



Re:Monster JumpChain

Introduction!

+1000cp

Age & Gender

You may choose your physical gender freely, as long as it makes sense for your race. Your age can be the equivalent of anywhere between 15 and 80 years old.

Origins

Either origin can be taken as a Drop In or with a full Background to it, as appropriate for your choices below.

Reincarnated: Your soul isn't of this world, but another, born into a body of this world and likely blessed by some outside source. Your old mind is fully intact (barring drawbacks) and you may carry powers from who you were before.

Native: You are one of the many who call this world home. You know this world well and fit in more easily, however, and your abilities are more refined and focused than they otherwise would be as you can focus on the powers of this world alone.

Races

Human (+100cp): Bog Standard Humans. They have no access to the rank up system and instead possess their own system entirely.

Monster (Varies): Anything that uses the Evolutions system, including most monsters, falls into this racial category. Your breed of monster determines the cost of this origin. Monsters on the level of the goblin or horned rabbit grant +200cp. Monsters on the level of humans, such as hobgoblins and kobolds, grant +100cp. Elves, dwarves, and similar races, are 0cp. Stronger creatures, such as the ogre or dhampir, cost 100cp, with each evolution level above these costing an additional 100cp.

Mixed Blood (200cp): A mixing of human and monster bloodlines, you gain access to both the Job and Evolution Systems and count as both a Human and a Monster for the purposes of discounts. There is an additional cost to this origin, you must pay for the type of monster you share an ancestry with. In doing so, you gain a class based on the monster you share an ancestry with; the [(Monster) Child] job, with the (Monster) replaced with the parent species.

General Perks

Mother's Mercy (100cp): Your children, regardless of if you're the mother or the father, are birthed with ease and considerably less strain on the mother than they otherwise would suffer, as well as avoiding any complications of the pregnancy itself. Additionally, your children are born without any birth defects or negative impacts on their health unless forcefully removed too early.

Divine Protection (200cp/400cp/600cp): You have been blessed by a god or goddess, granting you their protection and a boon unique to them, which can vary from person to person as well as god to god.

For 200cp, this is the blessing of a demigod, offering a minor benefit to you. Demigods are in the range of Color, Compassion, Dance, Healing, Staves, War Beasts, and similarly focused gods. As an example, the Demigod of Fire grants resistance to flames and the ability to breath fire.

For 400cp, this is the blessing of a god, offering greater benefits than those offered by the demigods. Gods are in the range of Blood, Darkness, Death, Fate, Gems, Judgement, Magic, Sunlight and similarly focused gods. As an example, the God of Ice Fields grants protection from fire based weaknesses (such as sunlight to vampires) and grants an affinity to Ice Magic that can be channeled through weapons.

For 600cp, this is the blessing of a Great God, of which there are only five and provide the greatest benefits to those they bless. The great gods are Origin and Demise, Space-Time and Star Sea, Birth and Wisdom, and Nature and Souls, with one still yet named in the series. Greater gods almost universally provide a form of magic as their boon.

This may be purchased multiple times.

Synthesis (200cp/400cp/600cp): Normally a trait only possessed by chimeras, you've gained a version of the monstrous skill known as Synthesis, allowing the fusion of the various skills and abilities you may have obtained. For you, this is even better as you can combine perks, powers, and other such things gained along the way through your Chain to create Composites, but it is also lesser in that it can't be used to combine creatures or items (but see below). The process of creating a composite is a simple mental twist and takes little time, but it does take some regardless. The exact details of how they combine is up to you. Creating a Composite removes the component abilities entirely, but creates a stronger one as a result.

Initially, you'll only be able to combine a small number of abilities, two or three at a time, but this will grow with time and practice to a maximum of ten abilities fused into a single ability. You can pay 50cp to add an additional slot, which you can do multiple times (which will also increase the maximum by an equal amount).

For an additional 200cp, you can use Synthesis to combine either objects or creatures, your choice, or you can pay an additional 400cp to get both. You can direct the fusion of objects and creatures to a certain degree, but it is lesser than fusing your own abilities, and it generally takes a bit longer, with creatures taking much longer than items and items taking longer than fusing abilities. Fusing creatures does not give you any explicit control over the creature, you must instead train them to listen to you or leave them to wander on their own.

Synthesis may not be used as a component in a Composite.

Synthesis Plus (300cp, Requires Synthesis): Your use of synthesis is refined, you can now break down a Composite to its component perks/skills/abilities, regaining the original perks/skills/abilities which can then be used in the creation of new Composites. The process of separating a composite is nearly identical to actually creating a Composite, needing only a few moments to separate them into their components.

