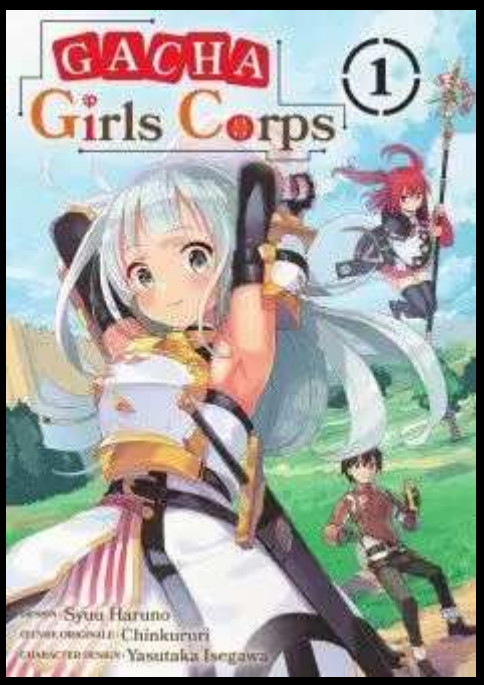


Gacha Girl Corps Jump
v1.0
by LJGV/Sin-God

For some reason, he was invited to another world after he rolled the gacha like he usually does. The gacha from the social game is available in his trusted smarGPhone. It was a convenient and cheat tool that can give out equipment and beautiful girl characters. He now aims to create the world's strongest army of beautiful girls in another world.

Welcome to another world, jumper! The curious world you're visiting and living in for the duration of this jump is a fantastical place where humans clash with monsters using both might and magic, and it has a strange tether to two other worlds; Earth, and the world of *Girls Corps*; a place that, prior to the events of the story, protagonist Heihachi Okura, believed to be just a video game (though it was and is his favorite game).

Girls Corps is a game where the player character helps train beautiful girls, and the game is receiving constant updates on the night the story kicks off when Heihachi Okura fails to obtain the latest character to be the temporary subject of his easily triggered gacha obsession; Luna the vampire. When he fails to obtain her he is momentarily saddened but he bounces back with impressive ease and notes that he has obtained another UR: Ultra Rare reward. He has purchased an Invitation to Another World, which causes him to briefly wonder if what he's been given is a pass to apply for the global server of *Girls Corps*. He activates it and kicks off his adventure by being sucked into the curious other world this story will take place in.

Upon arriving in this strange world Heihachi finds himself quickly beset by monsters. In an act of desperation he looks at his phone and realizes that it is still connected to the game, though most of his data is gone and he himself is marked as level 1. One small mercy is that he has enough points, in the form of magic stones, to do one discounted pull which is a special offer for "First timers", and the pull contains a few special items such as the Book of Languages, armor, a weapon, and his first unit: Norl Fanya. He is delighted to discover that he can, in fact, summon units once he acquires them via the

gacha game still on his phone. Norl's summoning kicks off the "Tutorial", and marks the true beginning of this story.

For the next decade you will be in the same world as Heihachi and Norl, though whether or not you take after Heihachi is up to you.

Take 1000 Gacha Points to fund your adventures.

Author's Note: *This jump is for the Gacha Girls Corps manga. As such this is for an ongoing story, but at the time that I am beginning this jump there's over 80 chapters; more than enough for a jump document to be made so long as it is properly contextualized and people come here knowing that as more of the story is published and/or translated some elements of this jump document may become outdated. Still, this jump document is for, essentially, the first 82 chapters of the manga adaptation of Gacha Girl Corps. Hopefully it'll remain fairly accurate for the rest of the series. Feel free to consider this a* ***Spoiler Warning*** *as spoilers will abound in this document.*

Starting Location

The otherworld is a diverse place containing a range of biomes and cities, like Brunne, or the royal capital of Sting, ruins like the Angoli Ruins, and everything from small villages to burning deserts. You can freely set your starting location where you wish, such as the grasslands where Heihachi's adventure starts off.

Age and Gender

You can determine your age and gender freely for the purposes of this jump, with there being an age floor of you being at least 16 years old.

Origins

All origins are drop-in compatible.

Earthling [200 HP]
You hail from the same reality as Heihachi and Yamada. It is very likely that your arrival in this otherworld is tied to *Gacha Girls Corps*. Whether or not you possess the power of gacha, you're gonna be in this world for a decade. Hopefully you have better luck than the main man himself…

People who select this origin, by default, are just regular human beings though normal people in the Otherworld are capable of leveling up and so can you.

Girls Corps [Free]
The various heroines and rare heroes of *Girls Corps* are powerful characters of various species. It's easy to assume that the native reality of people possessing this background is the world Heihachi and Yamada find themselves in but while Norl is explaining what she has come into this world knowing she explains that she was summoned "to this world" to support Heihachi, indicating that this is not her native reality.

