



Compiled by /u/ranalReps

Introduction



Welcome, my dear heroes! Such a joy to finally meet you all!. I am Vicius, the benevolent goddess of this world, and it is with the greatest hope that I welcome Class 2-C, and of course, you, dear Jumper, into our realm. You have been chosen for a most noble and glorious purpose!

A terrible darkness, the Great Demon Emperor, threatens to consume all, but fear not! For you, my exceptional chosen ones, possess extraordinary powers, destined to save us all. We shall work together to banish this evil and restore peace, and then, you shall surely return to your cherished home. I assure you, your courage and strength will be richly rewarded. Now, let us begin your heroic journey!



If you would all be so kind as to follow me to the dais, we shall now elegantly appraise the magnificent skills you've each been blessed with!

Another batch of gullible fools to parade and rank. Let's see which of you worthless ants I'll have the pleasure of disposing of first.

Origin and Location



Oh, my precious Class 2-C, such delightful anticipation fills the air! It simply warms my heart to see all forty-one of you, radiant with potential, ready to embark on this most glorious journey to save our world!

If you would all be so kind as to follow me to the dais, we shall now elegantly appraise the magnificent skills you've each been blessed with! Upon arriving in this new world, you, summoned heroes, receive special powers to fight the Demon Emperor. You will approach the appraisal crystal one by one. I have a team of mages and assistants who will use this special orb to rank your power. Simply place your hand upon its surface, and let its gentle light reveal your destined path! It will shimmer and glow, reflecting the unique skills and immense power within your souls. Don't be shy, darlings, step right up!



Oh, my! This is simply splendid! I am already observing a truly remarkable number of S-rank, A-rank, and B-rank heroes among you! Such a bountiful harvest of talent! Why, this has indeed been a most fortunate summoning!

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Oh, what a truly enchanting display of potential, my precious heroes! The gifts you all possess are simply divine! I am just so utterly delighted! And now, for another much-anticipated revelation! Jumper, my dear, it is your turn to approach the appraisal crystal!

Please, step forward and place your hand upon its surface, and let its gentle light illuminate your destined path! I simply cannot wait to witness the magnificent skills and the glorious rank the heavens have blessed you with.



As you place your hand upon the shimmering surface of the crystal, it hesitates. Instead of the vibrant golds and silvers, or even the solid blues and greens seen before, a dull, sickly purple light emanates, flickering weakly before settling on a faint 'E' rank. Below it, a list of mundane-sounding abilities: Paralyze... Poison... Sleep....

"Pfft, an E-rank?!" Oyamada Shogo sneers, a cruel smirk spreading across his face as he points. "And status ailments?! Goddess Vicius called those useless, didn't she?" He laughs, a harsh, braying sound. "Seriously, Jumper? That's what you got? Weaker than a regular human, I bet!"

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Oh, dear, is that all? My, my, how unfortunate! Status ailments, indeed. Usually these are unreliable in this world, aren't they? But fear not, my other valiant heroes! This merely serves as a poignant reminder that not everyone is destined for the grand stage. Now, let us continue with the more... promising appraisals! Next!

Another one for the Disposal Ruins. Just as I expected.



Oh, dear, Jumper, my, my, how truly unfortunate! An E-rank, with those rather unreliable status ailments? It simply won't do for our grand crusade against the Demon King. You would, regrettably, be nothing more than a burden to your valiant classmates. As the law commands, you shall be banished to the Ruins of Disposal, a place teeming with monsters, designed for those who cannot measure up. But do not fret, I shall offer a small mercy.

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She tosses you a small, simple leather pouch towards you.

It provides sustenance, if you can figure out how to use it. Should you, by some miraculous stroke of luck, actually survive and escape that perilous place, you will be a free man. Now, off you go.



There he goes, flailing into the abyss like the useless E-ranker he is. Now, for those of you who remain, my truly valiant heroes, a most splendid banquet awaits us, a celebration of your magnificent potential and our shared, glorious future!

Oh, the raw, undeniable terror in their pale, trembling faces is simply exquisite. This will be a poignant reminder of what happens to those who don't please me, and a perfect example to instill fear and obedience into you worthless ants.

Perks



That damned, arrogant bitch goddess. She called me E-rank, "useless," a "burden". Threw me into this abyss to die. Wait, 1000 CP? That wasn't on the status screen before... two discounts per price tier it declares. And for the two 100 CP perks I choose? Given for free...

Status Screen & Leveling System (Free)

You gain access to an inherent personal status screen and leveling magic system, an interface that displays your current level, skill tree, and stat modifiers. This hovering window is visible to anyone and automatically translated to the observer's native language. You increase your strength and stat modifiers by leveling up through killing monsters, not human opponents. Your stats, including HP, MP, Vitality, Attack Power, Defense, Speed, and Intelligence, will grow, with stat growth progressing through an additive pattern, similar to most other heroes. Through your skill tree, you can acquire any listed skill by achieving the necessary proficiency.

Status Screen & Leveling System + Upgrade (300 CP)

For an additional 300 CP, your stat growth progresses through multiplication, rather than the additive pattern seen in most others, allowing for dramatic increases in power as you gain levels.

Status Screen & Leveling System ++ Upgrade (600 CP)

For an additional 600 CP, in addition to multiplicative growth, your MP will notably become a standout stat, growing exceptionally faster and to a greater extent than all other stats.

Abnormal State Endowment (Free)

You gain the inherent ability to inflict abnormal states, or debuffs, on your targets. These debuffs possess a 100% success rate, ensuring they always work and cannot be resisted by any target, regardless of their level or condition. Your abnormal states also have a long duration, making them highly effective. However, this ability is limited to a short range, at most 20 meters, requires you to have a clear line of sight to your target(s), and you must speak the name of the skill aloud. You cannot stack the same debuff consecutively, and some skills may have cooldowns or a limited number of simultaneous uses.

Paralyze (Free):

You gain the inherent ability to inflict **Paralysis** on your targets, serving as one of your primary immobilization skills. This skill prevents your target(s) from moving, and if they attempt to move while under its effect, they will take damage. You can also choose to release a target's head if you need them to speak. Your Paralyze skill possesses a 100% success rate, ensuring it always works and cannot be resisted by any target, regardless of their level or condition. It also has a long duration, lasting up to an hour. However, this ability is limited to a short range, at most 20 meters, requires you to have a clear line of sight to your target(s), and you must speak the name of the skill aloud. You cannot stack the same debuff consecutively, and it costs 10 MP. As you develop this skill, you will be able to target multiple enemies simultaneously, eventually reaching up to 80 targets.

