

Backstabbed in a Backwater Dungeon: My Trusted Companions Tried to Kill Me, but Thanks to the Gift of an Unlimited Gacha I Got LVL 9999 Friends and Am Out for Revenge on My Former Party Members and the World

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The world is inhabited by nine tribes: Dragon people, demons, oni race, dwarves, elves and dark elves, beast men, centaurs and lastly humans, with the latter ones being the weakest of all. Even though there are humans which receive a special power, known as "gift", once reaching the age of 10 years.

Light is a human adventurer bestowed with the gift of "unlimited gacha" allowing him to summon an endless amount of cards to support his comrades. He is a member of the Gathering of Tribes, an adventurer group consisting out of dragon kin Draggo, the elf Sasha, the dark elf Shion, beast man Garuu, the dwarf Naano, the centaur Center, the demon race Diablo and Oboro from the oni race. Seemingly, the group was formed to fight against the discrimination against humanity.

One day, when Light had to be saved in the world's most dangerous dungeon known as the "Abyss" the members revealed to Light that he is no longer a member of the adventurers group and the sole purpose of the group was observing him for being a potential "master" candidate. It is said that the master is a being with the power of overruling the world and destroying civilization. As Light only was able to summon useless cards they decided to classify him not as a threat, to get rid of him and disguise his death as a monster ambush. Before Garuu was able to hit the final blow, Light managed to activate a teleportation trap by accident which transports him to the deepest part of the dungeon. As his wounds attract the attention of numerous monsters he uses his gift in frustration in hope to summon something to distract the threat. He summons the seeker maid Mei, a SUR card, who is able to defeat the monsters with only one blow. Mei reveals to Light that he was able to summon her due to the density of magic in this place and that his summons until now were useless because of the lack of magic on the surface. On her questioning how he was able to reach the deepest part of the dungeon to summon her, Light told her his story of how he was betrayed and

nearly killed by his former comrades. Hearing this, Mei offered to support him in his plans to take revenge on those who betrayed him.

For the next three years, Light spends his time and power to build an underground base in the Abyss and decides to return to the surface of the world to start his revenge against his former comrades. When on the way to his hometown he has to see it completely destroyed and people being massacred including his parents. He witnessed other races enslave humans, using them in horrendous experiments or killing them just for fun. So, Light decides to extend his revenge to all other races and to free humans from enslavement and discrimination as well as to search for his siblings who seemingly have survived the attack on his former hometown.

Within the next 10 years you will be in this kind of world, so to start the jump we give you +1000 CP, use them as you like.

Location

By default you will start in the nation of your chosen race, but for +100 CP, you can roll the dice and leave everything to chance.

1) Human Kingdom

The human kingdom is the weakest nation in this world, being more of a vassal nation. Due to its territory, it specializes in agriculture and livestock, with this industry being the mainstay of its economy.

It is the nation with the largest population, but its military power is far below that of any other nation.

Most of the inhabitants live in more precarious conditions than those of other nations, so even the royalty of this kingdom is at the level of a middle-class noble of any other nation.

2) Dwarf Kingdom

The Dwarf Kingdom was an extremely mountainous nation, and while there was very little in the way of arable land to be found there, the terrain had blessed the dwarves with a wealth of natural resources they could mine. In combination with their technological prowess, this had made the dwarves a major exporter of a wide variety of goods. The Dwarf Kingdom was located on the west side of the continent, with the Dragonute Empire to the north and the Elven Queendom to the south, both borders demarcated by forbidding mountain ranges. The kingdom also looked out upon the Onifolk Archipelago that dotted the western sea, while due east lay the Human Kingdom, a nation with whom bilateral relations were neither positive nor negative.

3) Elven Queendom

A nation with a medieval style like any generic Isekai. This kingdom, aesthetically, is the most beautiful and ornate compared to the other nations. Unlike the dwarves, they prioritize form over functionality, which is why their buildings are the most beautiful.

The treatment of human slaves is the worst, considering them servants dedicated to performing "dirty" tasks. Abuse is common. As for human adventurers, they are treated as pariahs.

The government is matriarchal, although there are male nobles who head their houses.

4) Dark Elf Islands

Located in the south of the continent, it is a group of one hundred islands of varying sizes. This place prioritizes research in areas such as magic, pharmaceuticals, and metallurgy. This place does not have a single authority figure; rather, there is a council of four people who are the heads of the four most important families of this nation.

Some islands are used as research or work sites, but given their location, tourism is also encouraged due to their paradisiacal islands and tropical climate.

5) Beastkin Alliance

This nation is the union of different beastmen clans. It is governed by a five-member council headed by the most powerful clans.

Since beastmen are considered the laborers of other races, their roles are focused on physical labor. However, they also specialize in navigation, with the bovine clan monopolizing this industry.