The heroes and heroines of *Girls Corps* are exceptionally powerful individuals, and some of them are not even human with elves and vampires being among the people who can be called into this new reality. When translating the mechanics of *Girls Corps* into whatever peculiar gacha-based cheat Heihachi and Yamada possess, the characters of *GC* have become UR-ranked, with each of them possessing powerful personality traits, immense talent in a particular area (archery, monster taming, magic, healing, etc.), and an ultimate, activable skill that can powerfully boost the hero or heroine in question but comes with a drawback of some sort that is either active while the skill is activated or in the immediate aftermath of its activation, ranging from exhaustion to bloodlust (be it a metaphorical bloodlust; a berserker state, or a literal bloodlust; a vampire needing to drink blood).

Native [+200 HP]
The natives of this world are, primarily, human beings. These humans seem to have the potential to be stronger than bog-standard people from Earth and some of them can use magic. Additionally, monstrous creatures like goblins and orcs live in this world. These creatures are of near-human levels of intelligence but varying levels of mystical ability (with goblin mages being known to exist but being quite rare).

Some 200 years ago there was a conflict between humans and demons (which in this reality seems to be an umbrella term that describes what many people actually think of as demons as well as other sorts of non-human creatures of human-levels of intelligence but both greater physical power and greater magical abilities like vampires and elves), which humanity won. Demons were not wiped out, contrary to somewhat popular knowledge, but survived in small numbers and in distant places, with the demonic legions having recently gained an ally in the form of the isekaied human Yamada, while humanity has gained an ally in the form of the isekaied human Heihachi. Encouraged by their allies, both humans and demons are making more and more moves towards each other…

Perks

Origins get their 100GP perks for free and the rest are discounted to 50%.

General [Undiscounted]

Base System [Free]
This perk affords you access to the basic system that is part of the underlying metaphysics of this setting. This is an RPG system that features levels, basic stats: hit points, magic points, strength, defence, dexterity, and magic resistance. Additionally this affords access to one unique ability and one skill, and for free you can devise a simple unique ability and skill, such as a unique ability that enhances the damage you deal with swords by 5% and a skill that is a powerful slash that produces an energy blade that streaks towards a foe. The basic stuff you can get with this is capped at giving you a 10% increase to something, such as making you deal 10% more damage with bows or take 10% less damage from goblins. Additionally with this system you can level up either through violence or through the usage of something like magic and other combat-based skills. There is no level cap on you and the more you level up the higher your stats become, though each stat goes up a random, somewhat small (between 15-25 points) amount per level up.

Your perks, and training from previous jumps and the like when determining your starting stats, unless you either lack previous jumps or have taken something like a power lockout drawback. This system follows you into future jumps if you elect to take it here. This also comes with the freebie skill *Title Change* which allows you to change your "Title" (which determines your unique ability). To acquire new titles you need to do notable things, with you gaining titles based on the notable stuff you do. A summoner, for example, may gain a title that allows them to have an ability that buffs their summons.

I'm A… Demon Familiar! [50 GP]
Humans in the Otherworld are wary of demons, but they are perfectly accepting of demonic familiars. This is due to the esteem with which they hold mages and especially mages with the talent needed to successfully summon and bind a demon to one's will, or else befriend a demon and persuade them to work with a given mage willingly. People tend to look at your monstrous features and assume you are someone's familiar, rather than assuming you are a monstrous demon wreaking havoc on the world.

This perk causes people to not leap to assumptions based on your species and/or alt-forms. People give you an amusing amount of leeway, at least until you hurt someone. So long as your abilities don't cause harm to innocent people, folks will pay no mind to your monstrous status, at least so long as you are not a colossal, hulking monster, or anything of the like. If an alt-form is vaguely like the person beholding it and you are in that alt-form and doing nothing to harm people they will give you a pass, behaviorwise.

Prayers To The God of Gacha [50 GP]
Gachas are… brutal man. In some realities gachas are carefully regulated and watched over by various government agencies. This is, in part, because of the predatory practices that are baked into gachas. Thankfully one way to increase your luck and to massively lower the odds of getting repeats or getting cheated out of some handy UR is this perk.

By purchasing this perk you become attuned to the power of the god of gacha. This deity smiles on you and if you are faithful, praying to them and offering sacrifices, then your luck will improve both generally and especially when it comes to gachas, gambling, and even, to a lesser extent, things like the lottery. This isn't a tremendous generalized luck booster but, when used as regularly as it can be, it's quite helpful at allowing you to get the most out of gacha and other forms of gambling.

