Generic Signature Weapon

Welcome to the world of swords, guns, crossbows, nunchucks and… plungers..?

This is a world where weapons are the main source of power. It is more than just a tool. It is an extension of yourself.

Choose your weapon, customize it with various materials and engravings. Whether you wield a legendary sword, a high-tech rifle, or a dangerous plunger, the possibilities are endless.

Take 1000 CP and begin your journey!

Check out the sanctuary, my version of the warehouse/personal reality, if you haven't already!

The world

The World of Weapons [Free]
The world resembles a medieval fantasy setting, with kingdoms, castles, guilds, and adventurers. But for some reason they are surprisingly advanced in certain technological fields, such as firearms. Despite this, swords, spears and other traditional weapons are commonplace. Maybe because well trained warriors can match the speed of bullets or simply tank them in their enchanted armors.
This is a dangerous world, full of monsters, dragons, demon lords and power hungry-mortals. Kingdoms compete for power, nobles scheme against one another, and powerful warriors constantly clash for fame and glory. The demon lords wage war against humanity, sending waves of monsters, such as orcs, goblins, and giant spiders to raid unguarded villages. From time to time, a dragon might fly overhead and burn entire kingdoms to the ground just because it feels like it. You'll need a strong weapon to survive in this world.
You will be dropping-in to this world, appearing in a random village. But worry not, visitors from other worlds are not that rare in this world. In fact, many kingdoms will be happy to give you citizenship in hopes of borrowing your powers.

Supplement mode [Free]
Alternatively you can attach this to another suitable jump as a supplement.

Basics

Only Yours [Free & Required]
Your Signature Weapon cannot be sold or given to someone else. Others may still borrow or pick it up, but it will lose all its special properties unless wielded by you.
If your weapon is destroyed or lost, it will respawn in your warehouse/sanctuary/etc, 2 jumps later.

Perks (+300 stipend)

Weapon competence [Free]
You know how to properly use your chosen signature weapon. You understand its functions, handling and basic techniques. You can train to get better.

Train Beyond Limit [100]
You are now able to train yourself beyond your human(or superhuman) limits in physical abilities, reflexes, perception and willpower. This does not remove your limits entirely, just raises your limit to a new height. If you were a regular human level previously, through rigorous training, you can reach the level of this world's top warriors.

Flexibility [50]
You are naturally flexible and can comfortably perform stretches, splits, and other flexible movements without needing constant training.

Aura Farmer [50]
You instinctively know not to flinch or react to attacks that won't land on you or attacks that are too weak to hurt you.

Pain Mitigation [50]
You feel significantly less pain from injuries.

Poker Face [50]
You can easily hide your emotions and keep a straight face no matter the situation.

Nightvision [50]
You can adapt your eyes to see in complete darkness.

Combat Prodigy [100]
You are talented at combat. You pick up fighting techniques more quickly, have good instincts in a fight, and find it easier than most to understand and adapt to different fighting styles.

Underdog [100]
When fighting an opponent stronger than yourself, your strength, durability, stamina and willpower increase by 30%. This stacks with other perks.

Overdog [100]
When fighting an opponent weaker than yourself, your strength, speed and precision increase by 30%. This stacks with other perks.

Rider [100]
You are skilled at fighting while mounted or operating a vehicle. You can maintain control and maneuver while attacking, defending, and moving at high speeds. This applies to all types of mounts and land vehicles, from horses and chariots to motorcycles and tanks.

Great Teacher [100]
You are an excellent teacher, capable of effectively passing on your skills and knowledge to almost any willing learner. After just a few lessons, you can identify your students' strengths and weaknesses, allowing you to adjust your teaching to help them improve as effectively as possible.

Marksman [100]
You are exceptionally accurate with ranged and throwing weapons, allowing you to hit targets from great distances with ease, even while moving.

Silent [100]
You can move in complete silence without making a sound.



Quick Draw [100]
You can draw your weapon exceptionally quickly, allowing you to attack immediately in a single motion. This stacks with other perks, meaning if you already have a boost in speed, you gain even more additional speed when drawing your weapon.

Detection [150]
You can intuitively sense when someone or something intends to harm you. You can also read the hostility of others, allowing you to better understand their intentions and anticipate their attacks in a fight.

Weakness Detection [150]
You can identify weak points in any target, if it has any.

Hero [150]
When fighting to protect or save someone else, your strength, speed, durability, precision and willpower increase by 30%. This stacks with other perks.

1v1 [150]
When fighting a one on one duel, your strength, speed and durability increase by 30%. This stacks with other perks.