Paralyze + Upgrade (100 CP)

For an additional 100 CP, your Paralyze skill levels up significantly faster, allowing you to quickly enhance its capabilities and unlock more advanced applications. The impact of your paralysis is greatly increased, making it more difficult for targets to resist, and causing more significant damage if they attempt to move while affected. You also experience a moderately extended range and can affect a greater number of simultaneous targets with increased ease, surpassing the base limitations more quickly.

Paralyze ++ Upgrade (300 CP)

For an additional 300 CP, in addition to previous enhancements, this Paralyze skill can now affect deities, including Vicius, bypassing any natural immunities or defensive barriers they may possess. This means your paralysis ignores magical defenses and reflect barriers, allowing it to bypass even the most formidable protections, and can specifically overcome Vicius's Dispel Bubble, which is her basic form of defense designed to prevent any negative states from working on her.

Poison (Free)

You gain the inherent ability to inflict a powerful **Poison** on your targets, serving as a primary means of damage. This poison causes purple pustules to form on the target's body and slowly kills them through damage over time, effective even against the undead. Your poison skill possesses a 100% success rate, ensuring it always works and cannot be resisted by any target, regardless of their level or condition. It also has a long duration, lasting until death. However, this ability is limited to a short range, slightly less than 20 meters, requires you to have a clear line of sight to your target(s), and you must speak the name of the skill aloud. You cannot stack the same debuff consecutively, and it costs 10 MP, initially able to target 20+ enemies.

Poison + Upgrade (100 CP)

For an additional 100 CP, your Poison skill levels up significantly faster, allowing you to quickly unlock advanced applications such as the ability to deactivate the poison or use a non-lethal variant for torture or bargaining purposes. Furthermore, the poison's impact is greatly increased, causing it to deal damage more rapidly and potently. You also experience a moderately extended range and can affect a greater number of simultaneous targets with increased ease, surpassing the base limitations more quickly.

Poison ++ Upgrade (300 CP)

For an additional 300 CP, in addition to previous enhancements, this Poison skill can now affect deities, including Vicius, bypassing any natural immunities or defensive barriers they may possess. This means your poison ignores magical defenses and reflect barriers, allowing it to bypass even the most formidable protections, and can specifically overcome Vicius's Dispel Bubble, which is her basic form of defense designed to prevent any negative states from working on her.

Sleep (Free)

You gain the inherent ability to inflict **Sleep** on your targets. This skill completely neutralizes targets by putting them into a deep slumber. It possesses a 100% success rate, ensuring it always works and cannot be resisted by any target, regardless of their level or condition. Your sleep skill also has a long duration, lasting up to an hour, and can even be used for non-combat purposes like helping others, such as treating insomnia. However, this ability is limited to a short range, less than 20 meters, requires you to have a clear line of sight to your target(s), and you must speak the name of the skill aloud. You cannot stack the same debuff consecutively, and it costs 10 MP, initially able to target 20+ enemies simultaneously.

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Sleep + Upgrade (100 CP)

For an additional 100 CP, your Sleep skill levels up significantly faster, allowing you to quickly enhance its capabilities. The impact of your sleep is greatly increased, making it even more potent and difficult to rouse from.

Sleep ++ Upgrade (300 CP)

For an additional 300 CP, in addition to previous enhancements, this Sleep skill can now affect deities, including Vicius, bypassing any natural immunities or defensive barriers they may possess. This includes overcoming Vicius's Dispel Bubble, which is her basic form of defense designed to prevent any negative states from working on her.

Dark (Free)

You gain the inherent ability to inflict **Dark** on your targets, serving as a primary sight-robbing skill. This skill completely robs your target(s) of their vision, and you can also use it for torture purposes. Your Dark skill possesses a 100% success rate, ensuring it always works and cannot be resisted by any target, regardless of their level or condition. It also has a long duration. However, this ability is limited to a short range, around 20 meters, requires you to have a clear line of sight to your target(s), and you must speak the name of the skill aloud. You cannot stack the same debuff consecutively, and it costs 10 MP, initially able to target 20+ enemies simultaneously.

Dark + Upgrade (100 CP)

For an additional 100 CP, your Dark skill levels up significantly faster, allowing you to quickly enhance its capabilities and unlock more advanced applications. The impact of your darkness is greatly increased, making it more potent and difficult to recover from. You also experience a moderately extended range and can affect a greater number of simultaneous targets with increased ease, surpassing the base limitations more quickly.

Dark ++ Upgrade(300 CP)

For an additional 300 CP, in addition to previous enhancements, this Dark skill can now affect deities, including Vicius, bypassing any natural immunities or defensive barriers they may possess. This means your darkness ignores magical defenses and reflect barriers, allowing it to bypass even the most formidable protections, and can specifically overcome Vicius's Dispel Bubble, which is her basic form of defense designed to prevent any negative states from working on her.

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Berserk (Free)

You gain the inherent ability to inflict **Berserk** on your targets. This skill causes an opponent to literally go berserk, leading them to attack indiscriminately, even their own allies. You are also able to control the victim by designating a target for them to attack. Your Berserk skill possesses a 100% success rate, ensuring it always works and cannot be resisted by any target, regardless of their level or condition. It also has a long duration. However, this ability is limited to a range of somewhat more than 20 meters, requires you to have a clear line of sight to your target(s), and you must speak the name of the skill aloud. You cannot stack the same debuff consecutively, and it costs 10 MP. You will initially be able to target multiple enemies simultaneously.

Berserk + Upgrade (100 CP)

For an additional 100 CP, your Berserk skill levels up significantly faster, allowing you to quickly enhance its capabilities and unlock more advanced applications. The impact of your berserk state is greatly increased, making it even more potent and difficult to resist, causing targets to follow your designated commands with greater ferocity or attack with increased destructiveness. You also experience a moderately extended range and can affect a greater number of simultaneous targets with increased ease, surpassing the base limitations more quickly.