Additionally, you maintain the benefits of the component perks/skills/abilities used to create a Composite, they are not lost in the making of it. However, you cannot use a perk, skill, or ability to form a Composite if it is already part of another, existing Composite.

Synthesis Plus may not be used as a component in a Composite.

Mage (300cp): The magic system of this world works off of several systems for each type of magic, consisting of ten tiers of spell, with an individual's affinity granting an innate access to a type of magic. For those with an affinity for a type of magic, they naturally gain a spell of each tier as their skills grow to the appropriate level for that type of magic, though a strong affinity is necessary to access truly high level spells.

It is possible to learn magic of other types, or other spells of the same affinity beyond those gained from having an affinity for a type of magic, through study and perseverance, though having a bad affinity for a type of magic can inhibit or even completely prevent the use of certain types of spells.

With this perk alone, you ensure you don't have any bad affinities (barring drawbacks) and you may choose up to two affinities to be of slightly greater power than normal, allowing you to obtain early tier spells as you gain skill in the magic, but you won't gain innate spells from tiers four through seven and are limited from going past tier seven spells with the affinity using this perk alone.

You can pay an additional 100cp to gain additional affinities at the same level as the ones you initially chose. If you purchase at least one additional affinity, you can choose to gain Synthetic Magic with one of these additional purchases, which allows you to cast spells that combine the properties of multiple spell affinities.

Magic Affinity (200cp, Requires Mage): By taking this perk, you gain a perfect affinity for a single chosen type of magic, making it possible to use magic all the way up to the tenth tier of that type of magic as long as you can gain the skill necessary to do so. This may be purchased multiple times, choosing a different affinity each time.

Protagonist (400cp): You possess a weird sort of luck, one that makes sure you always have a fighting chance and will generally have the tools necessary to survive any encounter you get into. Rarely will you find yourself overwhelmed, and if you are, it will be when you won't die from such a loss. You still need to recognize and capitalize on such advantages, and you will sometimes be pushed to the limit, but you will never be without the means to claim a victory.

This will not save you from sheer stupidity, such as challenging an opponent so far beyond your ability you can tell you'd have absolutely no chance with what you have on hand and not taking the obvious hint to walk away. This will not make you instantly have a chance against such an opponent.

This acts as a Capstone Booster.

Origin Perks

Otherworlder (100cp, Free Reincarnated): Having already lived one life, you have a great deal of skill and perspective to draw upon in this new world. You think differently from the people of this new world and are difficult to predict as a result. Additionally, your experience allows you to apply knowledge from other worlds to better understand things in a new world, putting them into a perspective you can more easily comprehend.

Surprisingly Likable (200cp, Discount Reincarnated): People just seem to like Otherworlders like you, a sort of natural charisma that just makes it easier for people to get along with you and seem more charming. This also has the effect of diffusing distrust in you as your charm whittles it away over time.

Trainer (400cp, Discount Reincarnated): You have an uncanny knack for training others or, more accurately, imparting the work ethic necessary to push through the intense level of training you put them through to build them up. This accelerates their learning speed when you train them considerably but also gives them a small boost in their normal learning speed (about 1.2x their normal learning speed) even after you stop training them.

Additionally, you may temporarily impart part of your own learning speed, roughly a fifth of your learning speed, to anyone you train. This increase only lasts as long as you are training them regularly (for at least a week) and for a few days after the fact at which point they stop benefiting from this increase.

This has the side effect of imparting an improved work ethic on anyone you help train for an extended period of time and can even impart ideals you try to instill in them if you work with them long enough, to the point you can turn a normally savage species into a more civilized one.

Esper Ability (600cp, Discount Reincarnated): Like Rou, you possessed an ability before coming to the world of Re:Monster, and also like Rou, you've maintained that ability even after being reincarnated into a new body. These abilities vary greatly and can range from the fairly mundane to the truly powerful. Common examples include Teleportation, Psychometry, Telepathy, and Psychokinesis.

If you choose a weaker power, such as Self Diagnosis (the ability to be constantly aware of your body's physical state down to the cellular level), then you gain a discount on this purchase. If this was already discounted, you only pay 150cp.

For an additional 200cp, undiscounted, or if you possess the Protagonist perk, you can instead gain a truly potent ability, such as Rou's [Absorption] ability or an equally potent ability that allows for a constant degree of growth.

Examples are given in the notes section.