Brute [150]
Your physical strength is greatly enhanced, allowing you to lift several tons and break through stone walls with ease. If you already have such strength, you become even stronger.

Accelerate [150]
Your reflexes and movement speed are greatly enhanced, allowing you to react to and dodge bullets even at close range. Your thinking speed also increases to match your movement speed, allowing you to keep up with your own actions. Moving at such speeds consumes considerably more stamina. If you already have such speed, you become even faster.

Stamina [150]
Your stamina is greatly enhanced, allowing you to fight for hours without tiring, run for miles without slowing down, and recover your stamina much faster. If you already have such stamina, your stamina will increase even more. This also translates to other forms of energy such as ki, mana, chakra and other similar systems.

Tank [150]
Your durability is greatly enhanced, allowing you to withstand heavy blows without sustaining serious injuries. You can survive being struck by a speeding truck or falling from several stories high. Your bones are harder to break, your skin is tougher, and your organs are more resistant to damage. If you already have such durability, you become even tougher.

Battle Without Honor or Humanity [150]
You are an expert in dirty fighting and unconventional tactics, knowing how to exploit your surroundings, manipulate opponents, set traps, and use deception, ambushes, and psychological warfare to gain an advantage.

Solo Player [200]
You don’t need companions. When fighting alone, your strength, speed, stamina, durability, precision and willpower increase by 30%. You get an additional 30% boost if you are outnumbered. This stacks with other perks.

Power of Friendship [200]
When fighting with allies, you gain a 30% boost in strength, speed and stamina. You get an additional 30% boost if you are outnumbering your opponent. Each of your allies get a 5% boost in strength, speed and stamina and additional 2% boost when outnumbering your opponent.

Killing Intent [300]
You can project an intimidating aura that instills crushing fear and panic in everyone capable of sensing your presence.

Copycat [300]
You can track and analyze movements with remarkable precision. Allowing you to copy any technique after seeing it performed once or twice, even techniques that would normally take years to master. This also applies to supernatural techniques, assuming you have the required abilities to replicate them, and the method to observe it.



Formless Weaponry [400]
You can use your signature weapon without physically wielding it, producing the same effects as though you were actually using your weapon. This applies to shooting or throwing weapons as well. To your opponents it will seem like you are holding an invisible weapon.
Wielding your actual weapon along with this perk means you can use both forms of attack simultaneously. Now Let's Build Your Weapon! (400 stipend)

Now let's choose your Signature Weapon! (+400 stipend)

Choose the design for your Signature Weapon. It can be any item you can carry, from traditional weapons like swords or firearms, to unconventional tools like chopsticks or giant pencils, or an entirely original creation of your design. If your weapon requires being a set, such as a pair of knuckle dusters, or a dual wielding dagger, or a set of throwing knives, or a bow and quiver, you will get the full set. It is up to you to decide how many are in a set but it can't be more than you can realistically carry on your body. Any consumable components of your Signature Weapon,

such as bullets, arrows, throwing knives, or bombs, are automatically replenished every midnight.

Weapon Traits

The traits in this list represent what your weapons are designed to excel at. You may choose any trait regardless of your weapon type. For example, you can choose a sword with the Smasher trait, or a rifle with the Caster trait. The traits will also affect the design of your weapon, so a mace with Piercer trait may have long spikes and so on.

Choose one.



Slasher

Your weapon is designed for slashing, cutting, and slicing.



Smasher

Your weapon is designed for delivering heavy blows, crushing, and breaking.



Protector

Your weapon is designed for defense, blocking, parrying, and deflecting incoming attacks.



Piercer

Your weapon is designed for thrusting, puncturing, and penetrating targets.



Shooter

Your weapon is designed for launching projectiles at targets.



Caster

Your weapon is designed for channeling magical energy and casting spells.



Thrower

Your weapon is designed to be thrown at targets, able to deal ranged attacks without the need for a firing mechanism.



Catcher

Your weapon is designed for catching, grabbing, restraining, pinning, and controlling opponents.



Striker

Your weapon is designed for delivering direct physical strikes, such as punches and kicks



Bomber

Your weapon is designed for making explosions.



Straight Hands [+500]

You don’t need a weapon.

Material

You can choose up to 2 materials for your weapon to be primarily made of. Any additional materials needed for its construction, such as glass for scope lenses or leather for handle wraps, are included automatically.

You can also skip this section, in which case your weapon will be made from its usual materials. If you chose [Straight Hands], this section is skipped automatically.