Demi-Humanity [Cost Varies]
The Otherworld is filled with monsters, some of which are humanoids (and can even speak!), and others of which are "Demons": both actual demons like the very rare "Greater Demon" type monster, or are more demihuman-like such as harpies, lamias, elves, and vampires. This perk allows you to become a non-human of some sort.

For free you can choose to become something mostly feral and simple, like goblins (though talking goblins and magical goblins are known to exist). For 200 points you can become something altogether greater like an elf; a long-lived humanoid with a natural connection to nature, or a vampire: a humanoid who can heal by drinking blood and have natural traits that make them much stronger at night or a Diabolus; a type of demon known for its high aerial mobility. For 400 points you can become something much stronger, such as a Colossus, or a Greater Demon, which have powerful abilities like Hyper Armor, or the dreadful Anti-Physical Armor and Anti-Magic Armor. In future jumps whatever form you purchase via this perks become alt-forms you can equip at will, though if you wish in this jump this form can count as your base form.

Earthling

Strategist [100 GP | Free for Earthling]
Heihachi is a prolific gamer and he is quite skilled at some of the games he plays. To be good at gaming, particularly gacha games, you have to have patience and a mind for strategy. You are Heihachi's equal when it comes to strategy and understanding party composition, allowing you to figure out viable battle plans and giving you a sense for what roles in a party need filling out. This also buffs your training a touch to allow you to keep up with the heavier duty members of your party, with this scaling in effectiveness the bigger the gap between any party members and yourself.

Harmonizer [200 GP | Discounted for Earthling]
Heihachi and Yamada both have parties with individuals with very strong personalities. And yet both the champion of humans and the pawn of demons make it work, leading powerful parties that win critical battles for their factions despite the often clashing personalities they are forced to cooperate with and motivate. You are like them in that you have a natural ability to get people to work together, and you understand the bonds that other people have, allowing you to figure out the quirks of your friends and giving you a sense for how to motivate the people around you and how to help them get closer, as they themselves are very capable of clashing even if your friends and allies are loyal to you. Befriending your allies is an important part of pushing them to achieve their maximum potential, and you find that the closer you get to your friends the better they become at what they specialize in.

Tank [400 GP | Discounted for Earthling]
Ah yes, the heroic and self-sacrificing tank… In a party, the role of a tank is to protect their friends and to allow their peers to have the time needed to do what they excel at. It is an absolutely essential role in any adventuring party, arguably the most important role in a party. By taking this perk you become a standout, exceptional tank; someone well-versed in keeping enemy attention on you, and on tanking enemy hits.

This perk makes you hardier, allows you to sense enemy aggression, and makes you more intimidating, allowing you to more easily keep foes focused on you while your friends support you, buff the damage dealing members of your party, or outright attack foes. It also immunizes you, and your allies, to any sort of friendly fire like if you happen to recruit a mage who gets a little too explosion happy or a vampire who is indiscriminate in where she aims her attacks. Finally this perk gives you extra buffs to your defense and magic resistance with every level up, allowing you to well and truly embrace the life of a tank by making enemy blows altogether less effective against you. With this your friends and allies truly will find it easier to do battle, since at least some of the enemy aggression will be off them.

Gacha [600 GP | Discounted for Earthling]
And then there's this… The power Yamada says belongs to the "Chosen One(s) of God", the power of gacha. For the duration of this jump your particular gacha system, which is the same as Yamada's and Heihachi's gacha systems, is keyed to *Girls Corpss* which allows you to summon characters like Luna, Sylvie, Norl, and others, but your system possesses a few key differences from theirs. That said, it's worth going over the

capabilities of the *Girls Corps* gacha system, which are traits that Heihachi, Yamada, and anyone who purchases this perk all share.

The gacha mechanic is powered by *Magic Stones*. These are resources that can be acquired via hunting rare monsters (slaying a rare monster gives you a magic stone which appears in your system rather than appearing in an actual inventory), be it you or a "Unit" who does the hunting, and completing quests that anyone with the system can get (and which can only be completed once; if someone completes a quest then they get the rewards and the quest is no longer available to other people with this gacha system).

Both items and "Units" are acquireable via the gacha mechanic. For the duration of this jump the only way to get Units; summonable followers, is to pull an UR: ultra-rare (the least common type of pull). All other pulls will exclusively be items, with there being a shockingly wide array of obtainable items from special swords and shields to things like food, camp sites, house extensions, and magical flying carpets. Some of these items will have limited uses, and this is particularly true for things like generic pulls such as food or camp sites, but more potent, special treasures will typically be permanent once you can summon them.

