

Multiverse Jump

This jump is a little different from a traditional one. In this jump you can go to different worlds or universes of fiction that you want, it can be anime, manga, games, books, etc. Being a multiverse, you can choose 10 series to travel through their universes and live all those adventures you always wanted to have. But there's a catch- you can't choose fanfictions or parodies of the series. Keep in mind that if there is a temporal consistency of the mentioned ones, you can take it as a single world, but if those conditions are not met, it will be considered as another world.

I don't want to be too restrictive, so for an additional payment of 50 CP you can travel to 10 more worlds. You can buy this option multiple times.

In these 10 years, you can travel through different series and enjoy the experience they offer. To start with, you can spend a maximum of one year in each world (unless you have the option to extend your stay in the jump). If you extend your stay and/or add more worlds, you will take the total time of this jump as the numerator and the number as the denominator of worlds or universes that you will visit. For example, if you are in this jump for 500 years and your goal is to visit 20 worlds, the number of years you will spend in each world is 25 years. But if you don't care about anything, ignore this option and manage your time as you want.

Take 1000 CP for you to spend on any of the options this jump offers.

Location

Choose the fiction you want, you will appear in the place that is most comfortable for you. Keep in mind that it must be a canonical place and be populated like a city or town, you cannot appear in a very opportune place like the last floor of a maze that has several powerful items. Be reasonable when choosing your start point in each world.

Gender and Age

Choose the gender and age you want.

Origin

By default your origin is Drop-In, as the objective of this jump is that you will travel with total freedom. Rather than your background, it is your actions and morals that will define who you are on this journey.

Race

In each jump it is always normal that you find the race option or a Perk that allows you to acquire it. In this case it will be something similar, but you can customize it to your liking. In the Race Section you can choose the options that you like the most to create the species you want. The only limit you have is your imagination (and your budget).

Perks

4 Discounts per pricing tier. Discounted 100 CP perks are free.

You can turn on/off any Perk at your will or dial their strength.

Language – 100 CP

Traveling to many places is something that many would like but language barriers can be an obstacle. Now you are a polyglot, able to speak, listen, read and write perfectly the language of the place where you are. This ability does not include magical or powerful languages such as runes, ancient magic, etc.

Universal Source – 100 CP

You have an energy source that can adapt to all energy types that appear in various media (chakra, ki, mana etc.). This source is limited but can be increased through training. You will also have no difficulties using the different types of energy to apply magic and abilities, so you can use different techniques at the same time with different energy sources, but keep in mind that you must be very skilled to do this, so training is important.

Common Sense – 100 CP

It can be a problem having to deal with customs from other cultures. You have knowledge of the local customs and manners of whatever place you happen to be. You also are granted a general but minimal knowledge of its history.

At the Peak of My Ability – 100 CP

The passage of time can cost you dearly, as it not only makes people age, but also your abilities deteriorate. This ability will not only prevent your skills from deteriorating, but as a bonus you will not age, remaining at the peak of your physical state at the age you want, 20, 30, 40 years, you choose. Don't worry about your skills becoming static, you can still improve.

Moral Tolerance – 100 CP

It is complicated when you commit actions (good or bad), and these are not approved of by your companions, followers, etc. Now everyone (companions, followers and allies) will be tolerant and will respect your decisions without criticizing

them, to the point that it would not be strange for them to adopt your same moral compass.

Flags – 100 CP

The famous flags, important events in the plot of a series that can change the fate of one or several characters for better or worse. You have a sixth sense for these types of events, being able to detect them and for the better, being able to know what these are about and what consequences would be involved in participating in them. These events can be meeting a person or being determined, completing a quest, finding an object, etc. It's a pretty useful skill.

Beautiful World – 100 CP

The scale of beauty increases eight points. That is to say that the average beauty scale is 13/10. Another advantage is that all kinds of bad smells, dirt and anything you consider disgusting will disappear from the world. Obviously people will still need to urinate or defecate, but it will not generate bad smells or leave stains, which is very useful for those jumpers who go to pre-modern times. The world will be very neat and there are no endemic plagues or diseases. Another benefit is that people will age in a way that they don't lose that youthful appeal.

Nice People – 100 CP

It is something common that in several vanilla Isekais the inhabitants of these worlds are quite friendly, to the point that even your summoners are good people and they see you more as a hero to be respected than a weapon of war. Most of the people you meet on the worlds or jumps you visit will be very good people, always helping you in times of need and rewarding you handsomely when you help them. The rest will be rather generic villains whose plans are quite simple, being more comic relief than villains or antagonists themselves.

Steal Achievement – 200 CP

It is not uncommon that in some fiction there is a character who for some reason steals the credit for some important feat, as an example when Mr. Satan is credited with defeating Cell. Good jumper, you have the same skill or luck as him. Anytime someone accomplishes a major feat and it can be proven that you were at the place where that feat was accomplished, you will be credited with that feat. Do not worry about being blamed for collateral damage, that blame will be taken by the villain or opponent that was defeated.

Keep in mind that you will only be credited with achievements that can be justified by your skills, do not think that being a doctor with zero combat skill, you can be

credited with victory over an enemy army by defeating them in a frontal battle. It would be more logical if you have defeated them using your knowledge, such as infecting their supply with some kind of plague.

Of course, if you wish to maintain a low profile for any reason (such as to avoid revenge or surveillance), then you can also use this to shunt the credit (or blame) for any actions you commit onto someone of your choice, provided they were nearby. You can also choose to toggle the perk on or off, or filter it to affect specific individuals or actions.

If you wish then this perk can also be extended to your companions and followers, allowing them to steal credit or give credit for achievements.

Reliable – 200 CP

It would be a little weird to show up at just the right moment when an incognito princess is being attacked by a group of traitors from her kingdom. With this help, not only will they believe you when you tell them you happened to be there, but people will also tend to believe and trust you without a second thought. You don't trust yourself so much, if you show by your actions that you are a mean cheat, anyone who has witnessed your acts will not trust you, not even those who these witnesses have told of your disgusting acts.

Another advantage of this Perk, is that your reputation can never be tarnished by false advertising, keeping your image immaculate. But make no mistake, if you are a mean being, this Perk is not going to help you.

Reward – 200 CP

Isn't it great to receive more than you deserve? Now for each favor, mission, quest, etc. you complete, you will receive a reward greater than what you should receive. Imagine that by killing some weak monsters in a random place instead of giving you some coins, you receive a small fortune. Or for saving a small town from some bandits they reward you with a title of Duke. Or for escorting the princess of a kingdom on a low-risk escort mission to the castle you will be rewarded with giving her to you in marriage (she being very excited and happy about the proposal). Even for giving a glass of water to a person after physical education classes, he/she will swear eternal loyalty to you.

This Perk also has an effect in cases where people have to give you compensation, prizes, presents, payment of debts, bets or apologies.

Additionally, should you wish it, those giving you the rewards will always be able to afford to do so. Now you don't need to worry about peasant villagers starving to death when you get your enormous reward for killing a monster for them. This can, of course, be filtered and toggled.

Background – 200 CP

Regardless of your origin or race, you can customize your background within reasonable limits. In each jump you can choose who your parents, family, friends, lovers, etc. are as well as the relationship you have with them, and what positions they have within the family as well as certain other groups. If there are abilities that can be accessed or inherited within your family or private groups, you may have the option to already have learned or inherited them, but you will lose these at the end of the jump (or world) wherever you are.

Right of the Strongest – 200 CP

For some reason people are more tolerant towards those whom they find useful. It doesn't matter if you are a crazy psychopath, an arrogant person who spits on his superiors, or a womanizer who sleeps with his superior's wife and daughter, the more useful you are to the organization or country you belong to, the more permissive and less strict they will be when you do something improper or illegal. In most cases they will turn a blind eye to all the amoral or wrong acts you commit. Not only does it apply to those kinds of acts, but also for too pious decisions. For instance, if you chose to spare the lives of enemy soldiers because you think it is wrong for you to kill them, then they would agree not to kill them and instead treat them as prisoners of war.

Crossover – 200 CP

The multiverse is something incredible, many series have their alternate versions (fanfics) that modify the plot a little, and that little bit is bringing characters from other series.

It is a pity that your favorite series does not have a jump. Imagine not being able to see your favorite characters just because a jump from that series was not created. For that we have a solution. With this Perk, you can bring your favorite characters to any jump you are in. A limitation is that they must fit in with the jump where you are at. It would not be a good idea to bring canon Naruto or Luffy into a mundane 21st century jump, nor would it be advisable to bring an elf into a jump where only the human race exists, you should bring a human version of that elf. When you bring those characters, try to make it consistent with your jump or setting. Also tries to respect the power system, The Force from Star War I don't think it combines well in the world of Naruto.

Keep in mind that when you bring a character in from another series it will affect the background of your jump or the setting a bit, if you bring a character from High School DxD like Rias Gremory to the Shinmai Maou No Keiyakusha jump, you can choose if the Gremory family was always in the society of the underworld, if the 72 Pillars exist in that jump, etc. This is a limited creative mode.

As a last restriction, each character you bring cannot exceed the power level of the characters in the jump where you are. If in a Boku no Hero Academy jump you bring Superman, he cannot be stronger than All For One.

As a warning, by bringing these characters, you may generate some change in the plot of the jump or setting you are in. Consider that you are entering a fanfic.

Just In Time – 200 CP

It's frustrating to be late, to arrive and find your allies dead, or to arrive after some thugs do something horrible to your partner. With this Perk you will always arrive before the beginning of any events that would end in tragedy or misfortune. Now you can brutally beat those thugs before they get close to your partner, save your companions before they are fatally wounded by those enemies.

As a bonus, you will never be late for any important events or meetings.

Wiki – 200 CP

Information is a powerful weapon my dear jumper. Now you have access to a Wiki that has all the information of any person, history, being, place or thing that you are looking for. The information is very broad and contains the most relevant information. For example, if you want to know the information of a particular enemy, you can know its weaknesses and strengths, abilities, family, etc. It is also excellent for finding very useful information or objects, such as where to find a lost treasure or how to effectively train such a skill. This Wiki has useful information on everything and is updated at every jump.

Protagonist – 400 CP

Congratulations, you now take the place of the protagonist of the series you enter. Not only that, you also have all their skills, race, potential, etc. that they had at the beginning of the series. Don't worry about having to assume their responsibilities, that's not your job, they still exist after all unless you don't want them to. Another advantage is that you can use the contacts they have to take advantage of various opportunities.

One good thing is that all the skills you get can be used in other worlds or universes, but they are not fiat backed, so if you lose them for x reason, you will have to find another way to get them back.

Also consider that if the protagonist has some type of disease, curse or other inconvenience you will also have it, so be aware when choosing.

Another clarification is that when taking the place of the protagonist you can choose between transmigrating directly into their body with all their history and background

or replacing them and taking their place in the story without their history or a combo of both.

If there are several protagonists you can choose to be one of them. If you wish then you can also choose to be an equivalent antagonist.

Generic Harem Protagonist – 400 CP

You are the popular type that many would like to be. For whatever reason, people of your preferred gender are very attracted to you. You may choose whether this overrides their ordinary sexual orientation. Whenever you meet these people, just by spending just one day with you, they will fall deeply in love with you, being totally loyal to you and willing to allow you to have as many lovers as you want.

Aside from being able to seduce specific canon characters that you encounter, you may also choose to increase the probability of encountering unnamed characters who would make ideal partners for you. Their appearance and personality will change to fit your preferences. You may also choose whether or not they have any exceptional skills and talents. Should you wish it, then these individuals may also be very influential, or come from wealthy and powerful families, and they will happily support you financially or politically, with no intention of using you or asking for anything in return.

Regardless of who your partners are, you don't need to worry about the rejection of their family or friends, as they will accept you without problems, no matter what. By extension, your own friends, family, and allies also won't have any problems with your new partner and their family, even if they'd previously been mortal enemies. Also don't worry about a romantic rival, NTR, or something like that, as by default there is no one who is interested in stealing any member of your harem from you, or otherwise violating the boundaries of your relationship. If you wish then others of your preferred gender (who would also be attracted to you) can still be attracted to them. This can be filtered or toggled if you desire. In fact, if you wish them to then your harem members may even try to seduce others in order to get them to join your harem.

Members of your harem will always get along with each other, and will never fight or argue. You may change the harem's dynamics if you wish, for instance so that one partner is distinctly in charge. If you want then you can determine whether harem members merely get along, whether they are incredibly close friends, or if they have a sort of sibling bond. You can even make them romantically or sexually interested in each other, regardless of their normal orientation or preferences, though in such circumstances you will still be their primary partner with whom their main loyalties lie.

Charisma – 400 CP

You are a person who for some reason everyone likes. Not only are you a person who is loved, but you have a talent for determining what other people want and what

words to use at all times, being an excellent negotiator. If it seems little to you, you also have the skills to lead groups regardless of their size or qualities. You know how to take advantage of each person so that they are at their best, how to create an excellent synergy between the parts (be they people, supplies, weapons, objects, etc.) for a more efficient and effective result.

Another effect of this Perk is that it makes you the perfect politician. You have a great ability to control the masses, as well as a great gift for giving inspiring speeches that will inspire the most cowardly to risk his life for you. You are the perfect leader.

Finally, it is impossible for people to betray you. Any relationship you form, whether between a good or a neutral one, will be respected by the other party. It is possible that, having differences with you, they will distance themselves from you, but they will never stab you with the sword or take advantage of the relationship they have with you to provide information to your enemy. As a bonus, you have a sixth sense to identify traitors in your ranks or people who just want to take advantage of you in an abusive way.

Harmony – 400 CP

Sometimes the combination of the parts does not give the most optimal result, being in some cases worse than the performance of the individual parts. With this Perk you can avoid those kinds of problems. All your Perks, Powers, Items, Companions, followers, etc. will work harmoniously when put together or combined. Being able to avoid any type of negative effect, having a perfect synergy, being the most optimal. Also, when working together or combining, they will not feel repulsion among themselves, don't worry that your harem will fight with each other, that the robot you built will explode, or that combining two skills will result in disappointing results. It is normal that by combining or joining the strengths are enhanced and the weaknesses disappear.

Another advantage that this Perk gives you is that everything you combine or create is immune to any type of corruption or external negative factor. Whether you form an empire, the people of your empire will never stop following your principles and will be loyal to you, a technique that you combine cannot be influenced by another to decrease its performance. But it does not mean that you are invincible, your empire can be crushed by a more powerful military force, as well as have your combined techniques be ineffective against another of greater power.

Creation – 400 CP

When you create something be it an ability, objects, realm, etc. You have complete control in the way it will work, allowing you to assign any set of properties to anything you make, as well as guaranteed perfect performance. You can also add the effect you want to your creations, so creating a weapon that can increase its power while its wielder increases theirs is not impossible. Giving an example, you can create a perfectly ornate sword but give it an edge that can cut anything. In itself you have the

power to create something in the way you want but without losing the performance you want to give it. This applies to powers, skills, minions, etc.

As a bonus, you have the ability to know what would be the perfect materials or suitable people for everything you create. Maybe to create that sword you need some materials that are obtained in X place.

Follow the Plot – 400 CP

It's important to note that sometimes when we want to save a character we like, this can cause a change in the plot of a series. With this help, this problem is a thing of the past, as long as it is not so treacherous, the plot of the series will remain the same. Changes like Harry Potter being raised by wizards and not by his aunt and uncle will not produce any major plot shifts. But eliminating Voldemort forever when he attacks the Potter family, that would change the conflict we know.

As a plus, you are immune to any type of paradoxical effect, such as being killed as a child to disappear in the present, or for doing a minimal action in the past that changes the present.

A Few Small Adjustments – 400 CP

In the vast multiverses there are different versions of the world or universe in which you live. In some there is no religion, in others the majority of the population is made up of women, etc. These general changes would fit into those fateful what-if scenarios.

When you start a new jump or when you reach a new setting, you can make those general changes to your liking. Do you want all Hogwarts students to be of legal age, including other students from other magical schools? that the main plot takes place in other countries? or that the protagonists and villains change roles? Everything is possible with this skill.

A limitation is that these changes can only be made at the beginning, so halfway through your adventure you will not be able to use this option.

Another limitation is that you can only make general changes, you cannot make isolated changes such as exchanging places of the protagonist with another character from another series, if you want Goku to be your Ron Weasley, you will have to exchange the entire cast of Harry Potter for those from Dragon Ball. Also, these are not going to use Ki, only the magic system. And don't expect them to be able to destroy worlds like in their series, they will have the same power as a wizard from the Harry Potter saga, with each character being as powerful as those they replace. So, going back to the aforementioned example, Goku will be as talented as Ron Weasley.

A final limitation is that the plot cannot change, the characters involved can change but not the plot itself. If you don't want Harry's parents to die you can choose another

person to be the chosen child, but they will share the same background as Harry. If you arrive in the same year that Harry entered Hogwarts, you will not be able to change everything that Voldemort and his followers did in previous years. So if you want to change the plot, you're going to have to get involved. So you can't save the wizarding world by eliminating Voldemort with this ability, someone else would have taken his place.

Substitutes – 400 CP

The multiverse is incredible, in your reality maybe that girl you like sees you with indifference or if you were a nuisance, but in another reality she is in love with you. It would be great to be able to bring that person and be with them.

This Perk is interesting, you can change people from your reality with other versions of the multiverse that have the characteristics that you need or want the most. You want to change your boring teacher for a more entertaining version that makes classes educational and fun, done. Or you want to change your corrupt president for a more honest version, done. The possibilities are endless as the multiverse is so vast.

For this skill to work, you will have to choose the selected target and mention the physical characteristics, personality, skills and type of relationship they have with you. The selected target will be replaced by a version that meets the requirements you are looking for.

Do not worry about the change that could occur in your environment or the environment of the person you replace, they will not notice the change, as if the selected target had always been like this.

Also note that you can use this ability as many times as you want, although you can only use it three times per target.

A limitation of this skill is that you can do it one target at a time, having to do hard work if you want to change an organization with the people you want.

Another limitation is that it is not an absolute ability if you use it against your enemies. If they run an organization that sees you as a threat and are convinced of destroying you, it won't matter how many changes you make. If you only change the leader, it won't matter how many times you try, that doesn't mean that the rest of the members of their organization will continue submissively. An order to stop their attacks so you. It is also possible that these versions do find sufficient arguments to destroy you. They will not hesitate if it is very necessary. I mean, if you are an amoral monster that kills everyone who looks at you ugly, it is not that they will find many reasons to leave you alive.

The Great Plot Armor – 600 CP

This luck is too exaggerated. Your luck exceeds the limits of logic. You have a Plot Armor that will save you from any situation, such that certain death attacks will be diverted, or you might appear in a world with nothing but quickly come across a very influential person who offers you help and sponsorship without any kind of bad intentions. Or you might find an artifact or treasure in a place you visit by chance. In short, your life is in easy mode.

You don't have to worry about fighting strong enemies, as there will always be a reasonable scale of power in terms of opponents or situations you have to overcome. So, if you start your adventure as a novice, then you will never have to face an incredibly powerful opponent who is beyond your level. Just like when facing multiple opponents, they will be weaker than you.

Another advantage is that you can make the impossible possible as long as it favors you, like beating an invincible enemy, keep in mind that it is only possible, not easy.

Traveler of Worlds – 600 CP

You are an adventurous person my dear jumper, you not only travel the world but you can also cross dimensions to go to other universes or realities. You can open a portal that can only be used by you or those you allow to use it, allowing travel to various worlds or fictional realities. Think that with this Perk, you can go not only through the Marvel Comic universe, but also its What if, parodies, parallel worlds, movies, fanfics, etc. Keep in mind that you will only be able to use this ability in any fictional world you are in as long as it shares some very close similarities with the aforementioned examples. Don't think you can go from the Harry Potter universe to Pokemon. but you can go to a reality where Harry's parents are alive and Voldemort never existed. Or by going to a Harry Potter-Pokemon crossover you could then get to regular Pokemon, you just need to chain the progress in the right way.

As an aside, there are no limits to how many times you can use this ability nor is there a cooldown to go from one reality or world to another.

Another gift is that now you can adapt to whatever environment you are in. To make the deal better, you are immune to every kind of disease coming from that environment that exists, and don't worry about bringing rare diseases to other worlds, when any type of virus that is not native to the world you travel to will be destroyed to avoid any type of epidemic..

Spoils of War – 600 CP

Every time you defeat an opponent in a one-on-one battle, you will be able to steal everything they have such as their fortune, property, family, lovers, skills, years of life, positions, rights, their freedom, etc. It can be anything physical or conceptual. It is mandatory that it be a fair battle without using dirty tricks like threatening their ally to lose or poisoning them before the battle.

Definitive Death – 600 CP

It's annoying when that enemy comes back to bother you, even after you've already killed them. I mean, who wants Jason Voorhees chasing you all the time? With this Perk you can definitely kill any being, regardless of the abilities or resurrection techniques they possess. Keep in mind that you have to have the power to kill them, so don't get too confident. Reality will keep on going even if what you kill was what was holding it up.

Herosmith – 600 CP

There is a saying that heroes are made not born. They're made by the choices they make in their lives. A saying that describes this Perk very well. An ability to create your own heroes, loyal to you, brave and powerful above all.

Each jump, you can choose a thousand people, regardless of their species or gender, and grant them a total of 1000 CP worth of Perks and Powers you have purchased during your chain. To be more exact, they will receive a perfect copy of the aforementioned, so there is no danger of you losing them. It should be noted that you can also give them those that are free. The combination you make will depend on you.

Another additional advantage is to rejuvenate the body of the person forged to their prime, being in their optimal conditions. Unlike normal people, they don't have any physiological needs like eating, sleeping and going to the bathroom.

As a last advantage, these are immortal beings, or to be more exact, when they die they will be resurrected, having a waiting time of one month to return to life. Also these will not age.

These forged heroes are completely loyal to you, having complete loyalty to you, as well as complete resistance to mind control or possession. This will also give you a great sense of camaraderie among your followers and companions, so there is no danger of any internal conflict.

