they are long-lived and arrogant to other races, they are well-versed in archery and magic, especially water, earth and wind magic, they were said to be the first users of magic, and the current form of magic in the world was developed from elf magic.

Beast Race - 100cp

The beast races are one of the major races in, they mostly live in the great forest guarding the holy beast, they are also a races of humanoids with non-human mammal features in the form of ears and tails; they are coveted as slaves for their natural strength and agility, you may choose a normal animal you might find in a forest to gain the ears, tails, and minor attributes of.

Migurd Race - 100cp

One of the Magical Races, they also has a special ability that allows them to telepathy at a close distance without seeing each other, Their physical growth stop when they reach ten years old and finally can grow older again after they reach hundred fifty years

Supard Race - 100cp

A race that carries a spear that symbolizes a soul, a warrior race that is feared throughout the land due to their reputation during the lapace war, characterized by their green hair and a red crystal on their forehead which allows them to see mana directly.

Heaven Race - 300cp

Winged angel like humanoids, they live in the heaven continent and from their back grow a pair of jet black wings, along with the innate ability fly and control the weather, along with lifespan that is measured in centuries.

Dragon Race - 300cp

Rather confusingly, this is not a race of dragons, though those do exist in this world, the Dragon Race is a group of ancient humanoids with white hair, powerful magic and terrible secrets.

Demon Race - 300cp

Arguably the strongest of the magic races, the demon race can potentially live forever and can take and regenerate through tremendous amounts of damage before dying, you have pitch black skin and between two and six arms.

Perks

All 100cp perks for their respective origin are free and the rest are at 50% discount except the general perks where it's undiscounted.

General

Broken Limiter - Free

While most magical growth stops shortly before puberty, as a jumper you don't follow conventional rules of the universe, you can always train up your pool of the mana of this world and develop your magical power, your pool of mana in this world is used in both the traditional casting of spells and also in martial abilities, you would begin with the average adventurer's mana pool, to develop your magical power you must simply use it until exhaustion.

Language Comprehension - 100cp

A magical ability that allowed you to understand, speak and read any language that you heard spoken for hours, while reading the words from the said language needed you to be somewhat proficient enough that you can hold a conversation with them so that you have a base to decipher the words within hours if not it would take the ability days to a month especially if the said language is a dead or magical language, you can also use this to create your own language to encrypt your writings that only you or your companions can read.

Miko - 200cp

They are beings that gain unexpected powers by accidents or being borne with it, you can choose one of the currently known miko powers, a miko with abnormal strength that is capable of standing off with a demon king, a miko with the ability to read minds and hear the thoughts of babies and animals, a miko with the ability to able to see memories that a person has in mind, also being able to see related memories to that subject, and more of that person's memories with prolong eye contact, for additional 100cp you can choose a different powers.

Grand Mentor - 400cp

You have a way of teaching that can reach even the most unwilling and hard headed persons, any student that you taught will remember your lessons like it's been engraved in their mind, body and soul, they also comprehend, understand and retain any kind subjects, skills, knowledge and disciplines that you want to teach them no matter how complex and mind-blowing it is to the current era, and any students that you teach would reach your level of attainments and proficiency within months of teaching them, this also allows you to give mana pool or fighting spirit to those that don't have talent of it and those that doesn't have it in the first place, post-jump you can give any magic systems and energy pools you have to your students.

Drop-In

Grounded in Reality - 100cp

Wanting to help and advance a primitive society would be great and fancy but pointless if you don't have the necessary knowledge and ability to do it; with this you have gained a complete understanding and knowledge of physical sciences, biological sciences and psychological sciences along with their sub-branches from your original reality, on a doctorate level, this also increase your ability to absorb knowledge like a sponge, months of learning any subjects would allow you to reach a doctorate level and the ability to apply it.

Arts and Crafts - 100cp

A master artist and generally excellent at mundane crafting, pick a specialty pair: drawing and painting, composing and performing, poetry and prose, or sculpture and installation, you are now have an unrivaled knowledge and skill in those specialties to the point that even an inferior and failed products quality are still at the level where kings and nobles would use much of their fortune to buy it, and some the complete and superior product would incite wars.

Invasive Culture - 200cp

You are able to smoothly introduce anachronistic, foreign ideas and technology to new and primitive societies, while you may not be able to upend trends and persistent memes, you're words will always carry weight, you'll be considered a brilliant revolutionary and inventor instead of a dangerous lunatic when introducing advance idea' and technologies like the railroad for trains or crop rotation for farms and at the very least they'll consider your calls for the emancipation of slaves.

Bafflingly Likeable - 200cp

Odd, really, how likeable you are, even the constant perverted laughter, groping, and innuendo can't seem to turn people off, your charm seems to be particularly strong with the elite and powerful, either politically or otherwise, and be around with them for long amount of time would lower their guard and invite you to their factions and family, and every person that you meet would always welcome you as a guest and would not become hostile unless they are already hostile and ill intent on harming you.