Units come into being having their own lifetime of memories, as well as some of your memories and knowledge of their purpose to support and aid you, but due to them having their own personalities how they interact with you is based on how their personalities would naturally mesh with yours, though subtly influenced to encourage them to cooperate with and obey you within some degree of reason (and they start off quite loyal to you, at least loyal enough to not betray you. It's up to you to develop this further.). This is toggleable, if you'd rather not have this summoning process affect others, with it being conditionally toggleable as well so you can decide on a case by case basis.

To summon a unit in the first place you need to have enough unit points. Unit points are gained with every level up. You start off with 15 unit points.

Units are permanently summoned, though if they die then you need to find a new UR reward keyed to them and summon them again (or expend a duplicate if you have one on hand and haven't used it). If this happens they'll remember their deaths but they won't otherwise be negatively affected. Still given how rare a unit is…

If you pull the same reward more than once you can fuse them together to get a buffed version of the reward, and this is true for both items and units. Additionally special types of gacha sales and deals occur both in this jump and in future jumps, offering new and limited-time units or specially enhanced items, and other incentives to save magic stones and then spend big during these special events. **Now to go over the differences between the systems that both Heihachi and Yamada have versus your system.**

First and foremost your system is not tied to an external artifact but rather is a part of you. You can access it and interact with it purely mentally, giving you access to all of the facets of it without relying on a cellphone. This includes the ability to look at people and perceive their levels, stats, abilities and skills. Secondly your system doesn't make certain units summonable based on whether or not someone else has summoned them,

meaning that even though Norl has been summoned by Heihachi you can still summon your own copy of her.

Thirdly your system can accept real money, though for it to do so to summon specific units or purchase specific items it will take a staggering amount of money, usually to the tune of 10 times the amount of stones it'd take to summon them. Beyond this, in future jumps you purchase magic stones using local currencies or gaining them via hunting or achieving notable things and entertaining your benefactor (though what that means will differ from benefactor to benefactor which is to say fanwank appropriate means of gathering new magic stones that consist of something sensible to the new jump you're in and that isn't either super easy or incredibly difficult).

Perhaps the most important difference between the gacha you possess and the gacha the other earthlings possess is that in the future the total catalogue of available rewards will increase to include copies of notable figures, monsters, and items from the realities you visit. What this means is that if you were to visit the Forgotten Realms in the future you would be able to find units based on, for example, Drizzt Do'Urden, Elminister, Cattie-Brie, and more. Since this includes items, in this example you'd be able to find new pulls keyed to all sorts of D&D artifacts, from the Deck of Many Things to the Eye of Vecna. Also in future jumps you can get weaker, appropriately rare (proportional to their strength) units that are generic versions of various creatures from this setting and the settings you visit, meaning you can pull summonable goblins, or even rarer things like cyclopes or in the Forgotten Realms you could pull a purple worm, a roc, a storm giant, or what have you. Such summons are still full, living members of their species, and are as loyal to you as other, rarer summons would be.

Finally, as a purely optional feature to reflect Heihachi, when first getting a UR and thus a unit (or otherwise getting a unit pull in the future) you can decide the gender, sex, and even "Skin" of the unit. This means you can get a version of Norl that makes her default outfit a swimsuit, and it means if you were to pull a Voldemort unit in a Harry Potter jump you could get a version of Voldemort plucked from an alternate reality wherein he is female instead of being male.

As a small bonus this also gives you the *Master* unique ability: a trait which enhances the power of all of your summons. Yours is a buffed version of Heihachi's ability, which grows stronger the more summons you have and based on the depths of their feelings for you.

Girls Corps

Hero's Wisdom [100 GP | Free for Girls Corps]
This perk gives you immunity to the, for lack of a better word, "Charm" effect that being summoned has on the canon heroines, allowing you to decide if you want to start off cooperating with your summoner (in this or in future jumps, as this also immunizes you to such things moving forward, granting you immunity to charm and domination magic moving forward), and gives you the ability to decide your history in *Girls Corps* as well as your overall "Class". This also gives you immunity to being disspelled/banished if you wouldn't want to be and gives you freedom from relying on your summoner(s) being alive for you to stay in a place.

Each of the summons has a general class, though for the most part this class is subtle. Some exceptions to this are the mage class, the cleric class, and the alchemist class, but there's also archers, vanguards, monster tamers, and more. Your class will be pretty self-explanatory but it's essentially a role you have in (and sometimes out) of battle. You are incredibly good at your chosen class, by default on par with at least a C rank adventurer in your given speciality, making you notably powerful out the gate and you find that you grow in talent in this class at an extreme pace with every level up. You select your class yourself as part of this perk.

While the majority of known units are directly offensive/battle ready units, the existence of Tao the alchemist reveals that support skills and crafters also exist within the grander cosmology of *Girls Corps* so feel free to give yourself a more support/less combat centric role if that's more your speed.