But, those followers cannot become companions, as well, your companions cannot take advantage of this Perk (not being able to purchase it or use it on them). You also cannot grant this Perk to other people. Another limitation is that what you grant is a package of Perks and Powers, so each jump you will choose a total value of 1000 CP in Perks and Powers (without discount) to grant them to the thousand followers you choose. You can not add those that had no costs such as those that are offered for free. Also, followers can benefit from this Perk only once, so you cannot repeat and choose the same person multiple times. As a last limitation, you cannot use the Perks or Powers of this jump.

These will be considered as followers. Post-Spark, you can use this ability as many times as you want.

Setting Changing – 600 CP

Wouldn't it be great to be able to go into the universe of Warhammer 40K without worrying about dying in a horrible way. You can adapt the reality of a world or universe to your bewilderment. Change the tone of a universe from Grimdark to Noblebright. You can also change the genre from a comedy to a more a Horror-Grimdark.

You have full control to change the tone and genre, not the story or plot. In the event that the story doesn't quite match the tone you changed from, an alternate story will be created to match that tone. For example, in Warhammer 40K, if you change it to a comedy the story of the Horus Heresy will focus more on comedy and instead of being a war that almost destroyed thousands of worlds and millions of lives, it will be more of a separation between the emperor and horus where each one went by his side because Horus liked coca cola but the emperor preferred pepsi, without victims or traumatic things. The gods of Chaos will be more benevolent and their actions less hostile and more comical for an audience of all ages.

The multiverse is very broad, so changing the canonical universe for another that suits our taste is much better.

True Self – 600 CP

You are a special jumper, you are an existence that surpasses its alternative versions existing in other universes. To be more precise, of all your versions you are the most perfect, the one that reached the greatest potential compared to the others, and you have room to go further. Whether it's luck, discipline, being in a better environment, etc. You have reached the ideal that each person wants to become, their best version.

In other words, all your stats like strength, speed, stamina, intelligence, information processing speed, vitality, any stat you can find in a video game will increase by ten. This also includes your learning speed, being able to learn ten times faster than you normally could.

As a bonus, you are immune to any negative effects from any Perk, Power, Item, etc., you use or have. An example would be using a powerful sword that takes life from the wielder for each use, that effect will not work on you.

Finally, in case you travel to another universe, or are affected by time slip, if you want you can replace your version of that universe. Avoiding merging or creating a temporal paradox.

Immunity – 600 CP

You are immune to any type of ability that copies, steals or seals your abilities, such as reading your future or your past if you do not allow it. As well as any type of

prophecy that leads to your death or that disfavors you. Also any type of attempt to clone or control you is ineffective against you.

Killing you is almost impossible, jumper, or rather, killing you with powers beyond comprehension. You are resistant to any type of "Hax" such as instant death, killing your past self to cease to exist, erasing your existence, sealing your, control of your destiny that harms you, plot devices, all forms of plot armor, 4th wall breakers, reality warping, protagonist bullshit.etc.

Don't trust yourself as a jumper, you can die by conventional means, but not by absurd means, so if someone wants to kill you they will have to do it in the conventional way, such as killing you in a fight or poisoning you.

Items

4 Discounts per pricing tier. Discounted 100 CP Items are free.

You can import any Item or connect it to your Warehouse.

-All items will be returned when lost, all items may be imported into similar items, weapons to weapons, vehicles to vehicles, etc.

-Item alterations, modification and upgrades will be maintained between jumps and are also fait-backed.

-Buildings, land, vehicles and other property, unless stated to have a particular location will be placed near your starting location in-jump and will be attached to or moved into your warehouse after the jump is complete. After the jump they can be imported into future jumps as desired.

-All properties and vehicles come with renewing fuel, electricity, food, water, air and other things required to keep them running including titles, deeds, certifications, registrations and licenses.

Clothes – 100 CP

Traveling in different worlds is somewhat complicated but with this jump possible. So all you need is adequate clothing so you don't attract attention. These clothes are indestructible, immune to all kinds of dirt and stains. This clothing changes, adapting to the type of clothing of the place where you are.

Money – 100 CP

No matter where you are, there is always some economic system that works in that jump or world. You will have an equivalent to one hundred thousand dollars of any type of currency or equivalent that is in circulation in the place where you are, and this will replenish every year. When you travel to other places, it will change to the currency or equivalent in circulation that is used there.

House – 100 CP

You can't be living on the streets. Take this modest house to have at least a place to sleep. In each world or jump that you go to, you will have one on your property, but do not expect that when going from one world to another you will keep that house, rather it appears in the place where you are and adapts to the time and culture. Don't expect something luxurious either, it's something that a middle-class person can access.

My Franchise – 100 CP

The journeys of your jumps can be epic, and it would be a shame not to be able to keep a record of your adventures. Choose the way you want to tell your adventures, it can be a series of comics, books, etc. Each jump makes a new series. These can be automatically published for you in any and all formats with no IP issues to bring you income. You may choose to be known as the author/designer/producer of these if you wish.

Basic Gear – 100 CP

With this you can start your trip with the minimum necessary. This has basic equipment, some potions or basic remedies for healing, some camping equipment and other necessary but very simple items.

Basic Weapon – 100 CP

A weapon of your choice that will be useful for fighting low level enemies. It's not a big deal, although the good thing is that it's indestructible but that doesn't mean it can break other weapons, just repel them. Don't think it's useful against non-physical attacks.

Documents – 100 CP

It would be troublesome to go anywhere to be turned away at the gate and denied entry. Now you have all the documentation that will cover your identity, as well as other necessary permits to circulate in any place open to the public.

Fiat Stamp – 100 CP

Visiting so many worlds presents endless opportunities, one of which is being able to find various objects that you can add to your collection. With this, you can stamp a symbol on any object making it fiat backed. It can be used once per jump. Buying this more than once increases the number of times it can be used per jump.

Letter of Recommendation – 200 CP

There are places that the general public cannot enter or institutions that require certain prerequisites to enter as members. With this letter you can enter any place restricted by local authorities as well as those restricted to membership of an institution.

My Book – 200 CP

This book has the particularity of recording everything you know in its content. All your knowledge will be divided by themes as well as sub-themes, this being systematic. It does not record personal information such as data about people you know, or your past. The information it records is linked with academic or practical knowledge, so in its content it will have information on how to use magic to create a fireball but it will not have information on the drama series you watched on Thursday.

Book – 200 CP

This book contains complete information on any type of branch of knowledge that you want to learn, it can be fire magic, karate, Ki control. As long as it's something canon in a series, it can be contained in this book. You can change its content every jump, but by doing so you lose the previous content.

Little Mice – 200 CP

These dozen mice, made from unknown material, are perfect for information gathering with hidden cameras and microphones. These can be controlled remotely and transfer all the information they contain, in a short time. They are also useful for exploring dangerous or difficult-to-reach places.

Mansion – 200 CP

This mansion is of average size within its category, with all the comforts you need, but without being too luxurious. This has a staff of fifteen people who can be customized as desired. This can also be adapted to the time of the place so as not to attract attention. You may instead choose this to be a luxury yacht, spaceship, or Xianxia style mobile estate. Think current worth of half a billion.

Wardrobes – 200 CP

This wardrobe has a collection of various sets, its content is made up of both men's and women's clothes and it can be adapted to any type of time as well as to any body shape of the one who wears it. All clothing repels all kinds of stains and dirt, it can self-repair.

Miraculous Water – 200 CP

This transparent colored liquid can revive a person who has died 24 hours before its use. This, when pouring into the body of the dead, apart from healing his wounds

and regenerating extremities, revives him. In case of fatal injuries, it heals the body completely. It can be used once per jump.

Map – 200 CP

Getting lost in places you visit for the first time is common. But with this map that is impossible. You have a map that shows the area of anywhere you are, being able to expand its coverage to show a country or reduce its range to show the interior of a cave.

If you wish, it can mark landmarks where places of interest, lost objects, secret paths or treasures are found. It also points out the people you know who are in the place shown on the map. It is something similar to the Map of Marauder.

Symbol – 400 CP

This symbol is just a medal, which you can customize to your liking. But it is more than an ornament, its effect being what matters. Having this symbol, it will make each city, kingdom or empire that is under your control (without these having been obtained by purchasing Items or Rewards when completing scenarios) will be Fiat-Backed. This includes both its inhabitants, territories, resources and infrastructure.

In short, any place you create, conquer, etc; during your jump, as it is your property, it will be Fiat-Backed. If you wish, you can combine the territory with one that you have purchased or obtained through completing a scenario, increasing the size of your empire and strengthening it.

AI Support – 400 CP

A million Nano Machines injected into your body that are centrally connected to your brain. It isn't detectable due to the materials used for its composition, and it also can't be negatively affected by either magic or technology.

This gives you several advantages such as decreasing the healing time of your wounds, healing them in a very short time. Another advantage is that it gives you immunity to various types of substances dangerous to your body. How to cure you of any disease you have. It also drastically improves your senses, being able to control their amplification so that it does not harm you.

It gives benefits to improve your mental capacities, being able to increase your comprehension, reading, memory, analysis and reaction capacities thousands of times of your normal capacity. You can also create hyper-realistic 3-D graphics to recreate techniques, maps, design constructions, etc. as a bonus you are immune to all types of illusions or any type of anomaly that affects your senses.

In worlds with mana, qi, or other mystical, psionic, or esoteric energies, then you can even rely on the AI to create new techniques. It will even help you to reverse engineer them if you witness them in action, or by analyzing their traces. Going even further, it will even be able to synthesize new, improved techniques which are even stronger, more efficient, and more versatile. In worlds where power is based on enlightenment, it will also be able to assist you, such as by helping you to comprehend the Dao in xianxia settings.

It will assimilate any other sources of nanomachines, offering all of the advantages while mitigating any specific drawbacks. It will also assimilate any cybernetic or organic augmentations that you have. If you have other items or perks that behave similarly, such as the 'A.I. Chip' in Warlock of the Magus World, then they will be assimilated and the benefits will stack.

The Nanomachines will also be able to interface with other advanced technology you possess, such as power-armor or vehicles.

If you wish then the AI may be able to gain true sapience along with a personality that suits your needs or desires, with its eternal loyalty guaranteed. If you wish then you may integrate an AI companion (or a copy) into this perk, such as Halo's Cortana.

Ring of Power 400 – CP

This ring has the ability to increase its wearer's base stats by up to five times. It also has the ability to absorb all kinds of non-physical attacks, as long as they are executed by people weaker than the user. The user can release the absorbed attacks to any target or recharge their energy sources be it mana, ki, etc. It also acts as an epic ranked Ring of Sustenance, eliminating their need to eat, drink, and sleep. This ring is bound to you to prevent it from being stolen or used by any unauthorized individuals.

Dimension Ring – 400 CP

This ring has the ability to store objects in a separate dimension, where you can take them out at will just by thinking about them, as well as store any object you want as long as it is within a radius of 300 meters from your location. The storage dimension has infinite size, and stored items there are not affected by the passage of time, preventing food or perishable goods from rotting. While wearing the ring you will always know the full contents of the attached storage dimension, and you will be able to choose precisely what you want to remove. Removed objects can be placed in any orientation within your range. This ring is bound to you to prevent it being stolen or used by others, unless they have your genuine consent.

VIP – 400 CP

This card gives you several benefits. The first is that it gives you access to enter anywhere you want, no matter how secure or exclusive. The second is that no matter where you go, you will always be treated with the best service they can offer with top quality products, all for free. Third, you can get help from important people without having to be in their debt, such as having the help of a powerful nobleman to facilitate your adventure, obtaining resources such as valuable information. The last one is that you can use this to get out of any kind of compromising situation, like going to jail for robbery or fighting with someone. However, don't play with your luck, as if you kill someone and make it public, then you can't avoid prison. As well as avoiding fighting with very powerful people, this makes you an elite of society but it does not make you the most important.

Super Soldier Research – 400 CP

The multiverse is vast, there are many things you can obtain. It can be a large amount of natural resources, powerful techniques, or research to create powerful soldiers.

In your possession is the formula to make the army powerful, having at least the same power and abilities as a Space Marine from Warhammer 40K, although it is optional that they be ultra-muscular two-meter giants, if you want, these soldiers can have the appearance of an average person, and of course, it is not limited to being experimented with men or humans.

These created soldiers will be totally loyal to you, although they will be more weapons, by suppressing their ego to turn them into tools for your purposes.

Unfortunately, this option does not give you all the facilities necessary to create these super soldiers, only blueprints and a database, such as some DNA samples to carry out the project, so you will have to build everything yourself guided by the plans and databases offered.

Test Room – 400 CP

All the inventions you create need to be tested to measure their efficiency and effectiveness. Within this room you can test any invention of your creation. Not only those that you created, but also those plans or recipes that you want to test, having a simulator to test if these inventions will be worth it.

Door to Anywhere – 400 CP

This door can generate a portal within its surface that is connected to any part of the world as well as to any time. It wouldn't be a bad idea to travel to your past to let your old self know what lottery tickets to buy.

Universal Library – 600 CP

This library contains all the existing books in a world or universe as well as all kinds of important, useful or secret information. The contents of the library are updated every time you go to a different world or universe. The library divides its books by subject and the difficulty to understand it. It also has up to 20 staff to manage the library, and they can be fully customized. This can be expanded to store your books. It has all the necessary equipment to make reading or studying as enjoyable as possible. You can choose what type of format the information is in, be it physical books, ebooks, audiobooks, or all three. Don't worry that it will take up space when you expand, since the inside is a separate dimension with infinite space. The contents of the library are safe in that memetic and other info hazards have been removed. That does not mean that the information itself is safe to use - summoning eldritch horrors can be bad.

Another gift apart, those inside this library have their comprehension capacity, reading speed and memory increased by about 100 times

Cult – 600 CP

Where did you get so many people? You are the leader (or deity) of a cult made up of fifty thousand members. These can be customized but to be more practical, you can customize their gender, the percentage of each specialization in which the members of your cult belong (how many are military, medical, etc.), ideology, etc. Try to make it very general data. It is clear that they are totally loyal to you and that they will follow your orders to the letter, and if they are not very specific, they will try to carry them out in the most effective and efficient way they can, trying not to complete them in ways that can give you problems in the future. Members of your cult can have a power level equal to Tier 8-C, where they can destroy medium-sized buildings and complexes, such as large factories or supermarkets.

Reliable Weapon – 600 CP

This weapon can take any shape you want, changing it at will for more versatility. This weapon can grow and become stronger through various methods such as destroying other weapons and absorbing their abilities, combining with materials, etc. This can only be used by its rightful owner, so it will not be useful in other hands. If you wish, it can have an ego, but be totally loyal to its bearer. The advantage is that it can guide you in meeting the conditions to unlock skills. It can also take a human form or similar, retaining its skills and acting independently.

Arena – 600 CP

This stadium with the appearance of a Roman one has an indestructible structure. Another advantage of this structure is that it can be extended to suit any training or

battle inside. Don't worry that it will take up space when you expand, since the interior is a separate dimension with infinite space.

If you don't like the standard shape, you can customize it to have the most appropriate shape for you. It also has all the necessary equipment to make your stay more optimal. As well as having a staff to maintain it.

An added bonus, those within this stadium have their physical abilities, as well as their reflexes and training results increased by tenfold.

Materials – 600 CP

These materials are useful, you have a supply of ten tons of the material you choose per year. This cannot be something very rare that could endanger the universe, like the infinity gems, etc. But you can receive materials like adamantite, powerful magic stones, etc. While you are limited to ten tons of material per year, you can split the quota between multiple materials if you wish.

My Media – 600 CP

Having a good reputation is not an easy task, but maybe this will help you. You have your own mass media in the format that you want. It can be written, audiovisual, etc. In itself, it is a conglomerate that you absolutely control, deciding what information is published and what is not. The information will be taken as true. No matter how many people you hire to work for you, they will always be loyal to their work and do their best to accomplish their task.

The Throne 600 CP

A throne made with unique and unknown metals, impossible to replicate. Its design is imposing, giving the impression that only those in the chasm are worthy of sitting there. As an extra, it is very comfortable, so sitting there all day will not be a hassle, on the contrary, it will be a pleasant time.

But this item would not be worth 600 CP just for that reason, one of the advantages of this throne is that by sitting there, your perception increases at a multiversal level, being able to know what is happening in each universe existing in the local multiverse in present time. You will perceive each event as if you were watching a movie or series. To complement this power, you have the ability to process each information in parallel, so you can see several events in the multiverse at the same time.

Another advantage is that sitting on this beautiful throne, you are immune to any type of surveillance, as well as any type of precognition, clairvoyance or manipulation, so if the universe where you are is manipulated by a powerful being, you will not be affected and you will have knowledge of it, being aware of such fact.

To improve this, while you are sitting on this throne, you can make an energy, aura or whatever projection of yourself. This projection can manifest anywhere in the multiverse where you are, as well as interact with those who are there. You can also take possession of the body of any person in the multiverse, as long as their will is weaker than yours, being able to control it however you want. If that's not enough, you can share your powers or abilities with other people in the multiverse, but you will need their consent, as well as how much of your power they can use will be limited depending on their own strength.

Finally, your powers, both magical and psychic, and any similarity to those mentioned will have a great increase, this effect applies to your reserves of that type of energy.

But as a disadvantage, you can only use this ability when you are sitting on the throne, and it must be your main body, since so much power can only be withstood by a strong body and mind. It would be a good idea to train your body, mind and willpower before using this item.

Memories of the Universe – 600 CP

At first glance, it looks like an ordinary cave. But when one enters inside, the interior is surrounded by crystals that reflect the memories of any person or being whose name you speak. You will be able to see all the memories of the person, being able to choose the time and place or universe where it happens. The cave is indestructible and impenetrable, being accessible only to you. You may even experience them, use this for training or amusement, it matters naught.

Companions

Import (free/100 CP per)

You can import or create up to 8 people for free, but for every 100 CP you pay for each, they will receive 300 CP to spend on this document.

New Friend (100 CP)

If you manage to convince them, you can recruit any character from the series as a companion. If you pay about 100 CP, you will have a favorable first meeting, which in a short time will turn into friendship. Should you recruit someone in one universe you can take them with you into the next, the mechanics of which are up to you to design. Should you pay a fee of 100 cp any New Friends will get access to this document and 300 cp to spend with your permission.

Rule 63, but from yourself (200 CP)

It's you, but in your Rule 63 version. Unlike you, it doesn't have your Jumper advantages, but the appearance (without the boost from Perks or others), personality and morals is similar to yours. You can treat this person as part of your family or a friend. If you can stand yourself, it is a wise purchase.

To follow in your footsteps, have these 300 CP to start your adventure as a semi-jumper.

Council of yourself (400 CP)

This group is something peculiar, jumping. An organization formed, from the moment you purchase this option, by about ten alternate versions of you.

You may wonder why this is worth 600 CP, and the answer is very simple. Each of these versions of you have a budget of 1,000 CP, which they can use to acquire Perks you obtained in previous jumps. To be clearer, it's as if they would enter a jump where the Perks you obtained in your chain were the only options to buy with those 1,000 CP. But you don't lose those Perks, they gain a copy of them.

That sounds great but there is a catch, and that is that they cannot have the same Perk, so when assigning which Perk they will copy from you, you must do it carefully. You can assign an archetype, such as a version specialized in magic and another in hand-to-hand combat, or you can give it whatever you want without following an archetype, it's your choice. Another disadvantage is that they cannot copy Perks from you that exceed the value of 400 CP. The last disadvantage is that you cannot acquire Perks from this jump.

These ten companions only occupy one slot, if in future jumps you want to import them individually, you can do so without problems.

Jumpers Guild (600 CP)

It would be great to have an organization that can execute your plans and tasks in the most aligned way with your vision, so it wouldn't be a bad idea to have a group of your different versions that understand you more than anyone else.

This guild is made up of fifty different versions of you, they may differ in gender, ethnicity, nationality, species, etc. but they will have a similarity in both appearance and personality to yours.

Being different versions of yourself, they will have a copy of a Perk, Power or Item (must be a weapon, armor or something similar that does not resemble a vehicle and is not a vehicle or spaceship) that you have purchased in previous jumps. Two or more members cannot have the same name, except in the event that adding all the Items, Perks, Powers that you purchased in your chain does not add up to fifty or more, different members can have the same one.

Another Limitation is that these Perks, Powers or Items cannot exceed the value of 600 CP.

These fifty members will occupy one companion slot.

Drawbacks

You can take as many as you want.

Protag Incarnation +0 CP

This option allows you to incarnate into either the MC or a named character shown in universe. You are not killing them rather you were always them and just now waking up. Since you can go to additional universes in this multiverse you may choose each time whether to replace MC or just travel to a new setting whichever way.

Average Setting Mood (Varies)

Welcoming (Very Easy) +0 CP: There is no type of danger, the people and beings here will be very peaceful, there is no threat except external factors (Drawbacks and Scenarios); Peaceful (Easy) +100 CP: The threat level is very low but existing, most of the people and beings here will be peaceful, there may be some threat, as well as external factors (Drawbacks and Scenarios); Neutral (Normal) +200 CP: The threat level is normal, there are peaceful people and beings, as well as dangerous; Tense (Difficult) +400 CP: The threat level is high, there are many dangerous people and beings, but there are also those who fight for a better world, seeking to end violence and barbarism; Hostile (Very Difficult) +600 CP: The threat level is very high, most people and beings are dangerous, but there is a minority that fights for a better world; and Warring (Grimdark) +800 CP: The place you are in will be worse than hell. There is no hope, only misery and the slightest ray of hope that is so far out of reach.

Power level (Varies)

Depending on the power level of the jump, you gain an amount of CP. Tier 9 does not give any CP, Tier 8 gives you 100 CP, Tier 7 gives you about 200 CP, Tier 6 gives you about 400 CP, Tier 5 gives you 600 CP and finally Tier 4 will give you 800 CP. It should be clarified that the level of power is the maximum that the most powerful beings of the jump can reach, the average being three tier below the most powerful beings, except tier 9 being the average Tier 10-B. The maximum tier is 4 and the minimum is 9. (Used the VS Battles Wiki as a reference.)

Theme +100 CP

Your options in the multiverse are more limited now. You can only choose specific themes that the worlds or universes you visit must have. Be it magic, martial arts, etc. Choose the theme you want.