Magical Engineering - 400cp

As a genius magical engineer you are skilled and proficient enough to forge magical items, magic armor that would rival to the fighting gods golden armor, create automatons with human-like intellect, magical weapons and armor especially magical prosthetic to those that lost their limbs, along with the ability merge technology with magic, creating magic-tech items, you are also have superhuman ability at reverse engineering existing magical items and technology with the ability to improve them with time and research.

Harem Protagonist - 400cp

Fate has really strange plans for you, or, I guess, it just wants to get you laid, either way, expect a lot of relationship shenanigans and peculiar happenings all aimed at making you a harem protagonist, and any of your lovers would become open minded on sharing you with others as long you introduce them, you also gained a superhuman talent at micro-managing your harems at to point that you can always have time with each of them, this also prevents their love and feelings for you to wane with time or manipulated by others.

Summoning and Magic Arrays - 600cp

The name is a bit of a misnomer, while the most conspicuous use of this magic is the summoning and binding of spirits, what you are truly skilled at is the most subtle of magic this world possesses, you can, with magic circles and diagrams, gather magic from the environment and craft it into incredibly complex spells and constructs, this can include but is not limited to, teleportation circles, monster creation, magical traps, flying castles, and the creation of magic items, with time you could even create something to rival the fighting god's golden armor, you'll begin the jump with a solid grounding in the basics and will find the rest easy to learn along with the ability to recognize and reverse-engineer any magic circles, diagrams and arrays on sight alone, unless someone directly of deliberate sabotage, or damaged by outside force and suffer a major natural disaster dropped right on top of them, they'll last basically forever as their self-repair functions or systems flawlessly recover them.

Dungeoneering - 600cp

In this world dungeons or labyrinths are caves twisted by magic into living malevolent beings that lure magic beasts and adventurers in to feast on their magic and corpses, inside these fantastical places truly wondrous spontaneous magic can occur, giving way to large magic crystals, magic given form, and magic items that have developed strange qualities from their exposure to mana, You have an instinctual knowledge of labyrinths, along with the ability to navigate inside them and know where and what the traps are and what it can do, more importantly you have deep understanding of the mechanics of how labyrinths come into existence, should you find large quantities of mana, natural or otherwise, in this or other worlds you can purposefully initiate the birth of a labyrinth and designate a theme that it would follow, labyrinths grow overtime, both in size and danger, but you can feed them mana or lives to increase their power and potential, in time it would gain the ability to spawn magic beast to protect it and kill any intruders along with upgrading a magic beast to become a boss monster.

Swordsman

Fighting Spirit - 100cp

The ability to channel your mana into your body, both instinctually and on purpose, this allows for a warrior to gain incredible strength, speed, durability and reaction times along with unbelievable martial techniques, this version is always active and uses minimal amount of mana to maintain, and you instinctively knows how to turn in off and on, along with the ability to jumpstart and give someone those without talent the ability to use fighting spirit or touki in future jumps.

Well Rounded - 100cp

Trained by a master of the three sword styles that took you in as a child, you manage to learned and reached incredible amount of attainments and mastery in north god, sword god, and water god sword styles of this world that you could be considered a saint rank in this three sword styles, your innate talent also allows you to learn and master any sword styles like a sponge up to the equivalent of saint rank within months of training by yourself and faster if your under a master's guidance, this also applies to non-sword weapon styles.

Party Leader - 200cp

You're more than just a meat-shield, you're the archetypical party leader and the pillar of the team that keeps them together, this means that you are both classically handsome or

beautiful to the point that you could be one of the top ten of the world, along with enough charisma and leadership to guide or form team of adventurers and make them stick with you through thick and thin, any teams that you join or create would unconsciously acknowledge you as their leader and follow your orders.

Boundless Stamina - 200cp

As a warrior or swordsman you would consume large amount of stamina in every battle you fought, but with this you now have a boundless amount of stamina that allowed you to fight and trained for week's even months without resting for a bit while going all out against your enemy, this also removes muscle pains and cramps without exercising or stretching first before doing a strenuous activity, allows you to forgo sleeping all together and experiencing mental fatigues.

Precognitive Instinct - 400cp

An instinct that is strengthened to the point that it rivals true precognition allowing you to sense, predict and evade any incoming attacks or danger to yourself even you're unaware of it, along with the ability to instinctively know the exact location of the attacker or danger is coming from, it also have an passive effect that lets you measure the threat level of an person and halves the penalties and hindrance of visual and auditory during combat, and predict the next moves of your enemies.

Impossible Dedication - 400cp

Your work ethic is legendary and your will steel, as long as you're training or studying to become stronger you'll never grow bored, you'll find pushing your body to its limits both spiritually and physically rewarding, and pushing your body to the edge of death will always result in gains, and able to ignore pain and wounds, become unmoved by temptations and face despair head on along with allowing you to push the limits of your mind and body with willpower alone.

