

Danmachi Jumpchain

Skill Issue:Edition

This is meant to be a Fan add-on for Danmachi skills Feel free to Talk about them . Please note that some are from fanfiction This is not just a add-on but a cataloged of Fan skills I find enjoyable and don't want to forget and maybe use in a jumpchain.

Things to note

- Some skills are custom while some are made by others
- Some skills are based on other franchises
- Skills may not be balanced well
- These skills are more focused on Danmachi rather than Jumpchain
- I may update or improve this doc but I encourage others to use it as a base and add their own twists and ideas
- Spells and developmental skills are not really the focus of this doc so please keep that in mind

[Return By Death]

- Upon Death, time goes back to a point where survival is possible and this point cannot go backward or be controlled.
- Death grants a massive amount of excelia based on power difference of the killer
- Excelia boost based on injuries

[Immortal Resolve]

- User is immune to all mental attack and damage

[Heir of Babylon]

- Accelerated Growth
- Ability to Create Crystallized Emotions
- Stronger the users Desires the Faster their Growth

[Geomanteia]

- Increased effectiveness of Earth-type spells
- Decrease Mind usage with Earth-type Spells
- Mind Regenerates at a constant rate as long as user is in contact with earth
- User can manipulate earth around them at the cost of vast amounts of more Mind, Active trigger

[Tellus Change]

- User's Earth-type Spells evolve into stronger forms over time
 - User's non Earth-type spells will change into Earth-type Gradually
- User's Non-Earth Type spells have become unusable. User is unable to gain any other spell type beside Earth-type

[Foolish Desire]

- Strong Desire results in a temporary stat boost that is equal to the Users desire

[Spell Stacking]

- The user gains the ability to repeat one or more spells combining the effects and power of each cast up 10 times

[Spell Stockpile]

- The user may store 5 “casted” spells for later use
- If use often enough Spell Stockpile may change into a developmental skill

[Eternal Progression]

[Minimum Growth]

- Guarantee at least 1 point in all Category's per encounter
- Guaranteed excelsia from all slain opponents no matter power or level .

[Second wind]

[Resurrection]

- Upon reaching a near death state the user will regain the equivalent to 50% of all mind
- all injury shall be repaired and Debuffs shall be removed.
- passive will activate even if not in combat.

[Death Defiant]

[Resurrection] [Growth]

- Upon "Death" the user will Revive up to 3 time
- 3 Months must pass to regain a life.
- Permanent small resistance to what killed them
- Both a permanent base Stat increase by one rank A – S and a Temporary increase in Level 2-3 4-5-6-7 upon activation

[1-UP]

[Resurrection]

- Every Month the user gains a 1 Extra life that may be taken on death instead of their own Counter=0

[Fluid Skill Development]

[Modifier] [Skill] [Growth]

- The user gains new skills at Extreme rates
- Guarantees all new skills downsides will be lessened
- Allows all skills to Gain small Improvements from use

[Developmental Learning]

[Modifier]

- Allows the God(ess) of the user to select any developmental skill possible for the users current level or achievements
- As the user simply lives life they will gain the set skill upon which they may set another Gaining Execila will increase the rate of gaining the Developmental skill

[Divine Treasure]

[Anomaly] [Divine]

-The user allows their god(ess) to use their Arcanium in self defense and on land they own

the God(ess) may imbue blessing and wards in relation to domains they possess

“all divines the meet the user Gain a Dire urge to protect the user and treasure them even if they are not directly under them”

[Heavens Paramour]

[Anomaly] [Divine]

-The user is able to give Divines of their opposite gender Viable offspring

-All Divines of the opposite gender gained increase interest in the user

“the user gains a strange but lightly addictive scent to Female divines “

[Reagent Myth]

[Overlay] [Anomaly]

-The user gains the ability to temporarily call upon the power skills and ability's of those who gained legend, myths and story's about them

-Repeated use in short time spans may result in mental and personality damage

[A True Hero]

[Gap-closer] [Exchange] [Resurrection]

-The user gains Extreme Increases to all Capability's

- Grants the user Powerful regeneration
- all attacks, spells, and skills gain power equal to 4 levels increase
- Will Cause Crippling Damage if used for too long with possible regression of stats if the users body is unable to handle it

[Faithful Prayer]

[Divine] [Overlay] [Modifier]

Allows the user to ask divines for blessings granting one permanent and one temporary depending on domains they possess

The users personal divine grants 3 permanent blessings and 4 temporary

“Divines may say no but can be bargained for them if agreement is reached and the divine even verbally acknowledges the agreement the blessings will be granted”