Berserk ++ Upgrade(300 CP)

For an additional 300 CP, in addition to previous enhancements, this Berserk skill can now affect deities post-jump, bypassing any natural immunities or defensive barriers they may possess. This means your berserk state ignores magical defenses and reflect barriers, allowing it to bypass even the most formidable protections. However, this particular skill cannot affect Vicius due to her unique divine protection.

Freeze (Free)

You gain the inherent ability to inflict **Freeze** on your targets. This skill places an impenetrable ice seal on them for up to 300 days. Once activated, nothing, not even you, can break this ice. This skill can also be applied to inanimate objects. Your Freeze skill possesses a 100% success rate, ensuring it always works and cannot be resisted by any target, regardless of their level or condition. It also has a long duration. However, this ability is limited to a maximum of 3 targets and a short range of at most 20 meters. You must have a clear line of sight to your target(s) and speak the name of the skill aloud. You cannot stack the same debuff consecutively, and it costs 10 MP per use.

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Freeze + Upgrade (100 CP)

For an additional 100 CP, your Freeze skill levels up significantly faster, allowing you to quickly enhance its capabilities and unlock more advanced applications. Furthermore, the impact of your freezing is greatly increased, making it more difficult for targets to resist being frozen, or allowing the ice seal to form with greater speed and potency. You also experience a moderately extended range and can affect a greater number of simultaneous targets with increased ease, surpassing the base limitations more quickly.

Freeze ++ Upgrade (300 CP)

For an additional 300 CP, in addition to previous enhancements, this Freeze skill can now affect deities post-jump, bypassing any natural immunities or defensive barriers they may possess. This means your freezing ignores magical defenses and reflect barriers, allowing it to bypass even the most formidable protections, and can specifically overcome Vicius's Dispel Bubble, which is her basic form of defense designed to prevent any negative states from working on her. Furthermore, this advanced Freeze skill can affect Vicius for only 20 minutes.

Slow (Free)

You gain the inherent ability to inflict **Slow** on your surroundings. This skill causes all living beings and non-living objects within its area of effect to move slower, with the exception of yourself. Your Slow skill possesses a 100% success rate, ensuring it always works and cannot be resisted by any target, regardless of their level or condition. It affects everything around you and does not rely on line of sight. This ability costs 5000 MP, consumed at a rate of 50 MP per second, resulting in a maximum active duration of 100 seconds before it enters a cooldown period. While Slow is active, you cannot use other debuffs simultaneously.

Slow + Upgrade (100 CP)

For an additional 100 CP, your Slow skill levels up significantly faster, allowing you to quickly enhance its capabilities and unlock more advanced applications. The impact of your slowing is greatly increased, making it even more potent and difficult to resist, or causing targets and objects to move at an even more drastically reduced pace. You also experience a moderately extended area of effect range, surpassing the base limitations more quickly.

Slow ++ Upgrade(300 CP)

For an additional 300 CP, in addition to previous enhancements, this Slow skill can now affect deities post-jump, bypassing any natural immunities or defensive barriers they may possess. This means your slowing ignores magical defenses and reflect barriers, allowing it to bypass even the most formidable protections, and can specifically overcome Vicius's Dispel Bubble, which is her basic form of defense designed to prevent any negative states from working on her. However, please note that you can only Slow down Vicius once for a duration of 10 minutes.

Tactical Insight (100 CP)

You possess a sharp intellect that allows you to accurately read situations and gauge your opponents. This keen insight helps you predict their behavior patterns and identify their weaknesses, enabling you to outsmart them in various encounters.

Strategic Mastery (300 CP)

Building on your innate insight, you become a master strategist, adept at formulating detailed plans and tactics to achieve your goals. You can quickly adapt to unexpected variables and turn them to your advantage. Your analytical mind allows you to understand complex systems, like RPG mechanics, without formal instruction, and you can even interpret the intentions and emotions of non-verbal beings by observing subtle cues.

Phenomenal Foresight (600 CP)

Your intelligence evolves to an exceptional level, granting you phenomenal foresight and an unparalleled ability to manipulate situations and opponents with absolute precision. You can predict enemy thinking and behavior with near-perfect accuracy, allowing you to effortlessly outsmart them and defeat adversaries far beyond your apparent capabilities. You excel at designing comprehensive plans that account for almost every possibility and can rapidly adjust them for your benefit if anything deviates from your initial strategy.

Heightened Senses (100 CP)

You possess naturally heightened senses and an intuitive awareness of your immediate surroundings. This allows you to perceive threats and dangers more readily than an ordinary person, providing you with a foundational advantage in identifying potential harm.

Threat Perception (300 CP)

Your senses and intuition are significantly advanced, granting you a profound awareness of threats and danger, even from sources unseen. You can perceive the killing intent of others, accurately discerning whether it stems from genuine bloodlust or merely self-defense. This provides you with crucial insight into your opponents' intentions and immediate threats.

Omni-Perceptive Intuition (600 CP)

You develop phenomenally advanced senses and an unparalleled intuition, making you acutely aware of all threats and dangers around you, whether visible or hidden. Your perception extends to not only differentiating between genuine bloodlust and self-defense but also anticipating an opponent's next move with extreme accuracy based on their intentions and subtle cues, allowing you to react with remarkable foresight and precision.

Basic Combat Training (100 CP)

You begin to develop proficiency in various forms of martial arts, including both unarmed combat and basic weapon techniques. This newfound skill enables you to effectively contend with and defeat ordinary opponents (those without extraordinary abilities) you might encounter in this world.

Enhanced Combat Skill (300 CP)

Your martial arts training has significantly advanced, granting you superior skill in both hand-to-hand combat and the use of weapons. You are now capable of engaging and overcoming more powerful adversaries, equivalent to Rank B and Rank C heroes, showcasing enhanced combat efficiency and adaptability in various fighting scenarios.

Martial Arts Mastery (600 CP)

You achieve true mastery in martial arts, encompassing advanced combat techniques and unparalleled weapon proficiency. Your skills are so refined that you can defeat formidable adversaries, including Rank A heroes, and even match the combat prowess of Rank S heroes in direct engagements, allowing you to fight effectively even when your unique abnormal state abilities are not in use.



Good. My perks are ready. Now, I'm making my way out of this hell. I will live. I will survive this! You hear me, Bitch Goddess?! I'm coming for you! I WILL HAVE MY REVENGE!