Extended time +100 CP

If you want you can spend an additional 10 years in this jump. It can be taken multiple times.

Ugly +100 CP

For some reason your physical appearance is seen as something unpleasant. It is not that your aesthetic changes, the perception of beauty that people have changes in such a way that for them all your physical appearance is not attractive.

Amnesia +100 CP

Lose the memories of previous jumps, and all information you know about the settings you choose.

Loveless +100 CP

If you thought about being popular on this jump, I'm afraid you'll be out of luck. Anyone who you find attractive or who you have any type of love or passion interest will see you as a friend.

Gender Bender Madness +100 CP

Every world or setting you visit, all existing people will be affected by the Gender Bender, it is not something negative but it is something strange. If in any setting the gender is important to use a skill or it is related to the plot of the story, it will be adapted to this Drawback so as not to affect the canonical story or the already established power or skill system.

The first impression is important +100 CP

You are very bad at meeting people, your first interaction will be very bad, being a mixture of creating an uncomfortable atmosphere as well as making several mistakes. The good thing is that you can amend that with a second meeting, that is if they give you the opportunity. But it is not so bad, you will not reach the limit of committing something that earns you the total hatred or repudiation of the other party.

What matters is inner beauty +100 CP

Good news jumper, you are the most beautiful person in this jump. That would normally be thanks to a Perk, but in this case it is because of this Drawback. All the people you meet in this jump will be ugly, in terms of your aesthetic tastes, with the people considered the most beautiful will be at most average in terms of appearance.

Sorry, I do not speak your language +200 CP

If you were hoping to be able to communicate with people from whatever world you visit, without having studied the language before, I'm afraid you'll be out of luck. Any Perk that allows you to instinctively know the language of the place where you are will be nullified. You will have to learn everything the old fashioned way, by studying and practicing.

Ignore +200 CP

Most of the people in this world will ignore you. No matter what you do to them, you are a ghost and not worth their time. You can gain their attention only if you gain their sympathy or if you do something that deserves their respect.

Generic +200 CP

The world you're in is the epitome of terribly generic. This Jump is a stereotypical bad history with plain characters.

I Hate These Guys +200 CP

One of the perks of being a jumper is that you get to meet your favorite characters. It would be great to be able to go to the world of One Piece and be friends with Luffy. Unfortunately, now all those characters you love will be jerks you don't want to be around. Their bad behavior and the bad treatment they will give you will make you hate them. To summarize, all the main and secondary characters in the worlds of the series you visit will be assholes.

Underling +200 CP

Pick one organization, group, guild, etc. At the start of this jump you belong to them. This is a drawback because you cannot leave and your loyalty is absolute. Any conflict or responsibility they will have, your help is necessary and obligatory. The good thing is you can help them in many ways, like directly supporting them or providing supplies, information, etc.

Loser +200 CP

For some reason the bullies in every world you visit will bother you at least once a week. They are not strong, their level is a little above that of an average inhabitant of the current world. Even if you kill them, another group will bother you. Do not worry, they will only go for you, so your loved ones and your acquaintances have nothing to fear.

It was the Fault of my Alternate Version +200 CP

This is bad jumper, no matter where you are, a version of you from another universe will come to the city or country where you are and do unpleasant things that affect your reputation. They won't do anything illegal, so you won't have to worry about getting arrested, but they will do things that are embarrassing or that are simply rejected. And the worst thing is that the person affected by these actions is you, because your alternate versions will have already returned to their universes.

The Worst Version +200 CP

The multiverse houses several universes from that series that you like, some would be paradises to live in, others would be hell but enhanced to the limit. But there may also be a universe of this series that has several things that you don't like or dislike, and unfortunately you ended up in that type of universe. Anything that you dislike, be it a social fad, fetish or anything that is not illegal or harmful, will be very present in the world where you are. I hope you have the patience to endure all this.

Generic Protagonist +400 CP

Congratulations jumper, you share many traits of the main character of any generic work. You are a person who has a tragic past, you have a flat and basic personality, people at first will underestimate you because of how simple you are until you defeat them or save their lives, you are a reckless person who is not afraid to die in order to be true to yourself or your beliefs and you have an almost impossible goal.

I hope you can get used to your new jumping personality.

The Plot Follows Me +400 CP

You are not the lucky jumper type, for some reason problematic situations are very present in your life, to the point that once a week you will have to deal with those plots that a fictional character has to go through. The positive side is that it is very likely that you will have direct contact with your favorite characters.

Where I am? +400 CP

For some strange reason, every day you will be transported to an alternate universe of the setting where you are. Imagine being in the canonical world of Naruto one day so that the next day you appear in an alternate world where Naruto's parents are alive or that all the antagonistic characters are the good guys and Naruto is the final villain. This will be your day to day.

Reincarnation +400 CP

The typical reincarnation of a cute baby, but you lose all the Perks, Powers and Items from previous jumps until your fifteenth birthday or, if you take the The Protagonist Perk, in the beginning of the story. You, your family and the place you live have plot armor in all that time.

Side Character +400 CP

During this jump you are only a side character, so people usually underestimate you and any important character or the protagonist will take all the glory. Maybe some people acknowledge your achievement. You have to follow the plot but you are not crucial, you are only necessary 70% of the time. You can be a familiar, friend or any named character close or not to the protagonist or main cast.

Outstanding +400 CP

Powerful people, countries, organizations or beings will have an interest in you, in a good or bad way. You will have a meeting with them or their representatives at least once a week, and I recommend you be careful of how you behave, one false step and a bad moment awaits you, or something good, everything depends on their humor and patience. Sooner or later they want you to choose a side, so remaining neutral is very difficult.

Spawn Enemies +400 CP

For some reason, when you kill or incapacitate someone who antagonizes you, an other universe version of that enemy will appear to take revenge. The worst thing is that, if you killed your enemy, his version from another universe will have in his memories all the knowledge of the one you killed, so the same strategy will not be as effective the next time. If you spared his life but disabled him, he will team up with the alternate version of him to kill you.

I'm not Guilty +400 CP

For some reason, whatever bad thing happens, you will always be there, and worse, they will think that you were responsible. Let's say one day you are walking and you run into a thief, the first thing people will think is that you are the thief. You can clear your reputation by giving proof that you are not the guilty party, but that will take time and you will have to present valid evidence to prove your innocence. Although this type of situation will not be a daily occurrence in your life, at least every month you will find yourself involved in some problem, it can be something minor like breaking a cheap vase, as well as something serious like a murder.

If you're not careful, you might spend your ten years on this jump in jail.

You want a Jump in your Jump +600 CP

This jump has many separate sections, which for some jumpers is great but for others it is something that does not interest them, so you can take advantage of this in another way. If you take this Drawback, you cannot use the separate sections of this jump, you can only purchase the Perks, Items and Companions.

Jumper is The Most Powerful in the World +600 CP

I don't know how this rumor was generated, but it is on everyone's lips that you are the most powerful and there is no one equal to you.

The worst thing is that any powerful being who hears that rumor will want to verify if that rumor is true or not.

If you are in universe 7 of Dragon Ball Goku will not be the only one who is going to challenge you to a fight, Beerus will also be interested in you and will check if you are a threat. To make matters worse, Whis will be the most interested in fighting you and judging you..

Power Loss +600 CP

Lose the Perks, Powers and Items, and can not import any companion or access your Warehouse, at least you still have your Body Mod.

War is Hell +600 CP

Well, you want it. In your three years in this Jump the powerful beings, countries and organizations will start a war in the setting you are in, and you will be in the center of this conflict, maybe you are the cause of this, and you have the responsibility to stop it. You must take the Power level drawback with a power level of Tier 6 or higher, such that at minimum there will be enemies with the ability to destroy multiple continents.

Are You Crazy +600 CP

You are a brave guy/gal. Combine five or more settings, you take the responsibility to stop the bad guys of the settings you choose. The minimum to take this drawback is to take five plots of these settings to stop the villains. You can combine more but this does not give more CP. If these plots take a long time to start, you can choose the year in your Jump to start it or take the Extended Stay drawback to await the event. You must take the Power level drawback with a power level of Tier 6 or higher, such that at minimum there will be enemies with the ability to destroy multiple continents.

Summoning Madness +600 CP

This is a problematic jumper, apparently someone filtered the way to summon people and beings from other universes than the one you are in. These invocations will be parallel versions of the people or beings that inhabit the universe where you are.

Although not all of these invocations will be antagonistic or evil, as there are several versions, crazy psychopaths may appear who want to destroy everything just to have fun. So it couldn't be said that it will be a safe place.

You are not obligated to intervene or stop the summoners, as well as fight those who are summoned. But you will have to get used to seeing various versions of your favorite character, having different personalities and some being vastly dangerous. Basically, you will live in a chaotic city where one day it is peaceful and the next it is a war between the main character of the world where you are and their parallel versions.

My Grandfather, The Mad Scientist +600 CP

Apparently you have a relative, who appeared out of nowhere, says that he is an unparalleled genius and starts living with you. This person is a walking disaster, he has a terrible personality and self-destructive behaviors. And the worst thing is that he treats you like a lackey or sidekick for his personal goals, without taking into account your safety, or that of the universe where they are.

That wouldn't be so bad if it weren't for the fact that he is a genius, being the inventor of a device that allows one or more people to travel to other universes.

At first his adventures will be somewhat annoying but not lethal, as he becomes familiar with that device, his adventures will be increasingly dangerous, and not only for you, but also for the universe you inhabit.

If you want to live the experience of being able to travel to several universes, this option is the right one. But I suggest that you be prepared for the worst, because these trips are going to be dangerous in most cases.

Jumper, the Hero +600 CP

You know those stories where heroes are called to go to other universes to save it? This is something similar.

Once a month they will invoke you or communicate with you to take you to another universe, which may be similar to the one you are inhabiting or a completely different one. That universe is in crisis and you are the only one who can solve it. In most cases it will be that you beat the bad guy in that place or look for something important, but those tasks will always take you at most three days, they will take care of the rest, that tedious part that takes more time.

The problem is that if you do not manage to complete these tasks in that time, it could have a negative effect on the multiverse. If you do not defeat that tyrant who wants to conquer his universe, it is certain that when he achieves his objective he will go to the universe where you were to conquer it. So failing is not an option, otherwise it is a chain-fail.

Enemy of the World +1200 CP

You are hated by all living beings in the jump, and not only hate, they want to kill you, and will actively try to hunt you down. You must take the Power level drawback with a power level of Tier 5 or 4.

Scenarios:

It would be boring if during your stay in this jump you spent wasting time without doing anything productive. Luckily we have some tasks to keep you entertained. Don't feel cheated, as you will be awarded a reward if you complete them.

There will be a level of each scenario, classifying it into: Low, Med, High and Spark.

Low-Level Scenarios

For each Low Scenario you complete you will get +500 CP as a reward.

I Want to be a Great Hero

Jumper, for some reason you have the hero complex, which is why you will have the need to get involved in problematic situations to save as many lives as you can.

Your challenge will be to get involved in the plot of any series you choose, having to fight the bad guys of the story and protect as many people as you can. So no matter how long it takes you to solve each plot and subplot that appears, you will not be able to travel to another series until you manage to solve everything, ensuring you get the best ending you can (avoid the death of characters, destruction of cities or countries, etc.)

Tournament of the Strongest

You don't have it easy Jumper. For some reason a very powerful entity is organizing a tournament in which the ten most powerful people or beings from each world you visit will participate. This tournament will be a Battle Royale where all the representatives of each world fought against each other (like the Dragon Ball Super tournament of power). The only problem is that you will be your own representative, so you will have to fight with the ten most powerful beings in each world. You are free to form alliances to eliminate other participants, but that same strategy can work against you.

Your goal is to be the champion of the tournament. And you are prohibited from using dirty tricks to win, such as threatening other participants, but you can bribe or convince other participants by more ethical means to form temporary teams.

Make "any nation's name" Great Again

In Warhammer 40K, The Emperor of Mankind or Big E created his children, the Primarchs, by artificial means, but they were scattered in different places in the galaxy. Each one arrived at places that were in precarious conditions or that were very dangerous. Some managed to turn those places into utopias or greatly improve living conditions, taking them to their golden age.

Your job will be to turn any nation in the world you inhabit into a super power, achieving the same thing that some of those Primarchs did.

I'm afraid to say that if you purchased my empire, it will not be enabled while you perform this scenario.

True Harem King/Queen

You have to make a harem of 100 Waifus, Husbandos or both. Your relationship with them must be like lovers, not family or friends, only lovers. The good news is you gain all of your harem as companions or followers. You can have over 100 lovers if you like and gain them as companions.

To avoid giving yourself so much trouble, you will have to collect that amount before finishing this jump, so you can collect a certain amount in each world you visit.

The Great Mentor

It's fine to solve everything with your powerful Perk and Items, but it wouldn't be a waste if you leave and don't leave a disciple to take care of future threats.

Your task is to train one or several inhabitants so that they have a similar or higher level to the most powerful being in that world.

Your duty is to create heroes who are the protectors of those worlds. You will have to do this in every world you visit, so I wish you luck.

Exploring the World

In this jump you can travel to the different worlds of your favorite series. You can meet your favorite characters and learn unique techniques, but there's more you can do.

In this scenario you will have to travel through every corner of each world you visit to discover each secret place, as well as weapons or artifacts that were lost in history.

The idea is that you will be a kind of adventurer or treasure hunter who will look for all the objects and places lost in time.

You're not obligated to report your discoveries, so if you find any interesting items or riches, you can keep them.

Revolutionary

No, I don't mean to overthrow a government, I mean to invent something that will revolutionize the world where you are.

You can invent the first train in a medieval world, or in a world that is in the modern era you can be responsible for creating the first flying car.

You have to create something that revolutionizes that world, regardless of the area you choose, be it medicine, mechanics, law, etc.

What you have to respect is that your invention brings an improvement in the quality of life in that world, if you create a military weapon or make the first atomic bomb it will not be valid for this scenario.

Leaving my Mark on History

Wouldn't it be great to be mentioned in the history books of every world you're on? Being a living legend in your time and having your name continue to be mentioned by future generations is not something that many can achieve.

Your task is to achieve something that will remain in the history books. You can be the hero who defeated the demon king that scared the world. Or the architect of one of the wonders of the world that is visited by millions of tourists.

Whatever your achievement, it must have made an impact that will be recorded and mentioned for centuries. I wish you luck.

Corruption Must Be Eliminated

This scenario is simple, you have to eliminate corruption and criminal gangs from each world you are in.

You will have to dissolve and eliminate or arrest all those nobles, businessmen or corrupt politicians, as well as all those gangsters or criminals who are responsible for murders, kidnappings, trafficking of illegal and dangerous substances, etc.

The idea is to destroy everything at its roots, so you don't need to deal with small-time thugs.

Another thing you have to do is put competent people in power to promote social reforms that achieve a better distribution of wealth, as well as improve the quality of life of the people of that world. I hope you have what it takes to achieve this.

The Strongest

A jumper like you doesn't need to be modest. You are the strongest and you know it. The only problem is that not everyone agrees with it, so you will have to prove your worth.

Your mission is to challenge the seven most powerful of each world you visit and defeat them on the first try and in a fair battle, with both sides having to fight fairly.

Keep in mind that these fighters are not only the strongest, but they will be in their best condition during the battle, so I hope you know how to correctly choose each world you visit.

Mid-Level Sceneries

Jumper of Jumpers

Being a jumper is not only glory, power and pleasure. Many times your mere existence can be seen as a danger by other people and beings. Some will try to gain your favor, others will try to seal you and the bravest will try to destroy you. Apparently there is an organization that seeks to eliminate you, and if that doesn't surprise you, that organization is made up of all your parallel versions.

Many of your versions seek to destroy you by seeing you as a threat to their existence due to your nature as a jumper. This began when a version of you in another universe was able to travel between dimensions through technological means. He was able to contact other versions that had different knowledge and skills, which range from magic, martial arts, etc. With time and resources, they created a utopian city made up of versions of you, their hard work rewarded them with the knowledge of several universes and parallel versions. Achieving one of the most advanced cities in the Multiverse, being a powerhouse regarding technology, magic and other knowledge that would be impossible to find in a single universe.

It's all very nice but it turns out that they just needed to recruit someone, and that was you. Due to your nature, power or other factor that made you seen as a dangerous variable, they abandoned the idea of recruiting you and changed it to eliminating you.

Prepare to be attacked by a city made up of about a hundred thousand versions of you. Do not underestimate them because of their number, although many do not have physical and mental abilities superior to the average person, the remaining thirty percent are made up of versions that can use different skill systems (magic, ki, etc.) and others are from very technologically advanced universes, being able to have technologies that would make our world look like toys of little use, these guys

can create Iron Man suits en masse, and making it so easy to use that even a person without any training or experience I can use them perfectly.

During this jump, these versions of you will try to kill you or steal various things of your property, to use them against you. These can attack you in groups, individually, surprise attacks, direct confrontation, etc. But they will always attack only you, so don't worry about them attacking your loved ones or allies, as long as they don't attack them. And they will have precise attacks, so don't worry about them causing collateral damage, although your properties may be the exception. Your mission is simple, you must defeat all these guys and show them that you are not a threat, just a humble jumper who wants to complete his chain.

To avoid any kind of misunderstanding with the power you will face, the most powerful of your versions only approach one percent of your power, the problem is that you will have to face a hundred thousand, so brute force attacks will not be your only concern.

Reward:

Item "Jumper Citadel"

Congratulations Jumper, you are the owner of a very special Item. You are the owner of the Citadel, the city in which different people from various universes live, being a Multiversal city so to speak. It has almost all the best that the multiverse can offer (as people are only your versions, some inaccessible materials may not be present and forgotten or hidden knowledge will not be recorded. Think that only those could be obtained from your versions that are not jumpers, were able to achieve with their power). It is isolated in its own dimension, making it almost impossible for unauthorized people, beings or objects to enter it.

This city, which is the size of the city of Tokyo, is populated by one hundred thousand versions of yourself, varying in gender, age, ethnicity, even race. Each version will specialize in some area, be it medicine, technology, magic, martial arts, etc. The great variety that you can get to assign them to different tasks will make your jumps easier by not having to dedicate yourself to doing boring jobs. And most importantly, they are loyal to you and align with your moral compass, so you don't have to worry about possible rebellion.

As for infrastructure, I assure you that it is a city that has everything, libraries where vast knowledge is stored in different media, laboratories where you can research any topic or develop different inventions of all kinds, factories that can produce a wide range of products, several entertainment and cultural centers that would make the most party pooper have fun, large stadiums for carrying out various sports as well as combat arenas for fighters to train and fight (with security systems to avoid any death or injury that leaves them disabled), hospitals so well equipped that they can cure any wound or illness and a great etc.

As for the government, it is incorruptible, being a perfect organization. You don't need to worry about slow bureaucracy due to inefficient factors or corrupt officials.

Regarding its security, its solid structure can easily stop threats at the Tier 4-C level and with a lot of effort at a Tier 3-C level. All this thanks to its defense systems that can vary in the use of very advanced technological weapons as well as very resistant magical barriers. Not to mention combat robots, as well as magical and other artifacts that can be used as cannon fodder. Its internal security is very efficient, being able to detect any hostile threat in seconds thanks to the various drones, made with magic and technology, that patrol the city. These Drones have the shape you want, it can be a circular robot or an android waifu, you choose.

You can customize what this city will be like to your liking, and you can even choose if it will be more focused on a magical city, a cultivator city, etc.

Jumper, the Teacher and Hero-Maker

It's not easy to always be the hero, jumper. It is difficult to protect a single world or universe from threats that attempt to destroy it. If that in itself is a difficult task, imagine having to protect other worlds or alternate universes. A great effort that is almost impossible for just one person.

To solve this type of problem, it would not be logical to try to delegate this task to natives of those worlds or universes. Teaching and training them to turn them into great heroes who can fulfill that task. It would be better if those you train are your parallel versions, because if one wants them to follow their ideals to the letter, it would be better for that place to be taken by our versions.

The objective of this scenario is simple, you have to train at least one hundred versions of yourself from other universes, these must reach a power of at least Tier 6-C. The method you use is at your discretion, but you must complete the quota. Above all, you also have to make them have the desire and conviction to be heroes, not only can you give them powers so that they later become tyrants or genocidal.

In order to carry out this scenario, you will be given a device that will allow you to travel between universes, although where you go will be completely random. It will also have a kind of compass, quite specific in terms of location and easy to use, which will guide you to the place where your parallel version is. This device also has the function of saving the coordinates of the place where you were, whether in the same universe or a parallel one, so you can revisit those places where you were. As a bonus, it has insurance so you can travel to places or universes that are habitable for you, so if you don't have poison resistances, you won't appear in a world covered in a thick layer of poisonous gasses.

Reward:

Perk "Alternate-Self Summoning":

Powerful and reliable allies, something that many would want. Being able to find people with these characteristics is not easy, you have to be very lucky to find them or be very perceptive to recognize them. Also the time you must invest to gain their trust is another factor to take into account.

In times of need or when you are involved in something too complex to be executed by people you barely know, wouldn't it be better to have the job done by someone as competent as you? Someone like you to be more precise.

You can summon versions of yourself from other universes or timelines of the universe you are in. They will be totally loyal to you and cooperative with you, so there is no risk of haughty versions that do whatever they want. These versions are not as powerful as you, since there is only one jumper, but they make up for it with the different skills and talents that each one has. Do you need a fire mage? There is a version of you that is an expert in that area. Do you want to enter a building, whose security system is very advanced? A version of you is an expert Hacker who will only need a few minutes to complete the job.

You can summon as many as you want, but don't expect each version to be a walking god who can destroy universes with a snap.

As the multiverse is extensive but finite, there will be several different versions of you but each with their own strengths and weaknesses. You may be able to summon heroes who can destroy countries with a single attack, but you could also summon a more mundane version. You will achieve the precision with which you can invoke that version you want, as many times as you want, with practice, but at first you will only be able to invoke one version of yourself per day. Another limitation is that you will not be able to summon versions stronger than you, so the most powerful thing you can summon is someone who is a Tier weaker than you. For example, if your average power level is comparable to a Tier 8-A, you will be able to summon versions that do not exceed the average power level of a Tier 9-A. As a last disadvantage, the timing of the summons will not depend entirely on you, your summons also have their own lives, and time does not stop in their universes when you summon them. So you will have to negotiate with them to determine the time you need them to achieve a certain job or objective. After achieving this they will return to their universe in the same way they were summoned.