Particular Personality [200 GP | Discounted for Girls Corps]
As reflects the better-written gacha games, each of the heroines has a distinct and powerful personality. Appeasing them and working within the perimeters of their personalities is part of ensuring their maximum potential is brought out in combat situations. You are no exception to this rule, and those around you are inclined to accept your quirks and work to bring out the potential hidden within your distinctive traits. When people do this you get buffs to your overall power, though for the most part these buffs will be somewhat small. Still, enough of this can build up and allow you to reach new heights when you are allowed to go wild.

Unique Ability [400 GP | Discounted for Girls Corps]
Throughout this world there exists an abundance of people, both foreign and native, and monsters, who have "Unique Abilities". A UA is a special trait that can be passive or active, though the majority are passive, that offers buffs. Some examples of Unique Abilities include the Master UA which increases the stats of all units by 10% during assault, or Knights Defense: which increases the strength and defense of all ally units by 30%. The more specific you make something that is a straight buff or inflictable debuff the more powerful it can be, with things you make focused on you higher a higher ceiling then stuff that affects all of your foes or all of your allies. You have free reign to design your own unique ability, as well as the conditions needed for it to evolve and become stronger. In between jumps you can change or modify your unique ability to better suit the builds you create, but only between jumps. By virtue of taking this perk the upper limits on the buffs you can get from this ability are as much as 50% in either

direction (so you can gain a 50% damage buff to ghosts as your ability, or you can make it so that humans do as much as 50% less to you). By virtue of taking this perk you don't have a limit on the number of abilities you can gain in the long term (and that you can equip) but you can only design new ones at the start of each jump.

Skill [600 GP | Discounted for Girls Corps]
Skills are the ultimate abilities possessed by both natives and foreigners to the otherworld. These skills will always reflect some interaction of the personality and skillset of the skill wielder, with Heihachi possessing a skill that allows him to swap out titles; special words inserted in front of someone's name that give them powerful unique abilities, and Norl having a skill that doubles all of her stats for one minute. Each skill has a powerful debuff that applies either right after it is used or during its active usage, with the simplest debuffs being that it leaves the user exhausted afterwards, while other debuffs include inflicting an abnormal status condition on somebody, such as inflicting a bloodlust (literal) status condition on a vampire or a berserker status condition on an alchemist. This perk allows you to design your own skill that can do as much as make your stats five times stronger for a minute out the gate. You can devise new skills between every jump and these new skills stack, rather than making you pick between skills that are usable in every jump.

Skills can be improved via finding duplicate UR pulls keyed to you and using them, but additionally you can strengthen them through arduous training and the overcoming of special challenges or prodigiously powerful foes. These ultimate abilities are powerful, and the more you train them the less debilitating the drawbacks will be. In between jumps you'll be able to freely change your skill to better reflect the build you're going for.

Native

Adventurer [100 GP | Free for Native]
This is a basic perk that gives you the fitness, skills, and instincts of an experienced, though not yet veteran, jumper. This comes with a full suite of survival-based knowledge (such as knowledge of first aid, overland navigation, and combat skills keyed to a weapon of your choice) as well as procedural and career-specific knowledge such as knowledge of the ranks of adventurers as well as knowledge of adventurer customs and culture. This knowledge becomes an updating repository of such knowledge in future worlds, allowing you to know how to best make a living as a wandering mercenary, be it whether you're dubbed an "adventurer" a "mercenary" or what have you.

Otherworldly Luck [200 GP | Discounted for Native]
This perk massively amplifies your luck relative to encountering extraordinary individuals, especially and uniquely ones you are compatible with personality wise. With this perk you're basically guaranteed to find isekaied individuals if such people have personalities that allow them to get along with you. This luck is also quite good at allowing you to have the chance to profit off of the supernatural and extraordinary, such as allowing you to be nearby when a mage decides to experiment with a magical tool and happens to need an assistant, leading them to ask you to help in exchange for letting you keep the item in question when the experiment is over. This luck is toggleable and in settings wherein otherworlders and other supernatural people don't exist will instead become luck that gives you a chance to meet and befriend famous and wealthy people who'd get along with you instead.

Adventurer Duel [400 GP | Discounted for Native]
Like Deius you have the ability to call for a duel between groups of people, and you can wager all sorts of things on the outcome. Unlike the adventurer duel Deius and Heihachi you actually can call for fights between private adventurers, though you may lose face if these duels are to the death instead of to when someone is knocked unconscious or submits, and people can wage their allies or friends on the outcomes of these duels. By default these duels will come down to either a hunting competition or to some other sort of physically taxing competition between an opponent(s) and you, though each time you call for a duel you will be able to specify what competition you are engaging in. If an opponent rejects a duel then they will lose face among their peers and suffer from misfortune for a period proportional to the wealth of the wagered items (or the power of the wagered friends, if that's more applicable).