Steel [Free]
Your weapon is made of steel. Durable, versatile, and easy to work with.

Ironwood [Free]
Your weapon is made of Ironwood. A dense wood that is durable and lightweight.

Carbon Fiber [Free]
Your weapon is made of carbon fiber. A lightweight and strong synthetic material with excellent tensile strength.

Titanium [50]
Your weapon is made of titanium. A lightweight, strong metal with excellent corrosion resistance.

Tungsten [50]
Your weapon is made of tungsten. An extremely dense and hard metal with a remarkably high melting point.

Obsidian [50]
Your weapon is made of volcanic glass. It can form incredibly sharp edges, and is much more durable than a regular obsidian.

Vibranium [100]
Your weapon is made of vibranium. A rare metal capable of absorbing and storing kinetic energy, further strengthening its durability or destructibility.

Netherite [100]
Your weapon is made of netherite, an extremely durable ancient metal that is resistant to fire.

Mana Crystal [100]
Your weapon is made of crystallized magical energy, allowing it to naturally channel and conduct magic.

Plant [100]
Your weapon is made of a living magical plant that can grow, regenerate and manipulate its own structure using sunlight as energy.

Flesh [100]

Your weapon is made of living flesh that can regenerate by consuming your enemies. The more it consumes, the stronger it becomes.

Slime [100]
Your weapon is made of a gelatinous substance that can freely change its shape, stretch, and harden or soften at will.

Blood [100]
Your weapon is made of your own blood, which can flow out of your body and harden into a weapon. You can absorb it back into your bloodstream whenever you wish.

Mithril [150]
Your weapon is made of mithril. A lightweight yet incredibly strong metal with excellent magical properties.

Adamantium [150]
Your weapon is made of adamantium, an immensely strong metal that is virtually indestructible.

Nanomachine [150]
Your weapon is made of microscopic machines that can change its shape, repair damage, produce energy, and adapt to different situations.

Your Own Material [Free]
You can choose any other material you already own to make your weapon out of. Additionally, if you already own any of the materials listed above, you may use them to make your weapon for free, provided you have enough of the needed material.
Alternatively, you can use an existing weapon or item as the material to upgrade through this jumpchain.

Engravings

Engravings are special markings inscribed onto your weapon that grant additional properties and abilities. If your weapon is a set, such as a pair of boxing gloves, or a set of throwing knives, the engravings will apply to the entire set.
If you chose [Straight Hands], these will be engraved on your body in the form of a tattoo.
You can choose to make these engravings invisible to not mess up your designs.
The engravings are permanent and will function even if erased or broken off.
Some engravings may not work properly depending on the nature of your weapon, but it is up to you to interpret how they apply.

Exorcist's Engraving [50]
Your weapon can attack ghosts and other intangible spiritual beings.

Hunter's Engraving [50]
Your weapon is 50% more effective against beasts, including monsters and mythical animals.

Sniper’s Engraving [50]
Your weapon’s projectiles have 300% greater effective range.

Lantern’s Engraving [50]
Your weapon can emit light at will, illuminating an area around you. You can adjust its brightness and color.

Return Engraving [50]
Your weapon returns to your hand after being thrown or separated from you. You get a limited telekinetic control when this happens, such as making the blade spin as it comes back.

Pacifier’s Engraving [50]
You can adjust the damage of your weapon's attacks to make them non-lethal, allowing you to incapacitate opponents without killing them.

Guide’s Engraving [100]
Your weapon's projectiles automatically curve towards and track your targets. This does not increase the weapon's effective range.

Lover’s Engraving [50]
Your weapon cannot hurt you and your allies in any way. Slashes will feel like a plastic toy and explosions will feel like a gust of wind, allowing you to make big attacks without worrying about your companions getting in the way. You can turn this off.

Scorpion’s Engraving [100]
Your weapon injects venom through its attacks. The venom spreads through the target's body, gradually shutting down its vital functions. Stronger opponents may resist the venom or slow its effects.

Demonic Engraving [100]
Attacks made with your weapon burns with intense malevolent heat, allowing it to set targets ablaze in hellfire. Its flames are especially effective against angelic beings.

Angelic Engraving [100]
Your weapon radiates with holy light, slowly healing you and your allies in battle while adding holy damage to your attacks, making them especially effective against demonic beings.

Levitator’s Engraving [100]
Your weapon can now float near you without you having to physically carry it. You can also control it telepathically within a 2 meter radius.

