Generic Isekai

Introduction

+1000 Experience Points (XP)

"Isekai" is a Japanese word that translates literally to "another world". It is used to describe media involving an individual being transferred from one world to another. While that basic synopsis is quite broad, over the decades the idea of what an Isekai is has become quite streamlined. There are naturally exceptions, but for the most part most Isekai stories you'll come across draw from a fairly obvious shared pool of tropes and archetypes: Generic Japanese protagonist, Dragon-Quest-style fantasy worlds, harems, slavery, cheat powers, level-up systems, elemental magic, and so on.

You are an otherworlder by your very nature, but there are various methods of entering this world, some being far easier to conceal than others. You may choose to be a "Drop-In" simply appearing in this world with no connections or you may arrive already having something of a life built in this world. You may freely choose your gender or age as appropriate for your species.

If you'd like a little extra guidance in drafting the specifics of the world you'll be entering, you can check out the Worldbuilding sections of the separate supplement document. Though you're certainly free to ignore it and simply create the whole world from your own imagination or even base it on a specific preexisting setting.

Just be aware that generally the more power available for you in a world, the more dangerous it is overall. If you want to ignore that basic logic to create a world that offers godlike power at zero risk, I take no responsibility if your choices leave you bored out of your mind and cripple any semblance of challenge in your Chain going forward. Your choices are your own.

You will remain in this world for a minimum of 10 years but can stay for however much longer you wish. You may start in any location in this world that would make sense for you to be, given your choices below.

Build – Species

Choose any one species, whether it be human, monster, undead, or some kind of object or structure that has been animated through unnatural means.

F Tier – +100 XP

A species with capabilities well below the average human.

- Animate Examples – Goblin, slime, rabbit, snake, fairy, mimic, etc.
- Inanimate Examples – Apple, knife, pocket watch, ring, etc.

E Tier – Free

A species that can match or threaten a regular human.

- Animate Examples – Humans, elves, dwarves, beastmen, etc.
- Inanimate Examples – Magic sword, vending machine, tree, etc.

D Tier – 100 XP

A species that can threaten or influence a small tribe.

- Animate Examples – Troll, bear, shark, lesser vampire, etc.
- Inanimate Examples – Hut, boat, golem, etc.

C Tier – 200 XP

A species that can threaten or influence a large village.

- Animate Examples – Elemental, lesser dragon, beholder, minotaur, etc.
- Inanimate Examples – Tank, dungeon core, bathhouse, etc.

B Tier – 400 XP

A species that can threaten or influence a large city.

- Animate Examples – Virus, giant, lich, leviathan, etc.
- Inanimate Examples – Ship fleet, mountain, storm, etc.

A Tier – 600 XP

A species that can threaten or influence a large Empire.

- Animate Examples – Archangel, elder vampire, lesser god, etc.
- Inanimate Examples – World tree, island, starship, etc.

S Tier – 800 XP

A species that can threaten or influence a large continent or even the world.

- Animate Examples – Ancient dragon, greater god, titan, etc.
- Inanimate Examples – Moon, ocean, Leveling System, etc.

Build – Job

You can purchase multiple Jobs, but the first purchase is discounted half-off, or free in the case of F or E Tier. Whether a "Job" is just a description of your occupation or training or something more mystical that provides an assortment of unique skills or magic depends on the metaphysics of the world you're entering.

Each tier relates to the overall capabilities of your Job. That could be due to the base power of said Job, the extent that you've managed to train up a weaker Job, or how severely you failed to manifest a job that should logically be much stronger.

F Tier – 50 XP

On the level of a hobby or low-level job.

- Examples: Janitor, origami master, tea brewer, etc.

E Tier – 100 XP

A practical but otherwise mundane occupation.

- Examples: Carpenter, blacksmith, chef, accountant, etc.

D Tier – 200 XP

Common. Decent personal power and/or societal influence.

- Examples: Warrior, thief, caster, alchemist, merchant, etc.

C Tier – 300 XP

Less common. Can influence a large community or defeat mighty beasts.

- Examples: Paladin, beast tamer, summoner, golomancer, etc.

B Tier – 400 XP

Rare. Can influence entire kingdoms and/or defeat legendary beasts.

- Examples: Sword saint, saintess, archmage, great priest, etc.

A Tier – 600 XP

Legendary. Can change the course of history or challenge apocalyptic threats.

- Examples: Great sage, hero, demon lord, pope, etc.

Assets – Perks

Choose any three 100 XP, 200 XP, 400 XP, and 600 XP Perks to discount. Discounted 100 XP Perks are free. You can exchange any discount of a higher tier for two of a lower tier, or three of a lower tier for one of a higher tier. It is possible to get an 800 XP discount in this way. Discounts do not stack.

Translation – Varies

The ability for otherworlders to communicate with the locals is a convenience that is an unaddressed plot contrivance in some cases and an explicitly supernatural power in others. This can be purchased at various tiers.

- Silenced – +100 XP – You are unable to understand the local language and must go about learning it the hard way.
- Fluent – +50 XP – You can fluently speak the local language but cannot read or write in that language.
- Literate – Free – You can fluently read and write the local language.
- Bilingual – 100 XP – You are blessed by an automatic translation magic that allows you to understand and replicate any spoken language. This does not exclude dead or magical languages.
- Polyglot – 200 XP – You are blessed by an automatic translation magic that allows you to understand and replicate any spoken or written language. This does not exclude dead or magical languages.
- Omniglot – 400 XP – You can communicate with any living or sentient creature, even those without anything resembling a language or even enough intelligence for complex thought. This even allows you to hear the voice of beings normally beyond the ability of humans to perceive like elementals or ghosts.

Vessel Import – Free / 100 XP, Requires Inanimate Species

If you're going to be an inanimate object, why not one you're already familiar with? You can import any item, structure, or even property for free as your new body as long as its basic capabilities aren't any higher than your species tier. For 100 XP your species tier only impacts the maximum size of the object. Other than that, you can import any object, no matter what weird or otherworldly powers it may possess.

Experience – Varies

Whether through hard work or natural talent, this option determines how much of your latent potential you've managed to tap into. This option affects basically every option in this Jump that could be affected by time or mastery. Whether that be swordsmanship, magic, Job skills, etc. This won't grant you any power that wouldn't technically be achievable with enough time and effort, but by paying for them here gives you an immense head start in capitalizing on that potential.

- Copper – Free – You're starting from the very bottom like everyone else.
- Iron – 100 XP – You start at the point where most would only be after a couple years of experience. You aren't the greatest, but you know what you're doing.
- Silver – 200 XP – You start at the point most take decades to reach. Most people would look to you as an expert and a reliable senior.
- Gold – 400 XP – You are someone worthy of respect. Barring freakish geniuses and legendary figures, you have few equals in the current world.
- Platinum – 600 XP – You have reached the theoretical pinnacle of strength for this world. In other words, the "level cap". This is the level of heroes.
- Adamantium – 800 XP – You wield a level of strength that shouldn't even be possible, at least not with several lifetimes to work towards it. Most locals would struggle to even conceive of anyone other than the gods wielding such power.

Local Flourishes – 50 XP

Maybe in this world your magic affinity is reflected in your hair color, or certain eye-based spells replace the iris with a magic circle, or maybe skills manifest as a root-like tattoo, etc. You may choose to apply any similar aesthetic effects relevant to any spells or supernatural skills you happen to possess.

Beauty Standards – 50 XP / 100 XP / 200 XP

You're quite the looker. For 50 XP this makes your beauty above-average, but nothing exceptional. For 100 XP this is at the level of an Otome love interest, with none able to deny your natural charm. For 200 XP, you may need to disguise yourself when out in public, so you don't accidentally seduce every married woman you lock eyes with.

Plot Bound – 100 XP / 200 XP
How do otherworlders always seem to find themselves embroiled in all kinds of adventures, even when they're actively avoiding them? You are pulled by fate towards all manner of adventures or quests, even if you don't realize it. Resolving these adventures will always provide some reward proportional to the danger involved. By default, these risks and rewards are relative to the usual danger level of the current world. For double the price, this actively influences reality to create adventures that scale to your own abilities and level of power. They'll always pose you a genuine challenge, but if you can overcome them, the reward will always be worth the risk. You can toggle this effect on or off at the start of each Jump.

Nobility – Varies
By adoption, merit, or birth, you are a member of this world's nobility. This comes with a long list of social and financial advantages. Nobles in this world aren't always the kindest or most competent people. So you'll constantly have to watch your back at social gatherings. But the perks more than make up for the added paranoia.

- Lesser Noble – 50 XP – Nobility in name only. Either your house has had a substantial fall from grace, or you just weren't that prosperous from the start and only retain your status via blood ties or connections.
- Greater Noble – 100 XP – A noble in every sense. Money, power, and prestige. You even have a decent amount of sway with the government. As long as you don't do anything stupid, you'll never have to want for anything.
- Royal – 200 XP – Someone with extremely close ties (most likely familial) to the top official of a major government. You are most likely part of some royal family, and while you aren't technically in charge, your word is above reproach in most contexts, and the financial benefits are nothing to sneeze at.
- Monarch – 400 XP – You are the highest authority of a prosperous nation or empire. The laws of the land can be rewritten by you on a whim, and financially this territory might as well be your own piggy bank. Your power is so secure that nothing short of a coup or invasion could hope to threaten it.

1000-Year-Old Dragon Loli - 50 XP / 100 XP
You are privy to a spell that allows you to shape any monstrous form into that of an attractive human with a few superficial traits carrying over like horns or scales. You retain at least 60% of your true form's power, but in a far more compact form. You can remain in this form indefinitely or dispel it with a thought. For double the price, you'll find that any magical creatures you come across will inexplicably develop this exact spell once they become sufficiently powerful and/or intelligent.