Emperor Ranked - 600cp

Well done, you've managed to become one and reach the rank of emperor in three sword styles of this world, first are the sword god style, a school of swordplay focused on relentless attack, and have mastered the sword of light, called the strongest offensive technique in this world, the sword of light relies on drawing the sword in a manner that the tip of the blade approaches light speed, propelling nigh-unblockable sharpened fighting spirit at a distance, second is the water god style, a school of swordplay focused on perfect defense, you have learned the ultimate counter technique from the water god herself, the sword of deprivation, at its peak ability this allows you to strike in any direction in all three dimensions, if you can master this stance you'll be able to counter even the slightest movement with a fatal blow, third is the north god style, a school of swordplay focused on unorthodox movement and underhanded certain kill techniques, you also have mastered the sword of luring, a technique that entices an enemy to attack when they should defend.

Divine Progenitor - 600cp

Like the original legendary three swordsmen, who conquered an unbeatable dungeon and emerged as the original sword god, north god, and water god, should you accomplish great feats with a style of your own creation you will be hailed as something akin to a god, as long as you go on adventure, you will find it easy to develop new techniques, with more dangerous quests yielding more powerful techniques, you can also re-create any techniques and styles that you saw and merge it with your own creating an even more powerful style,

and you also have an instinctive ability counter and evade any techniques or styles from all weapon disciplines that you already saw, know or used against you, while it would start as gaining great instinct at blocking and avoiding it but when used against you many times to you could make it completely ineffective to you, and when you do seek to teach your new style, you will find that those you teach directly will always be able to reach your height in skill, furthermore, your school will grow in time to be as famous and well spread as you desire, allowing you to choose to leave a world changing martial legacy or a legendary, but persistent secret arts.

Magician

Elemental Magic - 100cp

Magic is the most common way for a mage to be useful in battle and combat, these are the most common types of magic and these are called attack magic since they are mostly associated with combat, attack magic consists of the standard seven ranks of this world and four systems: fire, water, wind, and earth, the elements can also be mixed to create new affects like steam or mud for utility use; you are skilled and have progressed to saint ranked magic in each systems.

Healing Magic - 100cp

Whether through tutoring by the church or some rare books that you found in the book store, you've come to gain a grasp and understand the healing magic, users of this magic's are mostly those at the back supporting and healing others to keep them from dying, healing magic consists of the standard seven ranks of this world and four systems: healing, barrier, antidote, and divine attack, you are skilled and have progressed to saint ranked magic in each systems.

Spatial Magic - 200cp

A subtle and the most rare magic of this world only learned by few and are capable using it, with this magic you can teleport or create a temporary portal to any location that you have visited and seen with no limit on how far it can reach with little mana expenditure, the only weakness is teleporting or creating a portal to a protected places consume large amount of energy though it can be substituted by a mana battery if you have one, and yes you can use this to reach the void between the worlds where hitogami resides in.

Team Battle - 200cp

Mages are meant to fight alongside companions, preferably behind them, you can incorporate yourself into an adventuring party with ease and know how to best use your abilities to support your comrades, and this also gives you an incredible ability to lead and tactical skill to guide your team to victory, where are their positions, maximizing the use of their skills-sets and roles, along with the ability to predict the flow of battle and the movements of the enemy, this also makes you always calm and collected in a heat of battle.

Silent Casting - 400cp

Normally magic spells require lengthy incantations and occasionally conjoining magic arrays, some talented practitioners can shorten the length to a few phrases; you have taken this to the next level and can manipulate mana by feeling and concentrating in your mind, allowing you to cast silently, quickly and stronger than those with incantations, though this does require more concentration in general, you also gain the ability to teach voiceless incantation to others even if they don't have talent for it.

Counter Spells - 400cp

You've mastered ran ma, an all-purpose counter-spell, this means more than just being able to cast the spell; you gain an instinctive and superhuman ability to anticipate an enemy magic caster's actions and possess the uncanny ability and reaction time necessary to disrupt spells both as they're being cast and mid-flight, unlike the original this unique magic uses as little amount of mana to the point you can use it as much as you want, you also gain the ability to teach ran ma to others even if they don't have talent for it.

Demon Seed - 600cp

A soul born with a laplace factor a discarded spiritual fragment of the demon god laplace, this means two things for you, firstly, you have a genius' level talent at the magical arts allowing you to invent, create several innovations, variations and applications from existing magic spells with incredible ease and re-create any magic spells that you saw or experience firsthand even from those magic systems that you don't have access off, this allows you to merge two or more magic systems together while removing their weaknesses and retaining their strengths, and secondly, you possess a pool of mana that rivals the demon god himself which periodically grows by one percent every seventy two hours, this also merge any existing pool of energy that you have and gain this growth advantage too, the regeneration of your energy pools are also enhance to the point that you can cast advance rank spells all day as your energy regeneration outstrips their expenditure.