World Lore (100cp, Free Native): As someone born and raised in this world, you know a lot about it and the particulars of various materials, creatures, and even systems that spread across it. This understanding extends over a broad spectrum but is mainly based on what you could reasonably encounter and could learn through some dedicated study and experience.

In future jumps, you automatically gain similar levels of knowledge about the setting you are entering.

A True Beauty (200cp, Discount Native): Most natives of this world seem to be unusually beautiful, with some of the worst instances being ruggedly handsome rather than ugly. As such, you would be considered above average for your race, a 8 or 9 out of 10 type deal at the worst.

Refined Form (400cp, Discount Native): Those native to this world are not as inherently versatile as those that reincarnate, unable to draw on the expanded range of knowledge and potentially unique abilities possessed by these individuals. Instead, they refine what they know, make it better, and dedicate themselves to it. When you focus on something, be it the use of a specific weapon, the skill necessary to mine ores, or even the study of magical theory, you can slowly internalize this focus and make it a part of you, allowing it to shape your development and skills in a way that aids you more than it otherwise would. This will naturally make you more suited towards the skills related to what you've internalized and ease any restrictions on you for learning such skills.

Over time, you may be able to enhance an existing focus to be stronger and offer greater benefits to you, especially as you Rank Up or gain associated Jobs, even unlocking new ones based on your foci. Alternatively, you may gain the ability to instead internalize a new focus, on top of the existing one, which will shift your affinities to overlap with it. This is easier to accomplish if the foci internalized are related.

An example of this is E, a goblin that grew fascinated with spirit stones and started to mine them regularly, developing into an affinity for earth that allowed her to eventually evolve into an Earth Lord, giving her great strength, durability, and the ability to control the earth itself.

Understanding the World (600cp, Discount Native): Everything happens for a reason. The world is a machine, a *system* that follows a set of rules and interactions; even if many fail to notice or understand them. While many may be content to wade through like blind wanderers in a land of mystery; you are gifted with the brilliance and intuition required to deduce these secret rules. In this way, you could gain a scientific understanding of even the most mind-boggling or poorly studied things; though like any true scholar your greatest strength comes from devising ways you can apply these precious insights in practical ways.

Whether that's investigating the most optimal way to cast a fireball, adapting a ritual by understanding which alterations you'd have to make to use an acceptable substitute, creating a true wonder thanks to your intimate understanding of how dozens of disparate enchantments can potentially interact with one another and their medium, or simply introducing a primitive world to the wonders of steam and clockwork, you can understand the principles behind them and apply them in new and interesting ways that will prove to be useful. Why with sufficient research and investigation you may even discover new ways to interact with these unseen systems; revolutionizing fields you've devoted yourself too, or perhaps even pioneering new disciplines of magic! Though the latter would no doubt be a grand endeavor even for you.

With the addition of the Protagonist perk, you don't even need any tools or aids to help you study these phenomena, instead relying on your own senses and reasoning to substitute for such things. This effectively allows you to accurately and precisely study any sort of phenomenon; without having to deal with cumbersome equipment, or the fact the tool you need hasn't been invented yet.

Racial Perks

Class System (Free & Mandatory Human): Humans are the only race in the entire world that use the class system instead of the evolution system. Classes are gained, and leveled, by performing certain tasks related to the class, such as farming for a farmer, crafting for a blacksmith, and practicing combat for a warrior. These may also be advanced through defeating opponents, though the degree this affects your level is based on how difficult a challenge the opponent is.

Classes level all the way to 100, but don't go any further. However, you can obtain multiple classes if you train for it, with seemingly no upper limit, and can even gain higher tier classes by bringing a lower tier one to level 100. Some classes, such as the [Noir Soldier], have additional prerequisites to obtain.

Classes don't automatically grant skills, though they do augment your physical and magical capabilities, you must practice to acquire the associated abilities for the class.

You start with ten levels in a single, basic class (such as warrior, peddler, chef, or alchemist).

For 200cp, a Monster can purchase this perk.

You may, post-jump, grant the Class System to others.

Underdog (100cp, Free Human): With all the natural advantages monsters possess, humanity seems like they would be at a clear disadvantage, and they often are, but this same thing leads to humanity being underestimated, even by their own kind. Your enemies tend to simply underestimate you and your capabilities. This also comes with a minor willpower boost as humans need determination to match the inherent strength of a monster.