Jumper no Way Home

I suppose that in your entire chain of jumps you have lived many adventures, met many people, obtained various things and acquired various knowledge. You will also have made enemies with some people who see you as a hindrance or a threat. This scenario will be related to the latter.

Apparently, by some spell cast by a reckless wizard or by the whim of a cosmic being, many enemies from previous jumps that you left alive, or those from other parallel universes that obtained the memories of their counterparts that you killed, have appeared in the worlds or universes you are in during this jump. With the sole objective of killing you and making you suffer the same hell that they suffered because of you. These will form an alliance and work as a single group. Even those who are so arrogant and individualistic will agree to work with others, and I assure you that their training will not be improvised, they will exploit every weakness you have and take advantage of every advantage they have to achieve what they could not achieve before.

The only way to stop them is to kill them, return them to their universe or convince them that you are not their enemy and try to obtain their forgiveness.

All these enemies will have the same power they had when you defeated them, if they are their other versions from other universes they will have the same power as the version you killed.

To avoid making things more complicated, you will only have to face the ten most powerful of those enemies that you had in your entire chain. But keep in mind that they will follow you throughout this jump, no matter where you are, they will one way or another manage to get there, not even the trip to other universes will save you from their wrath.

You will have to defend yourself from all their attempts to kill you, so you will have to deal with them one by one or face several or all of them at the same time. These guys have learned from their mistakes, so don't expect simple attacks, an elaborate plan with hostages at their mercy will be the easiest thing they will use to threaten you. Also these guys will not underestimate you, so they will move in groups of at least three. These guys may align themselves with people or beings on this jump who want to kill you, so be careful.

Reward:

Item "Jumper Protocol"

This is incredible, jumper. You have a laboratory attached to your Warehouse, but not just any one, but one that stores about a thousand clones. The function of this laboratory is to comply with the "Jumper Protocol".

Normally you would have these clones as assistants or followers to do your work, but these have a different use. But this protocol is not intended to create servants, but rather to create life insurance. The only function of these clones is to serve as backup bodies. Basically, if you die or are killed, your consciousness will be transferred to the body of those clones. The moment your consciousness is transferred to that clone, this new body will gain all your Perks, Powers, abilities, etc. that you had obtained or learned. This process will continue to repeat until you use all one thousand clones.

Another advantage of this protocol is that the clones cannot be destroyed within the laboratory, as any negative status effects that the body had prior to the transfer will not be transmitted to the clone.

The laboratory is equipped with robots for its maintenance as well as the care of the clones, among other things. This laboratory also has an impenetrable security system, with you being the only one able to enter and leave the laboratory.

The only disadvantage is that if you are killed by an attack that completely destroys your soul or mind, you will not be able to use this protocol.

Multiversal Tournament

This is problematic, Jumper. Your benefactor or some multiversal being organized a tournament that will bring together the most powerful from each multiverse of the ten series you have chosen in this jump.

This tournament will be a knockout type tournament, one-on-one battles. Including you, there will be a total of one thousand twenty-four participants from each multiverse of the series you visit. The objective of this scenario is to win the tournament, defeating all the strong guys and their alternate versions.

You can perform this scenario at any time during your jump, but on the condition that you have already chosen all ten sets at the beginning of your jump.

To make things clear, even if you choose series that do not have characters with superpowers, the versions you will fight in this tournament are powerful, having a power of at least Tier 6-A (Continent level).

Reward:

Perk "Multiverse Summoning":

You can summon versions of other people, even characters from the fictional series you want, from other universes or timelines of the universe where you are. These will be totally loyal to you, going so far as to sacrifice themselves for you if you ask them to. These invocations are permanent, so once invoked they will automatically become your followers.

These versions will have the same abilities as their counterparts, but if you want you can change some characteristics. For example: If you are in the One Piece universe, you can bring a version of Luffy with another Devil Fruit or one that is of another species or gender. If, being in the same One Piece universe, you want to summon a character from another franchise like Dragon Ball, you can summon Goku with his abilities, or a Namekian Goku or the female version of him.

A limitation is that you can only do one invocation per day or one every twenty-four hours. Another limitation is that they will be two Tier weaker than you, the weakest thing you can summon being a Tier 10-B. So if your average power level is 6-A, the one you summon will have an average power level of at most a Tier 8-A. As a last limitation, you will not be able to summon parallel versions that have powers from other series or franchises, so the Luffy you summoned will not have the Sharingan.

Across the Jumperverse

The multiverse is very extensive, so many stories that can have the same protagonist but that conclude in different ways. Some with happy endings, others that end in tragedy, the possibilities are endless.

The fact is that in some universe a version of you, intentionally or not, ruined the life of a specific person. And like every revenge story, this one gained a great power, one that allows him to travel between dimensions and parallel universes. With his power he was able to take revenge on the one who hurt him, but it was not enough to calm his anger, so he swore to destroy every version in the extensive multiverse of the one who took everything from him.

Its power allows it to travel throughout the multiverse without any restriction, being very versatile both to avoid attacks, escape from disadvantageous situations or to teleport and attack in blind spots of its target. But it is not limited to just that, it can open portals to summon powerful beings that do not exceed the power of a Tier 5-A. Those he summons will follow his orders without any resistance, but they can only remain in non-native universes for twenty-four hours, after which time they will return to their universe. Another limitation is that this summoning ability has a recharge time of four hours, so this villain will not be able to make unlimited summons.

During this jump, you will have to protect yourself from all attacks of this type, as well as your loved ones, because they will be targets. And as an addition, for each setting or series you visit in this jump, you will have to protect ten versions of yourself that will be targets of attacks. These versions will be distributed in different universes with similar characteristics to the series in which you are. Be prepared to see versions of yourself of different types, don't think you will find someone similar to you. The only thing they will have in common is that they are not jumpers.

During this scenario, you will have at your disposal a type of device that will tell you where and when this villain will attack, taking advantage of the surprise factor. It will also allow you to travel between the multiverse to protect your versions. This device also has the function of saving the coordinates of the place where you were, whether in the same universe or a parallel one, so you can revisit those places where you were. As a bonus, it has insurance so you can travel to places or universes that are habitable for you, so if you don't have poison resistances, you won't appear in a world covered in a thick layer of poisonous gases.

Your objective is to kill this threat or try to dialogue so that it leaves behind that empty revenge. Regardless of which option you choose, before the jump ends you have to stop this guy. When and where you do it depends on your ability.

Not to further complicate this scenario, this guy is not a person who works with others, so the only allies he can have are those he summons. He is also not a person who can travel to universes in which your stay in them will kill you, so don't worry if you can't travel to a universe where a version of you lives in the void of the solar system, this villain won't be able to travel over there either.

Reward:

Perk "The Vast Multiverse"

This skill is quite useful for those who like knowledge. In the vast multiverse you are not the only version, on the contrary, in each universe there is a version of yourself.

Some may be a more vanilla version, others a less optimistic version, but they all share something and that is that each one lives experiences and acquires various knowledge of their respective universes.

You have the power to access the memories of all your parallel versions and acquire all their knowledge and skills that they learned over the course of their lives. Some would have dedicated themselves to medicine, you have all their medical knowledge. Others dedicated themselves body and mind to the sword, you know the theory of all their sword techniques. Basically you can acquire all the abilities (the theory) of your other versions, but using them is another matter, if you acquired all the magic knowledge of a version of yourself but you do not have a source of magical energy to invoke such magic, you will not be able to cast any spell. , limiting yourself only to the theory.

In case you have purchased the True Self Perk, you can acquire the knowledge of another person you choose, but do not expect that when choosing a powerful magician, this will be someone renowned in all its versions, it is likely that in some it will be a great researcher or an ordinary person without powers or status.

Keep in mind that in other realities or universes, your other versions are not jumpers like you, so don't expect to gain knowledge of Perks or Powers from jumps you never visited.

High-Level Sceneries

Evil jumper

The multiverse is very vast, Jumper. There are several versions of us, some are very similar and others are very far from what we are. And I assure you that it is not always a positive thing to cross paths with one of these versions.

During your jump a version that is opposite to you will try to eliminate you to take your place. No matter where you are, rest assured that he/she will follow you and try to kill you when the opportunity presents itself.

This version of yours has all the Perks, Items, Powers and Alt-Forms from previous jumps. At the very least you will face someone who has what it takes to be a threat. If this does not intimidate you, I assure you that he/she will not be the simple villain on duty who uses predictable attacks. This guy/gal will always have a plan to attack you, and he/she will use everything he/she has at his disposal to kill you. Allying with other people or beings antagonistic to you will be the first thing he/she does. And being one of your versions, he/she think like you, so you'll have to work hard to catch him/her off guard.

The only way to overcome this scenario is by killing this opposite version of yourself, so you will have to go all or nothing against this enemy.

Reward:

Item "Central Finite Curve"

A very powerful device that in the wrong hands, other than yours, could endanger the multiverse.

This device has the shape of a spiral staircase with several transparent spheres separated from each other, where it can store several universes within the spheres that are integrated into the device, each being separated from the others by being isolated from each other. These spheres are a powerful barrier that isolates the aforementioned to prevent any entry or exit not authorized by you, or by someone you have given the authority to exercise. So you don't have to worry about travelers from other universes invading that universe, as well as keeping possible threats under control.

This device will be incorporated into your warehouse. You have total control of these universes, being able to enter and leave whenever you want, as well as extract or enter as many resources as you want to those universes. That includes the natives of the universes. You can delegate that privilege or share it with your colleagues and followers.

To be able to store those universes in those spheres you just have to manage the device from your warehouse, something simple. But it will not be absolute, if in the universe you want to isolate there is a being as powerful as a Chaos God, it will resist and frustrate your attempt to store that universe.

You can store as many universes as you want. To avoid any confusion or forgetting the existence of one, you will have a dozen assistant Robots to take charge of the device and the file and information of each universe that you store, as well as all information about them. The physical appearance of the robots is to your liking, do you want a classic one, or do you prefer your sexy android.

Protec the Main Universe:

There are several realities and universes that form a multiverse, but within this vast mix, there is one main reality or universe that predominates over all of these. These universes or main realities are the origin of their alternate versions, being the center of a great spider web that forms the multiverse. So if these are destroyed, it could cause the destruction of the others, as if it were a chain effect.

Apparently a being outside the multiverse, whose existence is based on destroying any form of life, has plans to destroy the multiverse where you are located. With your Jumper powers that wouldn't be a problem, except that this being is not something you can take lightly. This being that can rival a Tier 3-A existence, capable of

destroying universes with a single attack, will concentrate all its efforts to achieve its objective, no matter who stands in front of it to stop it.

Your objective is to stop or destroy this being in the ten worlds or universes that you visit during this jump. To kill it permanently, you will have to kill it, stop it or both in the ten worlds or universes that you will have to visit in this jump. Also consider that the worlds or universes where you are are the main ones, so if these are destroyed you will have nowhere to hide, or rather, you will fail this scenario.

You must stop this being in the ten universes you visit, taking the battle as far as possible to avoid collateral damage.

By the way, you have to do the work, it is not valid for you to go to the Marvel multiverse so that All Above One can take care of everything. But since I'm in a good mood, you can get help from the locals, as long as 70% of the work is done by you.

Reward:

Perk "Reality Selection"

The multiverse is very vast, so different realities can exist, some of which are paradises for some and others that are no different from the worst hell. So many possibilities, and some may be your most desired reality to live.

This ability is not simply altering reality, it is a little inferior but quite useful. The ability to warp reality by selecting a possible reality and making it be the "true" reality.

You can completely rewrite reality and all its contents simply by choosing one of the infinite potential worlds or timelines that are available and then make the one chosen be the single "true" reality. Reverting everything else back into mere "What if" scenarios.

The changes that could be made with this power are potentially endless in variety. Due to the fact that you are capable of altering anything in existence regardless of their target's size or composition. Whether they be defined or abstract, meager or grand, physical or mystical. As long as the probability isn't a complete zero, you are able to achieve all they desire.

To put it in simple terms. If there is a type of world that you wish for and it happens to be possible one way or another, then you are not only able to make it real, but also make it be the only world that is to ever truly be real in all of existence.

You can use this skill as many times as you want, but due to the complexity of it you will be at the level of a novice at first. With practice you may be able to use this skill with such mastery that you can transform the world of Naruto into one of Slice of Life, without wars and genocides involved.

This ability has some limitations, such as the chance the user wishes to be "true" must not be an absolute zero. Another is that those who have resistance to any type of reality warping or similar will not be affected by this ability.

The War of the Jumpers

This is no longer a game, jumper. For some strange reason, several evil versions of you are destroying the universe or world where you are, and will follow you if you travel to other worlds. These have all your Perks and Powers from previous jumps, although they will be alone, without companions or followers.

Your mission is simple, you will have to stop or kill all those versions of you. It is not a task that you are obliged to complete by yourself, you can form alliances with different groups or people to help you. It is also not mandatory that you have to defeat them all together in the same place, you can defeat some in the different worlds or universes that you visit in this jump.

Not to make things more complicated for you, this version of you will not be the type to cooperate with others, making it an anomaly for two of your versions to work together. The normal thing is that each one moves independently.

Reward:

Perk "Original Version"

The vast multiverse has many versions of each person, but what would happen if all those versions are just the result of being the avatars of a higher being that controls them, as if it were a hive mind where the main mind controls those avatars at the same time, being able to share knowledge and experiences.

You are the only version of yourself in the vast multiverse, living in a reality isolated from the multiverse. This reality is almost inaccessible, the only ways to enter your reality are by invitation or by a great power forcing entry (although this method is not something that many beings can achieve).

As for your avatars, you can control as many as you want, these being just extensions of yourself. Each skill or knowledge that they acquire will be transferred to you, as well as you can transfer them to other versions. Another advantage is that you can share your abilities, Perks, Powers and your Alt-Forms with them, although they will be slightly inferior versions of the originals, having an effectiveness of 50%. If you want, you can transfer your consciousness to one of these, leaving the rest on autopilot. Don't worry, they will act just like you would.

Another advantage is that these avatars are a kind of insurance. If for some reason they achieve the titanic task of killing you, you can transfer your consciousness to one of these avatars and turn them into your original version. You can repeat this process several times, as many times as the number of clones you have. If an avatar dies, you will have to resurrect them yourself, it's not like they will be reborn from nothing.

If having avatars with the same appearance is boring for you, you can choose an unborn person or someone who has died and transfer a fragment of yourself into

them (your mana, ki, etc.). You can control it like the other avatars, although technically they will be part of you but not alternate versions of you.

To clarify, the only way to kill yourself is to have destroyed all your avatars as well as your original body.

A limitation is that at first you will only be able to control about a hundred avatars of yourself, but with practice and time, you can increase that number. Post-Spark, you can control all the avatars of the omniverse.

Spark-Level Sceneries

The other Jumper

The final stage of a chain should be one that is very challenging for the jumper. Use all your skills and resources that you gathered throughout your chain. A challenge worthy of its reward, which is the Spark. In this scenario, your objective to complete is simple, you have to surpass yourself, and I don't mean it metaphorically, it is in the literal sense.

A version of you that has made the same jump chain as you, as well as possesses all the Perks, Items, Powers, Companions, Followers and everything non-Fiat-backed that you have achieved or learned. And just like you, he has chosen this scenario to obtain his Spark. This jumper will not be very different from you, he is not the bad guy in the story, he is just an antagonist who competes with you to get the big prize.

The idea is that both of you will be in the same universe or world, whichever is most convenient for your narrative, and you will face each other using everything you have. Basically a war where, as powers, you will fight without any type of rules or limitations that do not allow you to use all your resources or abilities (including drawbacks). You can even form alliances with native people in that universe or use native resources to increase your power.

How your battle against this antagonist will be will depend on the type of combat you prefer. You can choose an all-out war, or a cold war, the choice will depend on you. At least try not to destroy the universe where you are, but I don't know if that warning works with beings like you.

To make things clear, you cannot steal Perks, Items, Powers and Companions from each other. Anything other than Fiat-backed is not limited to this restriction.

After defeating him you can claim your prize, the coveted Spark.

If you do not want this jump to be your last, you can postpone this scenario until your last jump. If that jump is an End-Jump, you can take that jump's Spark Scenario along with it. The only limitation is that the universe you choose must be from that End-Jump.

Reward:

Congratulations jumper, you have achieved the Spark, so you are now free of all restrictions that you had during your chain. Also being a being that can travel beyond the local multiverse, you can now go anywhere in the Omniverse, there is no universe that you cannot visit.

Although the Spark is a very important prize, as an extra we will give you a reward for your hard work.

Item "The Omniverse"

Jumper, this is too much, even for beings so powerful that they could subdue the multiverse itself. You are the owner of your own omniverse, if the multiverse is one that brings together several universes and timelines, the omniverse is one that is composed of several multiverses. The quantity is so vast that at first glance it could seem infinite, but the reality is that the quantity is such that you can find all the universes of your favorite series, such as their fanfics, what's if, etc. along with other universes that might interest you.

If this is not enough for you, all the inhabitants of this omniverse will be completely loyal to you, as well as any resource coming from it is yours.

Within this omniverse, you are an omniscient, omnipresent and omnipotent being, so your enemies will have to think twice before challenging you there.

If you bought "My Empire", all the options you bought in Empire Builder you can add to this omniverse.

Ending Options

Stay here.

Go Home.

Keep jumping.

Sections

Empire Builder

In this section you will have different options to create your empire to your desire. The following options are not only limited to the purchase of this item, they can be expanded to other territories in your possession. To start, you need EP (Empire Points) to buy in this section. Take +1000 EP. You may convert EP by exchanging your CP for EP at a 1:2 ratio.

Empire Customization

Type of reign

You can only choose one of the following options.

Absolute Monarchy (Free)

Your word is law. Forget about any type of democracy, you are the state and the inhabitants of your kingdom have only two options, obey or leave.

Semi-Constitutional Monarchy (Free)

You are the king or emperor of your kingdom, but your power is not absolute. You can create and eliminate laws as you wish but they must respect the rights of your inhabitants. It takes as a reference the human rights of our world of the 21st century.

Constitutional Monarchy (Free)

You are the king or emperor of your kingdom, but your power is not absolute. You share power with a democratically elected government, taking a reference from concepts of human rights, civil liberties, and liberal democracy from 21st century Earth.

Presidency (Free)

You are a democratically elected head of state, who functions as a 'first among equals', with a mandate derived from popular support rather than any divine right to rule.

Other (Free)

If another way of governing occurs to you, you are free to use the one that seems most convenient to you.

Religious Doctrine (Optional)

Monotheism (Free)

The people of your kingdom follow only one faith, and worship only one god. If you wish, then that will be you. Your inhabitants will only be faithful to the religion that you impose, and will never convert or deviate from your teachings and doctrine unless you wish so.

Pantheon (Free)

The dominant religion of your kingdom has a pantheon of various gods. The inhabitants of your kingdom will be loyal only to those gods, and may freely choose to either worship them equally, worship one or some over others, or worship one exclusively, while still acknowledging the divinity of the remaining deities.

Syncretism (Free)

If you wish, then your pantheon may grow to encompass other gods you encounter on your travels.

Territory

Size of your Empire (Free/100/200/400/600/800/1000/1200/1600/1800/2000 EP)

The size of your empire is something to take into account. Free, the size will be as big as a city, an area as big as the city of 177 square kilometers. For 200 EP, your empire will have the area of 5 millions square kilometers. For 400 EP, your empire will have the area of 42 millions square kilometers. For 600 EP, your empire will span a world, having the same surface area as our planet. For 800 EP, your empire will encompass a solar system, made up of 8 planets, 5 dwarf planets and a huge number of minor bodies. For 1000 EP, your empire spans a dozen solar systems, with a hundred planets within your reach. For 1200 EP, your empire will span

dozens of solar systems, with hundreds of planets at your disposal. For 1600 EP, your empire will span a large number of solar systems, with thousands of planets at your disposal. For 1800 EP, your empire will span many solar systems, with a million planets at your disposal. For 2000 EP, your empire will span an entire galaxy, we're talking 6 billion planets under your command.

Empire Habitability (100 EP)

Your empire, regardless of size or whether it covers several planets, has all the necessary conditions for it to be inhabited by humans and other species, without the need for them to adapt and suffer modifications to be able to live in it.

In case you have several worlds under your command, you can choose whether all the planets can be habitable or choose how many worlds are dead worlds, or worlds that are hostile due to their environment to any type of civilization. If you purchased the Natural Resources, Natural Resource Rarity and Variety of Resources option, you can choose which location or worlds are providers of a single resource or several of these. The same goes for other options that will be seen later, for example, a world that specializes in drug research, or a world where it is the main headquarters of law enforcement or a capital world where your palace is.

Energy (Free)

In a world where people are magicians, it is necessary that there be a source of energy such as mana to be able to use magic, which can be obtained internally or through the environment, manipulating the mana of the environment to use magic.

In short, the territory of your empire will be suitable to contain different types of energies, be it Mana, Ki, etc. How to generate that type of energy, serving as a source for users who need to use it to carry out their techniques. Regardless of the size of your empire or whether it covers a city or several planets, they will adapt and provide different types of energies so that the inhabitants of your empire can use them. The amount of energy (whether one type or several) that your empire will provide will be unlimited, so there is no need to be careful when using it.

So that you know the importance of energy, regardless of its type, it is vital for the dungeons to work, as well as the system they use in your empire, be it magic, Ki, etc. Although making it an unlimited source to use as a generator for some structures or machinery will depend on how you use the technology, for example, having an unlimited energy source to provide electrical energy is something possible, as long as you have a way to extract the energy and process it to be able to provide electricity to the homes of your inhabitants.