Strong Fate - 600cp

It appears that the universe has great plans for you; destiny will always seek to exalt you and will present you with constant opportunity for power and fame, furthermore, you are now all but immune to any deaths that are not glorious, meaning that no assassin will kill you ignominiously with a spiked cup of tea, and no accident will be the death of you, and those that are close friends and have prolong contact with you would gain a fraction of your fate, while your lovers and descendants would gain a fate equal to you, this also allows those with this fate to defy fated events and predetermined actions, like saving those that are fated to die an untimely fated death or avoiding an unavoidable attack, however, fate has great expectations of you and should you fail to meet them you will likely die in some grand, but ultimately just as fatal, manner.

Warrior

Fighting Spirit - 100cp

The ability to channel your mana into your body, both instinctually and on purpose, this allows for a warrior to gain incredible strength, speed, durability and reaction times along with unbelievable martial techniques, this version is always active and uses minimal amount of mana to maintain, and you instinctively knows how to turn in off and on, you also gained the ability to jumpstart and give someone those without talent the ability to use fighting spirit or touki in future jumps.

Unarmed Mastery - 100cp

While you might not practice one of the three famed sword styles, you are undoubtedly capable opponent on unarmed combat; you reached an incredible amount of attainments and mastery over all ancient and modern unarmed martial arts along with knowledge of brawling and grappling that would be equivalent to the saint rank of this world with your

bare fist alone, you also gained a special type of touki that made your arms and legs as durable as steel if not more to defend against those who uses weapons to fight.

Peak Performance - 200cp

The result of training your mind, body and skills to perfection made your skills ingrained into the very core of your body, to the point that it would not atrophy or degrade from the lack of use, it's the same can be said to your body that even you don't train for millenniums you would retained your strength without dropping a bit, your mind also gained an eidetic memory allowing you to remember everything and selectively seal memories that you don't want, and as a result your magical energy will never weakened and reduced as well.

Iron Guard - 200cp

You childhood could be said as nightmare you are often bullied and abused as a child, this left you great innate talent and ability at defending yourself and others from harm, along with great attainments at maintaining the agro of your enemies on yourself letting them forget about your companions, this also gives you an incredible ability to minimize all attacks you receive to manageable level, along with the ability to ignore any kind of outside force or explosions won't throw you back from the force of the explosion.

Unorthodox Combatant - 400cp

The fighting style that you learned are foreign to the majority of other combatants in this world, it's impossible for an opponent to read you in combat even with the ability to see the future or heightened instincts and even the most skilled fighters will be caught off guard by your combat styles, this also makes it impossible for others to analyze your combat habits or you're though of process and along with preventing others from knowing your next move by reading your mind.

Trap Master - 400cp

Spotting traps both magical and not is a breeze and easy for you, additionally you know how to best get around or evade them, whether by disarming or dodging at the last minute, you're also a master at escaping making it that no prison, bindings, seal or dimension can prevent you at escaping, this also gives you great attainments at making traps and would be especially effective if you targeting someone or race, and the traps that you made can be both magical or not.

Immortality - 600cp

Like those members of the demon race you somehow managed to gained they form of immortality to yourself, this gives you agelessness allowing you to leave for eternity without showing any signs of growing old passed your prime, if your way passed your it you would de-age until your back to your prime, another is regeneration so long you portion of your body remains either its lower parts or upper parts doesn't matter this would allow you to almost instantly regenerate the lost parts and small cuts or fatal wounds would be healed instantly fast enough that you won't even noticed it that your been wounded, even then you won't bleed, as the best like the demon empress kishirika, that should you die having your body completely vaporized or your soul being destroyed you would only revived instantly to the nearest safest location or in your warehouse, though your age would reset to the minimum of seven years old, this only happens once per jump and every ten years post-chain.

Jumper Eyes - 600cp

Like the great demon empress kishirika, have gained the ability to give bestow lesser versions of your magical eyes to others, the vast majority of people you give this eyes will master them within months after gaining it, also unlike the demon empress you don't need to jab your finger into their eye and swish around for a minute you only need to cover their eyes with your hand and inject your energy along with willing that your bestowing them your magical eyes, should they also have previous magical eyes your gifted eyes would merged with their original one, the gifted eyes will adapt to the receiver's biology and magic system in minutes after receiving it, and they don't require a similar source of power in this world to use it, should they don't have any magical energy and pools they could use their own stamina to use the magic eyes that you bestowed to them, magical eyes bestowed here applies to both eyes.

Demon Eyes

This term refers to number of eyes that possess unique abilities; the great demon empress kishirika kishirisu possesses a total of twelve of them and is known to hand them out to others as rewards, while you can certainly get these from her in jump, if you buy the eyes here you don't need to have your eye gouged out and replaced, indeed, you can apply these powers to existing eyes and even each other to create new abilities, one free for all and three for those with jumper eyes perk along all discounted for warrior origin.

Magic Power Eye - 300cp

The most common of demon eyes, magic power eyes allow the user to view magic power directly, the eye appears to be a deep green color, and has a cross-like pattern, with something like 4 extra pupils appearing around the main center pupil, post-jump this would allow you to see all kinds of energy from all magic systems and martial art system like ki.