The Will to Live (200cp, Discount Human): Humans are unique in this world of monsters, beyond just their access to a different system, they rely on learning and perseverance to achieve what monsters obtain naturally. You have an iron will, one that lets you keep pushing yourself and keep going even when you should have collapsed from exhaustion. Additionally, your will augments your pain tolerance and reinforces your personality; the stronger your will, the more pain you can tolerate without issue and the harder it is to impose changes on your personality.

This will not always protect you - even the strongest of wills can eventually be worn down - but it could take years or decades before you're worn down enough to break, which can be prolonged even further if you have a reason to fight beyond your own life.

Human Ingenuity (400cp, Discount Human): Tools, weapons and armor, an equalizer for races that do not possess the innate strength and defenses of monsters; even with the more human-like monsters picking up the use of such equipment, humans are the ones that benefit most from such equipment. Physical equipment you utilize, whether that's a weapon, armor, or a tool of some sort, is more resilient and can handle greater forces put on it than normal, based on your own overall ability and skill with the piece of equipment.

More than this, equipment you use is overall better in your hands than it is for others based on your skill with it. A sword will act as if it were sharper the better your skill as a swordsman, armor will provide greater defense the more used to it you are, and a hoe would be better at turning the soil the better you are as a farmer.

Additionally, skills that rely on equipment, such as Slash or Bash, are more effective.

The Wise King (600cp, Discount Human): Humans don't rely solely on might, but also on wisdom and cunning, for it is the learning and schooling of humanity that allows them to thrive in a world where monsters are so much stronger than they are, building on the foundation laid by those that came before and raising it ever higher. You now share in this trait. Anything you learn becomes the foundation for additional learning, turning what you've experienced into learning moments with ease, and making your work into moments of growth.

You learn faster. Naturally twice as fast as you otherwise would. But more than this, anything you learn accelerates your learning in other fields. Mastering a skill will provide an increase to the rate of your learning by an additional 100%. Lower levels of mastery still provide an increase, but it is proportionately lesser as a result.

However, if you possess the Protagonist perk, you can push beyond mastery, increasing your skills further and providing even greater benefits to your learning speed. And while you will need to figure out how to go past the common level of mastery, you will always have at least some vague idea on how to do so.

Evolution System (Free & Mandatory Monster): Like humans, the monsters of this world possess a levelling system that shows their growth and capabilities. Unlike humans, however, a monster doesn't gain class levels. Instead, when a monster reaches level 100, they can Rank Up and Evolve into a stronger form based on their actions and capabilities, such as a goblin becoming a hobgoblin then becoming an ogre. Each Evolution makes it more difficult to reach level 100 as it requires greater and greater levels of training and experience to obtain.

Additionally, you may unlock variants if you meet certain conditions, such as a specific kind of Divine Protection or having a predilection for magic that makes you a Mage variant of your species, though other methods may exist to gain such variants.

For 200cp, a Human can purchase this perk.

You may, post-jump, grant the Evolution System to others.

Precocious (100cp, Free Monster): Monsters live in the wilds of an incredibly dangerous and uncaring world and need to grow up fast. As one such being yourself, your physical development and learning speed are three times faster than normal. This also doubles the effectiveness of anything that augments your training, such as a trainer that knows what they're doing or a piece of equipment that aids your development.

Survival Instinct (200cp, Discount Monster): With so many monsters, some are bound to be at the bottom, weaker than other creatures by a significant margin, and those that can't recognize this disparity are quick to die. Not you, though. You have an innate sense of how strong something is compared to you, whether they're weaker, an even match, stronger, or so far beyond you that challenging them is suicide. You can even tell roughly how wide the disparity is. This does not account for equipment and outside aid (such as teamwork), it works off of what is inherent to the individual, and a clever opponent can still best you if you don't take them seriously, so you still need to be cautious.

The Mighty (400cp, Discount Monster): For monsters, might makes right. Power gives authority, regardless if that strength is in magic, speed, or strength, and the more of it you possess, the greater your authority. Your physical and magical power naturally feed into an aura of authority that expresses just how powerful you really are, a trait that imposes awe or terror in those around you, reassuring your allies of your strength and protection, or intimidating your enemies with just how much power you possess. This aura is also tinted with your ideals; those aligned with them will naturally be drawn in as allies while those opposed will be harshly reminded of what will come if they

draw your ire. This takes into account all of your inherent abilities; it will not showcase additional power provided by your equipment, nor your allies, only your personal strength. It also doesn't take into account your intelligence and mental capabilities, only your physical and magical ones. This even puts a degree of pressure on those around you, weighing them down with your sheer presence and can even affect those stronger than you, though not if they are vastly so.