Magic Affinity - Varies
In many Isekai settings magic users are born with a natural affinity towards a specific element (fire, water, air, earth, etc.) or type of magic (healing, enchanting, summoning, etc.). Sometimes it's common for people to have 2-3 affinities, sometimes any more than 1 is considered freakish. Sometimes one's affinity is just what magic they're naturally talented at, other times it's fundamentally impossible to use any magic you don't have an affinity for. There are also cases where there are rare types of magic that only show up once a generation or even once a century.

- Basic Affinity - 100 XP, Can purchase multiple times, First purchase free - You have a natural affinity for one common element or school of magic for your setting. If "affinities" aren't really a factor in this world's magic system, this just indicates what kind of magic you have a natural talent for.
- Rare Affinity - 200 XP, Can purchase multiple times - You have a natural affinity for a rare and potent type of magic. Your current world might not even have precedent for this. It could be something like light, qi, sound, death, etc.
- All Magic Affinity - 200 XP / 400 XP - You have a natural affinity towards all basic categories of magic in this world. For an extra 200 XP, this extends to any similar limitations on magic systems in future worlds. You'll always have an affinity for all categories of magic that aren't exceptionally rare or unique.
- Absolute Magic Affinity - 400 XP / 600 XP / 800 XP - You have the potential to use absolutely any magic in this world, even those that are normally only usable by specific species, bloodlines, or individuals. For 600 XP this extends to magic systems you come across in other worlds. For 800 XP you can instantly master any spell as long as you know its name and intended effects.

Filthy Cheater – 100 XP / 200 XP / 400 XP / 600 XP / 800 XP
A concept frequently associated with the Isekai genre is the "Cheat". A "Cheat" refers to any ability or asset meant to give someone (usually an otherworlders) a unique and often significant advantage over those around them. That said, in worlds where it's common for individuals to develop or inherit abilities unique to them (like powers in a superhero-based world or some kind of hereditary magic), then these could be said to be a kind of "Cheat" in their own right. All that matters is that this is not something that can easily be emulated by anyone other than the Cheat's wielder.

Buying any level of this is required to be able to access the Cheat section of this Jump. Your initial Cheat Point stipend will be equal to however many Experience Points you spend on this. Any additional Cheat Points will cost twice as much.

Crouching Tiger – 100 XP / 200 XP
You have an uncanny ability to suppress all outward signs of power. Magical forms of detection might still work, but to all observers you give an unmistakable aura of being weak. For double the price, this can go even further. You are able to apply seals to yourself to limit your strength and what abilities you have access to. You can even apply several levels of seals to further regulate how much power you can draw on. You can decide upon placing a seal whether releasing them simply requires a few seconds of concentration or if specific conditions must be met. Forcefully breaking a seal is possible but usually results in significant physical, psychic, and spiritual damage.

Uncapper – 400 XP / 600 XP
Some worlds have a "level cap". Whether it's a law enforced by a higher power or just biological reality, it is the limit to how strong a single being could ever become. For one reason or another, you are not beholden to this limit. There is no limit to your potential in any category. Whether in terms of physical strength, magic, intelligence, Job skills, etc. Make no mistake, your rate of growth is no faster than before and each milestone will likely be harder to reach than the last, but you will never truly reach your limit, even if the gods themselves are actively trying to force one onto you.

For an additional 200 XP, you are somehow able to extend this trait to others. This could be through a drawn-out ritual, some kind of guided meditation, or maybe just by imbibing some of your blood (or other bodily fluid).

Commoner's Charm – 100 XP
9 times out of 10, ignoring social norms and generally refusing to read the room ends up working in your favor. Your public outburst is seen as brave instead of embarrassing, the high-ranking nobles find your casual disregard for the difference in status refreshing, those engaged men you hang out with are slow to consider that what they're doing could be seen as unfaithful, and so on. This doesn't apply to bystanders who witness your behavior from the outside, nor people who already dislike you.

Villainous Demeanor – 100 XP
You have a regal demeanor and impeccable etiquette. Even if you're clearly evil, you own it in a way that younger nobles can't help but idolize. You have no issue building whatever kind of reputation you desire, whether that be one of grace or fear. Your social awareness and oratory skills make you a natural manipulator. Whether it's convincing weak-willed individuals to do your dirty work or hiding your threats behind enough wordplay and implications to avoid incriminating yourself.

Lucky Pervert – 100 XP
Fate will often contort to ensure anyone you find attractive will often find themselves in sexually suggestive situations around you. Tentacled enemies take their time coiling around them, acid has a weird way of melting clothes before anything else, allies become oddly clingy and affectionate when drunk, the most powerful armor they can find are often the most revealing, and generally you'll frequently find yourself in contrived situations mirroring what you could expect from a bad ecchi manga.

World Builder – 100 XP
It's almost like you were born to create a small medieval homestead. You may not personally know how to plow a field, or erect a house, or tan a hide, but you'll have enough abstract knowledge to help those who do work at 110% efficiency. Your talent lies in logistics, paperwork, and generally all the boring parts of running a territory. How to ensure everything runs smoothly and correcting problems before they can even form. These skills are also easily applicable to running a business.

Historical Unpleasantries – 100 XP
Even following this Jump, you'll find that worlds that should logically have hygiene standards well behind that of modern Earth are impossibly sanitary. The risk of disease or infection is still much higher, but at least the roads don't smell like feces and most people you meet look and smell like they bathe and brush their teeth at least once a day (even if it's more like once a year). All that grime and odor just seems to vanish into nothing after a few hours, and nobody seems to notice.

Heaven's Kitchen – 100 XP
You are a master chef. Not only can you make incredible dishes when working with high-quality ingredients, you seem to have little issue creating delicious meals even when stranded in the wilderness or an alien world. Even those with vastly different palates struggle not to be overcome by emotions when they taste your food. Oddly enough, you'll find that exceptionally dangerous creatures are always delicious once you cook them, even if logically they should have an unappealing texture or taste.

Undying – 100 XP
You are immortal, or to be specific, ageless. You can still be killed or poisoned but will never grow any older outwardly than you'd wish and if given enough time all but the most severe wounds will heal perfectly. Time has lost all meaning. For you there's hardly any difference between a month and a millennium. Keeping mortals around will help you retain a sense of perspective, otherwise you risk getting so invested in some personal projects only to realize you haven't left your house in nearly a decade.

Eternal Underdog – 100 XP
Arrogant people feel a compulsion to start trouble with you no matter how obvious it is that's a bad idea. While this may seem like a burden, this will never put you in any real danger and always ends up benefiting you in the long run. When you beat up the adventurer who tried to bully you, your strength earns the respect of your peers. That noble that challenged you to a duel was so unseemly it gave justification for the police to investigate his family's crimes. Can be toggled on a weekly basis.

Hyper-Specialist - 200 XP
You have encyclopedic knowledge on an extremely niche subject. Whether it be tea, amusement parks, entomology, cleaning, etc. Causality seems to bend over backwards so you can find ways to apply this knowledge to solve an improbably wide range of problems. With a little creativity, you could use your knowledge of basket weaving to fix your failing marriage, build a thriving business, dethrone an incompetent prince, and somehow abolish slavery in a short few years.

"Useless" Class - 200 XP
You have an odd talent. Not only are you better at finding creative or niche applications of powers that others would consider useless, by hyper-focusing on a single power at the expense of everything else, you can somehow expand its applications well beyond what makes any sense. It's anyone's guess how you use a basic magic barrier to create shockwaves, fly, or fire lasers, but you did it anyway. Sometimes this latent potential is fairly obvious, to the point you have no idea how nobody figured it out sooner.

Rags to Riches - 200 XP
You find it abnormally easy to blitz your way up any social ladder through merit alone, and attempts of others to hide, belittle, or steal your credit almost always fail. You could go from slave to duke in a single lifetime with enough hard work. Even the most conservative society will be uncharacteristically willing to ignore your age, gender, status, race, religion, criminal record, or similar factors, as long as you have repeatedly demonstrated exceptional power and/or competence. Even if you are a literal baby.

Low Int High Wis - 200 XP
You are an accidental genius. Your words are almost always misinterpreted in the most beneficial way possible and you often find solutions to seemingly hopeless problems through pure dumb luck. If you wish, you can take this a step farther and exchange almost all of your intelligence for luck and charisma. This won't negatively affect your ability to solve problems. If anything, it speeds up the process. Instead of relying on facts and reason, you simply bumble into the correct solution through happenstance.

Spice of Life – 200 XP
Fun fact about humans: they can be pretty racist. You find it unnaturally easy to get along with beings that are often discriminated against. Whether it be the poor, members of an unpopular minority, or just straight-up monsters. As long as they aren't intrinsically evil or bestial, you'll never really feel like an outsider wherever you go. Not only do they naturally get along with you, you easily become something of a hero to them, a symbol of hope and the first spark of true change.

Back From Hell – 200 XP
Whenever you find yourself betrayed, abandoned, or otherwise brought down to your lowest point, you almost immediately stumble into some kind of opportunity that more than makes up for it. Maybe you find some massive power up at the bottom of the cave you were pushed into or mere moments after being abandoned by your party, you find a powerful magic book. Not only that, those responsible will rapidly find their life and careers falling apart as an indirect result of betraying you.

I Can Fix Him – 200 XP
Even if you don't directly interact with them, anyone who falls for you will gradually find themselves working through repressed trauma and complexes as even their personality slightly shifts to make them a better partner for you. The ice queen develops a warm side they only show to you, your murderous husband becomes overbearingly protective, the slovenly fat noble becomes endearingly devoted, etc. Of course, if crazy is explicitly your type, this will have the opposite result.

Harem Hero – 200 XP
Practically a requirement in most Isekai these days. For starters, you'll find the average beauty levels around you to be abnormally high. Secondly, you'll often find individuals that suit your personal tastes falling for you all at once. Even if you're already surrounded by others vying for your affection, that doesn't seem to stop others from falling for you in the same way. Rather than fighting over you, it's more likely they'll simply agree to a harem arrangement without you needing to put the idea out there.