Despite not being a powerful nation and being more like subordinates of other races, the living conditions of its inhabitants are inferior to those of other nations, but much better than those of humans.

6) Nation of the Centaurs

A nation with flat terrain, ideal for centaurs. It has a tribal system, where the chieftain of the tribe is the head of the nation. Their status is similar to that of beastmen.

7) Dragonewt Empire

Located in the east of the continent, despite its large size, it is surrounded by several forests and the ocean. This gives it a natural defense, making it one of the most secretive nations in the world.

A nation with medieval European-style architecture, it is considered the most powerful in the world. This is due to its military might, in which they command dragons, although not as many as the Witch of the Great Tower.

8) Onifolk Archipelago

This place is a carbon copy of Edo-era Japan, the only difference being that its inhabitants are oni. A secretive nation with few relations with other nations or races.

Although the government, on paper, is headed by a princess, in reality, two families control the place.

9) Demonkin Nation

Located in the northernmost part of the continent, this nation is one of the most powerful in the world. They are the third country with the most dungeons in the world, and are one of the largest exporters of these materials. Their fishing industry is also one of the foundations of this nation's economy.

The nation has a structured nobility system; being a very proud race, the nobles are worse.

Due to its cold climate, its agriculture is one of the poorest, depending on the human kingdom for food. However, they are also one of the largest buyers of human slaves.

10) Principality of the Nine

A neutral zone, this place was built with the contributions of the nine races, serving as a symbol of their unity. This place is also one of the most technologically advanced thanks to the cooperation of various talents from different races.

Among its most iconic places, we could mention the Academy Magic, the most prestigious educational center in the world. Another place would be the Central Church of the Goddess Religion, a religion with several followers (all of them human).

Representatives of each race meet here to discuss international policy and other topics of interest.

Since this place is a neutral zone, discrimination does not exist. But there is a not-so-secret secret about this place: it is dependent on the Dragonnewte Empire. It is considered one of its colonies.

11) Abyss

This place is considered the most dangerous dungeon in the world. It's filled with level 1000 monsters on its middle floors. Descending further, you'll encounter level 2000 to 4000 monsters. At the very bottom, there's a powerful level 5000 boss monster.

You'll appear on the middle floors. Be warned: You cannot use teleportation inside this dungeon.

12) Free Option

Gender and Age

Choose the gender and age you want.

Race

Humans (+200 CP)

Humans are the most numerous race in this world, but unfortunately, in other ways, they are inferior to the other eight races. Being weak, humans cannot compete against other species, with the level cap being level 100.

Humans live in precarious conditions compared to other races, and are thus looked down upon by them and subjected to various abusive political and economic policies. Worse still, they are also used as slaves by other races (and believe me, the treatment they receive is brutal).

The only advantage they have over other races is that they can obtain abilities known as "Gifts." This gives them an advantage, although, being very weak, very few people take full advantage of them.

Centaurs (Free)

Centaurs are a race that, like beastmen, are physically superior to humans but inferior to other races. They have the torso of a human and the lower back of a horse. Their speed is far superior to that of other races (if we don't include magic and if they're on the same level). Although most are seen as pawns of other races, they are treated better than humans. They have a life expectancy equal to that of humans.

Beastfolk (Free)

Beastmen are a diverse community of different anthropomorphic animal races. They have the characteristics of the same animals, but enhanced. Although most are like upright beasts, some women may exhibit more human features with some beastly characteristics (such as the representative of the cowmen).

One of their greatest strengths is their teamwork, as well as their superior strength and animalistic advantages.

Although most are seen as pawns of other races, they are treated better than humans. They have a life expectancy equal to that of humans.

Dwarves (100 CP)

Dwarves are a race of stocky but short people. They have superior physical strength to humans, but what sets them apart is their crafting skills. These can range from blacksmithing to magic item creation. They have a life expectancy longer than humans and beastmen, but shorter than elves.

Dwarves are known for being a race that enjoys researching and creating magical or high-quality items. Because of this, they are one of the few races that doesn't discriminate against humans (for the most part), treating them better in comparison. How well they treat you depends on how competent you are.

The known level cap for this species is 500 to 700. Their power is centered on their creations, making them one of the greatest military powers in the world.

Elves (100 CP)

Elves are the stereotypical elves of any fantasy story. Beautiful beings resembling humans except for their pointy ears. They have great longevity, allowing them to train their magic and skills. Their main characteristic is their great magical talent, although there are several cases of extraordinary warriors in their ranks.

They have a deep hatred for humans, viewing them as abominable beings. Aside from brutal treatment, humans are used as laborers for more rudimentary tasks or cleaning.