Identification Eye - 300cp

When looking at something with the Identification Eyes, they will show the user details of that object, however, only within things that the user knows of will be shown, however if bought here, even things that you don't know about the objects will be shown to you, post-jump this will act as a visual hud and show you descriptors for all objects.

X-Ray Eye - 300cp

Not actually x-rays, but rather the comic book style of x-ray vision, you can see through opaque objects including walls and clothes, normally this wouldn't let you see through people and dense objects, however if bought here you'll be able to push past those limits by regulating the amount magic power used.

Clairvoyant Eye - 300cp

The clairvoyant eyes allow the user to see far away, however, the "focus point" is difficult to control, rather than acting as a scope, the clairvoyant eyes seem to change the perspective of one's vision, while walls and clothes will stop your vision you can maneuver around obstacles, with the amount of mana determining the distance from the user.

Foresight Eye - 300cp

The Foresight Eyes allows one to see into the future, seeing possible outcomes, it's difficult to control "focus point", which in this case means how far into the future one wants to see, the further one tries to see, the more outcomes are shown to them, but these outcomes become blurred together, however if bought here you'll only see the one outcome that they would do.

Absorption Eye - 300cp

This eye absorbs magic, normally the eye would absorb magic indiscriminately, it would absorb any magic you cast as well, however if purchased here you can use select what magic the eye absorbs. After this jump this will include any type of magic, the magic does not enter your body, instead disappearing entirely.

Absolute Void Eye - 300cp

The Absolute Void Eye can create an immense, insurmountable barrier around areas, while you could hold off an army with these and prevent people from entering, the drain is significant, however if purchased here you can create independent barrier over an object or area but the strength and duration of the barrier depends on how much energy you used.

All-Seeing Eye - 300cp

The all-seeing eyes allow the user to see all things in the world, even being able to find specific people, and peer into labyrinths, however, a dense enough magical power can hinder the sight of the all-seeing eyes, however if purchased here you could pierce most magical barriers and dense magic power with enough energy used.

Items

All items bought here re-spawn when lost or destroyed within a day unless stated otherwise, all 100cp items for their respective origin are free and the rest are at 50% discount except the general items where it's undiscounted

General

Asura Gold Coins - 100cp

This bag contains one hundred asura gold coins; enough to live a middle-class lifestyle for a year's comfortably on the central continent or to buy a few nice book, you would gain more every month, for 50cp each purchase would increase the amount by one hundred, post-jump you would gain the most common currency of the location you are in.

Magic Resistant Materials - 200cp

You gained Magic Resistant Materials enough for building a decent size castle or fortress, along with the recipe to easily mass produce this magic resistant materials; it would start off being able to shrug off up to advanced ranked magic but can be improved with time and research with seemingly no limit on how much resistant it can get.

Armored Sky Fortress - 400cp

This is a flying island with a large and extremely lavish castle with being large enough for thousand people living comfortably along with being extremely durable and resistant from physical and magical damage, it also can produce and generate its own water and electricity along with automatically cleans itself, you may deploy this in any jump you travel to and any changes you make will carry over, should it be destroyed it would repaired within a month.

Drop-In

Crafting Materials - 100cp

This chest contains large amount of various crafting materials enough to forge fighting gods golden armor or a dozen humanoid automatons, maybe hundreds of magical weapons, armor, staffs and more, you would gain more every month, any crafting materials put inside a empty chest after emptying it would appear with the other crafting materials.

Lithograph Stone - 200cp

Stone that would allow long range communication, anything written on the main stone will appear on the sub-stones, having a main and a sub-stone for the other person's main stone, if purchased here this version allows a two way communication and has features like modern smartphone, along with the recipe to make more.

Zariff's Doll and Notes - 400cp

You gained a hundred working automated guard doll created by the dragon king zariff, this doll is made and powered by a series of incredibly complex magical arrays with a fighting capability, physical feats and durability of advance rank warrior or swordsman along with the ability to self-repair, and their appearance are also indistinguishable from other humans they also can execute complex commands and have humanlike intellect along with you receiving a copy of zariff's notes on how to make more, but can be improved with time and research especially if you have the magical engineering perk, should they be destroyed it would be replaced within a month.

Swordsman

Masterwork Weapon - 100cp

This magical weapon of your chose which of the finest construction ever made it's ten times sharper and durable as any mundane blade, along with properties that makes it never dull its edge, along with only you and the people you let can pick it up without it weighing like several tons, you could import existing weapon to gain this enchantments.

Adventurers Guild Registration Card - 200cp

This card can be any rank you choose from f through a. by choosing a higher rank you can skip the tedium of doing lower ranked work to climb the guild ladder, post-jump it could also be used as an identification document that you're working with the government or your starting country.