Saintess – 400 XP
Well, aren't you just precious? Something has convinced just about all of society that you are an intrinsically good person and deserve special treatment. Maybe you're the descendent of a hero, or the subject of a prophecy, or maybe you're just that cute. Expect to be spoiled rotten and forgiven for all but the most unambiguous cruelty. Almost everyone loves you and anyone who doesn't is immediately vilified. Of course, this can only do so much against overwhelming evidence or first-hand witnesses.

Civilization for Dummies – 400 XP
What kind of apocalypse were you preparing for? You know just about everything you could need to rebuild modern society and technology from scratch. You could fast-track a small hunter-gatherer tribe into a post-industrial society in under a year. You have an odd ability to recreate modern conveniences even if you take the wrong approach, like accidentally reinventing mayonnaise by randomly combining ingredients or smartphones by clumsily trying to combine technology and magic.

Get with the System – 400 XP
Not all Isekai have video-game-esque systems, but more than enough to justify this option. You may create your own system using the System section below. You'll receive a 600 XP system to help design it. Now, if the entire setting benefits from such a system, you don't need this in order to benefit from it for the duration of this Jump. However, purchasing this and customizing your system in the appropriate section is the only way that you'll be allowed to benefit from the system even after this Jump.

Grace of Genre – 400 XP
Sometimes otherworlders are out of place in more ways than one. They could be living a peaceful life as a librarian, oblivious to the fact that their world is a Lovecraftian nightmare. You have the ability to infect your surroundings with any "genre" of your choice. This doesn't change the world itself, but anything that could contradict this "genre" will either never cross your path or is conveyed to you in a misleading way. This "infection" requires at least a couple days to become noticeable.

Ethical Slavery – 400 XP
Fate twists itself in knots to make it so you always at least appear to have the moral high ground as long as you're relatively nice about it. That child you married couldn't have been coerced, that guy you killed made sure to make time for a monologue about how evil they are, blackmail is totally okay when you do it. Don't be surprised if people ask to be enslaved by you because you're just that nice. Just because you have public opinion on your side doesn't necessarily mean the law will agree.

Technomancy – 400 XP
I'm sure you're familiar with the old quote about "sufficiently advanced science". For you, science and magic are interchangeable. You can easily figure out how to replicate feats of technology with magic and vice versa if needed. Naturally, you can also seamlessly combine the two for something greater than the sum of its parts. Even if not making a literal machine, you can utilize your knowledge of scientific principles to greatly increase the potency and efficiency of any related spells.

Muscle Magic – 400 XP
A sufficiently powerful mage can easily match the combat power of a warrior with physical enhancement magic. So why can't the reverse also be true? The greater your physical strength and skill rise, the higher your natural resistance to magic becomes and the more indistinguishable from magic your own attacks will appear. Cast "fireball" by igniting the air with a punch, or swing your sword so hard the shockwave splits a mountain, or hypnotize a beast by rhythmically flexing your muscles, etc.

Objective Quality – 400 XP
Things you introduce into a culture are almost always accepted with open arms, history or personal preferences be damned. As long as what you're introducing is sufficiently alien, all but the most stubborn locals will immediately fall in love with them. Your food, games, stories, etc. are immediately treated as superior to whatever they had before. Even your heretical ideas about "germs" or "democracy" will perk quite a few ears. This charm slightly lessens as these things become more familiar.

Bleedover – 600 XP
Your very existence is proof that the boundaries between worlds are more permeable than one might expect. In this or future worlds, you'll come across items, structures, phenomena, and sometimes even living beings that somehow slipped out of their original universe. These might even be from worlds you've been or will visit sometime in the future. You have no control over what exactly appears, but they'll always be something significant, like the weapon of a great hero, a large spaceship, a brilliant mage, etc. This "bleedover" usually occurs several times in any given world but rarely becomes a major threat to the status quo until you involve yourself.

Oracle – 600 XP
In this and any future knowledge, you will have exhaustive "meta-knowledge" of your current world and several of its potential futures. Perhaps you were first introduced to it as a work of fiction that you hyper-fixated on until every last detail was permanently ingrained in your brain, or maybe you're just prone to sudden bouts of precognition. However, this insight is always slightly flawed in one way or another. Perhaps you never got to see how the story ends, or the butterfly effect seems driven to push the future in strange directions the more you interfere, or the story you saw was so hyper-focused on the main plot that most background details were overlooked, etc.

Pet Character – 600 XP
In this and future worlds, benevolent gods are predisposed to adore you, while even malevolent or neutral gods are abnormally tolerant of you. Depending on their usual disposition, they could see you as a lover, a best friend, a beloved pet, a favorite toy, or their most precious treasure. As long as it doesn't majorly interfere with their goals or duties, they're far more willing to grant you favors and generally show you preferential treatment. Your prayers are often the first to reach their ears, making them quite easy to contact. It may be prudent to set boundaries yourself. As there are no shortage of myths about mortals who were ruined by the clumsy and selfish love of a god.

Hero's Luck – 600 XP
The true power of any great hero. You are lucky beyond belief. Sometimes it feels like the world revolves around you as you seem destined to come into possession of or contact with some of the greatest weapons, spells, treasures, allies, and mentors the world has to offer. This is especially pronounced when it comes to social luck. You can hardly go a month without stumbling into some legendary witch merchant, dragon, priestess, martial artist, princess, etc. You have a way of effortlessly passing even the most nonsensical tests of character, easily convincing all but the most arrogant and malicious individuals to devote all their time and energy to helping you.

Rule Breaker – 600 XP
You take to magic like a fish to water. When learning magic, you achieve in months what it takes most years to learn. Not only that, you tend to understand the underlying mechanics on a deeper level than even most masters. In time you can improve your spells to be significantly more powerful, while somehow costing less mana. Once you have sufficiently mastered a magic system, you can start breaking its rules outright, doing away with any long chants, elaborate ritual circles, fragile wands, etc. at no loss of potency or efficiency. However, if you choose to use them anyway, they do make magic somewhat easier to control. Like magic training wheels.

Speedrunner – 600 XP
If a world can run like a video game, then it can break like one too. You'll come across countless "bugs" in every reality you step foot in. Nobody else ever stumbles into these bugs unless you show them how to replicate them. At first, you'll have to discover bugs through trial-and-error, but it won't be long before you learn exactly what to look for and uncovering new bugs becomes effortless. Most bugs are useless or actively dangerous, but once you find enough useful bugs, reality becomes your bitch. Duplicating items, reviving the dead, skipping through time, phasing through walls, flying, swapping bodies, creating matter from nothing, and so much more.

Assets – System

Must take the perk Get with the System. You receive a 600 XP stipend. Unused perk discounts can be used here. All starred "*" options require the ability to level up and cannot be taken with Fixed. XP gained here must be spent in this section.

Interface – Free
How you interact with the system and view your own stats. The default option is a series of holographic screens only the user can see. You're free to choose something more diegetic like magic tattoos, communing with a manifestation of your own soul, or maybe controlling the system's various features through thought alone, etc.

Level Up – Varies
The basis of almost every LitRPG system. By defeating enemies, you gain a kind of currency known as "Experience Points" or EXP that can be used to upgrade your abilities in various ways. The more powerful the foe, the more EXP they give. Similarly, the higher your stats become, the more EXP you need to upgrade them further.

This can manifest in countless different ways. From the relation between stats and skills to how exactly the system categorizes "stats". Basically, any details or mechanics of the system that aren't tied to a specific purchase or modifier in this section of the Jump are left up to your own judgement. You must take at least one of the modifiers below, but you can also choose to take multiple (with the exception of Fixed) in order to find some middle-ground or hybrid of the different mechanisms.

- Fixed – +200 XP – Your system has no means of accumulating or distributing EXP. The stats you start with are what you're stuck with.
- Automatic – +100 XP – Whenever you reach a certain EXP threshold, you "level up" all at once. Your EXP is evenly distributed automatically, with slight deference to your particular Job or commonly used attributes.
- Manual – Free – Whenever you level up, you are granted an amount of "skill points" that can be manually distributed in whatever way you please.
- Active – 100 XP – There's no need to wait for a level-up. You can immediately sink EXP into any of your stats the moment you gain it.

Assisted* – +100 XP
You can accumulate EXP as normal, but there is some strict limitation on how to actually distribute them to level up. Perhaps you need to pray in a church, or find someone with a specific skill, or make some kind of sacrifice to the gods. Maybe your ability to level up at all is locked and can only be unlocked through the use of an obscenely expensive potion or weapon.

Skill Up – Varies
There's been a lot of talk about "skills" but how exactly does one acquire or improve these skills? You must take at least one of the modifiers below, but you can also choose to take multiple (with the exception of Unskilled) in order to find some middle-ground or hybrid of the different mechanisms.

- Unskilled – +100 XP – Skills either aren't a component of this world's system, or they are a factor, but once one unlocks their skill there is no way to upgrade it or unlock additional skills under ordinary circumstances.
- Leveled* – Free – New skills relative to your job or behaviors can be randomly unlocked every time you level up. Whatever method you use to improve your stats now also applies to skills.
- Conditional – 50 XP – Unlocking or improving skills requires one to complete strange rituals or challenges. Like needing to kill a certain amount of enemies with arrows to unlock a bow skill, or staying at low health for an extended time to unlock a healing skill. Half the difficulty is figuring out the conditions.
- Dynamic – 100 XP / 200 XP – Arguably the most intuitive method. You unlock and improve skills simply by repeatedly performing the associated action. Use a knife to unlock a knife skill, study your surroundings to unlock an appraisal skill, microdose on poisons to develop an antitoxin skill, etc. For double the price, the mere act of leveling any skill, combative or otherwise, nets you EXP.
- Skill Shop* – 400 XP – There is no guesswork involved in the acquisition of skills. You are able to access a kind of virtual shop outlining every possible skill you could ever potentially unlock and the requirements to do so. As long as you meet the conditions and have enough EXP / Skill Points to spend, you can pick out any skills with a single click. If your system has a function for Jobs or species, you can control their promotion/evolution line in a similar fashion.