Miner’s Engraving: Sharpness V [100]
Your weapon is more sharp, allowing it to cut and penetrate targets more easily.

Miner’s Engraving: Unbreaking III [100]
Your weapon is significantly more durable than its material would normally allow.

Miner’s Engraving: Mending [100]
Your weapon repairs itself by absorbing the life energy of those it kills.

Torturer’s Engraving [100]
Attacks made with your weapon will hurt much more than it should, making even minor wounds feel excruciating. This does not increase the actual damage.

Elemental Engraving [100]
You can imbue your weapon with a natural element, such as fire, ice, water, lightning, wind, earth, light, darkness and so on. The elements give it a unique property as well as adding elemental damage to your attacks. This can be purchased multiple times to imbue multiple elements.

Slasher’s Engraving [100]
Your weapon’s slashing attacks release cutting waves that travel through the air, allowing you to slash targets from a distance. The cutting waves gradually lose power the further they travel.

Smasher’s Engraving [100]
Your weapon's impacts generate powerful shockwaves that travel through whatever they strike. This allows you to damage targets through their armor, shields, and other forms of physical protection without having to break through them.

Protector’s Engraving [100]
Whenever you successfully block or parry an attack with your weapon, the force of the blocked attack is redirected back at your opponent.

Bomber’s Engraving [100]
Your weapon's attacks cause explosions upon impact. The size and intensity of each explosion scale with the power of the attack. If your weapon can already create explosions, those explosions will also trigger additional explosions with its impact.

Mjolnir's Engraving [150]
Your weapon can only be lifted or manipulated by you. Telekinesis, magnetic manipulations or similar will not work (Unless you are the one doing it).

Assassin’s Engraving [150]
Your weapon has a 15% chance of making a critical hit, boosting power of your attack by 300%. This chance becomes 100% if your opponent is unaware of your attack.

Miner’s Engraving: Infinity [150]

Your weapon no longer requires ammunition, fuel, or other consumable resources to function. If it is a throwing weapon, it will keep reappearing in your hand or holster.

Trickster's Engraving [150]
Your weapon projects illusions of false attacks and movements, deceiving and confusing your opponents.



Fist God's Engraving: Consecutive Normal Punches [150] (Requires: [Straight Hands])
After landing three consecutive punches on a target, your subsequent punches will generate additional impacts that strike the same target. Each punch creates dozens of extra impacts, making a single punch feel like a barrage of blows. The effect ends if you stop punching or fail to hit your target.

Non Believer's Engraving [200]
Attacks made with your weapon can shatter spells, curses, enchantments and other forms of magic. Stronger magic requires stronger attacks to break.

Monkey King's Engraving [300]
Your weapon can stretch, shorten, enlarge or shrink itself at your will, reaching up to 3km or 5mm in length. Its mass will increase or decrease proportionally to its size.

Midas's Engraving [300]
Killing your opponent with your weapon will turn their corpse into solid gold. It can be turned off.

Fist God's Engraving: Serious Punch [300] (Requires: [Straight Hands])
You can charge up your strength into one extremely powerful punch. The longer you charge, the stronger the punch becomes, reaching its maximum power after 10 seconds. At full charge, the punch unleashes a massive shockwave capable of leveling buildings and devastating everything in its path. However, you cannot move while charging.

Shinigami’s Engraving: Bankai [350]
You can release your weapon's true form, transforming its appearance and abilities, greatly increasing its destructive power and unlocking new abilities unique to its released form. Roll https://randompowergenerator.com/ to find your weapon’s new ability. It is up to you to interpret how it applies. Wielding your weapon in this state consumes more stamina.

Necromancer’s Engraving [400]
Your weapon captures the souls of those it kills. You can summon those souls as undead soldiers under your command, retaining all their original abilities and capabilities. If an undead soldier is killed, its soul is destroyed permanently and cannot be summoned again.

Extraterrestrial Engraving [400]
Uh… So listen. A UFO showed up out of nowhere and sucked up your weapon… Oh wait, they're back! And they have your weapon!
Your weapon has been enhanced with advanced alien technology. Its molecular structure has been programmed to increase its durability and to repair itself when damaged. Attacks made with your weapon will generate powerful electric shock. Also it comes with a tiny shield that floats around you, automatically calculating the trajectories of incoming attacks to intercept and block them. Nice.

Jumper’s Engraving: Signature Move [400]
Your weapon grants you a powerful signature move that incorporates all your perks and powers into a single, unique technique. The technique is 2000% more effective than it should normally be and is extremely flashy and cool to look at. You can execute it in perfect form as if you had practiced it your entire life. Whenever you use it, your own epic theme song will play in the background. As you gain more perks and grow stronger, your signature move will continue to grow stronger alongside you.