Fated Foes [600 GP | Discounted for Native]
The war between demons and humans is sure to heat up in the days to come, particularly with the sudden arrival of Heihachi and the speedy rise to prominence he quickly undergoes, taking just months to go from a G rank adventurer to a B rank one. And in the days to come people will begin to take sides in the coming conflict between the near-mythical legions of the demons and the perhaps concerningly complacent humans. Most humans are going to be treated like enemies no matter what, but some humans will side with demons with the most infamous example being Yamada.

You are able to take sides in a conflict, with the most powerful parties involved treating you as something approaching a neutral party unless you get in their way multiple

times. People in the midst of wars (using “People” as a general term rather than making it exclusive to humanity) tend to be incredibly neutral towards you until you pick a side, and when you pick a side and commit to it you find that your popularity and renown among your side skyrockets incredibly, unrealistically fast, and that word of you spreads with equal speed. Beyond this people on your side trust and cooperate with you to an almost equally unrealistic degree, such that in the case of Yamada when he was bested by Heihachi and left at his mercy he was rescued by a vampire; a kind of demihuman (or “demon”) that aside from Luna had never been encountered during the series, even though said vampire did not necessarily want the same things as Yamada and just so happened to generally be aligned with Yamada versus humanity.

This also comes with advantages when you’re facing down the foes of your chosen side. You are altogether more effective against your enemies, with you finding that all of your tactics against them get bolstered, with this being extremely effective the first time you go use a tactic or stratagem against them, with repeated uses of the same tactic still being buffed but to lesser and lesser extents. Additionally the attacks of your foes aligned with the side you’re fighting a war against are less effective against you and your attacks are more effective against them, with both of these buffs scaling higher the more important an enemy is to the faction you’re fighting, so this buff is stronger against heroes and champions than regular footsoldiers who just happen to be freshly trained recruits right out of bootcamp.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100 GP items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Earthling

Surplus Of Magic Items [100 GP | Free for Earthling]
A secret technique that Heihachi discovers for magic stone farming is to dole out gacha-gotten equipment to his friends, who then go out and hunt rare monsters on his behalf. If someone hunts down a rare monster while benefitting from the effects of a gacha item then the kill counts as your kill for the purpose of generating magic stones. This is a small stockpile of such items (enough to equip a few different parties of about 5 people each with an item if only one item is given to every person) that offer a range of buffs that make them more appealing to people, and whenever someone wearing them does something that if you or your units would do counts as something that generates magic stones then your supply of stones increases. If you or any of your units wears something and generates a magic stone then the magic stone is doubled but this is the maximum cap so it's better to go out and equip more people with magic items then hoard them for yourself and your party.

Starter Gear [200 GP | Discounted for Earthling]
This is the special "Limited to first time users" discount pack that Heihachi gets at the start of the series but is instead a replenishing item you can draw on at the start of every decade, or at the start of every jump (whichever happens sooner). The way this works is that it is a guaranteed UR pull that will grant you one unit (Norl Fanya in this jump), a book of languages, some armor, a special tool (the Book of Languages in this jump) a special weapon (Excalibar in this jump), a shield (Pot Lid in this jump), and some miscellaneous equipment with a limited number of uses like high ranking potions and food. In this jump you're guaranteed to get Heihachi's loadout but in future jumps you'll be getting a loadout that is equivalently broken and with this you can get some vestige of a gacha system even if you don't purchase the gacha perk itself.

Every time you get one of these discount packs you will get new iterations of everything, including in this jump if you elect to purchase this item more than once (if you have a discount for this it is only effective the first time you purchase it, meaning that the second purchase and onward all cost 200 GP). In future jumps the loadout you get is keyed to the setting you're in, so if you visit Metroid after this you may get a Samus Aran unit, an armor item that consists of a Varia Suit, and a weapon item that consists of the missile weapon Samus uses.

Cellphone [400 GP | Discounted for Earthling]
Did you want to stay connected with your friends back home in this new world? Well sadly this doesn't come with an interplanar phone plan, but this cellphone is remarkable. It comes with the fiat-backing that an experienced jumper might expect on a cellphone such as the ability to contact anyone who has an appropriate device in this reality (or on the same world as you in future jumps), unlimited battery, indestructibility, and it cannot be stolen. Beyond that it has a map function that features real-time tracking of an area about a mile wide around you, a status app that lets you examine the basic stats of others around you, and a beacon feature that lets you teleport to different places so long as you've been to them before. Willing allies can also be teleported to you.