Employment – Free / 100 XP / 200 XP
As stated before, many systems have a mechanism for "Jobs" or "Classes". Things like warrior, mage, thief, paladin, etc. These often come with special skills or powers. The process of unlocking a Job varies depending on the system, but however it works, normally an individual can only have a single Job. For 100 XP, you are able to unlock multiple Jobs that you can switch between. Every Job has unique conditions that must be met before you can unlock them. A paladin needs the approval of the Church, a merchant needs a certain level of capital, a mage needs to know magic, etc. For 200 XP, you are able to benefit from all your accumulated Jobs simultaneously.

Localized – Free / 200 XP
By default, this system is assumed to be exclusive to otherworlders or even just you specifically. By taking this, you make it so the system you design here is something inherent to this world that all its inhabitants have access to. For 200 XP, you and any companions who also purchased Get with the System and this option can pool your remaining points together to create a single system for you to share.

HUD – 50 XP
Whether super-imposed onto your vision or simply as a kind of sixth sense, the system allows a user to keep track of their health, mana, stamina, active effects, and anything else of the sort in real time. Can be toggled at-will if it becomes too distracting.

Wallet – 50 XP / 100 XP
Your system contains the ability to store an infinite quantity of any currency and allow you to summon it just as easily. Money you retrieve isn't necessarily the same ones you put in (don't think about how that works) so you could use this to make change, even if you never actually input any money that small. For an extra 100 XP you can freely convert between different currencies, even those from different worlds.

Quest List – 50 XP / 200 XP
For 50 XP your system automatically keeps track of any details regarding any quests or favors you've decided to undertake. For 200 XP this twists causality somewhat, to ensure that any quest you complete is guaranteed to include a proportional reward, even if it makes no sense for the quest giver to be able to provide such a reward.

Merge Branch – 50 XP / 400 XP
Perhaps you already have some kind of video-game-esque leveling system. Maybe even from another Isekai. For 50 XP you can combine your system here with any similar systems you have from other Jumps, combining all their best traits.

For 400 XP, this goes much farther. Now any of your powers, perks, energies, species, etc. from other worlds are treated as part of the system, at your discretion. Your system will take care of categorizing them as Jobs, skills, powers, stats, species, etc. however it deems appropriate, allowing them to be manipulated as such. The degree of said manipulation depends on what other purchases you made in this section.

Appraisal – Varies
Your system has a built-in appraisal function to provide you with information about the world. You can choose to limit the scope of this to greatly increase the level of detail. Like only being able to appraise people or only being able to appraise minerals, or you can just allow it to appraise anything, albeit less effectively.

- Novice – 50 XP – Short blurbs containing fairly basic information on targets in your immediate surroundings.
- Apprentice – 100 XP – Detailed descriptions containing generally useful information on targets in your immediate surroundings.
- Scholar – 200 XP – Most detailed results require a target to be physically present, but even without that your appraisal can pull on an extensive database of publicly available information.
- Sage – 400 XP – Your appraisal ability might not actually be omniscient, but it can tell you just about anything regarding how the world works and what can be found within. It can't tell you the contents of a spellbook you've never read (unless you're close enough to appraise the book directly), but if you need a specific spell it can use its absolute grasp of the local magic system to invent a spell to produce the desired result on the spot. Though, such advanced calculations can take anywhere between a few hours to several years to complete, depending on the potency and complexity of the desired effect.

Minimap – Varies
Your system has some kind of internal mapping function.

- Drafting – 50 XP – This map automatically draws itself as you explore a given location. You can even zoom the map in or out as needed.
- Scanning – 100 XP – The moment you enter a given area; this map instantly fills itself with a detailed outline of the entire structure or general location.
- Tracking – 200 XP – This map also has the ability to track the location of nearby allies, hostiles, or objectives in real time. Objectives can be tracked from miles away, while you can only detect friendly or hostile entities within the same structure or immediate location as you.

Inventory – Varies
Your system contains an extradimensional storage space. Living beings cannot be stored here (corpses and non-sentient plants are fine). Everything stored within is frozen in time. You can store objects by bringing it to the entrance (even if the object is larger than said entrance). You can also retrieve any objects within with a thought. This can only be used on "loose" objects. So things like buildings, trees, buildings, landmasses, etc. can't be stored unless you uproot them or break them into much smaller pieces first, even if you technically have the space for them.

- Small – 50 XP – Storage capacity of a piece of luggage or a large treasure chest.
- Medium – 100 XP – Storage capacity of a large dumpster or storage container.
- Large – 200 XP – Storage capacity of a large house or small mansion.
- Massive – 400 XP – Storage capacity is explicitly infinite.

Refactor – 100 XP
A nice convenience for worlds where it's common for people to be drowning in skills. This causes any redundant or sufficiently similar skills to be combined. Why have a dozen skills for individual fire attacks when you can just have one pyrokinesis skill? The power of the final skill will be no greater or worse than the collective power of the merged skills. This just streamlines things significantly and greatly reduces the quantity of skills your EXP is being split between.

Promotion – 100 XP
If a skill can be upgraded, why not a Job? Once you have met a certain threshold of mastery of a Job, you will have the ability to upgrade it into a stronger and often more specialized Job. A thief might be able to become a ninja or pirate, a warrior might become a berserker or rider, a mage could become a necromancer or healer, etc.

Evolution – 100 XP
In many worlds, the "Job" or "Promotion" system is something exclusive to humanoid races, while monstrous races instead gain the ability to "Evolve". By reaching a certain threshold of mastery over your current body, you can undergo a metamorphosis into a similar yet much stronger species. There are various evolution lines one could follow depending on the individual's own inclinations. Unless taken alongside the upgraded version of Merge Branch, this only applies to your species in this world.

Party – 100 XP
With the consent of everyone involved, you can form a "party" with an arbitrarily large group of people. All members of the party can keep track of the general condition of every member. Not only that, EXP and drops are automatically distributed at a ratio established upon forming the party. If they don't already have some kind of level-up system, they will be able to benefit from yours until the party is disbanded.

Trade – 100 XP
The ability to magically exchange items or money between individuals. One party must send a trade request and once accepted the appropriate items will be teleported to the intended recipient. You can even directly trade goods directly to or from personal inventories, assuming either party has such a thing. This isn't actually useful unless both parties have some means of long-distance communication.

Screen Capture – 100 XP
You can summon a magic camera that can be used to take pictures and record videos to be saved into the system or shared with others using the system. You can even live stream, assuming there's anyone in the current world with the means to actually watch them. You'll have to figure out on your own how to translate these into a format that can be viewed even by people who don't share your system.

Voice Chat – 100 XP / 200 XP, Requires Party or Fork Branch
You are able to communicate over a distance (must be within the same city/general area) with anyone who either has a copy of your system or is part of your Party. For double the price this has no upper range, allowing you to communicate with anyone over any distance who meets the aforementioned criteria.

Crafting – 200 XP
As long as you have all the necessary tools and materials on-hand or in your inventory (if you have one) you can use this "crafting menu" to instantly transmute them into any item you theoretically have the knowledge and ability to construct on your own. The quality of items crafted in this way scales with your own craftsmanship.

Equipment Slots – 200 XP
You have a set of "equipment slots", each designed to hold a single article of clothing or accessory type. You gain all the benefits of any attire worn in these slots, whether that be raw defenses or magic effects, but otherwise do not manifest physically. Meaning you don't have to worry about the weight or just looking ridiculous to outsiders.

Health Points – 200 XP
A feature almost never seen in worlds that weren't explicitly video games at one point. You don't get "injured" per se. Any harm you sustain is invisibly depleted as "HP". The more damage an attack should do, the more HP is lost. You'll die if your HP is depleted, but until then you won't outwardly manifest any specific injuries.

Drops – 200 XP
Any time you slay an enemy, you will be provided with various "drops". In the case of humanoids, this just causes items they were carrying to spill out. For more bestial or monstrous enemies, their body will dematerialize, leaving behind any parts of them that could prove useful. In many cases enemies will leave behind items that make no sense for them to have, like human currency, rare herbs, potions, etc. Some enemies have "rare drops" that, as the name implies, are rare and valuable treasures or materials that have a very small chance to drop from that specific species or enemy type.

Achievements – 200 XP / 400 XP
By accomplishing various exceptional (or sometimes just strange) feats, you will sometimes be awarded with "Titles" or "Achievements". These Titles provide special abilities or passive buffs related to the challenge in question. Whether it be killing 1000 goblins to gain a damage boost against similar monsters, being the first to discover a location and gaining bonus EXP while there, raising a kingdom to a golden age to boost your charisma towards your citizens, etc. By default, you can only have one title active at a time, though you can switch out which one is active with a moment to concentrate. For 400 XP you can benefit from however many titles you want simultaneously.

Fork Branch – 200 XP / 400 XP / 800 XP
You now have the ability to bestow a copy of the system you designed here to whoever you please. For 200 XP the only thing that isn't transferred over is the ability for them to then grant this system to others. For 400 XP then whoever you give this system can then go on to give it to however many people they want, who then can give it to whoever they want, and so on. For 800 XP, there is a kind of "hierarchy" applied by the system. The more steps removed one is from the source (i.e. you) the lower they are in this hierarchy. Basically, anyone higher on the hierarchy can negate the system of anyone lower on the hierarchy, and any abilities gained from said system.

Naming – 400 XP
There is power in names. Through this power, you can enforce contracts and bonds. You can give someone a name to loan them some of your vitality/mana to allow them to become far more powerful overnight. You can give someone a new name to form a kind of psychic link with you. You could even use your own names to make vows that will take your life as payment if ever broken. To give a few examples.