Items



Magic Bag (Free)

The magic leather bag is a unique transmigration item that can provide a random food and beverage from the user's homeworld every few hours when fed with mana. The pouch itself is described as a normal leather bag with a jewel embedded in it, which initially seemed to function only as a lamp by infusing it with mana. The process of generating food involves infusing mana until the pouch changes color from green to purple, after which it turns grey and enters a cooldown period before it can be recharged.

That Bitch Goddess Vicius throwing that bag at me was no act of benevolence, but a 'small mercy'.

Backpack of Holding (50 CP)

This magical backpack was found off the corpse of an adventurer within the perilous Ruins of Disposal. Despite its small size, it is capable of holding a large quantity of items.

Sorry, buddy. You won't be needing this anymore. Rest easy, and I'll make sure she pays for every soul lost in this hell, yours included.

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Adventurer's Sword (50 CP)

This weapon was found off the corpse of another adventurer within the perilous Ruins of Disposal. Despite its origin in the monster-filled dungeon where many met their end, the sword remains sharp and deadly.

Another one of your 'useless' sacrifices, Vicius? How many more did you throw into this hell!? How many countless lives did you condemn because they didn't meet your twisted standards?

Failure Frame Manga: Jumper Edition (50 CP)

You receive the Failure Frame manga, written by Keyaki Uchi-Uchi and illustrated by Shō Uyoshi, at the end of their jump, whether it concludes after 10 years or a longer duration. This special edition includes one volume for every year spent in this jump, detailing your experiences.

Oh, my dear little insect, do try not to let your insignificant mind be too overwhelmed as you peruse the volumes detailing how utterly useless you were.

Failure Frame Anime: Jumper Edition (100 CP)

You receive the Failure Frame anime, which was directed by Michio Fukuda and produced by Seven Arcs, at the end of their jump, whether it concludes after 10 years or a longer duration. This special edition details the major events encountered by you in your adventure, with 12 episodes provided for each year spent in this jump.

Oh, I do hope you enjoy the show, my little E-ranker; my favorite part was, of course, the beginning, when I so graciously kicked you down to the Ruins of Disposal.

Buy Companions TroubleX27 Style (600 CP)

Oh, how simply fascinating. You desire to “acquire companions TroubleX27 Style”? How utterly amusing. They will, of course, find themselves inexplicably 'in love' with you, bound to your every step, while simultaneously twisting their subservience into a grand 'favor' they bestow upon you. Do try to enjoy their charming delusion.

Companions



I'm finally out of that hell. That damned Soul Eater is gone, and the sky is mine to see once more. But don't think for a second I'm forgetting you, Bitch Goddess. I'm coming for you.

Export (100 CP)

Oh, my dear, are you truly contemplating the 'acquisition' of a few local 'specimens' to grace your departure? How utterly fascinating. Their 'consent,' of course, will be quite simple to procure. A mere whisper, perhaps, or a gentle nudge of... persuasion. And then, like the obedient little things they are, they shall dutifully cling to your every step, convinced, no doubt, that this is their own, freely chosen path, or perhaps even a grand 'favor' they bestow upon you. Do try to enjoy their charming, if utterly predictable, devotion.

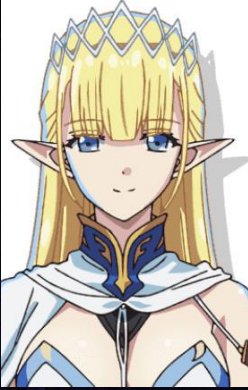


Piggymaru (Free)

You'll encounter and rescue Piggymaru, a slime, from being bullied by other slimes. Recognizing its determination, you save it, and it becomes fiercely loyal to you, insisting on traveling with you because it hates being alone and owes you its life. Though it communicates through gestures and color changes, you possess the unique ability to understand it. Piggymaru is seen as the team pet by others in your

party, and you can temporarily fuse with it to extend the range of your abnormal state skills, aiding you in combat. You also help Piggymaru grow stronger using special potions.

Welcome aboard, Piggi. You're my first companion, and we'll survive this together.



Seras Ashrain (100 CP, Free with TroubleX27 Style)

You'll encounter Seras Ashrain, a beautiful High Elf princess and former captain of the Holy Knights, while she is an exile with a bounty on her head, disguising herself as a human to escape her pursuers. After you repeatedly rescue her from threats, including bounty hunters and the powerful Black Dragon Knights, she pledges undying loyalty to you, becoming your sword and companion.

My name is Jumper, and it seems our paths are intertwined.



Eve Speed (100 CP, Free with TroubleX27 Style)

You'll encounter Eve Speed, an incredibly skilled leopard-woman warrior, who was captured and sold into slavery, becoming an undefeated champion in the city of Monroy's gladiatorial arena. For five years, she fought in these "Blood Fights" to earn her freedom and that of Lizbet, a young dark elf child she deeply cares for. [Eve Speed can shapeshift.](#)

You can choose to believe the Duke's empty promises, Eve Speed, but I know the truth of his treachery.



Ayaka Sogou (100 CP, Free with TroubleX27 Style)

You'll encounter Ayaka Sogou, the Class 2-C President, a powerful S-Rank Hero known for her exceptional beauty and unwavering sense of justice. She initially tried to defend you when the Goddess Vicius condemned you to the Disposal Ruins, a defiant act for which Vicius viciously knocked her unconscious. Burdened by guilt for not being able to save you, she dedicated herself to protecting her other classmates.

Ayaka, that foul goddess has twisted your admirable justice into a weapon against us, but I will not let her win.

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Witch of Taboos Erika (100 CP, Free with TroubleX27 Style)

You'll seek out Erika Anaorovael, known as the Witch of Taboos or Forbidden Witch, a renowned magic researcher and a Dark Elf. You find her hidden away in the Land of Golden-Eyed Monsters, where she possesses lost knowledge of forbidden magic, including curses and poisons, which you believe is crucial for your revenge against Goddess Vicius. Erika was declared "forbidden" and hunted by Vicius, who previously tried to kill her because she knew too much, leading Erika to harbor a deep desire for vengeance against the Goddess, vowing not to smile until Vicius is defeated.

Erika, I see you like alcohol. Take this as a gift; a small solace as we work towards making that bitch goddess pay.