If you possess the Underdog perk, you can pull back this aura and make yourself seem weaker than you actually are.

Fit for Survival (600cp, Discount Monster): Where humans rely on equipment and training to defeat their foes, monsters rely on their inherent strength and power, but, for some monsters, this simply isn't enough and they must either grow or die. You chose to grow. Your innate abilities grow with you, as your level increases, as your strength grows, so do your abilities and skills grow to match them. Your magic affinities will expand, your poison will become more potent, and your hide will grow tougher, along with many other effects. Of course, this is entirely based on abilities and skills inherent to you, not learned skills.

If you possess the Protagonist perk, this goes even further as improving in one area, such as physical strength, will naturally improve other areas as well, such as durability and speed. When your physical capabilities improve, all of them do, though this is not necessarily a one to one growth, but focusing purely on physical strength will not leave you clumsy or easily winded. You may choose to have your physical capabilities not manifest changes in your appearance if you so choose (so you can get stronger but not put on more muscle than you already possess).

Items

+200cp for Items only. Humans gain an additional +100cp for Items only. Natives gain an additional +100cp for Items only.

[Quality] Arms/Armor/Equipment (Free/100cp/200cp/400cp/600cp/800cp/1000cp): For free, you gain an [Inferior] quality item (additional purchases cost 50cp, which is removed if purchased at a higher tier), which can be a piece of armor, a weapon, a shield, or another item. Inferior quality items are those on the same level as the knives Rou made in his early days or the shell reinforced club Kishi used in that same time period.

For 100cp, this item is upgraded to a [Normal] quality item, on par with the Estocs Rou uses after Ranking Up to hobgoblin or the standard equipment possessed by Rubellia and her fellow humans when first captured. Humans gain a single free purchase of a [Normal] quality item instead of an [Inferior] quality one.

For 200cp, the item is upgraded to a [Rare] quality item, a category which includes items made of special materials, with high quality craftsmanship, or minor enchantments, such as E's pickaxe, enchanted to be more resilient, or the mithril daggers made by Rou.

For 400cp, the item is upgraded to a [Unique] quality item, a category which includes items with a potent enchantment or that carry multiple traits from the [Rare] category. Examples of this include the Drop of Moonlight, used by Mi, which is made of enchanted, magical ice, and the Blood Princess longsword, which is able to drain blood from those struck by it. Such items can be considered national treasures in small countries.

For 600cp, the item is upgraded to an [Ancient] quality item, which usually possess multiple abilities, such as the shield used by Kichi after he became an Ogre or Failnaught, an elven bow that generates magic arrows and will never miss what it's aimed at if it isn't blocked. Most [Ancient] quality items are artifacts, items obtained from a dungeon run rather than being made.

For 800cp, the item is upgraded to a [Legendary] quality item, which is a direct upgrade of [Ancient] quality items in terms of power. Items on par with Rou's Airgeatlahm (see below for the actual item) or the metal bracelet Beowulf, which enhances the user based on their intent, both mentally and physically, fall into this level. All [Legendary] and higher quality items are artifacts.

Finally, for 1000cp, the item is upgraded to a [Phantasmal] quality item, which are only attainable by either conquering an [Age of Gods] dungeon, by receiving a god's full blessing, or by fully awakening a Sacred Treasure. Rou's Airgeatlahm, upgraded on his evolution to Overlord, and the Sunlight's Soul Sword Hisperiol fall into this level of power.

This may be purchased multiple times, however, you must pay the full cost for each item individually.

Consumable items are discounted (unless they provide a permanent benefit, such as a potion of agelessness) and restock once per month.

Re:Monster (50cp): You've got the full story of Re:Monster in both its Light Novel and Manga formats.

Re:Jumper (50cp): Your adventures in this world are chronicled in your choice of Light Novel or Manga format. You can choose both if you'd prefer. This continues with any future worlds you end up in.

Windfall (100cp): A large amount of the local currency, enough to live in luxury for three years or to live a full eight years if you're frugal. This also comes with a box that can store as much money as you put in. Any money put into this box is inaccessible until your next jump, at which point it is converted to the local currency.

A Place to Call Home (100cp/200cp): This may be a simple cottage, a large house in a city, or even a cave out in the middle of the wilderness, but it's home. This place has a constant cozy and soothing atmosphere to make it exceptionally comfortable and homey, as well as providing a sense of relaxation that calms and soothes the mind. For an additional 100cp, this home has a protective aura that keeps passive threats away, such as wild beasts, fires, and the like. This won't protect against active threats, such as bandits or direct enemy action.