Full Restore* – 400 XP
Leveling up is akin to being reborn. Every time you level up, you will immediately be restored to perfect condition. Sicknesses are cured, energy is replenished, even entire limbs are regrown on the spot. This becomes less useful the higher your level is, as EXP requirements get increasingly higher with each level.

Admin Access – 1000 XP
I suppose someone had to set these up. You know the secrets to creating and modifying this system and any others like it. In time you can create new apps or expand the base functionality of the system. With enough time to master these techniques, you'll be able to create such systems from scratch, with applications just as incredible as those listed in this section. Though you'll have to figure out how to actually power these systems.

Respawn – 2000 XP
Having this gives you the means to infinitely return from death as long as certain conditions are met. Perhaps you need to erect and defend a specific structure to act as a respawn point, or your corpse needs to be brought to a church, or you need a certain amount of good karma to be eligible for revival, or anything like that.

Assets – Cheats

Special advantages that are unobtainable under normal circumstances. Whether due to following a different world's rules, being bound to your bloodline, being a gift from a god, or simply relying on an opportunity that no longer exists. Cheats can be just about anything: a power, a system, a spell, an item, an ally, a skill, a job, a species, etc.

Feel free to take as many or as few Cheats as you can afford. You can even justify treating several abilities as being a single purchase if they're sufficiently related, like possessing the power to turn people into gold and the power to manipulate gold.

Requires the Perk Filthy Cheater. Your starting Cheat Point (CP) stipend for this section is equal to however many Experience Points (XP) you spent on Filthy Cheater.

More example cheats can be found in the separate supplement document.

Conversion – 2 XP : 1 CP
If your starting stipend isn't enough, you may convert XP into CP at a rate of 2:1.

Custom Cheat – 100 CP to 2000 CP
90% of the creativity in most modern Isekai goes into the protagonist's Cheat. So it feels like a missed opportunity to limit you to such a finite list. You may create your own Cheat power from your own imagination. Of course, the price of this Cheat must be proportional to its power, utility, potential, etc. Cheats can take many forms, so it's not an exact science, but you can use the example cheats in this section or the supplement to give you an idea of how much your custom Cheat should cost.

Frog Prince – 100 CP
You are able to transform into a small frog that is able to communicate with humans and frogs alike. Other frogs feel naturally compelled to show you respect (if not necessarily loyalty). Your transformation is dispelled if kissed by a human.

Ramen Cart – 100 CP
You know a unique spell that allows you to summon a Japanese-style ramen cart. It seems to produce power, clean water, and ingredients from nothing. Even if manned by an incompetent chef, the ramen will never be anything less than delicious.

Test Drive – 200 CP
This is a trait normally associated with living items. You have the ability to loan some or all of your special skills and abilities to a single person in direct contact with you. Those who you loan your power to frequently will have a much easier time tapping into their own latent potential. Whether that potential is physical, magical, social, etc.

Phantom Pain – 200 CP
With an exertion of will, you can manifest an invisible arm from any part of your body. Not only is this arm invisible to anyone unable to see mana or similar energies, but so are any spells cast by it. The result of the spells are plenty visible, but nobody will notice you weaving a fireball spell until it's already flying at them.

True Wireless – 400 CP
What appears to be a normal wireless video game controller. You can use this to seize full control of any single living being weaker than yourself. You can control their words and actions, and even remotely see through their eyes from a distance. Once you sever the connection, their memories of the time under your control will become vague, almost dream-like. You must have a direct line of sight with someone to form the initial connection to them. The controller has a maximum battery life of 12 hours. You can recharge it with your mana, but not while it is actively in-use.

Respec – 400 CP
An enchanted mirror. By gazing into it, you can freely "respec" yourself. You can change your class, redistribute stats or skills, and even alter your equipment and appearance. However, this isn't good for disguises. Unless someone directly observes you using the mirror, all memories and physical evidence of your appearance will be retroactively altered so it seems like you've always had your current appearance.

A Different Type of Hero – 600 CP
You embody a very different idea of a "hero". Perhaps you're an archetypal tokusatsu hero, able to summon skin-tight armor, toy-esque weapons, and giant robots out of thin air. Maybe you're a more western comic hero, with a standard flying brick powerset and the ability to hide your identity with a pair of glasses. Maybe you're a magical girl who can turn emotions directly into destructive spells and purify the evil out of enemies by beating them within an inch of their lives. To give a few examples.

Talos Reborn – 600 CP

You have developed a soul-bond with the most advanced golem to ever exist. It doesn't look like much to start. It's pretty strong and pretty tough, but that's it. Its true value is its infinite adaptability. The more damage it sustains, the more it evolves, becoming stronger, smarter, faster, etc. It can even scan machines or living beings in order to understand how they function and incorporate their advantages into its own body. It can even restructure its body as needed, whether for convenience (like turning into a boat or small shelter) or to supercharge certain stats (speed, strength, durability, etc.). The golem is sustained by its connection to you and is able to regenerate itself by drawing on your mana. The second you die; it has at most a few minutes before falling inert. This appears to be a deliberate safety precaution implemented by whoever constructed this golem and thus is the only weakness it cannot adapt to.

Monstrous Energy – 800 CP

There is something almost parasitic about your mana. Anything your mana touches is corrupted. Humans, beasts, plants, weapons, weather, spirits, etc. Anything sufficiently infected then begins to spread your corruption itself. Once you have infected enough of the world, even the laws of physics and the natural order are yours to toy with. The nature of this corruption depends on your own values and tastes. Perhaps it seeks to create a hell full of grotesque beasts, a tranquil unity of nature and civilization, a hedonistic empire of love and lust, or any number of possibilities. Just don't be surprised if this immediately makes you an enemy of the gods.

Soul Priestess – 1000 CP

Through a lengthy ritual, you are able to sanctify a particular location. Monstrous beings or simply individuals with malicious intent are unable to enter or even take notice of this location. As for anyone else, through a brief ritual you can synchronize them to this location. Water you sanctify even has a purifying effect on supernatural forms of corruption. Whenever they die, no matter how brutally, they will simply reappear in this area physically unharmed. With that said, each time the soul is revived, it sustains a little more damage. This usually mends itself in a few days, but if someone is revived repeatedly the damage will get worse and worse until their soul is shattered entirely. You are unable to benefit from revival yourself, as the instant you die any area you've sanctified is robbed of your protective magic and the ability to resurrect others.

Divine Debt – 1200 CP

You are in possession of a magic rotary phone, and a phonebook on how to contact any of the gods of your current world. Every single Jump, you may select a single god, who is required to grant you any one wish that doesn't put themselves or their domain at risk. Depending on the god, you might even be able to coerce them into granting more requests than are strictly necessary. After the one mandatory wish has been granted, you are free to continue using the phone to contact the gods, but they are under no obligation to answer you or to not smite you for wasting their time.

Primordial Runes – 2000 CP

You have learned how to create two runes of inconceivable power. The Null Rune can make the infinite finite. You could use it to close a time loop, nullify an "absolute" attack, cross an infinite space, etc. In contrast, the Mobius Rune can make the finite infinite. You could enhance your punch with infinite strength, give yourself infinite mana, give yourself infinite time by freezing it for everyone else, enhance a spell to have infinite duration, etc. However, careless use of this rune can have detrimental effects on the fabric of reality. Only one of each rune can exist at a given time in a single universe. Attempting to place an additional rune will cause the prior instance to erase itself. You need to have line of sight with your target in order to apply the rune, after which you can freely decide how exactly the target will be modified by the rune.

Assets – Party & Gear

Choose any three 50 XP, 100 XP, 200 XP, 400 XP, and 600 XP purchases to discount. Discounted 50 XP and 100 XP purchases are free. You can exchange any discount of a higher tier for two of a lower tier, or three of a lower tier for one of a higher tier. It is possible to get an 800 XP discount in this way. Discounts do not stack.

Modern Textiles – Free
A single simple outfit from modern Earth. It could be a school uniform, a tracksuit, a T-shirt and jeans, suit, etc. These have an odd ability to self-clean and self-repair but are otherwise completely mundane. Locals who are unfamiliar with the technology of modern Earth are oddly willing to severely overpay for these clothes.

Starting Gear – Varies
An assortment of equipment common to adventurers or travelers in this world. Some kind of armor, a weapon, and basic supplies. The exact contents will depend on what is considered rare/expensive relative to this world. Spent consumables are not replaced.

- Common – Free – Bare basics. No armor to speak of, a cheap knife, some water and preserved food. Enough to survive, but not much else.
- Uncommon – 50 XP – A masterfully crafted weapon of your choice, sturdy light or heavy armor, useful small tools and low-level potions.
- Rare – 100 XP – Weapons and armor suited to your job or overall combat style. Blessed with a few common enchantments. Supplies are higher quality or have weak magic effects like bombs, high-level potions, magic compass, etc.
- Epic – 200 XP – Top-of-the-line weapons and armor with potent enchantments that on their own would trivialize most low-level dungeons. Far more valuable supplies like teleportation crystals, resurrection potion, regenerating rations, etc.
- Legendary – 400 XP – Gear that seems like something from ancient myths. Filled to bursting with countless potent enchantments. Even a weak and incompetent adventurer could become a legendary hero by relying on this. Supplies are similar in potency to the prior tier, but in such obscene quantities that you're unlikely to ever truly exhaust them during this Jump.

Magic Map – Varies
A magic map for navigation. Each tier includes all the benefits of the prior ones.

- Drafting – 50 XP – This map automatically draws itself as you explore a given location. You can even zoom the map in or out as needed.
- Scanning – 100 XP – The moment you enter a given area; this map instantly fills itself with a detailed outline of the entire structure or general location.
- Tracking – 200 XP – This map also has the ability to track the location of nearby allies, hostiles, or objectives in real time. Objectives can be tracked from miles away, while you can only detect friendly or hostile entities within the same structure or immediate location as you.