[Undying Will]

[Rapid Growth]

[Modifier]

-the user gains greater increases to all Stats the longer they face a difficult challenge

-Grants Will(power) Stat

-Reduces Mind usage

-increase resistance to all forms of mental attack

- will(power) can temporarily increase stats equal to the total amount of will distributed among them

[Dying Will]

[Exchange]

-the user may bet their own life on completing a task Gaining Max base stats
Increase all ability's

-improved perception and critical thinking skills

“ If the task is completed then the user will return to their previous strength with a small but permanent boost to all stats if they failed the task they will die”

[Legendary Variant :Human]

[Unbound Growth] [Anomaly] [Outsider]

-The user is a once in a millennia chance a natural fighter beyond any of his Race

-All forms of combat even practice grant extreme improvements

-Extraordinary learning speed while fighting

-The longer the user battles more powerful they become a small percentage of this accumulated power is permanently gained the rest is discarded

“Rapid power Growth may cause the user to suddenly be unable to control their new power making them unable to fight properly”

[Legendary Shift]

[Gap-Closer]

-Grants the user a temporary Transformation that grants a 10 times multiplier to all Base stats

-Over time will reach 25 times multiplier

[Pantheon Privilege]

[Divine] [Modifier] [Anomaly]

- Allows the user to gain more than one Divine patron allowing benefits to be shared between all Familia

- Each Divine Patron the user has they and each person that is part of one of their patrons Familia gains small Increases to Stat gains

- Improved learning rate's to all Pantheon Members

- Innate knowledge of all familias health conditions

- The ability to share skills both developmental and normal temporally

- The more Divines part of the pantheon in one place 20 Kilometers the more benefits they and their members gain

[Lucky Star]

[Luck] [Modifier]

- Improves all actions the user takes Granting Higher chance of success the more the user is unable to modify the outcome in a meaningful way

[Nature's Bounty]

[Resource] [Modifier] [Anomaly]

- All animals and those with greater animal instincts feel increased Safety affection and love toward the user gaining a desire to protect them

- Grants increased chance of finding natural resources food, clean water, ores, etc

[Pure Heart]

- The user produces an aura that slowly heals mental, physical and spiritual wounds the user is by default is prone to being very kind and forgiving and desires to help all who suffer.

"NEVER LET HIM BE SCORNE FOR ALL WHO DO WILL FACE SOMETHING WORSE THAN OBLIVION"

.Hidden May only be seen by divines upon focusing on the skill for a few moments

[Fairy King :Oberon]

- Increase all ability's of those with fey and Elven blood deemed ally's

- May upon gaining the users favor. grant the skill fairy kings: court

- Ranks

(Acquaintance) 3% chance to gain from each interaction | Guest 10% stat increase,

|(Respect) Lord/lady 50% stat boost and 50% stat boost

(Trust in Judgment) Confidant Grants either the Skill [Fey Truth] or [Fey Deceit] depending on individuals fighting style

(User of Fairy King: Oberon is leading) Squire Grants Basic weapon-mastery development skill for wielded weapon and +50 in all stats for as long as Oberon is in command

(Love) Queen 200% base Stats increase 50% increased Stat Growth rate

Sub-skill [Titania Teachings]

- all magic gains increased power and reduced mind cost

- user may call upon 4 magic constructs of armor with wings at no cost to themselves

“all ranks are not mutually exclusive”

[Fey Truth]

- The user may speak 5 truths in one day and gain 50 points in each stat per truth for 2 hours

-repeated “valuable” truths may cause greater boosts and changes in the skill itself

[Fey Deceit]

-User can Lie 5 times towards an enemy each day gaining 5% Mind regeneration per lie for 2 hours

-The more unbelievable a Lie that is considered as truth for even a moment may cause greater boosts and changes in the skill itself

[One with the Shadows]

[Stealth]

-Makes one harder to detect

-Effects Increase when hidden in the Shadows

-Effects Increase With one’s Experience

Heart of Alfhiem

[Rapid Growth]

-Continued desire results in continued Growth

-Stronger Desire Results in Stronger Growth

“Allied Elves and those of Spirit blood can Grow based on their mutual desire and distance from the heart”

[Valkyrie’s gift]

[Rapid Growth]

-While worthy of Valhalla, a boost to all stats is applied, the more worthy of Valhalla the greater the boost

[Einherjar Heart]

[Rapid Growth]

-Fast Growth skill Matching the fighters spirit. The strength of the effects corresponds with level of user's determination to win