Population

Population Size (Free/100/200 EP)

Free, the size of your population will be medium, to the point that several places in your kingdom will not be populated. For 100 EP, the population is large, not to the point of populating every corner of your nation but it is considerably decent. For about 200 EP, the size of your population is very large, take as reference the territorial size and the population of countries like China or India.

Beauty (Free/100/200 EP)

This option influences the average beauty of the people in your empire. Free, the people in your empire have an average appearance. For 100 EP, they have an increase in their appearance, being considered attractive. For 200 EP, the population of your empire is very attractive, being considered the country with the most beautiful people in the world.

Health (Free/100/200 EP)

This option is limited to the standard of resistance to diseases that your population has as well as hygiene in their daily life. Free, your population has an average level of both health and hygiene, it is not given priority but it is not something that is ignored. For 100 CP, your population has a high resistance to many types of diseases (as long as they are not rare or deadly), the hygiene level is considerably very good. For 200 CP, the population of your empire is resistant to any type of disease (as long as they are not rare or deadly). The level of hygiene is perfect, being your empire the most neat in the world.

Race (Free/100/200 EP)

Free, the population of your kingdom will be made up of only one race that can be human, elf, dwarf or lycanthropic (you can choose people with some animal traits or furies). For 100 EP, you can have all of the above. For 200 EP, you can have as many races as you want, but keep in mind that their power will not go beyond the Power Level options. The function of this option is more aesthetic, so do not expect more than what it offers.

Power Level (Free/100/200 EP)

For free, the average power level of your population is no higher than average, in terms of the VS Battles Wiki Tiering System, they would not pass Tier 10. For 100 CP, your people would have an average power level of Tier 9. For 200 CP, The average power level would increase to Tier 8. Keep in mind that, taking out the free option, we are talking about the average strength of your population in general, not

its maximum level. So depending on the training they do and the race they belong to, they could even have a power within Tier 4.

Post-Jump, any powerful race such as Dragons or Saiyans will not be limited by this option but only if you get it by buying it with CP in other jumps, for prizes from other jumps or if you convince a population of this type of race to join you.

This option is not a limitation of the average power level that your population can have, due to other factors it could increase even more, they can be items that you buy in a jump, Perks, Powers or other things that can positively influence (for example, having academies that teach to fight or how to efficiently use the powers of your inhabitants)

Loyalty (Free/100/200 EP)

Free, the people of your empire will be loyal to you but they will not blindly believe you and will seek their own benefit, so your work as ruler will have to be more meticulous. For 100 EP, these will be patriots who will be loyal to you and will always seek the benefit of the empire rather than their own benefit, but they will not blindly follow you, anything you do that does not benefit the empire or only benefits you will be heavily criticized. For 200 EP, they are loyal to your empire and to you, they will blindly follow you and accept any kind of abusive law, as long as it benefits the empire or you.

Education (Free/100/200 EP)

Free, the average level of knowledge of the population of your empire will be equivalent to that of a high school graduate. For 100 EP, the knowledge level of your empire's population will be equivalent to that of a University graduate. For 200 EP, the average IQ of your empire's population is at least 130 and they will have the knowledge level of a Master's graduate.

Happiness (Free/100/200 EP)

Free, the happiness of the people of your empire depends on the living conditions that your empire offers them, bad conditions will make their happiness very low. For 100 EP, for these to be unhappy they must live in very precarious conditions, so they will not be very demanding and easy to please. For 200 EP, in gamer terms, your population's happiness bar will always be at maximum and will never decrease. You can get confused and call them masochists if you oppress them and instead of complaining they show a happy face.

Good people (Free/100/200 EP)

Free, the people in your empire will be neither good nor bad, they will only be people who live their lives and care about their loved ones. Corruption is not something normal but it exists. For 100 EP, people will be friendly, not to the point of sacrificing for others but willing to help others. These will follow a code of values to live their day to day. Corruption is almost non-existent, and even if it exists, it will not be tolerated. For 200 EP, your people are like vanilla anime, good-hearted beings who will watch out for their fellow men and always try to do the right thing. His goodness is such that each inhabitant of your empire will be considered family among themselves, but one of those who have a very good relationship. Corruption is non-existent. Thinking about hurting or harming innocent people is something considered unthinkable.

Do not confuse kindness with naivety, when they are faced with corrupt or evil guys, they will fight fiercely and they will not be so naive to use those codes or values that they would use with others. If it is necessary for them to kill a guy who has done horrible things to innocent people, they will do it without thinking about it.

Adaptability (Free/100/200 EP)

Free, the people of your empire have moderate resistance and adaptability to different types of climates or ecosystems. For 100 EP, your people have immediate adaptability to any kind of environment as long as it's not deadly. For 200 EP, your people adapt to any environment, even the vacuum of space. Don't worry about the possibility that they have physical changes, be it by magic or for another reason, they will continue to retain their physical appearance and their DNA will not be mutated, if that is what you want.

Superpower (Free/100/200 EP)

Free, your population and any living things that inhabit it will not go beyond the mundane. No superpowers. For 100 EP, the people and creatures in your empire will be compatible with an energy type or something similar (be it magic, ki, mutant gene, etc.). These can learn different skills related to these branches of energy or powers. For 200 EP, the inhabitants of your empire are adept at various types of energies or other powers. Your empire will have several magicians, martial artists, etc.

Awakened (only if you bought some of the 100 or 200 EP options of Superpower) (Free/100/200 EP)

Free, only 30% of your population (including animals and creatures) will be able to awaken these powers. For 100 EP, 70% of your population will awaken this kind of powers, 10% will be considered geniuses who will be considered the Heroes of your empire. For 200 EP, all your inhabitants will awaken their powers, many of them adept at various types of energies or powers. 40% of your inhabitants will be considered geniuses who will stand out from the rest, true heroes.

Resources

Natural Resources (+200/+100/0/100/200 EP)

This will affect your kingdom resources (whether mineral, agricultural, etc). For +200 EP your kingdom's resources are very scarce, to the point that it depend on imports. For +100 EP, these are quite limited, not to the point of scarcity but you have to manage them wisely. Free, your resources are limited but not to an alarming degree, your empire being self-sufficient with respect to those resources. For 100 EP, your resources are plentiful, but only to the point that you have the freedom to export to other nations without concern. For 200 EP, your resources are unlimited, you can squander as much as you want and you will never lack for anything. In case of harvests, they will be abundant, you will never experience a bad harvest year. It also applies to the livestock you have. You will never have to face a low birth rate of your livestock.

Natural Resource Rarity (Free/100/200 EP)

Free, your empire has a unique resource that attracts foreign buyers, but it is not very valuable (consider it something unique to your country). For 100 EP, your empire has a very rare and valuable resource, which can rank it in the top 10 nation level in the world. For 200 EP, your empire has a monopoly on an extremely valuable resource, which would cause various countries to accept abusive trading terms in order to gain access to it. Your empire is the number one power with just having this resource. On each world you arrive on, native resources from those worlds will appear in your empire.

Variety of Resources (Free/100/200 EP)

When we talk about variety, we refer to the different options that your country can offer, be it mineral or agricultural resources, etc. Free, your empire has a moderate variety of resources, being able to offer different options for each type of resource. For 100 EP, the variety of different types of resources is wide, the variety of resources in your empire is as wide as the variety of products offered by a renowned supermarket. For 200 EP, your empire has all the different types of existing resources (except the unique ones like infinity gems). On each world you arrive on, native resources from those worlds will appear in your empire.

Empire

Technological Level (Free/100/200 EP)

Free, the technological level of your empire will be equal to that of the other countries in the world where you are (if you are in the Kimetsu no Yaiba jump, the technological level of your empire will be equal to the technology of 1926 of our world). By 100 EP, the technology of your empire is a few decades ahead of the other countries in the world where you are. By 200 EP, your technology is a few centuries ahead of other countries (imagine being in the Middle Ages with a modern military weapon).

The technology of your empire will be updated depending on the world where you are, without the risk that it will have a regression by reaching a world that has a technology lower than the current technology of your kingdom (for example, if you chose the free option and go to the world from Kimetsu no Yaiba your empire will have the technological level of the year 1926, but then you go to the world of Star Wars the technology of your empire will be updated to that of the empire, without affecting the management of this by your population. If you then go to a world mundane with a 21st century level of technology, you will continue to maintain the technology of the Star Wars empire in your empire).

Industry (Free/100/200 EP)

Free, the different types of industry that your empire offers are wide but very common (informatics, production, etc). For 100 EP, the different types of industries that you have, there is one that is rare in its offer worldwide and you are one of the few countries that offers it. For 200 EP, you have a wide variety of industries and several have monopoly control of several of the products or services you offer (it can be a very versatile type of mobile device or a virtual platform that is very popular).

If you bought the option of 100 or 200 EP at the technological level, that product or service is essential for people or countries foreign to your empire, so you will have a highly demanded monopoly which generates many profits.

Keep in mind that this option gives you the know-how, machinery and building infrastructure to carry out this production, but it does not offer you the natural resources, so if you do not have the natural resources or human capital to produce it, it will not help you much. this option.

Cultural Level (Free/100/200 EP)

Free, the population of your empire produces a type of entertainment that is very popular in the world, it can be a sport, movies, series, music, comics, etc. But it is only limited to one, like Japan which is an exporter of Anime and Manga. For 100 EP, your empire offers different types of entertainment, like the United States, being a world exporter of various audiovisual media, music, etc. For 200 EP, you are a power in these industries being able to produce various types of existing entertainment (be it movies, video games, music, etc.), whatever your empire produces is popular

among the people, reaching the point that you can influence the culture of other countries. Your people are extremely talented in these areas, being well-known figures within and outside of your empire.

Organizations (Free/100/200 EP)

Free, your empire has organizations like a military, hospitals, educational, bureaucratic, secret services, etc. As well as infrastructure such as roads, routes, etc. The level of these does not exceed the average of any nation, having a mediocre organization and infrastructure. 100 EP, these have several branches (as many as there are in the world where you are). The organization, equipment and infrastructure (does not include military) is first class. For 200 EP, your empire has the infrastructure that any nation would want. It has several organizations that are divided into several branches to focus a first level professionalization. For example, your empire will have schools and universities that will have first class equipment.

Crime Rate (Free/100/200 EP)

Free, the crime rate of your empire will be variable. Police forces have an average level of preparation and equipment, so security will depend on various social, economic, etc. factors. For 100 EP, the level of preparation and equipment of your police force is very good. They will be well organized and will be able to combat crime effectively, keeping the crime rate below double digits. For 200 EP, the police force of your empire is well trained and has first class equipment to face any situation. The term insecurity does not exist since the crime rate is zero. Your empire is so secure that you can leave a golden cup in the main square for six months and no one will try to steal it. The laws will be respected without thinking twice.

Bestiary (Free/100/200 EP)

Free, the diversity of animals existing in your empire is abundant. There are several species that have adapted to the ecosystem of your empire. Imagine that any species from our world inhabits your empire. For 100 EP, your empire has creatures that could be considered extinct or mythological, these beings are not extremely powerful or rare. For 200 EP, beings inhabit your empire that are rare to find in fantastic stories and are very powerful, we are talking about dragons, phoenixes, etc. But before buying this option remember to buy the power level option, if you don't your dragons can be as strong as a dinosaur.

As a bonus, animals and other beings will not be hostile to your inhabitants, unless they attack them. They can also be tamed if you or your people have the necessary skills.

For each world you visit, the animals and beings that inhabit it will appear in your empire and establish their habitat there without affecting the ecosystem.

Military Power (Free/100/200 EP)

Free, the military power of your empire is at best decent, the average level of your soldiers will be at best good. For 100 EP, the average level of your soldiers will be that of a veteran with many years in the occupation. These well trained soldiers can be considered a force to be reckoned with, your enemies will think twice before attacking you. For 200 EP, the average level of your soldiers is equal to that of the elite of any renowned nation or organization. Each soldier of your empire can face several soldiers of the same rank from any nation. The best thing is that the elite of your own army has the training and skills that could individually be considered a one-man army. With that army you can easily conquer a world.

Whichever option you choose, your soldiers will be the most disciplined you can find. Also their skills will be broad, such as hand-to-hand combat, weapon handling, etc.

This option also affects those who are in logistics areas, support, etc. This option influences their abilities to support your army.

Military Equipment (Free/100/200 EP)

Free, your empire has average equipment, it has equipment for your soldiers, weapons, vehicles, infrastructure, etc. Accounts with equipment for each existing military branch in the universe where you are. For 100 EP, the average equipment level is on par with any army from a powerful nation. Your technology and ballistic weaponry is a factor that can ensure the victory of your empire in a war. For 200 EP, the equipment, weapons and military infrastructure of your empire is unmatched, it is the pinnacle that everyone aspires and wishes to have. A single squad with mediocre abilities with this equipment and weapons can be considered a threat to any nation.

Foreign Affairs (Free/100/200 EP)

Free, the relations that your empire has with other countries or organizations is neutral, being considered the new kids on the block. For 100 EP, your empire has significant influence but not to the point of having to freely impose rules on others. You will have to belong to a group with members of equal power to have this kind of freedom. By 200 EP, the political power of your empire is very strong, being considered politically as a power without equal. Any policy you impose will be adhered to without resistance.

Other

Identity (Free)

Your empire must differentiate itself from others, so you will need your own flag, as well as uniforms that identify your military personnel as well as other uniforms for any government personnel under your command.

This option includes the history of your empire, being able to customize it however you want and for it to be accepted in every jump you enter, as if your empire had always existed. The same applies to your background as well as that of the people close to you as well as the government offices and organizations under your command.

As a limitation, this option must respect the scope of what your empire can achieve; it would not be logical for it to be common knowledge that your empire is a technological power if the technological level available to your empire does not go beyond medieval inventions.

Window (Free)

You are able to see every corner of your empire, as well as being able to watch over any of your creations without them noticing. The disadvantage is that you are not omnipresent, so you can open as many windows as you want but it is not sure that you can keep an eye on everyone at the same time.

Import (Free)

Do you have any empire, country or city from a previous jump? You can import it or combine them to your empire. Another option is to only import the advantages of the empire, country or city that you purchased in a previous jump to this empire. How you do it is at your discretion.

Plot Armor (100 EP)

The people of your empire have a kind of plot armor that makes them immune to any indirect damage. Be it natural disasters or collateral damage, the people of your empire as well as the infrastructure will not suffer any type of damage as long as it is not an attack that seeks to harm them directly. Example, an earthquake or a tornado will not be a threat if it is something that was generated naturally, but if a nation drops a bomb on your empire this option will not work.

Stadium (100 EP)

Like any stadium in our world, each city in your empire will have its own stadium. In them you can organize any event you want, be it sports, cultural, combats, etc.

These stadiums will have the capacity to hold one million people, as well as have all the necessary facilities to hold such events. Its structure is indestructible, resisting any attack as well as the passage of time. It will be easy to clean, so the cleaning staff will not have any problems when doing their job.

Another advantage is that this stadium will have a mechanism (whether by magic or science) that will allow you to change the stadium itself to your liking so that it is easier to hold the event you want. You can organize a swimming competition one week, having pools prepared and everything necessary for this type of event, so that the next week you can organize a basketball game, changing the facilities of the stadium itself so that it is adapted for this type of event. The change will be almost instantaneous, so changing the structure and facilities of your stadium will not be a factor to take into account when making preparations for each event.

As a last advantage, for those combat events or those where there is a risk of participants getting hurt, the stadium will have a barrier in the place where they compete that will heal any injuries after the competition is over. In the event that one of the participants dies inside the barrier, they will revive but their defeat will be taken. To protect the spectators, this barrier will also serve to protect the audience from any collateral damage that the battle or event may cause, so everything that happens inside the barrier will stay in the barrier. The barrier will also have a trap detection system, so it will be able to detect any anomaly that occurs within it.

You can customize the stadium to your liking, but it cannot occupy an area larger than 207,000 squares. If you want, you can organize an event that covers your entire empire, where the stadiums of lesser cities are used for the qualification stages, the stadiums of more important cities are used for the knockout stages, and the stadium of your main city is organized the final of the event you organize.

Webway (200 EP)

Everything similar to the Warhammer 40k Webway is purely coincidental.

This network of tunnels that are within a subspace connected to your empire, allows you to move yourself, or those you allow, to any point within your empire in a matter of seconds, regardless of the distance between the two places.

To enter them, you must enter special portals that will be distributed in key places in your empire. The size of these portals can vary, and may be the size of a large door for people to use or a large size so that a large spaceship can enter.

You can use this tunnel for logistical purposes, as well as so that your subjects, or those authenticated, can travel to different places in your empire. The possibilities of its uses are wide.

Buff and Debuff Pilar (200 EP)

An impenetrable empire is one that can repel any type of invasion. Some advantages in the defensive aspect that help repel these forces could be the environment, impenetrable walls that withstand any type of attack, military strategies focused on destroying any siege formation, etc.

This option will grant a pair of special pillars to your empire, allowing you to place them wherever you want, which will have a couple of effects throughout the territory of your empire. These effects will work within your empire, affecting both your citizens and allies, as well as invading enemies.

The first effect is that any loyal citizen and ally of your empire will have a boost to all their powers, skills and statistics (using RPG game terms) doubling them or increasing the effect of said skills. In other words, they will have their statistics multiplied by two and their abilities will be enhanced, becoming more powerful, effective and efficient.

The second effect is that any invading enemy will have a decrease in all their powers, skills and statistics (using RPG game terms) by dividing them or reducing the effect of said skills. In other words, they will have their statistics divided by two and their skills will be weakened, reducing their power, effectiveness and efficiency.

These pillars are indestructible and their effects cannot be deactivated. Also the effect of these pillars covers your entire empire, no matter how big it is (size or number of inhabitants), nor where these pillars are located.

Dungeon (400 EP)

Your empire has various dungeons spread across various locations. These can be inside caves, inside portals that appear in specific places, etc.

These dungeons have different ranks (F: Tier 10-B to Tier 9-B; E: Tier 9-B to Tier 8-B; D: Tier 8-B to Tier 7-B; C: Tier 7-B to Tier 7-A; B: Tier 7-A to Tier 6-B; A: Tier 6-A to Tier 5-B; S: Tier 5-B to Tier 4-C; SS: Tier 4-C to Tier 4-A; SSS: Tier 4-A to Tier 3-B and EX: Tier 3-A), dividing from weak to strong. They also have several floors, the weakest have a maximum of ten floors and the most powerful more than a hundred floors. On the top floor you will find the core dungeon, when you destroy it, the dungeon will be destroyed and people (not the original dungeon monsters and items) will be kicked out. Each dungeon will have its unique theme with different monsters and environments, so you can find dungeons where there are only undead, others that are only seas infected by sea creatures, etc. You can find different variants that follow only one type or that are a mixture of several concepts. Also the dungeons will have other features, such as traps, secret areas, resting places, etc.

These dungeons are inhabited by creatures that could kill an average normal person. When these are killed, they can drop mana crystals or any variant as well as some materials from their body that can be used in various things such as the creation of objects, consumables, crystals with skills, etc. The dungeon can create a certain number of monsters indefinitely or until its core is destroyed. Also on certain floors, there are more powerful variants of those monsters that can be considered Boss

Monsters. The level of the monsters and their characteristics as a species will depend on the type of dungeon and its level.

In these dungeons you will also have various equipment, weapons and objects that their value will vary depending on the level of the dungeon. The more powerful the dungeon, the rarer and more powerful what can be obtained.

These dungeons will be managed by you through government agencies or private organizations that are in charge of you. You have a monopoly on all dungeons in your empire. This organization will be in charge of assigning ranks to each dungeon as well as ranks to each person who wants to venture into them. As it should be, they will have special equipment to measure and assign the ranks as well as any equipment or objects necessary for the activity, such as the manufacture of cards that identify each person as well as licenses or certificates that authorize each person to enter these dungeons. The most important object that this organization will provide to people are the resurrection rings, so if a person dies inside the dungeon, they will revive at the exterior doors of the dungeon, but without their equipment (except everyday clothing or not. have a special effect), as well as all the objects that he could get in his exploration.

The power level of each dungeon will depend on the size of your empire, so if your empire only covers one city, the most powerful dungeon will only have a rank D, but if your empire spans a galaxy, the most powerful dungeon will have a rank EX. The number of existing dungeons will be approximately 20 for each city under the jurisdiction of your empire. You can choose if the dungeon is in a fixed place or if it is like in Solo Leveling where portals appear and within these the dungeon is in a separate dimension. Regardless of which option you choose, when a dungeon is defeated and its core destroyed or stolen, it will be destroyed but soon a new dungeon of the same rank will be formed. As for the portals, these will appear in certain areas. As an extra, the monsters inside the dungeons will not be able to leave them, so don't worry about potential danger within your territory.

Entrepreneurship (400 EP)

Being the head of your nation will give you political power, but there is a type of power that can be equal or more important than this, it is economic power.

Any company within your nation is your property, in other words, you have an absolute monopoly of all products and services that are marketed within your nation.

To improve this deal, the second advantage of this option will be that each company you own, within your nation, will be totally efficient in terms of production and quality, so you will not have to worry about unnecessary costs, production chains no harmonics or bottlenecks that reduce the production or provision of the service you offer. Also, the products and services you sell will be of top quality, being ahead of many of your competitors. In short, you are the best option in terms of price-quality.

The only disadvantage of this option is that only products and services that can be produced with the local resources (human or material) of your nation will have this

benefit, so in case your nation does not have the necessary local material to manufacture a certain product, your company will import the materials necessary for its manufacture but they will be of lower quality than those of the competition. The other alternative is for a foreign company to manufacture that product, being quality products but the benefits will be shared with foreign businessmen, earning at most 20% of the profits. In short, you must have native resources for the second advantage of this option to be applied in your companies, or you may have only a slice of the pie, but if you start letting foreign companies have more participation in your company, it is very likely that you will lose power not only economically, but also political power.

Management system (600 EP)

This system is the perfect representation of a kingdom management game. Now you have a system that shows you in a menu any type of information about your world, number of inhabitants, amount of resources for sale, etc. The information displayed is more precise and extensive. In case it takes time to create or build something, this will show a production percentage or the amount of time it would take to finish it.