Appraiser's Eye – Varies
Some kind of magic spell or artifact that allows you to gain additional information about the world. You can choose to limit the scope of this to greatly increase the level of detail. Like only being able to appraise people or only being able to appraise minerals, or you can just allow it to appraise anything, albeit less effectively.

- Novice – 50 XP – Short blurbs containing fairly basic information on targets in your immediate surroundings.
- Apprentice – 100 XP – Detailed descriptions containing generally useful information on targets in your immediate surroundings.
- Scholar – 200 XP – Most detailed results require a target to be physically present, but even without that your appraisal can pull on an extensive database of publicly available information.
- Sage – 400 XP – Your appraisal ability might not actually be omniscient, but it can tell you just about anything regarding how the world works and what can be found within. It can't tell you the contents of a spellbook you've never read (unless you're close enough to appraise the book directly), but if you need a specific spell it can use its absolute grasp of the local magic system to invent a spell to produce the desired result on the spot. Though, such advanced calculations can take anywhere between a few hours to several years to complete, depending on the potency and complexity of the desired effect.

Personal Assistant – 100+ XP, Requires Appraisal or Appraiser's Eye
Your appraisal ability is controlled by a kind of artificial intelligence, allowing it to answer more complex queries and even take initiative to search for information or run calculations on your behalf. By default, it is loyal but has no personality to speak of. 100 XP is the base price, but for an additional cost can be upgraded through either of the following options. You can communicate with your PA through thought alone.

- PA Import – 50 XP – What it says. You may import a companion or AI you already possess to serve as your appraisal skill. They can freely transform back whenever they please, but they can only draw on the knowledge of the appraisal skill while in this form.
- Override – 200 XP – Your personal assistant can, with your permission, take direct control over your mind, body, or powers. Perhaps you can give it control of your body to fight while you're under psychic attack, or control over your magic to weave spells while you're preoccupied. You can even give it control over your System if you can't be bothered to distribute your levels.

Item Box – Varies
Some kind of magic spell or artifact that contains or can open a portal into a small extradimensional storage space. Living beings cannot be stored in this space (corpses and non-sentient plants are fine) but anything that is stored within is frozen in time. You can store any object you have the space for by bringing it to the entrance (even if the object is larger than said entrance). You can also retrieve any objects within with a thought. This can only be used on "loose" objects. So things like buildings, trees, buildings, landmasses, etc. can't be stored unless you uproot them or break them into much smaller pieces first, even if you technically have the space for them.

- Small – 50 XP – Storage capacity of a piece of luggage or a large treasure chest.
- Medium – 100 XP – Storage capacity of a large dumpster or storage container.
- Large – 200 XP – Storage capacity of a large house or small mansion.
- Massive – 400 XP – Storage capacity is explicitly infinite.

Familiar – Varies, Can purchase multiple times

You have formed a contract with a paranormal creature. If your world doesn't involve magic, then maybe it's some kind of advanced drone or psychic alien. This bond makes them unconditionally loyal and instinctively aware of your location and condition at all times. They likely have special abilities that allow them to better assist you. Perhaps they can hide within your shadow, or transform into a less intimidating form to avoid attention, or perhaps you can just summon them out of thin air. Depending on the nature of the local power system, you might even be able to channel their power to enhance your own magic. If your own species is of D Tier or higher, you receive a discount on your first familiar of an equal or lower tier to yourself.

- F Tier – 50 XP – Capabilities below an average human. 3 Per purchase.
- E Tier – 50 XP – Can match or threaten a regular human.
- D Tier – 100 XP – Can threaten or influence a small tribe.
- C Tier – 200 XP – Can threaten or influence a large village.
- B Tier – 400 XP – Can threaten or influence a large city.
- A Tier – 600 XP – Can threaten or influence a large empire.
- S Tier – 800 XP – Can threaten or influence a continent or even the world.

Housing – Varies

Your own personal home. Nobles are able to receive certain tiers of this discounted or free, but only for their first purchase.

- Cottage – 50 XP – An average-sized house for 2-4 people.
- Manor – 100 XP – A fairly large house for a dozen people. Discount (50%) Lesser Nobles, Free Greater Nobles
- Fortress – 200 XP – A large mansion for several dozen guests. Discount Greater Nobles, Free Royals.
- Palace – 400 XP – A comically large palace larger than most villages. Can easily house hundreds of guests and servants. Discount Royals, Free Monarchs.

Territory – 200+ XP, Discount Nobility

A structure or plot of land that, through some sequence of events, you are considered the de facto ruler of. 200 XP is the base price of this option, but you can spend more points to modify your territory in different ways. Note that any living beings tied to this territory are treated as followers and cannot be imported as companions.

- Purpose – Free – Is this territory tailored to a specific purpose? Whether that be a guild, a magic academy, a dungeon, or just a village for you to rule over? Your territory will be legally recognized as whatever you designate it to be, and the residents will have appearance and skills appropriate to that purpose.

- Size – Varies – How large is this territory? One purchase only.
  - Tribe – Free – Size of a small cave or clearing .
  - Village – 50 XP – Large enough to contain an average-sized village. Free Lower Nobles.
  - City – 100 XP – Large enough to contain an average-sized city. Discount (50%) Lower Nobles, Free Greater Nobles
  - Kingdom – 200 XP – Large enough to contain an average-sized kingdom. Discount Royals, Free Monarch.
  - Nation – 400 XP – The size of an entire continent or large country. Discount Monarch.

- Resources – Varies – What kind of resources can be found in this territory (plants, animals, minerals, etc.) and how prevalent are they? Harvested resources are replenished between Jumps.
  - Barren – +100 XP – Territory and its surroundings are a wasteland.
  - Average – Free – Contains a decent amount of common resources.
  - Abundant – 100 XP – Territory is overflowing with a large quantity of resources, but nothing especially rare.
  - Hidden – 200 XP – Hidden among the more common resources are extremely valuable and often mystical materials that even the mightiest kingdoms would pay a fortune for.
  - Blessed – 400 XP – This land is overflowing with countless resources of unimaginable value. It's not a stretch to say that whoever controls this land would have everything they need to conquer the whole world.

Territory – Cont.

- Population – Varies – What intelligent species live or work in this territory? The exact quantity is proportional to the size of the territory. Can be as uniform or as diverse as you desire in terms of race, species, nationality, etc.
  - Empty – +50 XP – Completely barren or filled with creatures that are significantly weaker than humans, making them easy prey.
  - Average – Free – Populated by humans or species with very similar capabilities to humans.
  - Strong – 200 XP – Much of your population is composed of exceptionally powerful species or individuals. Greatly increasing this territory's ability to defend against outside threats.

- Generals – 200 XP – An assortment of 4–12 powerful and loyal residents that can be trusted to protect and manage your territory on your behalf. Their collective power is proportional to the size of a territory, but the more generals you have the less powerful each one is individually. Four generals of a village could fight off a few dozen soldiers while working together, while four generals of an entire nation would likely be able to wipe out a small army solo.

- Features – 200 XP, Can purchase multiple times – There is some inherent magical or supernatural trait to this land. Whether it be a floating island, defended by illusions, enclosed in a powerful protective ward, etc.

- WIP – 600 XP, Incompatible with Population [Empty] – A little patience goes a long way. Your territory isn't fixed at its starting parameters. As the population and quality of living improves, so does every other aspect of the territory. The generals become stronger, the borders stretch outward, the resources more valuable. Should you manage to completely integrate a new species into your territory, then any children they have on this land may remain, even as you bring this territory into new worlds. As these new residents must be born into this population, you cannot use this to take specific preexisting individuals.

Servants – 100 XP, Requires Housing, Free for Nobility
Buying this provides you with a number of unconditionally loyal but otherwise mundane (for the setting) servants to take care of your property. The number of servants is proportional to your purchase of Housing. Only 1–2 for a Cottage, a handful for a Manor, a couple dozen for a Fortress, and up to 100 for a Palace.

Interdimensional Vending Machine – 100 XP / 200 XP Can purchase twice
A strange artifact of unknown origins. For 100 XP, this white vending machine can magically create just about any food or drink that can be found on modern Earth (specifically any food or drink that could be found in a vending machine).

For 200 XP, this is something even more anomalous. Simply input some amount of money and this black vending machine will randomly produce a food or drink from one of infinite dimensions that happens to be worth however much you put in. Food and drinks from this vending machine tend to have freakishly pronounced physical effects on the consumer. Relatively normal snacks could take you from severely malnourished to the peak of health in moments. Insect-based snacks could cause you to transform into an insectoid beast yourself. Eldritch or incomprehensible treats could cause you to ascend into a similarly abstract entity. Just to list a few of the infinite possible outcomes. That said, these changes always wear away after a few hours.

Internet Access – 400+ XP
Not even other worlds will be spared humanity's crippling internet addiction. Somehow, your body emits a secure wireless connection to a copy of the internet from modern Earth. This is "read-only" meaning you cannot communicate through it or edit its contents. This can be focused through any kind of internet-connected device. 400 XP is the base price, but you can pay extra to upgrade it in various ways.

- Interface – 100 XP – You no longer require a dedicated device to access this connection. You can simply conjure a screen out of raw magic or even focus it through the interface of your leveling system, if you have such a thing.
- Rollback – 100 XP / 200 XP – For 100 XP, you also emit a secure connection to the internet of your local world (if it has one). For 200 XP you can freely switch between copies of the internet or internet-equivalents of any world you've previously been to. All these connections are "read-only" with the sole exception of the connection to the internet of your current world, and only if this network would have existed even without purchasing Akasha.
- Akasha – 400 XP – This isn't actually the internet you know, but instead a kind of small Akashic record of all publicly available knowledge and media. This makes paywalls a non-factor, but more importantly, if taken with Rollback you are no longer limited to worlds that already have an internet equivalent.