Lizbet (50 CP, Free with Eve Speed or TroubleX27 Style)

You'll encounter Lizbet, a young Dark Elf child, who was enslaved alongside Eve Speed and deeply cared for by her. For five years, Eve fought in gladiatorial "Blood Fights" primarily to earn Lizbet's freedom. During this time, Lizbet was forced to work in a Monroy inn, where she suffered both physical and emotional abuse from the landlady.

You are safe now, Lizbet. No one will ever hurt you again; I swear it on my very existence.



Slei (50 CP, Free with TroubleX27 Style)

You discover Slei, a horse-like monster that hatches from an egg you found in the Mills Ruins. Initially, Slei appears as a small white horse with purple hair. You name it after Sleipnir, Odin's eight-legged horse, from Norse mythology. By infusing your mana into a magical absorption organ on its back, you can cause Slei to transform, first into an adult horse, and then into a larger, powerful black eight-legged form.

Alright, Slei, let's show them the true strength of a king's steed.



Kashiba Kobato (50 CP, Free with TroubleX27 Style)

You know Kashiba Kobato from your homeworld, where you had befriended her. She is a D-ranked Hero and a lovable coward with a shrinking violet personality and social anxiety. You remember her as a kind-hearted cat lover, being the only one besides you who cared for a wounded stray cat in your past world.

She carries immense guilt for not being able to defend you when the Goddess Vicius banished you to the Disposal Ruins, a betrayal she can never forgive herself for.

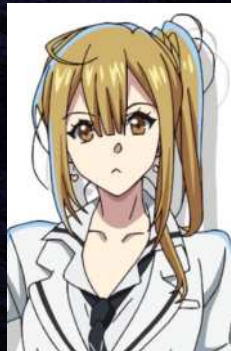
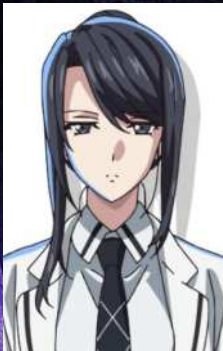
Kobato, I understand your position, the fear, the guilt; so, join me, and we'll make that bitch goddess pay.



Asami Sakura (50 CP, Free with TroubleX27 Style)

You'll encounter Asami Sakura, a B-Rank Hero from Class 2-C. You learn that she suffered a severe injury, losing a hand during a fight with skeleton knights. Fortunately, Goddess Vicius intervened to fix her hand, explicitly stating that she does so because Sakura is a B-class hero, and only after Ayaka Sogou pleads on her behalf. This highlights her status and importance within the goddess's hierarchy.

Asami, I saw a large number of bodies in those ruins. Do you really believe that bitch goddess Vicius will keep her promise?



Takao Sisters, Hijiri and Itsuki (100 CP, Free with TroubleX27 Style)

You'll encounter Hijiri Takao, an S-Class Hero, and her younger sister, Itsuki Takao, an A-Class Hero, both from Class 2-C. Initially, they were disgusted by Goddess Vicius's arbitrary disposal of you but were powerless to intervene. Hijiri is a skilled swordswoman with a strong intellect and keen

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analytical mind, able to see truths others miss. Itsuki specializes in magic, particularly lightning-based attacks, though she can be more reckless and emotional than her sister.

I'm glad you two finally saw through that bitch goddess's lies, Hijiri, Itsuki. Welcome to the team; we'll make her pay for everything.



Asagi Ikusaba (100 CP, Free with TroubleX27 Style)

You'll encounter Ikusaba Asagi, a B-Rank Hero from Class 2-C, who leads a group of her classmates. Known for her manipulative and cynical personality, Asagi openly distrusts Goddess Vicius and sees the world as a "crapsack" place. Despite her less-than-heroic methods, she is an effective leader who inspires loyalty and has managed to keep all her group members alive in battle.

Looks like we have something in common, Asagi; this whole crapsack world is just another twisted game for that bitch goddess. So, care to join forces and shatter her board to get off this rock?

Asagi Ikusaba's Gang (Followers, Free but requires Asagi Ikusaba)

If you purchase Ikusaba Asagi as a companion, you also gain her gang as followers. This group consists of most of the girls from Class 2-C whom Asagi leads. You observe that Asagi is an effective leader who inspires loyalty and has managed to keep all her group members alive in battle.

The group eventually desert Goddess Vicius and join your mercenary group when Asagi learns your true identity and sees you as the winning faction. It's important to remember that they will only follow orders through Asagi Ikusaba, reflecting her control and their loyalty to her.

Fine, fine, I'll course it through Asagi first; after all, you lot only follow her orders anyway.

Special Note: Ayaka Sogou, Kashiba Kobato, Asami Sakura, the Takao Sisters, and Asagi Ikusaba become available to you after year 5 of the jump.



Nyantan Keekipat (100 CP, Post-jump only, Free with TroubleX27 Style)

You meet Nyantan Keekipat, a Cat Girl who served as Vicius's enforcer and top acolyte, often acting as a "disciple" of the goddess. Despite her public persona, you learn that she is highly intelligent and competent, secretly hating Vicius and often obfuscating her intelligence to survive. Her loyalty to Vicius was compelled through blackmail, as her younger sisters (Laiya, Silse, and Nyono) were held hostage by the goddess.

After she and her three sisters eventually escape from Alion, they reunite with Nyaki (an older sister), and all five sisters become available to you post-jump. This allows you to gain access to a skilled warrior who once secretly trained Ayaka Sogou in swordsmanship and possesses a deep understanding of Vicius's schemes.

Oh, that vile E-ranker! To think Jumper would dare to steal Nyantan Keekipat and her precious little sisters from my divine, benevolent protection; such insolence will not go unpunished, you insignificant insect.



Defeated Goddess Vicius (300 CP, Post-jump only, Free with TroubleX27 Style)

You gain Goddess Vicius as a post-jump prisoner, regardless of whether you killed her or not. This acquisition includes a switch to activate/deactivate her powers.

You have the option to attempt to reform her, train her using Pavlovian techniques, or keep her as a pet.

Oh, my sweet, sweet boy. You may think you have won and believe I am your prisoner, but I, the magnificent Goddess Vicius, will have the last laugh; you will always be an E-ranker in my divine eyes.

If obtained through the TroubleX27 Style, she will be in love with you after her defeat yet remains unremorseful and will rationalize her past actions as a favor to you.