But the reason why this costs 400 EP is that it has a varied system. The first is of the type of construction as if it were the Sims. You can assign the construction of any type of building or infrastructure, as long as you have the necessary materials. You can also build cities or kingdoms, as long as you have the necessary space.

If you are not convinced, it also has a financial-legal system, where you can organize the tax part of your world and how to invest that money, being able to choose to invest it in health, science, etc. You can establish general laws that the inhabitants of your world should follow.

Another useful system is the military system, where you can organize your troops and train them to become stronger. If you prefer that there is specialization in your armies, you can build special units and train them in different areas.

The educational system will allow you to establish institutions to educate your people in different fields of knowledge as well as establish research groups to improve various aspects of your world.

Finally a production system where you can control the production of your world. You can choose which products or products you give priority to, as well as manage the general internal production of your world.

Keep in mind that doing all this will cost resources and time. Also do not confuse this with the obedience of your population towards you. To be more precise, your choices generate that your inhabitants, or rather those who are in a position of power, are inspired to carry out such tasks. Other than that, don't expect them to be praying to you or anything like that.

Support System (600 EP)

This support system can be the necessary help you need to manage your empire in the most efficient way, being able to take it to its maximum potential. Using the resources in the necessary quantity and organizing everything in a harmonious way.

The system has an interactive support, giving an order it will proceed to fulfill it taking into consideration any factor present in your nation. It will also notify you of any relevant event that could strongly impact the development of your nation, as well as give you advice to obtain different results and the probabilities of each resulting option, but only if it is to predict short-term events.

Depending on your level of knowledge, the system will carefully follow each step to obtain the result you want.

Look at it as if the system itself is the autopilot mode to manage your empire.

Church (800 EP)

They say that religion is a pillar to help people spiritually, being a great support for those who need to cling to a higher being. It has also been used as a tool for the most powerful to control the masses through the fear and hope that it can offer. So it wouldn't be a bad idea if you could control the religion within your empire for its good.

You are the only one who controls the religious doctrine within your empire, or rather, the religion that you created or that you sponsor is the only official and accepted religion among the inhabitants of your empire.

This religion can be headed by you as its sole god or you can promote others to hold that position as a single god or as a pantheon, or both. You are free to choose how the tasks will be distributed.

Everything that is the background and history of your religion is at your discretion, as well as religious symbols and the usual kind of religious ceremonies. This includes organization, hierarchy, religious dogmas, clothing, etc.

Of course, each city in your empire will have as many churches or temples as necessary so that all the inhabitants of that city can attend, being subject to the control of a headquarters that will be in charge of that city, and depending on the size of your empire, this will be along with other headquarters under the control of a more important headquarters until escalating to the central church. This central church will be led by a representative who will be the equivalent of the Pope or another central figure in our world. If your empire has several gods, you can choose to have a church for each god, with the central church being the one where all the gods are worshiped together. If you wish, you can choose to have statues of the gods of your religion in places outside the city, so that each believer can pray to them.

Do not worry about corruption within the organization, these will be faithful debots whose only objective is to practice that religion without harming or interfering in the

affairs of your empire. Even these will be loyal to you, so they will be your subordinates in charge of the organization's religious part.

If this doesn't convince you, every citizen of your empire will be a faithful follower of your faith, so they will not be interested in following other cults or religions.

Another advantage of this religion is that the prayers of the faithful will grant you power, so this religion will give you a Buff on all your attributes and powers, as well as energy (whether magical, ki, etc.) that you can store (you can choose to have these transformed into stones for later use or another method that allows you to store it). The amount of power it will give you will depend on the number of followers you have, a city will give you a minimum increase, just 0.0002%, but a country can give you between 10 or 20%. The larger the number of followers, the more power they will give you.

You can also customize what your churches will be like to your liking. You can choose something more humble or a more ostentatious style. Of course, your church will have several followers in charge of the administrative part as well as preaching.

Hell and Heaven (800 EP):

A question we all ask ourselves is, is there something after death?

Your empire has two special dimensions, one that will represent heaven or paradise and another that will be hell. Each is divided into seven levels, each level will be inhabited by those citizens or loyalists of your empire who have died (it does not matter if their death was inside or outside your empire). These levels will have a range of reward or punishment depending on the lifestyle that each person leads.

Heaven or paradise is that place where pure and noble souls, or those who did not maliciously attack others, rest after death. As mentioned previously, this will have seven levels, the first level being the lowest, where those souls that have a neutral karma will rest, where they did not do good or bad things. The higher one ascends in level, the more noble and pure the person was, the seventh level being reserved for those who had a virtuous life. This paradise will be a place of rest that will have everything a person would like to have, or in other words their personal paradise, without being affected by the corruption that these pleasures can attract. The higher the level, the more luxurious and comfortable each person's paradise will be. The lower levels will only provide some simple amenities for people.

As for hell, it is the place where corrupt souls live who committed different crimes during their lives. Like the previous one, this will be divided into seven levels, with the seventh level being the mildest in terms of those convicted, being people who did bad things but whose actions did not severely harm their victims. The further you go, the lower the level will be, and the more corrupt the souls you will find at those levels will be. Each level will have a personal punishment for each soul, so that they become aware of the damage they did and seek redemption.

These not only serve as a place of residence for the souls of your citizens, another advantage is that they can be reborn within your empire as new people, having lost the memories of their previous lives. Although those in paradise can choose to be reborn whenever they want, those souls in hell will not be able to be reborn until they serve their sentence and have achieved redemption. There may be cases where souls with strong wills can retain their memories, so those who are reborn will have all the knowledge and memories of their previous life.

Apart from the fact that you ensure the place where the souls of your citizens will be when they die, this option gives the advantage that you will have total control of these two dimensions, so if you want you can customize these dimensions to your liking, but always respecting the function that these places have.

These dimensions will be guarded by beings under your orders, who will be administrators, defenders of these dimensions, as well as executors of the functions necessary to grant both the rewards and the punishments of these places. You can customize them however you want, if you want you can create the typical Angels and Demons or you can choose something else. Their quantity will depend on the number of souls that these places contain, one for every ten souls that inhabit the dimension in their charge. The power and ability of these beings is adequate to control and manage these dimensions, so you should not worry about things getting out of control. If you want, you can create ranks between these beings, defining the importance they have as well as their level of responsibility.

If you purchased the God/esses option, you can choose one or more to be in charge of these dimensions, the aforementioned beings being your subordinates, although the maximum authority is you.

Special Follower

These are not your typical faceless followers. In this option you can buy Followers who will be an essential part of your Empire, so they are immortal. The only disadvantage is that when they die you will have to wait a year for them to be reborn again, or for you to start a new jump, whichever comes first.

These will have the important task of protecting your empire or helping you manage it, so it will be an advantage to have them under your command. They will be completely loyal to you no matter what magic or external factor you try to control them or try to turn them into your enemies, so you don't have to worry about them betraying you.

For God/esses and Legendary Guardian options, these will fulfill the role you assign them in your empire perfectly, so these will fulfill their task competently, as long as there is no superior force that overwhelms them, do not expect a God of War from your empire who has a power of Tier 5-B (planetary scale) can defeat a God of Chaos, whose power goes beyond space and time and are universal concepts. Depending on the size of your empire, these will have a power that can

vary from 7-B if your empire is just a city to a solid 3-A if your empire expands to reach an entire Galaxy.

Competent Managers (100 EP)

Any existing organization has implemented a hierarchical system, a chain of command where it is divided between those who make decisions and those who must execute them. Having competent employees who do their jobs well gives a great advantage to the organization. But no matter how excellent those employees are, if those who make the decisions are incompetents who have no idea how to run a simple company, the only thing they will do is lead the organization to ruin or waste the talented human resource under their command. .

To avoid these types of problems, each organization or company that is under your command or owned by you will be directed by people competent to do their work. These followers will not only occupy high positions, they will also occupy second-line positions such as supervisors or area managers, so the entire chain of command will be occupied by people suitable for each position.

These people will be totally loyal to you and will be very responsible. You can customize their appearances and personality to your liking.

Spirits (200 EP)

These are not ghosts, they are elemental beings that represent basic elements such as Fire, Water, Air, Earth, Light, Darkness, Time, Space, Vacuum and Lightning. If you want you can add more elements or concepts.

These spirits will give your empire advantages such as improving crops, purifying any corruption or contamination, or being able to use their power for combat.

Being beings of spiritual life, they will resist any type of physical attack. Their life expectancy is eternal, so the only way to end their life is to kill them. These beings are intangible and invisible to the common eye, and it is necessary to have some skill or gift to be able to interact with them. In your case, you can communicate with them whenever you want.

These elementals will have a rank among them, so no matter the type, there will be a maximum authority that organizes them. If you purchased the God/esses or Legendary Guardian option, you can assign these as your leaders, these being high-level elementals or beings that have authority over these elementals.

You can customize the appearance of these spirits to your desire, giving them the shapes you want. You can also customize their personality, or rather, give them a

trait that they share in each type, such as Light elementals are kind or Fire elementals are temperamental. These elementals will be totally loyal to you, being the maximum authority for them.

If you purchased the Evolution System option from the Worldwide System section, these elementals will be able to evolve into a higher being, gaining a higher status, as well as greater authority among their peers, as well as increasing their power.

Sentinels (400 EP)

The public order of your empire is something important, after all what kind of person would be happy to live in an unsafe place?

These sentinels are artificial beings, they can be golems if magic or any magic system or similar predominates in your empire, or they can be robots if your empire focuses on science and technology.

These will be distributed around your entire empire, with the amount being 1 for every 10 citizens. They will have a power that will rival the fighting elite within your law enforcement forces, being capable of taking charge of any public order problem that occurs within your empire. They will also have a database that will contain all the laws of your empire and a code of rules on how to act in each situation. These sentinels will have limited artificial intelligence, making them work competently but always limited in the information their database has, so they will not be able to learn new things if it is not updated. Another advantage is that they can work perfectly with the local police of your empire, forming teams that will work efficiently.

These sentinels will be totally loyal to you or rather, they have a code of obedience that makes them subject to you. There is no way for these to be hacked or corrupted, so there is no risk of them turning against you. Also, each update you make to the laws or any regulations or similar that law enforcement agencies have to follow will be uploaded to your sentinels' database.

You can customize the sentinels to your liking, giving them more humanoid or animalistic appearances.

Legendary Guardian (600 EP)

These guardians are the protectors of your empire. Unlike the gods, their abilities are limited to combat and defense. You can choose whether they specialize in a specific style or use several combat styles.

Depending on the size of your empire, city or galaxy, they will have a Guardian that protects that area. So if the size of your empire exceeds that of a city, there will be ranks among these Guardians, with the most powerful being those who protect your empire as a nation and the weakest being those who protect the cities of your empire. The closest thing to an example would be the Types of the Nasuverse, which each represent a planet, in the case of your guardians they will represent a city,

country, continent, world, solar system and Galaxy. If you wish, you can alter the size of the place you want them to protect.

These are not gods despite protecting your empire, they are considered more as objects of respect than worship, so there will be no cults that venerate them. So don't expect them to help you in the administration part and other areas other than protection.

One limitation they have is that they will not be able to leave the area they protect, so the more limited the territory they protect, the more restricted their freedom will be to travel to other cities or other areas.

You can customize the appearance of these to your liking, you can even choose to have a combat mode and another non-combative mode (whether to socialize or for pure appearance).

God/eddes (800 EP)

If you are going to manage an empire, it would be necessary to have gods that protect it. Immortal beings who are pillars of your empire.

These gods will represent concepts, be it commerce, war, fire, etc. You can choose between having a single God represent several concepts or having each God represent a particular concept. It is not necessary that they specialize in combat, each god will specialize in those they represent, but that does not make them weak, although a combative god and a non-combative god of the same level face each other in a fight, it will be predictable who will win.

As in all mythology, each God will have a rank that differentiates them, so you can choose which God will occupy each rank, but keep in mind that the lower the rank, the fewer concepts they can represent, while a High Rank God can represent several concepts.

The power of the gods will vary depending on their rank, a High God will have the highest power level depending on the size of your empire (if your empire spans a Galaxy, their power level will be 3-A), while Mid gods will have a lower power level (a Tier 3-B) and the Low gods a lower level than the previous one (a Tier 3-C). The lowest level they can have is Tier 7-B.

You can customize these gods as you wish, including their appearance, personality, background and abilities (as long as these are related to the concept they represent).

Each rank will be:

High

These gods are the pillars of your empire, being the guardian deities that not only protect your empire, but are the object of worship (just like you) of your citizens.

These gods will represent various concepts, such as those that encompass the most important things for the existence of people, such as Life, Death, Time, Space, etc.

This rank will belong to twelve gods, or less if that is what you want.

Mid

These gods are moderately important, having relevance in the history of your empire but not being the main protagonists or those who have contributed the most. Basically beings of importance but not essential.

These cannot represent more than three concepts, and they must be closely related to each other. These concepts can also vary between natural ones such as storm or wind, and those created by mortals such as trade or forging.

The total number of gods occupying this rank can be up to twenty-four.

Low

These gods are those who, despite having their importance in the history of your empire, their participation is not noticeable compared to the previous ranks, being at most secondary characters in any story that mentions them.

These gods will only represent one concept, which could be very specific such as Song, Dance, History, etc.

The number of gods in this rank that you can have amounts to forty-eight.

Worldwide System

This section allows you to apply your own System to your empire, or rather to the inhabitants loyal to you. Think of it as some kind of blessing that you give to your citizens or those you love, as long as they are loyal to you, you don't want to give your enemies weapons that can harm you.

To cover the basic package you will be offered some free but mandatory options, these will be the basic ones that you can find in any series or game. The other options are more specific and provide advantages that complement the free options.

This system can be adopted by both the people of your empire, as well as the God/dess, beasts and monsters if you wish. You are free to choose those to whom you will grant this system. If you want, you can use the same system for yourself.

In order to purchase the options in this section, you will need to use System Points (SP). Take +500 SP. You may gain SP by exchanging your CP for SP at a 1:2 ratio.

System Control (Free – Mandatory, Only Jumper)

Like any system, there must be someone who controls it. You have complete authority over this system, you can apply conditions or restrictions for those who can receive this system, it would be problematic for you to grant this system individually, so you can create conditions such as, for example, only citizens of your empire can access it.

Another advantage is that you can take the system from those who own it, but everything they got with it, be it their attributes, skills, etc. They will keep it. So you can limit their growth but not take away everything they obtained through their own efforts.

Window (Free - Mandatory)

The famous window that shows all the information of a person related to the System. Shows all the Level information, Attributes, Skills and everything you will buy in this section.

It is only visible to the user, so others cannot see that information, unless they have a skill or object that allows them to see it.

The user can also open the window and close it as many times as he wants, and every command he makes can be done by thought.

The design of the window is at your discretion, so you can replace the usual blue color with a red one.

Level System (Free - Mandatory)

Each person who has this system integrated can level up. They will start at level 1 but they can level up by gaining experience points. These experience points can be acquired when you defeat or kill an opponent. In the case of defeating a person, it does not have to be in a fight, it can be by defeating him in a game of chess, in a race, etc. The number of people or beings you defeat and kill in group confrontations will gain experience for each one you defeat or kill.

Like any level system, the higher the level, the more difficult it will be to raise it. Do not expect that the same amount of experience to go from level 1 to 2 is equal to going from level 2 to 3. In summary and not to use mathematical formulas, you need 11% more experience for each new level. Being necessary to raise from level 1 to 2 fifty experience points.

Another clarification is that simpler challenges will give you little experience points, while extremely difficult challenges will give you a large amount of experience. So it won't be easy to level up.

Finally, the maximum level is 100.

Attributes System (Free - Mandatory)

A statistical measurement of your attributes. The basic statistics will be Health Points, which will represent your life or how many attacks you can withstand until the person is killed, if it drops to 0 it is death. Magic Points are the reserve of any type of energy (whether Magic, Ki, etc.) that a person has to use skills that consume it, if that reserve is depleted it causes the person to faint. Strength, which encompasses the weight you can lift and your physical attacks. Intelligence that will be related to your intellect, wisdom and everything related to IQ, it can also be related to magical attributes such as amount of Magic Points, magical attack, recovery of Magic Points and magical defense. Dexterity will encompass speed, agility and everything related to mobility, it also includes reflexes. Vitality will be related to resistance, stamina and defense against physical attacks, it also includes Health Points and recovery of Health Points.

To increase these statistics, the person will need to do training that is related to its nature. An example is if the person lifts weights, it will increase his strength. If he studies a lot, his intelligence will increase. You are free to choose which type of training increases one or more attributes but try to be consistent with the choice. But it does not mean that increasing statistics is easy, the higher an attribute is, the more difficult it will be to increase it, so lifting weights every day will not make a person increase their Strength every day.

Another advantage is that these statistics can increase each time you level up, gaining 10 points to use on the attributes you want.

Unlike the limit that the Level System has, the attributes will not have a fixed limit, but it will have a Soft-Cap, so it will not be easy to have an intelligence of 9999.

Integration (Free, Only Jumper)

If you had previous jump systems, such as Danmachi's Falna or any system from Isekai Jump or others, you can integrate it into this system.

The only limitation is that they must be systems that are not limited to the jumper or only his teammates. For example, if you have the Game System from The Gamer jump, you will not be able to integrate it, but if you have a Perk that shares the system from a previous jump to the worlds or universes of future jumps such as Voice of the World from the "That Time I Got" jump Reincarnated Into A Slime (Light Novel)", you can integrate it.

Skill System (100 SP)

They are skills that have different effects. This can encompass different types such as support, attack, defense, etc. But there is something they have in common, it is that they are all of the Active type. Also the power or effectiveness of these skills can be related to the number of points you have in an attribute, for example, the strong fist skill will have damage equivalent to 50% of your strength.

To acquire a skill, the person will have to train or do a relevant action in order to obtain it. For example, if you do several kicks, you will get the skill "Kick". How many skills a person can have is unlimited. Another alternative could be to obtain crystals from the dungeons (if you purchased the option), these crystals when destroyed will make the person who destroyed it learn the skill within it.

These skills when acquired will have Level 1, but by training and using them constantly, you can gain experience points to level up. Each time the level is raised, it will increase its efficiency, such as reducing the cost of Magic Points, reducing its use time, increasing the percentage of its power, etc. The maximum level will be 100.

When you reach level 100 in a skill, you can evolve it into a more powerful skill, increasing its power, as well as gaining some extra benefits. For example, if you evolve the level 100 "Kick" skill to "Powerful Kick", this as an extra effect can cause a momentary fainting to the opponent when the skill is used against them.

Finally, these skills can be separated into categories or types. You are free to organize it however you want.

If you purchased the special followers option, you can gain skills related to them. For example, if you bought the spirit option, the user can use spirit magic or the like. In the case of gods, the user can use skills related to these gods. The same goes for Legendary Beasts.

Traits (100 SP)

This option incorporates Passive Skills into the system, those that do not consume MP and are permanently activated. These Skills grant advantages to the user, for example, the "Low Fire Resistance" skill will allow the user to resist 5% of a Fire attribute attack.

These Traits can vary depending on how many Passive Skills there are, and the user will not have a limit on how many Traits they can have.

Traits can be obtained in different ways, you can obtain them if you get a certain Job, or if you evolve into a certain species, etc. You can be creative.

The Traits do not have levels, but you can access more powerful Traits if you meet certain requirements, for example if the user has the "Low Fire Resistance" skill and the "Mage" Job, if the user manages to promote to "Fire Mage", its "Low Fire Resistance" skill will transform into "Fire Resistance" which will allow the user to resist 10% of a Fire attribute attack. You are free to be creative in how these skills evolve.

Titles (100 SP)

This option incorporates the Title System into your system; these Titles can be acquired by achieving different tasks or overcoming different challenges. These Titles could be either unique or generic, for example, a unique title can be "The First Hero" and a generic title like "Hero" can be obtained by several people who meet the requirements to obtain that title.

These titles will grant different advantages when obtained, such as increased statistics, skills, specific jobs, etc. Depending on the difficulty of the achievement, the higher the difficulty, the more advantageous, powerful or unique the reward will be.

The user can obtain as many titles as one can achieve, so there is no limit.

Talents (100 SP)

This option allows the inhabitants of your empire to obtain various talents at birth. The amount and types of existing talents are at your discretion, but the only advantage of these talents should be to increase the experience gained, be it skills, Jobs or both.

These talents can be varied such as "Lower Sword Mastery" which will give you a bonus of experience gained by training skills related to the sword or Jobs related to the sword of 5% or multiply the experience gained by 1.05.

Obtaining a talent is a matter of luck, so 1 in 1000 will have the chance to have a talent, and the more powerful it is, the lower the chance that someone will be able to acquire it. Each person can have a maximum of three talents.

Job System (200 SP)

With this option your system will have the Job System incorporated. The classic system where the user can acquire different professions to specialize in an area or become stronger. As an example, Jobs could be named Warrior, Mage, etc.

These Jobs will be varied but if they have something in common it is that when the user reach Level 100 in one of these, he can be promoted to a more powerful Job, starting at Level 1 in that job. Example, A Level 100 "Warrior" can advance to "Great Warrior" Level 1, a more powerful job, without losing the attributes or skills previously gained with his "Warrior" Job.

Depending on the type of job, when leveling up, they will increase certain attributes that are related to it, for example, the warrior Job will increase the attributes of Strength and Vitality when leveling up.

Another advantage is that each Job could offer different skills when leveling up or acquiring that Job. For example, if a user acquires the Warrior Job, he will obtain the skills "Resistant Body" which will increase his Vitality for a short period and "Strength Increase" which will increase his Strength for a short period. At Level 30 you can acquire the "Intimidation" skill which will cause your opponents to enter a state of confusion for 1 minute.

Some Jobs will have very complex requirements to be able to acquire them, for example, if your system has Evolution System incorporated, some Jobs can only be obtained if you manage to evolve to a certain stage. Another condition could be having a certain Job or other requirement. You are free to choose the requirements for each Job you imagine.

The user can only have a limit of five jobs. Also the way in which the user will obtain each Job is up to your discretion, so you are free if the Jobs can be obtained by meeting certain requirements or are obtained at birth.