Bag of Spirit Stones (100cp): This small pouch contains a handful of assorted spirit stones, roughly six in total. These stones are concentrations of spirits aligned with an element taking on a physical form and are useful in various forms of crafting, and a few other abilities may find their own uses for these stones. If any spirit stones are used or otherwise removed from the pouch, they will restock the next day. Each time the pouch restocks itself, you can choose the spirit stones that are granted.

-Spirit Stone Mine (300cp/500cp): Instead of a pouch, you possess an entire spirit stone mine, one that seems to always have more and even grows more over time. You can harvest a nearly unlimited amount of spirit stones from this mine, the only restriction being how quickly you can mine them and how quickly they regrow. An expended 'vein' of spirit stones will regrow completely after a month.

For an additional 200cp, you can seed other materials into the mine, allowing it to grow the material in question. This only works for minerals, metals, and other such substances, it will not grow meats, plants, or similar.

Hot Springs (100cp/150cp): This small collection of natural hot springs is perfect for relaxation, easing physical pains and helping to unwind mental stresses. By default, these hot springs are unfurnished and simply out in the wilderness. For an additional 50cp, you can have an onsen linked to the hot springs instead, a business that caters to those wanting to use the hot springs. This will provide a bit of income and may give you a bit of information from the people that visit.

In future jumps this hot spring (and onsen if applicable) can be a warehouse attachment or imported into the world in a location of your choosing.

Land Deed (100cp/150cp/200cp): You now own a significant portion of land, large enough of to house a small estate and a town around it or a good sized castle with some farmlands. Nothing is currently built on that land, but anything that is built on it will carry over to future jumps. For 50cp, this land will attract a cadre of followers that'll work the land and come along with it. For another 50cp, these followers will be able to act as a militia and even become companions if you decide to import them.

Workshop (100cp/200cp): A well-stocked and equipped workshop useful for many forms of crafts, even having different rooms for different forms of crafting and projects. There is no specialty equipment present unless you pay an additional 100cp, which makes it so you'll be able to find any tools necessary for your projects so long as they aren't unique, one of a kind items or powerful artifacts (whether magical or technological).

Prestigious Title (200cp): You possess a title that gives you a degree of authority or inherent respect, such as being a knight or judge. Regardless of the actual title, this provides you the respect of those around you simply because of what the title represents. While it won't guarantee you'll receive respect from everyone, it will ease you into political situations and make it so you are seen as a peer by other influential people.

Proof of Royal Authority (200cp): This item certifies that you and those with you can skip tedious inspection at gates, saving you quite some time. You could also smuggle forbidden items using this, but if someone finds out your privileges may be revoked. You can also use this to skip queues, get preferential treatment at restaurants, inns, and the like, being able to be treated with respect worth of it of a noble, with a possibility of minor discounts, or getting something for free. If taken with Prestigious Title, you are a Noble, though not a member of royalty.

Training Grounds (200cp): You possess an easily accessible tract of land where you can easily instruct and train others in various methods, stocked with training equipment such as wooden swords and simple shields. This is primarily for physical training regimes, however, it can also be used for forms of schooling. Training done on this field is twice as effective as it otherwise would be when done alone, and increases to three times when you have a training partner or teacher. With both a partner and teacher this increases to a five times increase. This is somewhat limited by the skill of the teacher to instruct their students and the skill of your partner, but the field has enough room for dozens of pairings to practice.

Crafting Materials (200cp): You possess several crates worth of various common crafting materials. Leather from weak monsters, metal ingots of iron, copper, and other common metals, several forms of wood, various herbs and spices used in both cooking and alchemy, and other simple materials. These replenish regularly every week or two and would make for a good supply of trade goods.

-Superior Crafting Materials (200cp): The materials provided baseline are of a superior quality, coming from stronger monsters, magical ores, trees with their own innate magic, and herbs or spices that are used in high end potions and meals. Additionally, you can now add rarer materials to your regular deliveries by providing a decent sized sample to the crates, this will add that material to the regular deliveries, though they may show up in every second or third restock depending on their rarity.

Pet Chimera (200cp): What you have here is a beast created through magic by combining several creatures together, a chimera. You may choose up to five relatively weak monsters to create this beast. This also grants them a lesser form of the Synthesis perk, which allows the monster to combine the skills of the various beasts it is composed of to create stronger ones. It is loyal to you without the need for magical compulsion, seeing you as its owner.