Oh, my handsome, delightful boy, you should understand that I did you a favor by graciously kicking you down into those dreadful ruins, for you only became this strong because of my divine wisdom and magnificent disposal; so, come here now and collect your ultimate prize, me, your utterly beautiful and supremely powerful goddess.

Warning: Vicius is still evil. Don't let her manipulate you.

Drawbacks



Mind-wipe 1 (+100 CP)

You arrive in this world shoulder to shoulder with your classmates, summoned by the Goddess Vicious herself, and you remember nothing. The manga, the anime, the betrayals to come... all erased. You stand in the grand hall awaiting your skill appraisal, blind to the trap you're walking into.

Oh, how delightful. No memories, no warnings, no clue what's coming... you're just a blank little E-ranker canvas waiting to be painted red.

Mind-wipe 2 (+300 CP)

You don't remember other worlds. You don't remember powers, perks, or chains. You're not a Jumper, you're just a high school student who blinked and woke up in a nightmare. The summoning was real. The betrayal was swift. You think this is your first time facing monsters. You're wrong. But you'll never know.

Oh, how utterly tragic. Stripped of your memories, your power, your purpose... you're just another wide-eyed little insect, fluttering straight into my web.

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Warehouse Lockout (+100 CP)

Your sanctuary is sealed, your arsenal out of reach. For the duration of this jump, your Warehouse is completely inaccessible and so are your out-of-jump companions and followers.

Oh, dear Jumper, how utterly charming to be deprived of your little playthings and loyal pets, leaving you just another helpless, ordinary human in my magnificent world, wouldn't you agree?

Out of jump Perks Lockout (+300 CP)

Your vast library of perks, hard-won across countless worlds? Sealed away. For this jump, you're stripped of every out-of-jump ability. Only your body mod remains, a silent echo of what you once wielded. You'll have to earn your edge the hard way, clawing through this cruel stage with nothing but grit, wit, and whatever this world begrudgingly offers.

Oh, darling, how exquisite to see you stripped of all those magnificent little 'perks' you collected from elsewhere, leaving you just a delightfully ordinary, powerless human for my amusement, wouldn't you say?



Tiered drawbacks? Only one option per section. How quaint. No matter. I will bend all pathetic limitations to my will, grasp whatever power I need to become stronger, and then, mark my words, I will absolutely kill you, Bitch Goddess!

The Revenge Plot

No Plot (+0 CP)

For ten years, you'll walk the blood-soaked roads of this world, free to explore, survive, or vanish into obscurity. When your time is up, you may leave without ever crossing paths with the Goddess Vicious again.

Oh, darling, to choose the path of a coward, fleeing my magnificent world after a mere ten years without even attempting your supposed revenge? How utterly pathetic!

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Revenge Plot (+100)

This drawback binds you to the world until you personally defeat the Goddess Vicious. You are vengeance incarnate and you will not rest until she falls.

Oh my, how precious. Go ahead and struggle, little E-ranker, but do try not to embarrass yourself too much before I erase you like the worthless insect you are.

Scorched Earth (+300 CP)

Mercy is no longer part of your vocabulary. This drawback binds you to the setting until you personally annihilate the Goddess Vicious and every last one of your treacherous 2-C classmates. No escape, no shortcuts, no redemption arcs.

Oh dear, you're still clinging to that pitiful rage? How adorable! But really now, what can one little E-ranker possibly do, besides scream and die like an insect.

Scorched Earth II (+600 CP)

You are not a hero. You are the final consequence. This drawback binds you to the world until you personally destroy the Goddess Vicious, every treacherous 2-C classmate, and the entire rotten hierarchy she built. Noble by noble, law by law, lie by lie. No escape, no mercy, no compromise. Only then will the world be free, and only then may you leave.

Oh my, such grand delusions from such a tiny, twitching little E-ranker. Do you really think you can tear down everything I've built before I crush you beneath it?

Timed Lockouts

Oh dear, did you really think power comes without patience? How precious, a few years of flailing mediocrity should teach you some humility, hm?

Timed Lock 1 (+100 CP)

You arrive armed with ambition, but your greatest assets are sealed behind time's cruel gate. Any perks purchased at the 300 CP and 600 CP tiers remain dormant for one full year after your arrival.

Timed Lock 2 (+300 CP)

You've been cast into a world that thrives on cruelty, and fate has twisted the knife. Any perks purchased at the 300 CP and 600 CP tiers are locked away for five long years.

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Timed Lock 3 (+600 CP)

Eight years. That's how long you'll walk this blood-soaked world without the power you paid for. Perks at the 300 CP and 600 CP tiers remain sealed until the eighth anniversary of your arrival. When the lock finally breaks, you'll be unstoppable. But until then, you're just another survivor clawing through the dark.

Inherited Trauma

Don't you dare drown in the past! Grit your teeth, lock your heart, and drag your worthless self back to the present, because vengeance doesn't wait for broken memories!

Bruised Soul (+100 CP)

You've inherited the scars of Mimori Touka's fucked-up childhood, a legacy of neglect and abuse that claws at your mind. Your parents' cold indifference and cruel hands haunt your dreams, leaving you twitchy and mistrustful of anyone who gets too close. Every kind word feels like a trap, every gesture a prelude to betrayal, making it hard to form alliances or trust companions like Seras or Eve. You're constantly on edge, expecting the world to screw you over like Vicius and those 2-C assholes did. This trauma clouds your judgment, pushing you to lash out or isolate yourself when teamwork could save your ass.

Ruin-Born Resentment (+300 CP)

Touka's childhood wasn't just rough. It was a goddamn nightmare, and now it's yours, burrowing into your soul like a parasite. The memories of your parents' neglect, their verbal lashings, and the physical blows hit you like a sledgehammer, triggering panic and rage at the worst moments. You see their faces in every smug noble, every sneering classmate, and especially in Vicius's sickeningly sweet smile. Trust is a fantasy; you're convinced everyone's out to break you, so you push away allies like Erika or the Takao Sisters, even when they're your only shot at survival. Your paranoia makes you botch plans, misread allies as enemies, and dive into fights fueled by raw pain rather than strategy. You're a walking wound, and this world's gonna rip it open.