Starting Funds – Varies, Can purchase multiple times
Some amount of spending money to help you get by. Nobles are able to receive certain tiers of this for free or discounted, but only for their first purchase.

- Poor – 100 XP – Enough to live comfortably for a year without working.
- Wealthy – 200 XP – More than enough to live comfortably for a decade. Discount Lesser Nobles and Free Greater Nobles.
- Affluent – 400 XP – An alienating level of wealth. You could spend the amount most commoners make in a year every single week and still have plenty to spare. Discount Greater Nobles and Royals, Free Monarchs.
- Obscene – 600 XP – You couldn't exhaust your funds if you tried. Your personal funds rival most governments in this world. Discount Monarchs.

[Insert Obnoxiously Verbose Title Here] – Free / 50 XP
Your own light novel, visual novel, manga, or some other piece of media depicting your various adventures with only slight embellishments. For 50 XP this media can be found being sold in future worlds. Those who have seen it themselves have an implausibly hard time tying them to you unless you explicitly spell it out to them.

Banished Heroes – 50 XP, Can purchase multiple times
With one purchase, you receive a slot that can be used to recruit any native of this world as a companion, with their consent. Each additional purchase doubles the number of slots you receive through this option.

Summoned Heroes – 50 XP, Can purchase multiple times
With one purchase, you may import or create a companion with 600 XP to spend as they please. Each additional purchase doubles the number of companions you can import/create through this option.

Power Measuring Tool – 50 XP
A small ornate device resembling a crystal ball. When someone places their hand on it, it will emit colored light. The brightness and color indicate the potency of their mystic energies and any elements or types of abilities they hold a natural affinity towards. These are notoriously unreliable at gauging the energy of those with inhuman levels of power, or who use strange abilities that are difficult to categorize.

Systemization – 100 XP, Requires companion purchase, Can purchase multiple times
With each purchase, this gives one of your non-imported companions the means to continue benefitting from the local system and all associated mechanics (if there is one) following this Jump. This can be applied to any purchase that could be interpreted as a companion (other than Summoned Heroes) such as Familiar, Truck-Kun, Banished Heroes, etc. In the case of bulk companions like Obligatory Harem or Jumper Self Defense Force, you only need to purchase this once.

Obligatory Harem – 100 XP 50 XP first purchase, Can purchase multiple times
With one purchase you receive three individuals with appearances and personalities you find appealing, who are all equally in love with you. Each purchase after the first doubles the size of the harem. You may decide whether each member is treated as an individual companion after this Jump, or if the whole group continues to share a single companion slot with anything gained from imports distributed between them.

Small Business – 100 XP, Can purchase multiple times
Exactly what it says. It could be a general store, a restaurant, a hot spring, a bookstore, apothecary, workshop, etc. This will officially belong to you in this and all future worlds, even if there's no way the local laws would normally allow such a thing, like allowing a literal child to run a tavern or giving the okay for an exceptionally clever duck to open up their own detective agency.

Smart Phone – 100 XP
An outwardly normal smartphone. It never seems to run out of battery or memory. You will always have a secure connection, assuming the current world has a wireless network for it to connect to in the first place. This phone serves weirdly well as a magical focus, and the various apps can even be used to modify spells, like using the camera to cast an appraisal spell or responding to a telepathic message through text.

Dress to Impress – 100 XP, Discounted with Nobility
An obscenely large wardrobe full of all manner of luxurious outfits and jewelry. You could probably make a small fortune if you can find a buyer for all these. At the start of each Jump you can either choose to restore any outfits that have been lost, damaged, or sold, or you can replace your entire collection with a new assortment of outfits. After all, who wants to wear the same dress for 2 Jumps in a row?

Nippon Superiority – 200 XP
An infinitely replenishing supply of white rice, soy sauce, mayo, and various other staples of Japanese food. Alternatively, you can choose a different Earth culture to receive ingredients appropriate to their cuisine. If you're wondering why this is so expensive, you'll find that almost any being who eats these without having any prior exposure to modern Earth cuisine will react as if it is one of, if not the greatest thing they've ever tasted. Even if you just served them a cup of soy sauce.

Charms of Life or Death – 200 XP, Can purchase twice
With each purchase, you may receive one of two potent magic charms.

- The Charm of Life – Should you experience a fatal attack, the charm will break, blocking the attack with a barrier and casting fast-acting healing magic on you. It can slowly repair itself over the course of a month, during which it is unusable.
- The Charm of Death – High-risk, high-reward. While wearing this, you cannot benefit from any other protective charms and all damage you receive is doubled. In return, all experience or strength you gain through combat is also doubled.

Best of Both Worlds – 200 XP
A collection of notes from an unknown otherworlder. It contains countless blueprints on how to use magic to simulate common pieces of technology from modern Earth. Whether it be toilets, streetlamps, automobiles, telephones, firearms, factories, and so much more. If put into production, these have everything you'd need to start a technological revolution overnight. However, what ultimately prevented this unknown inventor from doing just that was material costs and lack of investors.

Gold Member – 200 XP
A shiny golden card that was given to you by an eccentric merchant. Flashing this in the Merchant Guild or any affiliated businesses will grant you an unreasonable degree of preferential treatment. Irresponsibly high discounts, access to VIP services, ability to contact high-ranking merchants (not that they're obligated to respond), and you'll generally have a massive advantage in negotiations. In future Jumps this will enable the same level of preferential treatment from similar mercantile organizations.

Powered Knight – 400 XP
A massive magitech mecha you can pilot. It is customized to your tastes, but it can only be as large as a three-story house at most. You may choose whether you operate it like a regular vehicle, or if there's a more intimate psychic link that lets you control it as if it were your own body. Its internal reactor seems to generate energy with no input, albeit quite slowly. It can expend its energy reserves to restore any accumulated damage and even regenerate entire components if need-be.

Treasure Trove – 400 XP
You know how to conjure a portal into an extradimensional dungeon. The deeper you delve, the more deadly the traps and monsters become, but also the more valuable the treasures, spells, and artifacts they guard. This dungeon is truly infinite, meaning there's no limit to the potential risk or reward. However, at the start of each Jump the dungeon is fully reset, replenished, and restructured. Anyone can leave the dungeon by returning to one of the many saferooms scattered throughout.

Slave Collars – 400 XP
An infinite supply of slave collars, magic contracts, cursed ink, or some other means of magically enforced servitude. Anyone bound by these must obey their master's every command. Obedience will induce euphoria; disobedience will induce agonizing pain. It is up to their master to adjust the severity of each. Unless their master willingly frees them, breaking the contract requires inhumanly powerful magic. To bind someone with these, they must either consent or have their will completely broken.

Leveled Item – 400 XP, Can purchase multiple times
A particular weapon, armor, artifact, etc. that by some miracle is able to grow alongside you. This can manifest in one of two ways. You can also make additional purchases to apply both effects to the same item or to gain another leveled item entirely.

- Scaling – The power of this item directly scales with your own. Whenever your raw stats improve, the quality and functionality of this item will instantly be improved to keep up with you no matter how powerful you become.
- Evolving – This item's stats will gradually increase the more it is used, but gradually it will develop new forms and abilities in response to new stimuli. Whether that be feeding it the remains of different monsters, exposing it to a particular spell, or in extreme cases just reacting to the wielder's emotions.

Truck-Kun - 400 XP / 600 XP
This may look like a regular modern semi-truck, but in reality, it is a potent divine tool for reincarnating heroes. By running someone over, their body will die but their soul will be transported to a random world with a cheat power suited to them.

For 600 XP, you instead get a god/goddess as a companion. They remotely view distant locations or even dimensions to reincarnate anyone who dies for any reason under their watch. They can control every part of the process: what world they end up in, their starting conditions, species, and to an extent their cheat (there's still a degree of randomness in what cheats someone has the potential for). Naturally, there's nothing stopping them from reversing this process and gazing into other worlds to summon specific individuals to your side.

Jumper Self Defense Force - 600 XP
A large platoon of well-trained and suicidally loyal soldiers. In addition, attached to your warehouse is a large bunker with a practically inexhaustible supply of just about any modern military-grade weapon, vehicle, or gear you can think of. An odd magic allows you to widen the opening of your Warehouse with the express purpose of allowing these vehicles to pass through if they normally couldn't fit. They all occupy a single companion slot. Lost soldiers are revived after a few days.

Original Religion, Do Not Steal - 600 XP
Your own religion spanning most of the civilized world in this or future Jumps. You are the highest authority in this religion, perhaps even its god. No matter how patently insane or hypocritical your teachings are, you never have any trouble attracting millions, if not billions of followers and bulldozing all but the most thorough checks on your power. Just be aware that this behavior will trickle down to your followers. So having especially vile tenants will make the world a significantly worse place.

Tome of Infinity - 600 XP
This eerie book contains an entire dimension. At first, all you'll find is a single small room with many strange magic tools, but in time you'll discover that these can be used to create an entire world within this empty dimension and rule over them as a god. Once mastered, matter, life, and the very laws of this world can be created, destroyed, or rewritten on a whim. You can even bring in things from the outside world to manipulate them in a similar fashion before spitting them back out.

Closing – Drawbacks

Additional challenges to grant you extra XP. Take as many or as few as you'd like.

Oddly Familiar – +0 XP
This isn't just any Isekai story. You find yourself transported into the setting of a specific Isekai series that doesn't yet have a dedicated Jump.

Not So Common Sense – +100 XP
People in this Jump have an odd compulsion to give you exhaustive exposition about things that should be considered common knowledge. If you're unlucky you can trigger over a dozen such lectures in a single day. Even if you already know the information provided, you rarely think of walking away or cutting them off.

Idiocracy – +100 XP
Good news, you're one of the wisest people in this world. Bad news, that's just because everyone else is so impossibly stupid. Even if someone is educated or clever on paper, they'll consistently make baffling decisions, logical leaps, and oversights. Society isn't guaranteed to collapse without your interference, but it is much more likely.