If you purchased the special followers option, the user can gain Jobs related to them. For example, if you bought the spirit option, the Job Spirit Master could be obtained. In the case of gods, the Job Apostel "Name's God" could be obtained.

Weapon System (200 SP)

If you like the Zanpakutō from the Bleach series or the Legendary Weapons from The Rising Of The Shield Hero, this option might interest you.

Those who access the system may have a weapon or tool that is linked to them. This link will be spiritual, so they will be connected to the soul of the users (in case it does not have a soul it can be the consciousness if it is a sentient being). Being a spiritual link, the weapon could be materialized at will, as well as dematerialize it. The cost to invoke or materialize them is zero, as is the cost of dematerializing them.

These weapons or tools will be compatible with some type of energy that predominates or exists in your empire, as well as any element or similarity that has an affinity. For example, if your kingdom uses Mana or Magic as a source of energy, the summoned weapon will be magical, and if the user has an affinity for fire magic, the weapon will have the same affinity as the user, and may have fire attacks.

Another advantage of these weapons or tools is that they can evolve. These have levels starting at Level 1, and upon reaching Level 100 they can evolve into a higher rank weapon. To level up these weapons or tools, you must combine them (or rather absorb them) with rare minerals, important parts of beasts (they can be Forest Wolves such as Red Dragons) or other existing weapons or tools to increase their potential and statistics. Depending on the material supplied, this weapon or tool could specialize in some aspect, for example, if a sword that absorbs several fire stones could be converted into a fire-resistant sword as well as one that can launch bursts of fire at your opponent. You can be creative with combinations, but the higher the rank of the weapon, the more materials or weapons or tools will be needed for it to evolve. It is the same for skills, for a weapon to have skills it will be necessary for

it to absorb many materials, weapons or tools to acquire them, it being normal for it to gain a skill every ten levels or, in rare cases, when the material it absorbs is so powerful or rare that can obtain one or more skills. In some cases to have a certain skill, there will be conditions to acquire them, so the more specialized the weapon or tool is in an area or element, the more powerful its skills will be. So it is not a good idea to make a sword compatible with several elements, and it is better to specialize it with one or two elements at most.

These weapons, being part of their user, can be destroyed but will be repaired automatically, but it will be necessary for the user to use MP for the process, depending on the amount of MP necessary for their repair, it will be faster if they use the MP necessary at the moment or slow if you use little by little to reach that amount. Also take into account the power and quality of the weapon or tool, if it is very powerful, a lot of MP will be needed, if it is one that is in its first stage, the amount will be minimal.

By evolving to a superior weapon as soon as it level up, this weapon or tool will start out as a simple one, so it will not be possible for someone to start with a legendary weapon that can defeat 90% of the beings that inhabit your empire. The more levels and evolutions the weapon or tool has experienced, the more powerful it will become.

These weapons can only be used by the user, nor can they be stolen, but they can be sealed or temporarily disabled if a skill that allows it is used. The user can only have one weapon or tool.

Partner System (200 SP)

Would you like to have your own Kurama, or your own Stand?

This option allows the user to have his own partner to fight alongside him and protect him. This being will live within the user, or rather will be connected to the user, it can be a spiritual connection or through another means that you choose. Being connected to you, you can invoke or materialize it when you need it, as well as dematerialize it. The cost is zero, being part of you.

These partners will at first be normal animals or very weak fantastic beasts, but they can evolve to become more powerful beings.

These partners will be affected by the type of energy that predominates or exists in your empire, as well as those related to it. For example, if someone has a Wolf partner, if your empire predominates mana or magical energy, this wolf will be a magical being. In the event that the user specializes in water magic, this wolf will specialize in that same magic, since it is linked to the user.

This partner will have levels, starting at Level 1, being able to level up to Level 100, where he can evolve into a more powerful being. To gain experience to level up you will have to defeat or kill opponents in battles. The more powerful they are, the more experience they will give. The user will be able to share the experience gained with

his or her partner, the distribution being at the discretion of the user. Their evolution is linked to their species or characteristics of these partners, for example, a lizard that has an affinity for fire can evolve into a Fire Salamander.

These partners will also be able to gain skills, every ten levels they will be able to acquire a skill. These abilities will be closely related to the nature of this partner, so a fire wolf will have abilities related to fire and others related to its species, such as roaring or attacks with its claws.

These partners cannot be killed unless they kill you. But if they are wounded, causing them to be very badly wounded, they will dematerialize. You will need to use MP for them to recover, so if these companions are powerful beings, a large amount of MP will be needed for them to recover. If you have the necessary amount, they will recover instantly, if you do not have enough MP the recovery will be slow until that amount is reached.

But if all this doesn't convince you, the main advantage of this option will allow the user to temporarily merge with their partner. Thanks to this, the user can combine their statistics with their partners, as well as obtain their abilities while they are fused. This fusion is not something that is easy to achieve, so someone of level 1 with a partner of the same level will find it impossible to achieve it. Depending on the bond they both have, as well as the training they do and the amount of MP you have, the fusion could be maintained for a month.

These partners are loyal only to the user, they can not be stolen, but they can be sealed or temporarily disabled if a skill that allows it is used. The user can only have one partner.

Evolution System (300 SP)

This option allows the user to evolve into a more powerful species when they reach Level 100. For example, a Level 100 Goblin will be able to evolve into a Level 1 Hobgoblin.

These evolutions will have the advantage of a great increase in attributes, as well as being able to access different Skills and other things that could increase the power of the user. Another advantage is that it eliminates the natural weaknesses that the previous stage had, so if a "Vampire" evolves into a "Noble Vampire", it will lose its weakness to sunlight or will be more resistant to blessed objects.

The number of stages in a species' evolutionary chain is at your discretion, but keep in mind that weak species like Goblins will have several stages, while powerful beings like Dragons will have two or three stages at most.

You can also incorporate different variants for an evolutionary stage, for example, a "Slime" that has fire attributes or that has adapted to an environment where there are volcanoes, can evolve into a "Fire Slime", acquiring skills related to that type. The requirements for it to evolve into a variant are at your discretion, so you can be as creative as you want.

Those who are hybrids of two or more races, you can choose to evolve to one of the stages of the races they have, to evolve to a variant of a race or to evolve to a new species. Your creativity is the limit.

Rank Up System (300 SP):

Leveling up to level 100 is great, but that would limit the growth of one of the users of this system. This may be more noticeable when the Job System and the Evolution System are taken into account.

Like the Stages of these Cultivation works, the Rank Up System divides the same stage of evolution or a Job into three stages or three categories. To give an example, a job like "swordsman" if you reach level 100 will become "Master Swordsman". But with this option, the "Swordsman" job will be divided into three stages, Novice, Intermediate and Advanced. To pass each stage you will have to raise the previous stage to level 100, so if the job "Swordsman-Novice" reaches Level 100, you can go to "Swordsman-intermediate" Level 1. And when you reach "Swordsman-Advanced" Level 100, you can advance to "Master Swordsman" Level 1.

The advantage of this option is that it increases the limit of how strong users can be on your system. So with this option an Intermediate level Job will be stronger than the same Job but without this option.

Blessing System (300 SP, Requires your Empire to have Gods)

This option will allow the Gods subordinate to you to grant Blessings to the inhabitants of your empire. These blessings can be stat increases, Traits, Skills, Jobs, etc. Varying the advantages acquired depending on how powerful the Blessing is.

As your subordinate Gods are in charge of the Blessings, they will have control over those who grant them the blessings. Also depending on the rank or power of the God or Goddess, the more powerful the Blessing will be, so a Blessing from a High Rank God will be more powerful or offer more benefits than a Blessing from a Low Rank God.

A person can have several blessings, without being limited to a certain amount. The conditions for acquiring these Blessings are at your discretion, but it must be an act that deserves that Blessing.

As a clarification, Blessings are permanent.

Aweaken System (400 SP):

Aweaken System is more linked to the path to achieving divinity or a similar state. In the previous options, only ways to achieve greater power or achieve greater

versatility in skills were offered. But this option offers the way to achieve immortality and become a transcendental being.

If you purchased the Evolution System and Rank Up System options, each evolution and stage of it will not only make the user more powerful, it will also prolong their life expectancy as well as becoming a more advanced form of existence (something similar to Tensei's Awakening Shitara Slime Datta Ken).

The stages of this process are: Mortal, Demi-Spiritual Lifeform, Spiritual Lifeform, Demi-God and God. Each stage will give an increase to the user's statistics. The increases will be:

- Demi-Spiritual Lifeform: 4X stats
- Spiritual Lifeform: 6X stats
- Demi-God: 8X stats
- God: 10X stats.

You can customize what the system will be like for this way of reaching divinity. You can use a system like Tensei Shitara Slime Datta Ken, any Xianxia system, or any system you want or like.

Races Customization

This section allows you to customize the new species you create. It must be made clear that this species that you customize will be considered an Alt-Form. To start, you need (Race Points) to buy in this section. Take +1000 RP. You may obtain RP by exchanging your CP for RP at a 1:2 ratio.

As a side note, if you purchased the evolution option, you will earn +300 RP for the first purchase and you will earn an extra +500 RP for the second purchase. Keep in mind that the options you buy with these points can only be accessed when your species reaches that evolutionary stage.

General

What Are You (Free/100/300/400/500 RP)

We are not all born equal. Due to external factors such as upbringing, nutrition, etc.; As well as genetic factors, each person is different. Free, you are one of the many of your race, being within the average.

For 100 RP, either by selective reproduction, training at an early age, etc. You are considered an elite within your race, having reached the peak of your potential, within the standards of someone average of your race, your base stats to be five times the average.

For about 300 RP, you are a mutation, which makes you a rare specimen among your kind. As such, consider your base stats to be twenty times the average. You also have some innate advantages that others of your species cannot access or have that can only be achieved through training or other means.

For 400 RP, you are a pureblood of your species, retaining the best your species has to offer. Your base statistics will be fifty times higher than average. You will also have advantages that only those who share your blood have. This can be a special and very powerful power, be it offensive, support, etc. You are considered a noble within your species, the descendants of the progenitor, so you have authority over those inferior to you.

For about 500, you are unique in your race, or rather the first, you are the progenitor. For starters, your base stats are a hundred times higher than average. You also have unique advantages. You may have some power that allows you to control your race at will, or a unique and powerful ability that makes you the most feared of them. You are the king or emperor of your species, being you the absolute ruler.

In case you are a mutation, pureblood or a progenitor, you can customize your appearance to your liking to differentiate yourself from the rest. Also if you purchased the Mutation, Pureblood or a Progenitor option, you can use the Power Section to customize your ability or abilities.

Anomaly (200/300/400/500 RP)

Among equals there will always be some who stand out, and that is your case. Regardless of the options you have chosen in "What Are You " (except the free option), you can choose the kind of anomaly you are.

For 200 RP, you are a specimen that was developed with the best care and training, being able to reach the limit of what your peers can achieve. Your base statistics will be ten times higher than those of your peers.

For 300 RP, you are already a monster among your peers (just taking into account your power), passing the barrier of common sense. Your base statistics will be thirty times higher than those of your peers.

For 400 RP, you are considered a champion or hero among your peers, a being that enters into the absurd and inexplicable. Your base statistics will be fifty times higher than those of your peers.

For 500 RP, you are considered a legendary hero, a talent like yours is something that has not appeared in several generations. Your base statistics will be hundred times higher than those of your peers.

Demographic Control (100/200 RP)

The ratio between men and women in each species can be very variable. There are species that only have a predominance of a single gender or that there is a wide gap between men and women.

You can choose to vary the ratio between men and women of your species to your liking. Another option is that your species can change gender at will, being men or women.

For 200 RP, your kind can reproduce asexually. I leave the way they do it to your imagination, but don't think that it will be a process that will take a day, this process will take at least nine months.

Appearance of Anomalies (100/200/300 RP)

Each species has its own mutations. The Saiyans had a beast like Broly. These mutations are very powerful in comparison to the average versions of your species. The frequency at which mutations appear in each species can vary from very rare to frequent cases.

For 100 RP, the ratio of these mutations will be 1 in 100.

For 200 RP, the ratio of these mutations will be 1 in 50.

For 300 RP, the ratio of these mutations will be 1 in 20.

If you purchased the Demographic Control option, you can choose to have the mutations only belong to one gender you want.

Biology

Human Appearance (Free)

The race they belong to will have a human appearance. With that aspect you can enter any human civilization and pass as one of them.

Inhuman Form (Free)

Your appearance is very far from what a conventional human would be. With this option you can choose to have a human appearance but with distinctive features such as horns or cat ears. If you want to be more extreme, you can have a bestial

form or look like a demon straight out of hell. But don't get excited, since it will only modify your appearance, the powers are not included.

Size (Free /100/200 RP)

Free, your species have a size between 60 to 190 cm.

For 100 RP, you can choose for your species to be between 10 cm and 5000 cm tall.

For 200 RP, your species can change its height at will in a range of 10 cm to 5000 cm.

Change Shape (100/300 RP)

For 100 RP, if you choose the inhuman option, your species can have a human form to mix with those of that species.

For 300 RP, whatever the appearance of your species, it can change its shape to any other species, as long as it has physical contact with the species it wants to transform into.

Longevity (Free/100/300 RP)

Each race has a certain lifespan, some can live a hundred years and others millennia. Free, the life expectancy of your species does not exceed one hundred years, the average being about eighty years.

For 100 RP, the longevity of your race extends up to a thousand years, with some reaching three thousand years if they had healthy habits.

For 300 RP, the longevity of your species exceeds ten thousand years and some could live twenty thousand years.

Aging (Free/100/300 RP)

Free, age will be reflected in the appearance of those who belong to your race (as if they were humans).

For 100 RP, like good wine, those of your species will age gracefully, being able to reach a thousand years old and have the appearance of a healthy forty-year-old human. Physical maturity will be equivalent to that of an average human, think that the two hundred years of a person of your species is equivalent to the twenty years of any human.

For 300 RP, the concept of aging is almost non-existent. We could say that at ten years old these of your species could have the appearance of an eighteen-year-old human. If life expectancy is two thousand years, they will stop aging at one thousand years, having the appearance of a thirty-year-old adult.

Fertility (Free/100/200/300 RP)

Free, the fertility of your species is equal to that of humans, but like the aforementioned, you can only have offspring with those of your species.

For 100 RP, your species' fertility remains the same as that of a human but your species may be compatible with other species, as long as they are humanoid.

For 200RP, your species is compatible with any species, as long as they have biological bodies. As an extra, your race can control its fertility, choosing with whom or when to have offspring.

For 300 RP, you have the previous benefits and also all the offspring of your species with other races will not be crossbreeds, but they will be of the same species. The reason for this is that the genes of your species are dominant, so it will be impossible to have crossbreeds of both species. But don't worry, because those descendants will inherit the innate abilities of both parents, as well as some other advantages that they have. Giving an example, if you have a child with a sayayin, they will be of your species but they will be able to access the advantages that saiyans have such as the Super Saiyan transformation as well as other advantages that that race has.

Healing Factor (Free/100/200/300 RP)

Freely, your species is capable of healing superficial wounds as well as bone fractures naturally. But the time it will take to heal will be the same as that of an average human.

For 100 RP, they can recover from any type of wound, as long as it is not fatal, naturally, but the more fatal the wound, the longer it will take to heal. Non-fatal injuries include amputations.

For 200 RP, the recovery speed is monstrous, being able to heal superficial wounds in minutes, fractures at most in days, and amputated limbs in weeks. As long as your brain is intact, there is no wound you cannot heal.

For 300 RP, as long as one of your cells is intact, you can regenerate your body in an instant. To kill your kind, they have to destroy the body completely. Your regeneration is on par with Cell or Riser Phenex.

Immune System (Free/100/200 RP) (*Health)

Free, your species has the same resistance as an average human, relying on medications and drugs to cure or be resistant to most mundane diseases.

For 100 RP, your species is resistant to any mundane diseases, as long as they are not rare or incurable. Furthermore, your immune system adapts to any change or evolution of these diseases, being able to fight them and reject them without problems.

For 200 RP, your species is resistant to any type of mundane disease. But it is not the same with diseases of magical origins, ki, etc. The good thing is that despite not having resistance to this type of disease, none will be incurable, so with special medicines they can be combated without problems.

Adaptability (Free/100/200 RP) (*Adaptability)

Free, the people of your race have moderate resistance and adaptability to different types of climates or ecosystems. For 100 RP, they have immediate adaptability to any kind of environment as long as it's not deadly. For 200 RP, the people of your race can adapt to any environment, even the vacuum of space. Don't worry about the possibility of physical changes, be it by magic or for another reason, you will continue to retain their physical appearance and their DNA will not be mutated, if that is what you want.

Appearance (Free/100/200 RP) (*Beauty)

Free, the appearance of your kind is average, taking into account human preferences.

For 100 RP, at least your species is an 8 out of 10. As an extra, your species does not generate bad odors such as bad breath and others.

For 200 RP, your kind are considered the most beautiful, being attractive to any species. As an extra, your species does not generate bad odors such as bad breath and others. They will also have perfect and healthy skin.

Physical Abilities (Free/100/200/300/400 RP) (*Power Level)

Physical abilities measure the following characteristics of a person: Strength, Endurance, Speed and Flexibility.

Free, these are comparable to an average human.

For 100 RP, these stats will be ten times higher than those of an average human.

For 200 RP, these stats will be a hundred times higher than those of an average human.

For 300 RP, these stats will be a thousand times those of an average human.

For 400 RP, these stats will be ten thousand times those of an average human.

Basic Needs (Free/100/200 RP)

An average human needs to sleep, eat, drink and breathe to live.

Free, your race will have the same needs as a human.

For 100 RP, your race only needs a tenth of the average amount of food and water to survive. You will also only need about two hours of sleep at most. Another advantage is that your species will be able to hold their breath for two weeks without any problem.

For 200 RP, your race is not dependent on those human needs, feeding and drinking is something done for pleasure. Sleeping is not necessary and breathing is optional.

What Doesn't Kill You Makes You Stronger (300 RP)

Like the saying goes, your species has something special, something that makes Saiyans recognized as a powerful race, they have something similar to a Zenkai.

Your species receives an increase to all of their power stats each time they recover from any situation that puts them on the brink of death. It can be a battle, an accident, an illness, etc.

The best thing is that they will also gain resistance to those elements that could have mortally wounded them, such as increasing their resistance to fire if they were burned, resistance to a poison that they were exposed to, etc.

The more lethal the wounds, the more power and resistance they will gain after recovering.

Heightened Senses (100 RP)

Your species excels in one or more of the five senses. Having such a sharp ear to be able to hear what is happening miles away or be able to see clearly in the dark. The best thing is that they can control this at will, avoiding the disadvantages that come with having to hear the bustle of a city in broad daylight.

Bio Armour (Free/100/200/300/400 RP)

Your kind are special, so special that they do not need armor, since their own bodies are armor.

Free, the hardness of the skin, muscles, organs and bones of your species will be that of an average human, needing protection to resist forceful blows.

For 100 RP, the hardness of the skin, muscles, organs and bones of your species will be very resistant, to the point that they can withstand blows from clubs or cuts from knives without problems.

For 200 RP, the hardness of the skin, muscles, organs and bones of your species will be very resistant, to the point that they can easily withstand direct shots or the impact of a train traveling at 80 km/h.

For 300 RP, the hardness of the skin, muscles, organs and bones of your species will be very resistant, to the point that they can easily withstand the impact of a bomb, but only the impact.

For 400 RP, the hardness of the skin, muscles, organs and bones of your species will be very resistant, to the point that they could withstand the impact of a meteorite without problems.

Biological Advantages (200 RP)

Your species can produce substances that it generates completely naturally.

These substances can be poisons, some type of substance that produces paralysis or sleep in its victims, or burns.

How you expel these substances is up to you, but don't expect it to be something that can harm Thanos or Superman if you're average of your species.

Mental

Mental Maturity (Free/100/200 RP)

Free, your kind will have a mental maturity like that of humans, evolving as they go through different stages of their growth, childhood, adolescence, adulthood and old age.

For 100 RP, mental maturity will be faster, the average well-educated teenager will have the maturity of an adult.

For 200 RP, the mental maturity of those of your race is almost immediate, with an average child of your species being able to have the maturity of an adult. You might confuse your kids with your average reincarnated anime protagonist.

Learning Speed (Free/100/200/300 RP)

Free, the learning speed of your species is similar to that of an average human. That means that you will have to be studying for several hours, days, weeks or years to be able to learn different types of knowledge, be it science, martial arts, culture, etc.

For 100 RP, the learning speed of your race is impressive, being able to learn in weeks what an average human would take months.

For 200 RP, that speed increases on par with an average manga protagonist, being able to learn in days what would take a human months.

For 300 RP, your race has an almost monstrous learning speed, to the point that they can learn in days that would take an average human years.

Intelligence (Free/100/200/300 RP) (*Education)

IQ measures a person's cognitive abilities and intellectual capacity (intelligence).

Free, those of your race will have an IQ equal to that of an average human, that does not mean that there are no geniuses, but the majority will be average.

For 100 RP, your kind are considered intellectual, having an IQ of 140, much higher than that of an average human.

For 200 RP, they are considered geniuses, having an average IQ of 250.

For 300 RP, they are considered super geniuses, having an average IQ of 500.

Self Control (100 RP)

Your race is not prone to fall into the temptation of worldly desires easily, avoiding falling into a state of decadence.

This self-control will make your kind know the time and place to satisfy any desire and not take it to the limit, as well as any type of bad habit. It can be lust, laziness, anger, etc.

This will cause your kind to have moderate discipline, avoiding committing errors or crimes due to such vices.

Morality (Free)

Each race has its characteristics, some are more libertine, others are more benevolent and there are others like the human race that can be somewhere in the middle.

You can choose how empathetic your kind are among their own and with other races, as well as what type of alignment (Dungeons & Dragons) they are most adept at.

Courage (200 RP)

Your kind could be many things, but they are not cowards. With this option, your kind has great willpower, being able to look death in the face and not retreat.

Don't be confused, being brave does not mean being reckless, so they will not be battle maniacs or suicidal madmen.