Resurgence Protocol (+600 CP)

You're not just carrying Touka's trauma, you're drowning in it, a black ocean of his childhood hell that chokes every thought. Your parents' abuse: screamed insults, starvation, and fists that left bruises deeper than skin; replays in vivid detail, twisting your mind into a maze of fear, rage, and despair. Vicius's betrayal and 2-C's mockery feel like echoes of that old pain, driving you to see every soul in this world as a potential tormentor. You'll sabotage alliances with Nyantan or Asagi, attack innocents who trigger your memories, and throw yourself into suicidal battles just to prove you're not that broken kid anymore. Your trauma warps reality itself, making you hallucinate your parents' voices in the heat of combat, leaving you vulnerable to Vicius's assassins. You're a

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shattered weapon, and only sheer will, or your status ailments, might keep you from crumbling before you can make that bitch goddess pay.

Misanthropic Rage

Why the hell should I trust you when that bitch Vicius and those 2-C bastards stabbed me in the back, laughing as I was thrown into that fucking abyss? I'll tear you all apart before I let anyone play me again!

Misanthropic Rage (+100 CP)

You carry the same festering hatred as Touka Mimori, a burning disgust for the human filth who turned their backs on you: Vicius, that smug bitch goddess, and those 2-C bastards who laughed as you were tossed into the Ruins of Disposal. Every smug face, every whispered insult, fuels a rage that makes you see red. You struggle to work with others, snapping at anyone who even slightly reminds you of those traitors. Your mistrust makes forming alliances shaky at best, and you'll lash out, verbally or worse, at the slightest hint of betrayal, even if it's just in your head. This anger clouds your choices, making you prioritize spite over survival.

Misanthropic Rage II (+300 CP)

Your loathing for humanity runs deeper than Touka's darkest moments, a seething venom that poisons every interaction. Vicius's betrayal and the 2-C assholes' sneers have convinced you that people are nothing but selfish, backstabbing scum. You can't help but assume everyone's out to screw you over, and this paranoia makes you a lone wolf by necessity. You'll push away potential allies, sabotage partnerships, and dive into fights just to prove you don't need anyone. Your rage blinds you to reason, leading to reckless decisions that leave you exposed or cost you resources. Trust is a luxury you can't afford, and that isolation will fuck you up in this cruel world.

Misanthropic Rage III (+600 CP)

You're consumed by a misanthropic fury that mirrors Touka's but burns hotter, a apocalyptic hatred for every human soul that dares breathe in your presence. Vicius's smug dismissal and Class 2-C's betrayal have shattered any faith you had in humanity, leaving only a desire to see them all suffer. You view everyone: friend, foe, or bystander; as just another potential traitor, and you'll burn every bridge to keep them at bay. You'll slaughter anyone who crosses your path if it feels like they might betray you, even if they're innocent or vital to your survival. Your rage-warped mind misreads every situation, turning allies into enemies and opportunities into traps. You're a walking catastrophe, and this world will either break under your wrath or break you first.

Overly Obsessed with Revenge

I'll fucking slaughter you, Bitch Goddess Vicius, and every last one of you 2-C traitors who threw me to the wolves! I won't rest until your blood stains this world and your screams beg for the mercy you never showed me!

Overly Obsessed with Revenge (+100 CP)

Your blood boils every time you think of that smug bitch Vicius and the spineless Class 2-C assholes who laughed as you were cast into the Ruins of Disposal. The need for revenge gnaws at your soul, clouding your judgment. Every decision you make is tinged with a burning urge to make them pay, even when cooler heads would see a better path. You'll take reckless risks like charging into a fight you're not ready for or alienating potential allies, if it means a shot at hurting those who wronged you. This obsession makes you prone to impulsive choices, costing you opportunities for strategy or survival in this brutal world.

Overly Obsessed with Revenge II (+300 CP)

Your hatred for Vicius and those backstabbing 2-C pricks consumes you like a wildfire. Every waking moment, you're plotting their downfall, and it's fucking up your head. You can't trust anyone, seeing betrayal in every shadow, even among those who might genuinely want to help. Your paranoia and rage push you to sabotage alliances, burn bridges, and make boneheaded moves that prioritize vengeance over survival. If a plan doesn't directly screw over Vicius or your classmates, you'll barely consider it, even if it's the smarter play. This tunnel vision leaves you vulnerable, and you'll pay for it in blood. Yours or someone else's.

Overly Obsessed with Revenge III (+600 CP)

You're not just out for revenge, you're a walking apocalypse fueled by pure, unadulterated hate. Vicius's smug face and Shogo's braying laugh haunt your every thought, twisting your mind into a relentless machine of retribution. You'll sacrifice anything: friends, resources, even your own humanity to see them broken at your feet. No plan is too brutal, no cost too high. You'll slaughter anyone who stands between you and your targets, even if they're innocent or useful. Your judgment is so warped that you'll misread situations, attack allies you mistake for enemies, and dive headfirst into traps just to get a swing at Vicius or 2-C. This obsession will drag you through hell, and you might not come out sane or alive.

2-C's Last stand with Vicius

Oh, my darling little 2-C pets, bring me that wretched Jumper's head on a pike or don't bother crawling back at all! Succeed, and I'll shower the victor with a divine reward so deliciously depraved; you'll forget your own name in ecstasy!

Special Note: This drawback takes effect once you have started your attacks on the Goddess Vicious.

2-C's Last Stand with Vicius (+100 CP)

You thought you could carve your own path in this hellhole, but Vicius has other plans. She's turned a pack of your male 2-C classmates: Shogo Oyamada, Kirihara Takuto, and their A- and B-rank buddies into her personal hit squad, bloated with her magical power and seduced by her twisted pleasures. These smug bastards, who laughed when you were banished to the Ruins of Disposal, are now her loyal dogs, their minds so warped they can't be reasoned with. They hunt you with basic but relentless attacks, wielding enchanted blades and minor spells fueled by Vicius's gifts. You'll face them in backwater taverns or dark forests, their sneers echoing Shogo's from the appraisal hall. Your Paralyze or Poison skills might keep them at bay, but their numbers and persistence make every step a fight for survival. Better watch your back while you're plotting your next move.