This chimera is only of animal level intelligence, which can still be surprisingly intelligent, but if you can find a way to boost its intelligence you can import it as a companion, otherwise it is simply a pet instead. The chimera will respawn if killed, though do try to treat it well. As with any pet, it's entirely possible for it to leave you if you abuse it, and it may not do so quietly.

This may be purchased multiple times. Each purchase either grants you an additional chimera, allows you to add two additional monsters to the chimera, or allows you to choose stronger monsters to include in the chimera.

Alternatively, you may choose a similarly powerful monster with animal intelligence to join you as a pet. Such a case doesn't gain the Synthesis perk but is more focused than their chimera counterpart.

-How To Basic! Chimeras (300cp/600cp): This handy guide teaches you how to create the beasts known as chimera. In point of fact, it even acts as a minor grimoire to allow you to do so even if you do not have the magical ability necessary to create said creatures. At first, the skill provided by this book will only allow you to create chimera composed of two creatures, but as you practice and grow more familiar with the process, you can potentially create a chimera of up to ten creatures, though each added creature exponentially increases the difficulty of making the chimera successfully.

For an additional 300cp, it also gives instructions on how to use the ritual on yourself and maintain your own mind, though it does give a warning that using this may impart some minor personality traits from the component creatures.

Dungeon (300cp/600cp): A private Dungeon of your very own, accessible from your Warehouse or any other property you own. You can scale it between ‘suitable for a total novice to cut their teeth on’ and ‘a serious challenge for you and your party at your full power’ at will, and the Dungeon will generate entirely new layouts or load old ones as you prefer, pushing the difficulty slowly up as you descend.

For the extra 300cp, your Dungeon is upgraded to an Age of Gods Dungeon, with all that entails, though it will only count as such when the difficulty is appropriately high.

Dying in this dungeon only results in you being ejected and the dungeon being unavailable to you (or anyone else that died within) for 24 hours.

Companions

Import/Create (50cp/200cp): For 50cp per individual, or 200cp for eight, you can create or import Companions with 800cp to spend. They may take Drawbacks that only affect themselves.

CP Transfer (100cp): For every purchase of this option, each of your companions gain 50cp to spend on top of their normal stipend.

Canon Companion (Free/100cp): Find someone you fancy? Well then, if you can convince them to come along with you on your travels, you can bring them along as a companion. For 100cp, you can nudge things in your favor so the person will have a better opinion of you when you meet them and will make it easier to convince them, though it is by no means a guarantee. If you pay and fail to convince them, you are refunded the CP at the end of the jump and may spend it as normal.

Drawbacks

Fanfic Toggle (+0cp): Is the normal story of Re:Monster not to your liking? This toggle allows you to pick an alternate story set in the world, such as one presented as a fanfic, to be placed into instead of the standard storyline.

From Birth (+0cp/+100cp/+200cp/+300cp): When you entered this world, it was as a newborn infant. For fast growing monsters, such as goblins, this doesn't grant any CP as they will be fully grown in a few days. For slower growing monsters, ones that'll take months to a year or two to grow to adulthood, this grants +100cp. For monsters that grow at the rate of humans, taking several years to grow, this grants +200cp. Mixed Bloods grow at the rate of a human. For slow growing monsters, like elves or dragons, taking several decades to centuries to reach maturity, this grants +300cp. While you are young, you are exceptionally weak for your race, your power slowly growing until you reach full strength at adulthood, and the jump's timer doesn't start until you reach adulthood for your race.

Homely (+100cp): Most of the people in this world are fairly attractive, barring some kinds of monster, and even they can eventually evolve to a more pleasing state. You, however, are not. Regardless of form you will never be what is considered attractive. At best you will be considered plain and ignored, at worst, ugly and reviled.

Humanity Ensues (+200cp, Monster and Mixed Blood Only): Humans are generally not very fond of monsters, especially the intelligent ones. They will have no relations with you and will either flee or attack on sight, depending on their disposition. You will not be able to ally with humans directly for the entirety of this jump, and indirect means of allying with them will be... problematic.

Monster Magnet (+200cp, Human and Mixed Blood Only): Monsters have a particular interest in humanity, whether as food or breeding stock it doesn't really matter, they like them and will do anything to have them in their possession. And you are a prime candidate. Monsters will attack you when they see you, either to eat you or to bear their children, whether you like it or not. This will not affect Rou or the loyal members of his group. Good luck.