Other

Evolution (200/500 RP)

As in a certain universe where a salaryman reincarnates into a slime. There is the concept of evolution in your race, but this is different from the conventional evolution of Charles Darwin, it is more similar to that of anime and light novels. Your race can evolve when it reaches the peak of its potential, gaining various advantages and diminishing or eliminating previous disadvantages. These advantages can be increased physical abilities, expanding one's longevity, etc. Of course the advantages of evolving will not be so significant, you will not go from a normal human to a god. For 200 RP your first evolution, your statistics will increase about ten times more than your previous stage. You will also gain some advantages that you didn't have, but nothing extraordinary. For 300 extra RP, you will access a second evolution, like the previous one, your statistics will increase about a hundred times. You will also gain advantages far superior to your previous stage, such as powerful abilities, achieving immortality, etc. You are free to customize your race however you like but limit yourself to the options offered to you. You can customize the appearance to your liking, so you have free rein to be as imaginative as you want.

Transformations (200/500 RP)

Not to be confused with evolution, unlike evolution which is permanent (unless you evolve again), this transformation is temporary, and will consume a lot of any type of energy you use, be it stamina, vital energy, mana, etc. To get an idea, imagine that it is that type of transformation that some video game boss or the Saiyans have. Like evolution, your base statistics will increase, you will access some skills that you can only use in this state, etc. For 200 RP, your base stats will increase by about twenty times and you will temporarily gain some buffs. For an extra 300 RP, your base stats will increase about fifty times and you will temporarily gain very powerful buffs. As I mentioned before, these transformations will consume a lot of energy, so as a novice

you will only last a few minutes at most, but with training and a lot of effort, you can maintain your transformation for an entire month. You can customize the appearance to your liking, so you have free rein to be as imaginative as you want.

Superpower (Free/100/200 RP) (*Superpower)

Free, people of your race will not go beyond the mundane. No superpowers.

For 100 RP, people of your race will be compatible with an energy type or something similar (be it magic, ki, mutant gene, etc.). These can learn different skills related to these branches of energy or powers. Your race's power control is average.

For 200 RP, people of your race are adept at various types of energies or other powers. Your species will have several magicians, martial artists, etc. The power control that your race has is very good, to the point that energy is not wasted unnecessarily when performing any type of skill.

Awakened (only if you bought some of the 100 or 200 RP options of Superpower) (Free/100/200 RP) (*Awakened)

Free, only 30% of people of your race will be able to awaken these powers. The same goes with transformations, evolutions and Energy Reserves.

For 100 RP, 70% of people of your race will awaken this kind of powers. The same goes with transformations, evolutions and Energy Reserves.

For 200 RP, Any person of your race will awaken their powers. The same goes with transformations, evolutions and Energy Reserves.

Energy Reserves (only if you bought some of the 100 or 200 RP options of Superpower) (Free/100/200 RP)

Regardless of the type of energy or power source of your species, they are always limited to how much energy they have to use their powers.

Free, the energy pool will be modest at best, giving a practical example, an average mage of your species can cast at most three basic magic consecutively before becoming exhausted and having to wait a while to recover. Energy recovery will be natural but slow, and you can recover all your energy in one day.

For 100 RP, the energy pool will increase considerably, giving a practical example, an average mage of your species can cast ten intermediate magics (those that consume a lot of energy) consecutively before becoming exhausted and having to wait a while to recover. Energy recovery will be natural and fast, being able to recover all your energy reserves in a matter of hours.

For 200 RP, the energy pool you have should rather be called ocean. As a practical example, an average mage of your species can cast ten advanced magics (those that consume a huge amount of energy) consecutively before becoming exhausted and having to wait a while to recover. Energy recovery will be natural and very fast, being able to recover all your energy reserves in a matter of minutes.

Control (Free)

If your species has the same power as a Viltrumite, there is a chance that hugging a normal person could destroy their spine.

Your species has great control to limit its powers or some physical characteristic that is superior. If they are adept at magic, they will not unconsciously generate fire that burns everything around them or invoke a bad spell that hurts both their opponent and themselves. If they have super strength, they will not break everything they touch.

In short, they will know how to limit their powers so as not to cause unnecessary damage.

Stat Boosts (200 RP)

Your species can receive a boost that doubles their stats if they are exposed to some external factor, it may be due to exposure to the sun, during the night, in an aquatic environment, etc.

Epidemic (500 RP)

It would be lonely if you were the only one of your kind. You can convert others to your kind, be yours companions, followers, and inhabitants of any empire you own (whether the one purchased in this jump, one you imported, or one from future jumps). If you purchased My Empire in this jump, you can receive some of the empire building options for free (as long as all the inhabitants are of your race). The Beauty options will be discounted or free depending on how much you purchased the Appearance option. It is the same with other race customization options that are similar to the My Empire options. I trust your judgment and honesty. To make things a little easier, the race customization options will have an asterisk (*) when they are similar to the My Empire options.

Import (200 RP)

You can import any special skill or power you have. This will become a trait of your species. But no very broken powers, try to make it something more balanced, like the sharingan or something similar. You can purchase this option multiple times.

Talents (200 RP)

It is a norm that in all species there is a special talent that stands out, elves have an affinity for using the bow, dwarves have an affinity for forging, etc.

You can choose some of these talents that will make your race stand out from the rest. You can purchase this option multiple times.

As an aside, you should not confuse talents with a special ability. You will not be offered an option to purchase the Sharingan or any other similar technique. Those types of abilities are special to bloodlines, not species.

Among the options you can choose:

- Affinity to a type of element: Water, Air, Earth, Fire or Lightning.
- Affinity to a type of weapon handling: Swords, Bows, Daggers, etc.
- Spiritual affinity: Being able to speak with spirits or ask for their power.
- Specialization in some type of science: Biology, chemistry, robotics, physics, etc.
- Beast taming: Your species are natural tamers of different types of beasts, but the more powerful they are, the more training, experience and power they will need to tame them.
- Affinity to a type of psychic ability or kinetic abilities: Telekinesis, Telepathy, Cryokinesis, Electrokinetics, etc. (Just the basics, don't think that something as powerful as Chronokinesis or something similar is available in this section).
- Cultural arts: Singing, dance, music, painting, etc.
- Flight: Like Superman does.
- Chant Annulment: Your kind do not need to chant to activate magic or similar.
- Imagination: Your kind can perform magic or similar just by using their imagination, it is not necessary for them to make complex calculations or use logic to activate their magic or similar.
- Talent in some type of work: Blacksmithing, navigation, alchemy, runes, cooking, pharmacist, cultivation, etc. (No powerful Job please).

Power Customization

This option allows you to choose your Power. Depending on the rank of your species that you have chosen (mutation, pureblood or a progenitor), you gain +100/300/500

PP (Power Points) for you to use at your discretion. You may gain further PP by exchanging your CP for PP at a 1:2 ratio. As a side note, if you purchased the transformations option, you will earn about +200 PP for the first purchase and you will earn an extra +400 PP for the second purchase. Keep in mind that the options you buy with these points can only be accessed when you are transformed, so it will be temporary.

Advanced Element (100 PP)

You can access an advanced form of element, you can control ice, lava, fog, blood, etc. You can buy this option multiple times.

Detection (100 PP)

Your power allows you to detect enemies, traps or lies. This detection is automatic. Depending on the power you have, your detection radius will be at least one hundred meters, and can be increased if you have what it takes.

Transformation (100 PP)

You have the ability to transform into whatever you want, a person, an animal or a dragon. Keep in mind that you only gain its appearance, do not think that by transforming into a dragon you will be able to shoot fire from your mouth.

Import (200 RP)

You can import any special skill you have. You can purchase this option multiple times.

Infection (200 PP)

Just like vampires, you can inject your blood into other species to turn them into yours. These will be totally obedient to you.

Mental control (200 PP)

You can hypnotize other people, animals or creatures to be your servants or you can put them to sleep. The disadvantage of this option is its duration is temporary, although how long it lasts depends on your skills.

Very advanced element (300 PP)

You can access a more advanced form that goes beyond the elements, you can control time, space, gravity, illusions, etc. But keep in mind that it won't be such a broken ability if you don't have a base power to back it up. Don't expect to stop time at will if you are a normal human. You can buy this option multiple times.

Energy Manipulator (300 PP)

Whatever type of energy you have (mana, ki, etc.), you can shape it whatever you want. You can gather your energy at a point or area and transform it into a sword to attack, or you can form wings to fly or create energy armor to protect yourself from attacks.

Invocation (300 PP)

You can summon any subordinate or servant under your command. You can summon as much as you want.

Domination (400 PP) (only for Pureblood or Progenitor)

Your power allows you to dominate those of your species lower in rank than you, being completely loyal to you and obeying any order you give them. They will also be unable to attack or harm you.

Duplication (400 PP)

You can make clones identical to you with the same abilities, but for each clone you create, its power will decrease more (if you create a clone it will have the same base statistics as you and each time you create others the clones will have a 10% decrease in their base statistics). You can control all your clones at will. Clones are temporary, so if they are destroyed or a certain amount of time passes, they will disappear. Think of them as Naruto's The Shadow Clone Technique.

Instant Death (400 PP)

You can kill those who are weaker than you with just a look. You can control this power by activating or deactivating it at will.

Hive Mind (500 PP)

You have the ability to share consciousness with those of your own species or any person or being that has your DNA, forming a hive mind where you are the primary consciousness. You can control as many people as you want, since they are just one mind. You can also access the memories of those you control, so you will have no problem using their abilities.

A disadvantage of this ability is that your main body will be left in a trance state, being completely exposed to any possible attack. It is best to take some safety measures to protect your body before using this power. In case your main body is destroyed, you can transfer your soul to another person you are controlling or have controlled. The downside to this is that you will lose any non-Fiat-Back abilities upon transfer to another body.

Give and Share (500 PP)

An ability that allows you to share your abilities with others (as long as they are not Perks and Powers). You can share knowledge and share your same source of energy with them so that others you designate can use those shared abilities.

The other advantage of this ability is that the reverse case applies. You can gain knowledge of all the abilities of those you designate, as well as use their energy source to use different abilities or conserve your own energy source and deplete theirs.

You can designate as many people as you want.

Immortality (500 PP)

This power allows you to be immortal, basically you can regenerate your body even though it has been destroyed at a molecular level. And this is not just your body, your soul has the same characteristic, so destroying it is nigh-impossible.

As a bonus, your lifespan is unlimited. You will not age either, or rather, you will retain your youth for all eternity, being able to have the appearance of someone in their twenties or thirties (if you want to choose another age, you are free to do so).

You are also immune to pain, so torturing yourself is no option.

As a final advantage, your mind will not be affected by the passage of time or the problems of being immortal. You can live your life without the existential worries of a person who has lived for thousands of years.

Cheat Power

It's cliché that anyone who is transported to a new world receives a cheat ability. If we are specific, a jumper is technically a person who travels to a new world and receives one or more powerful abilities or items. You could say that a jumper is a superior version of an Isekai protagonist by being able to go to different worlds and receive advantages on each trip that increase his power. So it is not a bad idea to add this section to the jump, since a jumper could be defined as an Isekai protagonist.

To start, you will need to use OP (Overpower Point) to be able to purchase in this section. Take +600 OP. You may gain OP by exchanging your CP for OP at a 1:2 ratio.

Infinite Gacha (600 OP)

Do you know the manga and light novel MY GIFT LVL 9999 UNLIMITED GACHA? This Power works like the power of the protagonist.

You have access to a gacha system where you can get any objects, followers, skills, etc. These will appear on as cards, where by using them you can summon the item or the follower. In the case of skills, when you use the card, you will automatically learn the power.

In order to use this system you only have to spend a little magical power or its equivalent. If we have to use numbers, it would be like spending 2 mana points. The use that you can give it is unlimited but do not expect that you will always get ultra rare things.

Another advantage of this Perk is that what you can get from the gacha can be characters, powers, weapons, etc; of any series you want. To be more exemplary, it would be as if the collaborations between that game and characters from popular franchises were made in a gacha game.

The rarities of each character, abilities and items will vary, from Normal (N) to Ultra Super Rare (USR). As an additional, the rarities of a character, object, etc; It will serve to determine a level range that they can have, a character with rarity N could have a level between 1 and 100, while a USR character could vary between level 7000-9999. The higher the level, the more powerful and useful what you get will be.

All the characters you get from the Gacha will be totally loyal to you, so you can have them as followers.

If you get the same objects or abilities, you can keep them or give them to other people. As for followers, you can have two of the same type. It would be great to have two Supermans.

The rarity levels vary between N (1-100), R (101-1000), SR (1001-2500), SSR (2501-5000), UR (5001-7000), and USR (7001-9999).

The Almighty Gamer System (600 OP)

The generic Gamer's power. But not to be so generic, now you can customize your own system to your liking, imagine all the mechanics of RPG games and the like to create the system that you like best. Keep in mind that you can't make your system too unbalanced. For example, if you started with 10 in every stat, then you can't just earn 100 stat points per level, with every level only requiring 1 XP, and with the simplest quests or monsters rewarding 1000s of XP. Basically, if you want to earn great rewards from the system, then you need to have accomplished similarly impressive achievements. You may optionally choose to copy a protagonist's system shown in any universe.

As a plus, you can integrate any past and future Gamer Systems with this Power, without losing those benefits that you obtained before such as levels, stats, etc.

Steal (600 OP)

With this ability, you can steal all the abilities of anything, be it a person, object or being. To sweeten the pot, the use of this ability is instantaneous, so you don't have to worry about having to buy time or strategize to use this Perk. But this ability has a cooldown time of 10 days per use.

Another advantage is that all yours Perks, Powers, or any type of ability cannot be stolen or copied against your will, so you have insurance against these types of abilities or techniques, and if you run into another jumper, their Perk, powers, and items They are not effective against you when they try to steal or copy any of the aforementioned.

If you don't want to ruin the target's life, you can instead copy their abilities, avoiding any kind of suspicion towards you. Like skill stealing, this is instantaneous.

Access Granted (600 OP)

Your power is a pretty useful jumper. You have an affinity for any type of power or ability, whether magical, martial, unique abilities, etc. That means that with training and understanding of the same skill, you can acquire it. No skill is out of your reach (theoretically).

But this is not the limit of ability. This also applies to objects such as tools, weapons, etc. The legendary sword that only the hero can use will not be a problem to handle. But if they have side effects that would normally affect users who could handle them, you will be affected by them.

You will also be able to access places that are accessible to certain groups or people, being able to have free entry to a kingdom that only allows entry if you have a certain level of power or ability.

Parasite (600 OP)

By just touching your target, you gain experience in any field that a person infected with this parasite works on. For example, if a person trains swordsmanship you gain as much experience as they do. This applies not only to skills you can gain relationships with people they interact with, if they strengthen their bonds with their family, friends, bosses or anyone. Additionally, if they allow their skills or relationships to deteriorate, this does not affect you. You can infect as many as you want. The duration time is unlimited and you can disable this effect at will.

Summoning (600 OP)

A summoning skill. But unlike the standard summoning, you can summon versions of different universes of people or beings from the jump where you are, as well as objects belonging to that world. For example, if you are in the world of Dragon Ball, you can summon an alternate version or another universe of Goku, with the characteristics that you want to differentiate it from the original. Summoning a female Guku will be possible. If you wish to have multiple time machines, you can summon one from another universe.

Everyone you summon will be loyal to you. In the case of objects, you will be able to maneuver them without any problem, avoiding any type of restriction that does not allow you to possess or use them. Summons will be permanent, so if you summon people or beings they will automatically be followers, while objects will be non-Fiat-backed.

A limitation of this power is that you can only summon parallel versions of the world or universe where you are. If you are in a Dragon Ball jump, you will not be able to summon things from the world of Naruto.

Another limitation is that since you need an energy source to perform these invocations (mana, ki, stamina, vital energy, etc.), what you can summon will depend on the amount of energy you use. Summoning someone like Goku, who can destroy planets, will require a large amount of energy. But if you want to summon Goku, no matter how powerful he is, you can summon a weaker version if you spend little energy to summon him. The same goes for objects.

As a last limitation, you can only perform one invocation every twenty-four hours. That would be at the beginning, the more you perfect this skill, the more you can shorten the time, the limit being about three hours per invocation.

Fusión Power (600 OP)

A cheat ability that allows you to fusion any object, ability, or living or non-living beings. Each fusion you make will combine the advantages of the materials you use, the effect being additive if the advantages were different from each other or

enhancing if they had the same characteristics. For example, you can combine two skills from different elements such as fire and earth, you can create a magma element skill. If you combine two skills that boost your physical strength, one that boosts it by 10% and the other by 15%, a skill will be created that boosts your physical strength by 25%.

Another advantage is that the combinations will not be rejected by opposite elements or opposite characteristics, obtaining a combination that harmonizes both materials. For example, if you combine a fire skill and a water skill, it will transform into a skill that uses steam.

You can make as many combinations as you want, as well as use as material those skills, objects or beings that are the result of a fusion that you previously made. But keep in mind that to perform these fusions you need to use an energy source (Mana, Ki, etc.), and the more powerful the fusion, the more energy you will spend.

Any being you fuse with this ability will be completely loyal to you.

The disadvantage of this ability is that you will lose the materials used for the fusion, so you must be cautious when making combinations.

Another disadvantage is that you cannot combine Perks, Powers, Items or Companions.

The last disadvantage is that anything you combine is not Fiat-Back.

Enhance (600 OP)

A cheat skill, the most coveted for those who have the profession of forger or professions related to crafts or similar.

This skill allows you to enhance any object you create by 100. In other words, a sword that has an attack of 5 and a resistance of 50, if you make one with the same materials and shape with this skill, the sword will have an attack of 500 and a resistance of 5000. The material you use will not be a variant to increase the characteristics or effects of what you create, since the skill will be the one that increases the characteristics and effects of the created object.

The effect of this ability is permanent, so it doesn't matter what item you create, be it a weapon, potion, etc. This will enhance its effects and statistics.

You also have the ability to lower this buff if you don't want to create something as powerful, so you can make something with a boost between 1 to 100.

This enhancement also affects the number of skills or advantages a weapon, item, or armor can have. For example, a weapon that has a 10 skill slot, if you create the same weapon, it will have a 1000 skill slot.

Buff and Debuff (600 OP)

The ability is not complex, boost your statistics or that of a target X1000 or divide the statistics of your target X1000. You can apply this ability to both living beings and objects.

The only disadvantage is that its effect is temporary, so at first the effect will last a minute at most, but with training the effect can last up to a month. The same applies to the number of targets you can use this ability on, at first you will only be able to affect a single target, but with practice you will be able to apply this effect to multiple targets.

This ability does not have a cooldown time, but will have an activation time of twenty seconds, so you will need to buy a little time when using it in battle.

Reality Warping (2000 OP)

A powerful ability, but very difficult to use. This ability allows you to alter reality, being able to change reality as you wish. You can change your environment or those in or around it, create any thing or being you imagine, or erase any being or thing. If you wish, you can change historical events, being able to rewrite history at your will.

The range and accuracy of this skill has no limits but you will not be a master from the beginning, you will have to train your skills. At first you can make small changes, like changing your exam grades, but with practice you can do feats like changing the history of the place you are in to become its king. If you have a mastery in this skill, creating universes at will will not be impossible.

The disadvantage of this ability is that it consumes a large amount of energy (Mana, Ki, etc.), so a small change will not be a problem, but creating a universe will require a lot of energy.

Another disadvantage is that when using this ability, powerful beings or those who are immune to the alteration of reality may become aware of your power or rather what you can do, so be careful who you mess with.

Notes

The power level that is used in this jump is the same as that used in the VS Battles Wiki.

I would like to clarify that this jump was inspired by other jumps like First Jump, The Dark Wolf Shiro and Generic Isekai.

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Tiering System

10-B: Human level

10-A: Athlete level

9-C: Street level

9-B: Wall level

9-A: Small Building level

8-C: Building level

High 8-C: Large Building level

8-B: City Block level

8-A: Multi-City Block level

Low 7-C: Small Town level

7-C: Town level

High 7-C: Large Town level

Low 7-B: Small City level

7-B: City level

7-A: Mountain level

High 7-A: Large Mountain level

6-C: Island level

High 6-C: Large Island level

Low 6-B: Small Country level

6-B: Country level

High 6-B: Large Country level

6-A: Continent level

High 6-A: Multi-Continent level

5-C: Moon level

Low 5-B: Small Planet level

5-B: Planet level

5-A: Large Planet level

High 5-A: Dwarf Star level

Low 4-C: Small Star level

4-C: Star level

High 4-C: Large Star level

4-B: Solar System level

4-A: Multi-Solar System level

3-C: Galaxy level

3-B: Multi-Galaxy level

3-A: Universe level

Worldwide System Power

Depending on the number of options you purchased, there will be a limit to how strong people who are users of this system can become, as long as they obtain their power through this system. I don't think it's necessary to do everything in detail, I'll just leave an approximation. Any other combination that does not appear below, you can be creative, but remember that the benefits of the Blessing System, Rank Up System, Evolution System and Awaken System are the ones that will most increase the limit of power that the users of your system can have.

Category 1: Level System and Attributes System.

Category 2: Talents, Titles, Traits and Skill System.

Category 3: Partner System, Weapon System and Job System

Category 4: Blessing System, Rank Up System and Evolution System.

Category 5: Aweaken System.

Category 1 - Tier limit power: Tier 6 -C

Category 1 + 2 - Tier limit power: Tier 5 - C

Category 1 + 2 + 3 - Tier limit power: Tier 5 –B

Category 1 + 2 + 3 + Blessing System - Tier limit power: Tier 5 – A

Category 1 + 2 + 3 + Blessing System + Rank Up System - Tier limit power: Tier 4 – C

Category 1 + 2 + 3 + Blessing System + Rank Up System + Evolution System - Tier limit power: Tier 4 – A

Category 1 + 2 + 3 +4 - Tier limit power: Tier 4 - A

Category 1 + 2 + 3 + 4 + 4 - Tier limit power: Tier 3 - A

To make it easier for you to deal with the issue of levels, see this link:

https://rpg-mo.fandom.com/wiki/Experience_Chart