Items

Adventurer's Kit [Free]
You receive a backpack containing a suitable outfit, a bedroll, rope, lantern, cooking utensils, beef jerky, and 10 silver coins. For reference, 10 silver coins are roughly equivalent to an average farmer's monthly earnings. (1 gold coin = 100 silver coin = 10,000 copper coin = 20,000 half copper coin)

Health Potion [50]
You receive 6 health potions. Drinking it will heal your injuries based on how much you drink. A sip will heal minor injuries and drinking an entire potion will regenerate lost limbs.

Monster Cookbook [50]
A cookbook containing recipes for preparing monsters into edible and surprisingly delicious meals. It also identifies which parts are safe to eat. In future jumps, it will update itself to include local monsters.

Maps [50]
A collection of detailed maps covering various regions of the world, including major roads, cities, villages, landmarks, and geographical features.

Pack Horse [50]
A healthy, well-trained horse with a carriage capable of carrying several passengers and their belongings. The horse is calm around monsters and won't panic easily in dangerous situations.

100 Gold Coins [50]
You receive a bag containing 100 gold coins. For reference, one gold coin is equivalent to an average knight's monthly salary. Watch out for pickpockets!!
(1 gold coin = 100 silver coin = 10,000 copper coin = 20,000 half copper coin)

Phoenix Down [100]
You receive 3 feathers that can revive someone who has died within the last 10 minutes.

Mp3 Player [50]
An mp3 player containing 300 random songs you have listened to in the past. It is waterproof and never runs out of battery.

Castle [300]
You get your own castle in a suitable location. It will be on a location difficult to approach and siege, allowing a relatively small force to defend it against a much larger army. You will still have to hire servants and pay them wages. In future jumps you can attach it to your warehouse/ sanctuary or have it located somewhere in the world.

Companions

Import [50]
You can import up to 8 companions. They each receive 600 CP as allowance.

Motivated Squire [50]
A young man from a noble family will offer to become your squire early in the jump after seeing you fight. He wields a shortsword and a round shield, and possesses the perks [Weapon Competence] and [Underdog]. He will consider you as his teacher and eagerly help with your chores, believing them to be part of his training.

Traveling Merchant [50]
A lady who works as a traveling merchant will hire you to protect her early on in the jump. She wields a bolt action rifle with [Hunter’s Engraving]. She will give you tips on where to find great food and will occasionally give you a discount on her items.

Forgotten Automaton [100]
Early in the jump you will come across a mechanical doll that resembles a legendary princess

warrior, known to have been killed by a demon lord a long time ago. She wields a longsword with [Assassin's Engraving], and possesses the perks [Poker Face], [Combat Prodigy] and [Silent]. She speaks in a monotone, robotic voice, making it hard to read her emotions, if she has any. She has no memories of her past and will join your adventure in hopes of discovering her origins.

Injured Angel [100]
Early in the jump you will come across an armored angel bleeding in a cave. She wields a mace with [Angelic Engraving] and [Smasher's Engraving], and possesses the perks [Hero] and [Battle Without Honor or Humanity] and wings that allow her to fly. If you can heal her, she will offer to join your adventure.

Mimic Chest [100]
You will be tricked by a Mimic Chest early in the jump. The Mimic will laugh and follow you around, joining your adventure as your pet. It has the intelligence of a smart dog and can be trained with treats (usually big chunks of meat). The Mimic can shapeshift into anything or anyone for up to 5 minutes, replicating their equipment and abilities as well. However it will be unable to use any proper techniques, and despite its flawless shapeshifting, it is a bad actor and it will be obvious something is off.

Cocky Gunslinger [100]
Early in the jump you will encounter a famous gunslinger who has never lost a quick-draw duel. He wields a pair of revolvers with [Nonbeliver's Engraving], and possesses the perks [Marksman] and [Quick Draw]. He is cocky and enjoys showing off his shooting skills, but becomes serious when facing a worthy opponent. He will join your adventure thinking you can make him rich.

Drawbacks/scenarios

Name your weapon [100]
Give your weapon a fitting name. *"Lots of people name their sword." / "Lots of cunts."*

Battle scars [200]
Any injury that would normally leave a scar will leave a scar regardless of your healing capabilities.

Wanted [300]
You are wanted by the authorities for a crime you didn't commit. Bounty hunters, guards, and investigators will periodically come looking for you. The bounty will be substantial enough that even powerful adventurers may try to challenge you.