2-C's Last Stand with Vicius II (+300 CP)

Vicius has cranked her manipulation to eleven, forging the entire male roster of Class 2-C: Shogo's loudmouth crew, Kirihara's cold killers, and every other power-drunk traitor, into a relentless death machine. These guys are gorged on Vicius's divine enhancements and depraved rewards, their souls so corrupted they'd rather die than disobey her. They're not just hunting you; they're a coordinated warband, armed with S- and A-rank skills like blazing firestorms and bone-crushing strikes, all amplified by Vicius's magic. They'll ambush you in the ruins or storm your hideout, their eyes gleaming with fanatical zeal. Talking's useless as they laugh off your pleas and charge like berserkers. Your Sleep or Berserk skills might slow them, but their sheer power and numbers mean one wrong move could leave you bleeding out. You're not just a target; you're their obsession, and they won't stop until you're dead.

2-C's Last Stand with Vicius III (+600 CP)

You're public enemy number one, and Vicius has unleashed a fucking apocalypse to end you. Every male classmate from 2-C: Shogo's braying ass, Kirihara's icy death stare, and a dozen other corrupted pricks, have been molded into an unstoppable army, juiced up with Vicius's god-tier enchantments and drowning in her decadent pleasures. Their minds are gone, replaced with a rabid devotion that makes them immune to reason or mercy. They wield S-rank powers: think city-leveling spells, unbreakable armor, and weapons that cut through steel like butter. All backed by Vicius's divine wrath. They'll track you across continents, storming your strongholds with coordinated assaults that make the Ruins of Disposal look like a picnic. You're up against a horde

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of supercharged traitors, and one misstep means your head on a pike. Good luck surviving this shitstorm.

The Overly Smooth Waifu Chaser

If I were still the pathetic E-ranker they threw away, I'd say you're out of my league. But now I'm the monster they fear, and you're the only one I'd let ruin me. 🗡️🗡️🗡️

Special Note: Incompatible with Revenge Plot, Inherited Trauma, Misanthropic Rage and Overly Obsessed with Revenge drawbacks

Waifu Chaser (+100 CP)

Forget that whole “revenge against Vicius” shtick, your heart’s set on a new quest: collecting every hot waifu this world has to offer! Seras Ashrain’s elven curves, Eve Speed’s fierce leopard-woman swagger, Erika’s sultry Dark Elf vibe. Oh, baby, you’re smitten. Your brain’s too busy daydreaming about charming these ladies to care about that Bitch Goddess or her 2-C goons. You’ll trip over your own feet trying to flirt while Vicius’s assassins are literally breathing down your neck. Picture this: you’re mid-pickup line with Ayaka Sogou, and some thug’s sword is inches from your throat. Yep, your priorities are that skewed. Good luck dodging death while you’re busy scribbling love notes!

Waifu Chaser II (+300 CP, only +200 if taken with TroubleX27 Style)

Revenge? Pfft, who needs it when you’re on a holy mission to build the ultimate waifu harem? Vicius can send her whole damn army of killers, but you’re too busy chasing tail to notice. You’re dropping cheesy one-liners on Nyantan Keekipat, winking at the Takao Sisters, and trying to “accidentally” bump into Kashiba Kobato at every turn. Your obsession with collecting every waifu: Asami’s adorable pout, Sleif’s majestic horse-girl glow, even Asagi’s cynical smirk; blinds you to the fact that Vicius’s minions are setting traps everywhere. You’ll waltz into ambushes just to hand Erika a bouquet, and your smooth-talking ass will be dodging arrows while practicing your smolder. Hope you’ve got a plan for when the waifus realize you’re juggling them all!

Waifu Chaser III (+600 CP, only +300 if taken with TroubleX27 Style)

Revenge is for suckers! You’re here to conquer every waifu’s heart, and hell, why stop there? You’ve got your eyes on the ultimate prize: Goddess Vicius herself, that smug, dress-wearing tyrant. Sure, she’s trying to kill you, sending wave after wave of assassins, but you’re too busy wondering what’s under that divine gown to give a damn. You’ll flirt your way through her death traps, tossing cheesy one-liners at Seras, Eve, and Erika while dreaming of “taming” Vicius like some cosmic trophy wife. Your brain’s so fogged with waifu fever that you’ll waltz into her throne

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room, dodging fireballs, just to shoot your shot. Spoiler: she's not impressed, and her executioners aren't either. Hope your charm's as strong as your Paralyze skill, you lovesick fool!

Oh, you pathetic E-ranker, I'll squash you like the insignificant insect you are for daring to chase my divine beauty... .. unhand me, you vile creature! oh, don't you dare stop you lewd monkey!

Conclusion



Whether you chose to keep a low profile for ten years, proving your resilience against a world that deemed you worthless, or pursued a relentless Revenge Plot until the Bitch Goddess Vicius fell. Perhaps you aimed even higher, initiating a Scorched Earth campaign to dismantle her entire rotten hierarchy, noble by noble, law by law. Or, against all odds, you charted an unconventional path as a Waifu Chaser, focusing on charm and companionship even as death loomed. Regardless of the path you walked, and despite Vicius's taunts calling you an 'insignificant insect' or a 'pathetic E-ranker', you have achieved your goals. Nothing could stop you from writing your own ending in this world.

Now, the choice is yours: Go Home (+500), Stay (+1000) or Move On.

Addendum



Oh, darling, if you simply must witness my exquisite beauty in the English dub, then I suppose [you may gracefully utilize this link](#). Do try to appreciate what you see, won't you?

Oh, you truly wish to witness my exquisite display of authority, to see me gracefully cast you back into those dreadful Disposal Ruins once more, subbed in English on YouTube? Very well, [you may proceed to this link then](#), and revel in the delightful reminder of your... place.

Oh, my dear little insect, if you insist upon beholding my radiant beauty, immortalized in mere ink, then I suppose I shall graciously permit you to [peruse the manga at this link](#). Do try not to let your insignificant mind be too overwhelmed.

Other jumpchain works by /u/randalReps:

[Scarface](#)
[Wandering Witch: The Journey of Elaina](#)
[The Book of Mormon Broadway Musical](#)
[Space: Above and Beyond](#)
[Downton Abbey](#)
[Hinca-P's The Perfect Cell](#) (nsfw)
[Dilbert](#) (in progress)
[Full Metal Jacket](#)
[Inferno of Elegance: A Flamenco Odyssey](#)
[Dos Equis: The Most Interesting Man in the World](#)
[Married . . . with Children](#)
[The Jerry Springer Show](#)
[Keeping Up with the Kardashians](#)
[Cryptobros: The Blockchain Adventure](#)