Brute (+200cp/+400cp): You are very direct. Not unintelligent, per se, but blunt and very simple in how you solve problems. Predictable. For an additional +200cp, you are actually not all that smart, akin to Kichi's level of intellect and directness.

Sociopathic (+300cp): Like Rou himself, you don't truly empathize with others and are quite selfish, in a way. It is always about what they can do for you, what you can get from an interaction, and otherwise just about you. At its best, you can obtain the sort of enlightened self interest that Rou himself possesses to a degree, where he helps others so they can better help him, however, he is a best case scenario.

Brat (+300cp): You are immature, arrogant, and all around a very bratty individual. If things aren't going your way, you may very easily get angry and start lashing out in a tantrum, or start spouting how unfair things are, then run off to get reinforcements to try again because there's no possible way you could fail a second time.

Unevolved (+400cp, Monster and Mixed Blood Only): You're access to the Evolution System is severely limited and renders you unable to evolve for the duration of this jump. How and why this happened is irrelevant, but your main means of gaining power in this world has been lost.

Class Locked (+400cp, Human and Mixed Blood Only): You're access to the Class System is severely limited and renders you unable to gain classes for the duration of this jump. How and why this happened is irrelevant, but your main means of gaining power in this world has been lost.

Replacement (+600cp, Requires you to be a Goblin or Goblin Mixed Blood): Rou is nowhere to be found in this world and instead, you have taken his place. You are born into the goblin cave where Rou was reborn, with all his fellows present. You will be bound to encounter several of the scenarios that Rou himself needed to face in his time in this world, even should you try to run you will face similar, if not identical, challenges. If you are too slow to improve and match Rou's strength, it is entirely possible you will not survive.

Lost Strength (+600cp/+400cp): As with Rou, you have lost your powers and perks from previous jumps and are brought down to your body mod, scaled to your current race. This grants you +600cp. However, for instead only gaining +400cp, you can choose to keep a single power or perk from your previous jumps with a CP value of 600cp or less. This chosen power/perk restarts at its base level, no improvements it has made to you are maintained, if applicable.

Rou's Hunger (+600/+800cp/+1000cp, Incompatible With Replacement): Rou has heard of you, all the power you possess, and your journey through the chain thus far, and he's more than just intrigued... he wants to get a taste. You will be hunted by Rou in his attempt to consume you, a sociopathic cannibal with training as a soldier and a meteoric rise to power. You must survive his attempts, with failure resulting in him eating you and gaining all your perks and powers, including your nature as a jumper, allowing him access to the rest of the chain.

If you take the From Birth drawback, Rou will not begin hunting you until you reach maturity, when your powers are at their greatest and you'll provide him the greatest challenge. However, this also gives him time to prepare and gain power and guarantees he will live until you reach maturity yourself, granting you an additional +200cp if you took the +200cp or +300cp version of From Birth.

If you take the +600cp version of Lost Strength, then you gain an additional +200cp from this drawback.

End of Jump

So your ten years have passed and your jump is at its end. What shall you do now? Will you **return to your home** world and be content with the powers you now possess? Will you **stay in this world** with all the friends and allies you've made? Or will you **move onto the next jump**, ready for more adventure? The choice is yours.

Notes

Esper Abilities: Note that none of the below lists are definitive. You can create your own abilities and these are merely examples

Discounted Abilities:

- Self Diagnosis: As described above in the perk, this gives complete awareness of your current physical condition, down to the cellular level, possibly even being able to observe your own DNA.
- Pericognition: The ability to see the present. Extends outward in a relatively short range from you (a few yards). You gain complete awareness of everything in that range as if your senses were focused on it.
- Point Blank Telekinesis: Telekinesis that, at most, acts a few inches off of the user's skin. Able to dampen enemy attacks or augment your strikes to a certain degree.
- Enhanced Multitasking: Can effectively focus on multiple tasks at once within your mind without them interfering with each other. Can even cross reference between trains of thought.

Normal Abilities:

- Psychokinesis
- Precognition
- Teleportation
- Psychometry

Upgraded Abilities:

- Absorption
- Super Forms: Develop forms that empower you in some fashion. May be combined to create stronger and more varied forms. Takes stamina to use, but can be trained down.
- Upgrade: As the Generic Isekai skill.

Synthesis + How To Basic! Chimeras: This combination allows you to combine creatures more efficiently and effectively control the results a lot better than either one singularly. It can also be used to create hybrids that don't take traits from one creature and add them to another but be a true mixing of the races, making their growth and appearance more organic.