This device is strongest, and scariest, if you also have the *Gacha* perk. If you possess the perk and the cellphone you can give one person per decade/per jump (whichever comes sooner) their very own copy of perk and the cellphone, and when they spend magic stones you get half of the spent magic stones back for you to use yourself. Still, other than this their own copies of the stuff is perfectly keyed to them and you have no innate protections against them.

Girls Corps

UR Equipment [100 GP | Free for Girls Corps]
Every heroine from *Girls Corps* comes equipped with their own distinctive, unique ultra rare equipment. This equipment, which in your case grows alongside you and becomes stronger as you do, is distinct, unique, and keyed to your particular role in a party. This is two distinct items: a weapon and a piece of armor, and both have two particular effects which you decide on so long as they compliment what you do in some way. If you're an archer this could be a bow that fires homing arrows and that deals more damage on a critical hit, and a hair piece that improves your mobility and accuracy.

Peculiar Possession [200 GP | Discounted for Girls Corps]
Norl's eyemask, Luna's comforter, Freesia's hoodie, several heroines have a personal possession of some distinct significance to them. You are no exception. This is an accessory of some sort that is personal to you and while it remains safe and has been recently used you'll find that everything about you is more focused and generally better to a noticeable though small degree. This item is not for combat use but even being close to it can improve your focus and stats to a small degree.

Duplicate Pull [400 GP | Discounted for Girls Corps]
Duplicates in Gachas are usually either worthless or are part of a personalized upgrade path whereby when you get a duplicate of a reward you fuse the duplicate with the reward and you get a stronger variant of the base item or unit. This is a duplicate of you, which has a number of uses. In a pinch this can be used as a 1-up; if you die and have the duplicate you can expend the duplicate which will make you respawn in a safe place instead of triggering a jump fail (or any other 1-ups you happen to possess). Alternatively you can expend this duplicate and fuse it with yourself to become noticeably stronger in every way, though doing so uses the item and you don't get a new copy until the end of the jump or the start of the next decade (whichever comes sooner). You can repeat this process for as long as you have duplicates and it works every time, with it improving your skills to a degree that scales proportionally to how long it's been since you last used this item (so if you have multiple duplicates you're better off spacing out how often you use them). If you happen to have *Gacha* and you use this item, or otherwise have Units then you can select for an instance of *Duplicate Pull* to be keyed to them so they get the benefits instead.

Native

Adventurer License [100 GP | Free for Native]
This handy ID is a special card that allows you to visit all dungeons and similar locations and serves as a true, supernaturally accurate form of identification that will reflect your achievements, rank you fairly, and lets people know what your adventurer's rank should be based on the quality of your achievements. People will accept this and will treat you with the respect your achievements should afford you. This item also gives you the ability to turn in monsters (and/or criminals in case no such monsters exist in a given reality) and the spoils of hunts and get paid for them, as well as gives you a discount when it comes to buying things related to the adventuring lifestyle, like lodging, food, arrows, weapons, etc.

Party [200 GP | Discounted for Native]
This item is a collection of followers, be they humans or demons (your choice) who are skilled in battle and survival and who are balanced around you as a leader. The exact composition of this group of adventurers will differ from jump to jump and as your composite build changes over the course of your chain. Their relationship to you will be similar to the relationship that the party of Deius has with their frontline warrior, with them respecting you but also pushing you to be the best version of yourself you can be. They all have an impressive ability to grow and get along well with you. If you choose for them not to be humans then this party consists of a series of "demons" who can range from vampires to elves or fairies. Such individuals will be loyal to you even if you are a human who sides with humans.

Adventurer's Guild [400 GP | Discounted for Native]
What's a better way to make money than by being an adventurer? Being the head of the adventurers! This is an organization that helps out adventurers, organizing them into parties, helping recommend policy and strategies for adventurers, and facilitating chances for normal people to make requests that turn into quests and the like.

This organization spans the length of the kingdom the series primarily takes place in, and moving forward your adventurer's guild will also span the breadth of a setting, scaling upward to allow them, and also serving as a natural gathering place for ~~murder hobos~~ adventurers and mercenaries. You get paid a healthy income from the kingdoms and the other political bodies your adventurer's guild can be found in, and people who make requests also pay you a small fee per request. With this you can retire from being a wandering mercenary, routinely risking your life, and become a warmongering clown who helps organize other professional warriors so they can risk their lives a little bit more safely. At a minimum you get a guild outpost in every major city, and if you work to increase the number of branch offices you get paid more. This also gives you real political and social power, as a known employer and trusted ally of adventurers and the like, which increases if you run the organization effectively.

Companions & Followers

Companion Import/Companion Creation [50-200]
With this, you can spend GP to import companions into this jump, giving them 600 GP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 GP per person you do this for, or you can spend 200 GP and create or import 8 such individuals.