Dragon Sword - 400cp

Choose one of the two dragon swords that suits you, phoenix elegant dragon sword a sword that has the ability to nullify or weaken; a person's fighting spirit or touki, post-jump it would have a capability to nullify or weaken any defensive magics, dragon king sword a sword that has the ability to manipulate gravity as its basic ability it can increase or decrease the weight of the sword making it light as a feather or weights as a hundred tones object, post-jump it would have the capability affect the gravity of the surroundings at will, both swords have an unbreakable and a edge that never dulls properties.

Magician

Element Attuned Staff - 100cp

This staff is made from the body of a rare magical beast and a large magic crystal; it is attuned to all of your elements, and it significantly increases your ability with all magic

elements roughly three times the output and effects, you could import existing staff to gain this enchantments.

Emperor Ranked Spellbook - 200cp

This large tome contains the instructions and chants to all known and unknown emperor ranked spells in each specialty, post-jump, the tome will update automatically each jump to include a similar series of powerful spells in whatever magic system exists in that world, the book has effectively infinite pages and opening to the desired one with a thought.

Magic Armor Set - 400cp

A magical power armor that increases wearer's physical capabilities equal to a emperor ranked warrior, along with the ability to self-repairing and auto adjusts to your size and build, it also has its own power source and can operate of indefinite amount of time, you may import existing power armor or mecha that you own to enhance them further with this magic arrays and the magic arrays will flawlessly integrate, creating a new system, warriors or swordsman's that uses this would make them equal to the fighting god with golden armor in physical capabilities, it can also be improved with time and research.

Warrior

Camping Gear - 100cp

Not only a tent and supplies but also some much needed and rare spices to make magic beast meat palatable allowing you to survive in the wilderness or dungeons, the tents are also much larger in the inside equal ten square meter space and along with it being indestructible.

Soul Weapon - 200cp

This weapon is crafted from your very soul, at initial qualities it's ten times sharper and durable as any mundane weapon, it will grow sharper and stronger as you use it and will never break so long as your soul and spirit remain intact, you may import an existing weapon to give these qualities.

Sturdy Ikemen Equipment - 400cp

This set of magic items will amplify your natural or base physical capabilities by one hundred percent; the simple cloth undershirt is enchanted with barrier magic that grows stronger depending on how much magic power you channel into it, the mantle will protect you from the elements and will always maintain a comfortable temperature, it also has self-repair function and automatically cleans itself, along with the function to auto-adjust to your size and build, oddly enough, wearing these as a set seems to increase your natural charisma and sex appeal.

Companions

You, the jumper, may transfer any remaining cp that you have to your companions.

Import - 50cp / 300cp

With each purchase of this option, you may import one of your previous companions. They will gain the same number of discounts and freebies that you do, along with 800cp to spend as they wish, or pay 300cp to import all eight of your previous companions, they cannot take or purchase companions but they can purchase origin, perks, items and take drawbacks for additional cp.

Canon Character - 150cp / 300cp

With each purchase of this option, you will be ensured of meeting a cannon character of your choice a few dozen times in favorable conditions and you will get the chance to convince them to come along with you, for additional 150cp or total of 300cp per purchase Jump-chan would make a clone of them with their personality, skill, knowledge, power and

memories by the end of the jump, should you unable to convince them to join you or their dead, if their clones they have jump-fiat loyalty to you, after the jump they would be given 800cp to purchase perks and items in this jump but cannot purchase companions and take drawbacks.

Lifelong Companion - 300cp

A companion of the opposite or same gender of you the two of you would be spending the rest of your lives together, several weeks into the jump the two of you would meet and would fall in love with each other, their love for you is eternal to the point that it won't wane and manipulated by powers and time, they are willing to be at your side even if they have to defy and fight their family or kingdom, they have the exact appearance, disposition, alignment, and personality of your preference, can be purchased multiple times, if purchased multiple times they would they are willing share and open minded to become part of your harem and work with synergy with each other, they have 1,000cp to purchase origin, perks, items and can take drawbacks for additional cp, but cannot take or purchase additional companions.

Drawbacks

There is no cp or drawback limit so take as much drawbacks as you want

I Want to Go Back - +0cp

A chance to be born again, to do it all right this time, if you select this, you'll be born to a family of your race in your location chosen at the same year rudeus greyrat is born to paul and zenith greyrat, ten years before the metastasis event, however, instead of leaving after ten years, you'll stay until your 30th birthday, around the end of rudeus conclusion chapters

Infancy - +200cp

All your powers and memories will be locked upon arrival into this world, you will gradually recall your memories and your powers will slowly return over a ten year period, on your tenth birthday you will gain access to your warehouse, additionally, flip a coin to determine your gender; you may not pay to change the result.

Agoraphobia - +100cp

You have an acute fear of going outside, with time and the kindness of a stranger, someone close to you or a companion; you may be able to get over this, though it'll forever color your interactions with others.

NEET PTSD - +300cp

Nope. You will be stuck with a crippling fear of the outside for your entire time here, it would take something serious to really motivate and reduce your fear of the outside world, like life and death battle, a Metastasis Event to force you to leave your house.