Abandoned Cinderella – +100 XP
The past has not been kind to you. Whether it be an abusive family, years of torture, even memories of a tragic past life, etc. Even if this is all in the past, you continue to be plagued by nightmares, paranoia, trust issues, insecurities, etc. The trauma will haunt you for months or years, but enough time and support can mend even these wounds.

An Actual Personality – +100 XP
You have an obnoxious personality (or lack thereof) that makes you a pain to deal with. Are you a pervert? A spoiled brat? A chuuni? A gross masochist? A tsundere? Do you make media references every other sentence? Or are you just unbelievably boring? People can eventually learn to see past this, but you don't make it easy.

Otaku – +100 XP, Can take multiple times
You have some specific obsession or addiction that can push you to make irrational and short-sighted decisions in order to satisfy it. It could be Japanese food, the thrill of battle, alcohol, sleep, sex, fluff, magic, or maybe just your dream of being a Japanese salaryman. No matter your choice, this will become a problem sooner or later.

Shoe Eater – +100 XP
Whenever you attempt to speak or write, an odd filter is applied that transforms your words to be excessively cruel and often misleading. Not even you know what you're going to say until you say it, but it usually involves a copious amount of threats and insults. The only reliable way to express your intentions is through your actions.

Unwelcomed Guest – +100 XP
Hope you weren't expecting to be a beloved hero right out the gate. The majority of civilized society is predisposed to hate you. This could be due to gender or racial discrimination, your family's bad history, baseless rumors, or maybe you just resemble a wanted criminal. You'll have to work hard to resuscitate your image.

Power Blinders – +100 XP / +200 XP
Your ability to accurately size up an opponent is nonexistent. Either you consistently underestimate your opponents, causing you to pick fights with much stronger foes, or you underestimate yourself, causing you to use disproportionate levels of force when it isn't remotely justified. Alternatively, you can take this twice for this to manifest in whatever way is least appropriate for the current situation.

Drawn-Out Tutorial – +100 XP / +300 XP
A common trope in reincarnation-type Isekai. You start this Jump as a newborn baby. You are unable to speed up your physical maturation process through any OOC means. You can gain an additional 200 XP from this in return for losing access to any of your otherworldly powers. You must gradually re-learn how to utilize them, only regaining their original power once you reach puberty.

Ignoble Nobles – +200 XP
The vast majority of nobles (or closest social equivalent) in this world feel an almost instinctive loathing towards you specifically. They will go out of their way to humiliate you and seek disproportionate retribution for the slightest perceived offense. Should you become too much of a risk to their pride or authority, they may begin abusing their power to sabotage all your efforts or even eliminate you directly.

Lawless State – +200 XP
This world has a severe crime problem. Pickpockets, assassins, murderers, slavers, cultists, etc. Even the safest city is full to bursting with such shady characters. It's not much better outside. There are few abandoned ruins without some kind of evil necromancer or alchemist hiding within, and there are almost as many bandits stalking the roads as there are regular civilians throughout the entire continent.

Reversal of Fortune – +200 XP
Whatever life you want to have, fate will twist and contort to ensure you get the opposite. If you want a harem, you'll have no luck with love. If you want a peaceful life, you'll attract monsters like flies. If you want to get rich, then you'll be in constant debt. This won't stop you from achieving specific goals, but you'll rarely get to enjoy it for long before fate gets bored and throws you into some new predicament.

Harem of Horrors – +200 XP
You have the kind of love life that seems enviable from the outside. But as they say, be careful what you wish for. You are engaged/wed to 1–8 attractive individuals. If only their insides were as pretty. As they are now, you find all of them to be intolerable or downright terrifying to be around for one reason or another. The feeling might even be mutual, but they all have their reasoning to be unwilling to simply break it off.

Should you manage to make this relationship work (whether by helping them mellow out or just learning to tolerate one another) you may take them as companions for no cost. This is why you can decide the number of partners. The more partners you're juggling at once, the more difficult it will be to find some kind of peace with them, but the greater the reward you'll get for managing in spite of that.

Death Flags – +200 XP
You are destined to play the villain/villainess. Your reputation is controversial, and you've already made enemies of multiple powerful nobles, warriors, and heroes-to-be. As things stand, public humiliation and banishment is the best-case scenario for you. You have a few years before that happens. In that time, you must either accept your fate or completely upturn the status quo to create your own happy ending.

Abandoned – +200 XP
You once belonged to a respected organization. Whether an adventuring party, an academy, a family, a kingdom, etc. With little warning, they decided to dismiss you in a humiliating fashion. They might have even left you for dead. If that weren't enough, they will go out their way to smear your name or even sabotage you directly should you find any level of success that would call their decision into question.

Two Steps Back – +200 XP
Maybe there's a reason that technological development is such a gradual process. Any attempt to introduce foreign technology, magic, culture, food, art, etc. will universally backfire horribly. They use your technology to create superweapons, or fight each other to the death over your highly addictive dishes, or simply introducing a new card game could result in a gambling epidemic, and so on.

When in Rome – +200 XP
You will almost constantly find yourself in situations that demand you cross one or more of your own moral boundaries. Whether it's buying slaves, marrying children, murdering innocents, selling your body, etc. It's never outright impossible to reject these transgressions, but they are often contrived in a way where doing so makes your life significantly harder and is likely to make you enemies.

Truly Blank Slate – +200 XP / +300 XP
I feel like this kind of defeats the purpose of coming from another world, but whatever. You suffer from some kind of amnesia. You retain any general knowledge or skills but lack any context on who exactly you are or what you've done. For an extra 100 XP, you also lose all memory of your powers. You'll have to figure out not only how to activate them, but how to control their output through trial and error.

Criminal Incompetence – +200 XP / +300 XP / +400 XP
This world has summoned a hero that is either actively psychotic or is so comically incompetent that they might as well be. Their death will doom this world to a much worse fate, but if left to their own devices they'll leave just about everywhere they go in a worse state than they found it, causing the world's opinions on all otherworlders to plummet. If you wish to avert this, you must either micromanage them on their quest or find some way to circumvent the consequences of their absence.

For 300 XP this was a bulk summoning, resulting in dozens of equally destructive "heroes" causing chaos. For 400 XP there are hundreds of otherworlders throughout the world, not one of which is remotely suited to fulfill that role.

Crippled – +200 XP / +400 XP
Something seems to have gone wrong when you entered this world, leaving you unable to access this world's power system(s). Whether it be qi in a wuxia world, magic in a fantasy world, leveling in a LitRPG world, etc. For double the payout, this also seals away any otherworldly abilities of a similar nature to this world's power system. You'll have to rely solely on abilities this world has no equivalent to.

Rotten World – +300 XP
This is a world that has rotted in every sense of the world. Misanthropy is baked into its very metaphysics. The "civilized" races indulge in every cruelty imaginable and the hazards of nature won't treat you much better. Fate will go out of its way to direct as much cruelty and suffering towards any who dares to display genuine innocence or kindness. Healing this world would be a feat that borders on miraculous.

Colliding Worlds – +300 XP
An unseen anomaly has caused this dimension to crash into another. With no warning, rifts will open where these worlds collide, causing strange extradimensional creatures to swarm in and destroy everything in sight. In truth, these beasts are attacking both dimensions. Once they have succeeded in weakening one world enough, it will collapse, sparing the other. Both worlds have summoned their own heroes both to defend themselves and to sabotage the other world to ensure their own survival.

Underleveled – +300 XP
Talk about lousy RNG. You start this Jump deep in the bowels of a dungeon or similarly hazardous location you are not remotely strong enough for, even accounting for your otherworldly abilities. You'll have to rely on trickery and stealth to make up for the difference in raw power. That said, this can also be seen as an opportunity. This dungeon is full of valuable treasures and powerful beasts offering obscene levels of experience. Before long, you might reach the point that the helplessness you once felt towards your surroundings is what the rest of the outside world must direct at you.

Lowest of the Low – +400 XP
Through an unfortunate series of events, you became a slave. You have been branded or bound by a magic that bars you from opposing your current master in any way. You can't even utilize your powers in any way your master doesn't explicitly approve. Your current master is a vile individual and will frequently force you to commit truly deplorable acts for their entertainment and convenience. You'll have to figure out a way to circumvent these limitations to acquire your freedom. You should be quick about it, before your heart becomes as bound to your master as your body.

Divine Hatred – +500 XP
The powers that govern this world do not appreciate your intrusion. Whether it's the gods, the author, or fate itself, the highest power in this world will go to great lengths to seek your doom. There appears to be some limit on their power, barring them from intervening directly in the world, but their options to influence it indirectly are infinite. Whether it's conjuring apocalyptic beasts, turning their followers against you, editing the local leveling system, or simply twisting causality to orchestrate hopeless situations. Are you prepared to make an enemy of the world itself?

Closing - Ending

The Known World - Go Home
You choose to put your dimension-hopping days behind you and return to your original world. I suppose everyone gets homesick sooner or later.

The Unknown World - Stay Here
There are still so many secrets left to uncover in this world. You've decided to end your Chain early and spend the remainder of your days in this world.

The Call to Adventure - Move On
If there are so many adventures to be had in this one world, who knows that the rest of the multiverse has to offer? You'll be continuing your Chain into yet another world.

Closing - Notes

Jump by Gene

Credit to LoneValkyrie, both for their Generic Xianxia Jump being the main inspiration for the structure of this Jump, and for sharing their own notes for an unrealized Generic Isekai Jump.

Whether things like the Magic Map, Item Box, or Appraiser's Eye can be gained as "supplies" from the higher tiers of Starting Gear depends on how common or valuable magical items of that level are in this world.

For cheats that can bestow more cheats, it is impossible for them to create cheats of equal or greater value/potency to itself. Even cheats more than half the potency of the base cheat likely require a steep cost, have a very low chance to appear, or maybe even be completely unobtainable if there are no other limits to speak of.