New Friend [50]
This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 GP here gives you a new token. Each unspent token is refunded at the end of the jump.

Drawbacks

Another Universe [0 GP]
This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Leave When The Plot Ends [0 GP]
This toggle allows a jumper to end their time in a setting when the events of the setting's plot are resolved. This can be via the jumper playing a part and achieving a canon ending, or in some other way, significantly resolving the plot and conflicts of the series.

Self Insert [0 GP]
You can insert as a character in the series that corresponds to your origin (So if you are an earthling you can insert as Heihachi or Yamada, if you're a Girls Corps person you be Norl, Luna, etc., and if you're a native you can be Deius, the guildmaster, or one of a bunch of different adventurers or mages).

Extended Stay [Varies]
For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]
You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points, if you block access to 3 of the four you get 600 points; and if you lose access to all four options, you get a full 800 GP. Companions can still be imported and receive builds, but they won't be able to be active during this jump, if the companion lockout is selected.

Quirks [100 GP]
Perhaps you're a pervert, a layabout, or you have a crippling fear of people seeing your face. You have some annoying, powerful quirks and disrupting them makes you very, very unpleasant to be around. Still, if others get around your quirks they'll find you to often be pleasant (at least if you are actually pleasant to be around).

No Luck Perks [100 GP]
Luck perks really fuck this whole thing up. So this drawback stops them from working. For 100 points this is very focused and mainly stops luck perks from affecting gacha rolls. For 200 points this affects everything.

Addicted [200 GP]
You're helplessly addicted to something. By default this is Gacha, if you have the ability to access a gacha system, but it can be something else like sleeping or seeing cute things. This is a real addiction and it takes effort to manage but it's also possible to play this up for laughs if you're careful and have a good support system. For an additional 200 GP this becomes much worse, suddenly an extremely true to life addiction.

Local Punching Bag [200 GP]
Somehow you have the weird misfortune of just always aggravating the wrong people. Expect to get into lots of brief competitions. Usually after the first time you get into a fight or contest with someone they'll mellow out, but sometimes losing will make them madder.

Yandere Allies [400 GP]
A concerning number of your allies and friends become yanderes. This is bad enough if you only befriend regular people with normal, human levels of strength and durability, but it's very easy to encounter strong people in a world of adventurers and monsters, and such people tend to flock to you. And now that's less then ideal. These are violent, fully murderous yandere's.

Rival [400 GP]
Across the breadth of isekai stories, how many of them feature surprise fellow isekai characters who have the same objectives and powers but diametrically opposed personalities as the protagonist? The number isn't zero, but it's very surprising when it happens in this reality. And now, like Heihachi, you have a soul-rival; someone who is destined to come across you time and time again, more and more powerful every time, with a party of their own and with a willingness to kill you that will grow every time you cross paths. Expect this to become a full drag-down all out brawl by the time you have your final encounter with them just days before the jump comes to an end.

War On The Horizon [600 GP]
There's a war coming jumper, and one way or another you'll be taking part. With this drawback fate will force you to side with humans or demons and you'll inevitably play a part in either saving the demons from their ignoble fate, or protecting the world the humans have earned by virtue of their banishment of the demons 200 years ago. If peace is possible then this will make it much, much harder to attain, but both sides are willing to ally with members of the species they're fighting.

Gacha Competition [600 GP]
This drawback fills this world with players of *Girls Corps* who come in possessing the local version of the Gacha perk; the one possessed by Heihachi and Yamada. Theirs comes with all of the restrictions of the base version, which means that they will quickly find their shared gacha system running out of heroines and even the very few in number heroes that exist as summonable units. Many of these humans will be obsessed with the game and will want to form the ultimate party, though what that means will differ from player to player. Expect them to compete fiercely with each other, and with you if you happen to be an Earthling. And even if you aren't parties with *Girls Corps* characters will wildly unbalance much of the world.

Decisions
You have three choices …

Go to the next Jump
Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes
-Hello! Changelog time. I started this document on July 10th, 2026, after expressing interest in making a generic gacha jump and remembering this as suitable research material. To my tremendous surprise I was able to finish and publish this on July 10th, 2026 as well.
-Last time I checked this manga there were only 20 or so chapters up. When I checked it to review as research material for generic gacha I was very pleasantly surprised to see that it had 82 chapters up. I reread the entire series on July 9th, 2026, marking different things to serve as inspiration for perks and items. This series is about as suggestive as early Naruto, though Heihachi is a bit of a pervert.
-Gachas are so incredibly brutal, in terms of luck, that I recommend either going to luck-based jumps before this one, supplementing this to a luck based jump, or going to a luck based jump after this. I can think of a few, but Generic Fortune Warrior, and my Super System Gets Me 3 Girls jumps both have stuff that would help here.