Shameless Pervert - +100cp

Ugh, you have a seriously creepy demeanor, you won't be able to stop yourself from groping others, yet alone from staring at your preferred sex, while people might overlook this if you give enough reason, expect anyone and everyone to manipulate you through sexuality, No matter your willpower in other regards, dat ass will break you.

Curse of Promiscuity - +300cp

Rather can a behavior you gained a curse that cause you to be highly sexually active, to the point of being a dangerous sex beast, you now force yourself on preferred sex,

be prepared to be hunted of those powerful person or those with lovers that you forced yourself into, though you have enough will to resist it during battle but outside of that you don't have none of it, with this you would be the second coming of a certain green clothed rapist adventure from a different jump.

Slavers - +100cp

They always ambush you outside of the civilized city or in the wilderness, no matter how much you want to kill them they always seems to slip or escape your wrath and will always comeback to try again, should they manage to capture you, they would put you up of sale.

Collared Slave - +300cp

Normally you could escape when you're about to be sold but with this you are now very submissive to the person that bought you, and the act of escaping and rebelling keep slipping out of your mind, but on the good side you could chose who your master is.

Glass Cannon - +200cp

Any of the internal magic and body strengthening required excelling at the martial arts of this world can't seem to be used or trained; this prevents you from reaching the advance rank and using touki of warriors and swordsman during your jumping years here.

Weak Physique - +400cp

You're underwhelming, as you possesses the physical prowess of a teenager who engages in little to no strenuous physical activity making you much weaker than those normal people that haven't trained in their life, along inability to run very fast or for any substantial period of time, manual labor exhaust you before you manages to accomplish anything significant.

Dumb Fighter - +200cp

You have no grasp of the intricacies of magic, both casting of spells and the use of magic arrays are entirely beyond your comprehension, you could not even memorize any magic incantations during your jumping years here.

Green Hair - +200cp

You have green hair, which, in this world, means that everyone associates you with genocide and terror, expect discrimination, No matter what you do it seems to grow back in matter of hours, nor will any dyes stick. On the plus side, it's very pretty.

No Magic - +300cp

You have no magic power at all and will be totally incapable of casting or martial techniques, more importantly, should you not receive a rather rare treatment you will die of an ancient disease caused by your lack of magic sometime into your jump.

Crusade - +300cp

The holy milis kingdom believes that you are demon and a threat to all life and have widely denounced you, they will ruthlessly hunt you down; going so far as to go to war should another nation shelter you, should you hide in the magic continent your presence will threaten to spark another global holy/race war.

Curse of Hatred - +300cp

A curse that inspires intense enmity and fear in all living beings that you would encounter, Regardless of your actions there will always be a palpable feeling of dread evil about you, however, this is not a problem for people not of this world, companions are immune to this.

Hitogami - +400cp

The human god, hitogami, who rests in the void, has determined that you must be eliminated, even if he can't enter your dreams or summon your soul, expect him to continuously manipulate others in order to kill you and everyone you know and love, he is a master manipulator and absolutely without mercy.

Literally Satan - +600cp

Oh, dear, normally hitogami would be limited to only manipulating three humans at a time, however with this option his limits will be completely removed; he can now enter the minds of any living being regardless of whether they're asleep or awake and can affect as many people as he wishes.

Orstead - +400cp

The dragon god, orstead, has placed you firmly on his must kill list, he's a time looper several tens of thousands of years old, a master at all magic branches, all martial techniques, and is arguably the strongest being in this world.

Fucking Time Travel - +600cp

Ambitious aren't you? it appears that this isn't the first time orstead has met you in battle before, indeed, it looks like he's been fighting and killing you for thousands of years, expect him to know all your moves, your strategies, and abilities and have a dozen counters for just about everything, hope you can find a way to surprise him this time.

Bound - +400cp

All your powers, warehouse, and companions from before this jump are locked away. You may not import any companions, but you may purchase the option and meet new companions in jump. You may only import items that you purchased in this jump.

A Long Way to the Top - +600cp

You can now no longer leave this jump until you are in the top three strongest beings in the world, this means that you have to be at least stronger than the demon god laplace and the fighting god in his armor.

Crystal Infection - +600cp

Sometime in your jump you and your companions will be infected with a magical illness that renders you immobile as it slowly turns you into a magical crystal. your non-companion allies that you made in jump will have to steal the god ranked healing spell required to cure you from the holy milis kingdom and find someone capable of casting it. should they fail to do so in time you will die and your jump will end but not your chain.

Overloaded Metastasis Event - +600cp

The metastasis event, a dimensional maelstrom, has been affected for the worse by your addition to the chaotic extra-dimensional energies, instead of "just" affecting one region the metastasis event tore through the central continent, scattering everyone at random throughout the world, with them came a grab-bag of every enemy and foe from your

previous jumps, some even empowered to dazzling new heights by their jaunt through dimensions, they will all recognize and remember you.

Endings

After ten years of surviving this universe you are finally given three choices to choose from.