No escape [500]
You are not allowed to visit your warehouse, sanctuary, personal reality or equivalent during this jump. You can still access its inventory or open up the gate leading to it, but you can't enter.

Dragon Slayer [600]
You must slay an evil dragon during your stay. The dragon is roughly the size of a Boeing 747. It is extremely durable and impervious to most attacks, being able to tank massive amounts of damage with ease. Most blades and bullets won't even scratch its skin. It can breathe blue-hot flames that burn for days. It has enough stamina to fly for days without rest. It can also use its massive wings to generate powerful gusts of wind and create devastating shockwaves with its tail. It is ruthless and cunning.

If you succeed, you will be rewarded with both of the following:
Dragon's Treasure [Free]
A vast collection of gold, jewels and treasure comparable to the wealth of an entire nation.

Dragon Scale Armor [Free]
A lightweight suit of armor made from dragon scales. It is comfortable and easy to move in, and offers incredible protection against physical attacks and extreme heat. It is durable enough to withstand a direct missile impact without leaving a scratch.



The Only Thing They Fear… [900]
There are 7 demon lords in this world, each commanding a massive army of monsters and ruling over their own territory. Together, their domains cover roughly 70% of the world, while humanity controls the remaining 30%.

Each demon lord possesses power ranging from roughly a large-country level to small-continent level, though their abilities and specialties vary. A single demon lord can lay waste to entire kingdoms, annihilate armies, and reshape the landscape through sheer force alone. Their supernatural abilities are equally terrifying, but no one has survived an encounter with one to reveal what exactly they are capable of.

They are highly intelligent, with centuries of experience in strategy and warfare. They are cruel, violent, and sadistic. They will sacrifice millions of their own if it means achieving their goals. The only reason they haven't wiped out humanity is that they find it more amusing to keep humans alive to torment them than to wipe them out entirely.

Their armies are just as formidable. Each demon lord commands roughly a million monsters comparable to orcs in strength and another ten million comparable to goblins. (A single orc is capable of destroying a small village and killing dozens of knights, and a goblin, despite being

smaller than a human, possesses the strength of a healthy adult man.) Each demon lord commands different varieties of monsters, such as winged demons, dark elves or giant insects, but their overall strength is comparable.

All 7 Demon Lords must be dead by the end of your jump. You do not have to kill them yourself and may use any strategy you see fit, whether it be assassination, hiring mercenaries, or political schemes.

If you succeed, you will be rewarded with:
Demon Lord's Engraving [Free]
Your Signature Weapon has been soaked in the blood of the seven demon lords. All demons and monsters of this world recognize you as their rightful superior and instinctively obey your commands. In future jumps, you can use your weapon to summon up to 100 Orc soldiers and 1,000 Goblin soldiers at a time. Your summoned soldiers remain in the world until they are killed or sent back. They will come fully armed and equipped but will require food and other necessities to sustain themselves if kept summoned for extended periods.

Notes

+All vague descriptions are open to interpretation.

+Remember to use the stipends.

+If your signature weapon is destroyed or lost, it will spawn in your inventory/warehouse 2 jumps later in a brand new condition. The respawned weapon retains all its upgrades.

+Any projectile or thrown weapons you didn't retrieve will disappear at the end of the day when it replenishes.

+You can further upgrade your signature weapon with enchants and upgrades in your future jumps.

+To use magic related weapons, you require magic knowledge of your own in order to use them to their full potential. You can use magic you learned from your previous jumps. [Weapon competence] perk will only let you use very simple mana blasts. You can also learn magic in this world if you manage to find a teacher.

+This world has modern firearms like machineguns, assault rifles. But they are made by gunsmiths and not mass produced, making them a bit more rare and expensive. You will be able to find ammunition fairly easily in weapon shops.

+There are various monsters in this world.
Such as orcs, goblins, ogres, trolls, giants, werewolves, dark elves, giant spiders, giant insects,

wyverns, centaurs and pretty much any other generic fantasy creatures. These range from healthy human level to small town level in terms of power level.

+Economy (Rough idea)
Loaf of bread 4~7 copper
Bowl of stew 4~9 copper
Dozen eggs 7 copper
Pair of leather boots 1 silver
Regular steel sword 2~4 silver
Chicken 7~14 copper
Sheep 2~2.5 silver
Pig 3~4 silver
Cow 15~16 silver
AK47 1 gold
Regular full plate armor 3~4 gold