Stay Here

Something about this world made you want to stay, maybe it's the friends or comrades that you made in this jump, nevertheless this would be the end of your jumping days.

Go Home

Deciding that you miss your family, making this jump your last, maybe is it due to you lounging for your family.

Continue

Onwards to the next jump leaving behind your friends and comrades you made for more power.

Notes

- *Time looping, should you can get orstead to teach you the spell, it will be counted as 1-up that should you die you would start again at the beginning of the jump and this can only be used one per jump or every ten years post-chain.*
- *Any drawback indented after another means that you can only take that drawback having taken its parent, for example you can only take a long way to the top if you also take bound.*
- *Yes, stacking clairvoyance and absorption into the same eye will increase the range of absorption, stacking the abilities of an eye creates some neat combos, for instance clairvoyance+ x-ray+ magic power eye would be similar the byakugan with a range of hundreds to thousands of miles.*
- *Taking curse of hatred with green hair means that people will be driven to a mad, hysterical fury at the sight of you.*
- *There are several drawback combos that are near certain death, but most of them involve infancy, for instance curse of hatred + infancy is pretty much immediately fatal.*
- *Magic in this world has seven ranks*
 - *Elementary: Basic mana manipulation.*
 - *Intermediate: Advanced mana manipulation.*
 - *Advance: Complex mana manipulation. This conveys a mastery of the basics, both in magic and sword style.*
 - *Saint: Large scale complex mana manipulation. Usually spells that affects the weather.*
 - *King: High amount of mana with complex manipulation.*
 - *Emperor: Very high amount of mana with specific manipulation.*
 - *God: Continental scale magic. Maps get changed when you use this stuff.*

- *Sword techniques follow a similar naming schema as the magic ranks listed above, however, where a mage capable of casting saint ranked water magic is referred to as a water-saint ranked mage, a swordsman of the water god style who can use saint ranked sword techniques is called a water saint, there is only one god of each style and typically one to two emperors beneath them.*
- *On healing magic as far healing goes from healing scratches to regenerating limbs, but it'll never bring the dead back to life, antidote is about curing poison and sickness, but at higher levels can allow you to craft poisons and afflict status effects, barrier raises your defense, makes for good walls, however it can also protect against pain and can even increase the body's natural healing, divine attack is magic tuned to do the most damage against evil spirits and beasts, and is also the most coveted and rare; best not to flash it around.*
- *How to Train Your Magic: There are two ways to grow your magic, one is to use it till exhaustion, much like a muscle, and the other is to strain it with complexity. At first it will be easier to make a fist sized ball of mana than to make a single snow-flake. You'll have to keep pushing the complexity to tire yourself out as well though.*
- *Orstead's curse drawback, the dragon god orstead possesses his own curse of hatred. jumpers no matter which origin are exempted for this due to them being extra dimensional origin or someone not from this world.*
- *Miko are another mana oddity, so essentially, magic beasts in this world can either be born from other magic beasts or be mutated from ordinary animals, normally humans and other sapient beings are immune to this, except for rare cases where you get a miko.*
- *All-Seeing eye sees in hundreds of miles in all directions at once, but you'll still have to move it around to search the world, its mana cost varies from the equivalent of casting a king ranked spell to casting an emperor ranked spell, obviously, unless you have relevant perks from other jumps, getting used to seeing in all directions for hundreds of miles will take a great deal of time and effort to grow accustomed to.*
- *Jumper Eyes perk, just to be clear, you can give a copy of any eye you possess, not just the ones from this jump, if you want to do nothing but change someone's eye color to yours in the absolutely most painful manner possible, you can.*
- *The Seven World Powers and You! A Guide to the Most Powerful Beings in Existence: The Seven World Powers are in order of strongest to weakest:*
 - *1. Technique God*
 - *2. Dragon God*
 - *3. Fighting God*
 - *4. Demon God*
 - *5. Death God*
 - *6. Sword God*
 - *7. North God*
- *As a rule, anyone capable of casting king ranked spells or known as [blank]-king in a sword school can turn the tide in a battle, emperor ranked can turn the tide of a war, and god ranked, well, god ranked is just some silly shit. like, so powerful that they*

don't even fit into this setting, as in," go back to fighting frieza, orstead, what are you even doing here anyway!?"

- *The gap in power is pretty tremendous from emperor to god, but even in the god ranked seven world powers, the gap between the dragon god orstead and the fighting god may as well be the gap between an elementary ranked magician and emperor ranked magician, the technique god and the demon god are actually both halves of the dark dragon god laplace, who literally shattered planes of existence, and even when split apart takes both the number one and the fourth spot on the list of most powerful people. but even when not talking about the bonkers top half of this list, former world powers have done feats like: split the continents apart; and, carve several hundred miles of road through a forest and a mountain with one divine magic spell, incidentally the magic in that divine magic spell still holds off magic beasts from attacking travelers several thousand years later, no wonder they still worship the guy who did it.*