Dark Elf (100 CP)

Dark elves are similar to elves, although they hate each other deeply. This race focuses on the research of magic, as well as magical artifacts. Thanks to their research, they have enjoyed a strong position over all other races, except the most powerful.

Like other races, they view humans as inferior beings, used as laboratory rats for their experiments.

Onifolk (100 CP)

The oni are a race that physically resembles humans, except for their two horns located on their foreheads. This race is physically superior to other races, except for the Dragonewts. Being an isolated race, they do not interact with people belonging to the great continent, being a race that does not discriminate (for the most part) against humans.

These are highly disciplined people, training their skills and techniques to perfection. Thanks to their constant training and warrior mentality, they are recognized as a powerful race, not on par with the two main ones. They have a life expectancy longer than humans and beastmen, but shorter than elves.

Demon (200 CP)

A diverse race, with several sub-races within its population. The demon race is one of the two most powerful races in this world, considered by themselves to be rivals of the Dragonewt race.

They come in various forms, but most have more human features, although you may encounter sub-races that resemble toads.

Like elves and dark elves, they are very proud (or even more so). This is thanks to their great magical power and physical abilities. They also have a longevity equal to that of the elves.

Like other races, they view humans as livestock, being used as slave labor for manual labor or farming.

Dragonewts (200 CP)

One of the most powerful races, they believe themselves superior to the other races. This race has a bipedal, reptilian form, protected by thick scales, acting as a natural armor. It is believed that this race is descended from dragons.

They possess great physical strength, even superior to that of the other races, as well as magical abilities equal to those of the elven races and demons. They also have a longevity equal to that of the elves.

This race is considered the most powerful race, a belief strongly held by its people. They view the rest of the other races as inferior to them, and their treatment of other races is more condescending.

Time

You can choose to start at the moment Light was betrayed or three years later, when he's already assembled his entire army and his revenge has begun.

If neither of these options appeals to you, you can choose to start a year before Light joins the Gathering of Races.

Origin

Drop-In (Free)

You are a being outside this world. You have no record or connections; you were summoned to a new world.

The good thing is that you can write your story and leave your mark, whether it's for good or for evil.

Master (200 CP - Only Human)

You were born into this world, but you also had a past life in another, more modern and mundane world. Due to factors unknown to you, you were granted a second chance in this world. And aside from having your past memories, you also have other advantages that give you a very high position in this world.

Local (Free)

You are a native of this world. You have a history in this world, such as family or previous relationships. You will start as a simple person of low status, but you can rise to improve your lifestyle.

Depending on your chosen race, your path to greatness will be easier or more arduous.

Loyal Subordinate (200 CP)

You are the faithful subordinate of a person who can summon people like you thanks to a powerful Gift.

You are a special case, so you are more powerful than the people who live in this world. But remember that you are only a subordinate, so every action you take will be for the good of your master.

If you wish, you can choose to be one of the summons of Light, the protagonist of this story.

Perks

All origins receive their 100 CP Perk for free. The rest of the perks of an origin are discounted.

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

General

System (Free/100 CP)

People in this world determine their power level through levels. Each person can reach a level "cap" based on their race. Depending on the level, it will affect the user's stats such as Strength, Magic Power, Physical Defense, Magic Defense, Vitality, Agility, and Magic Attack Power.

The series focuses solely on comparing levels, so stats aren't mentioned. However, higher levels mean higher stats.

During your stay, this option is free, but if you want to keep it and share it with your companions or followers, you'll have to pay an extra 100 CP.

Power (Varies)

Power in this series is based solely on the person with the highest level being the strongest. For free, depending on the species you choose, your level will be half of the known "level cap" in the world. So if you are a human, you will be level 50, or if you are an elf, level 500. For 100 CP, your level will reach the known "level cap" in the world. So if you are an elf, you will be level 1000.

For 200 CP, your level will be 5000, regardless of your chosen race. If you have chosen the "Masters" or "Loyal Subordinate" origin, this option is free.

For 400 CP, your level will be 7000, regardless of your chosen race. If you have chosen the "Masters" or "Loyal Subordinate" origins, you will receive a discount. If you purchased the "Holy Weapon" item, this option is free.

For 600 CP, your level will be 9999, the highest known level. At this level, you're practically invincible in this world, but don't be arrogant; you're not the only one who's reached this abyss; there are others who have.

Basic Knowledge (Free)

You have general knowledge of the world you are in and a perfect understanding of its common language or the place where you are.

He/She seems like a Good Person (100 CP)

You make a good impression when you first meet someone. No matter how dangerous or devious you are, people will have a good impression of you upon first meeting. Try not to ruin your image with your subsequent actions.

Cook (100 CP)

You're a good cook, not at the level of a professional chef, but you know how to cook and make delicious and nutritious meals. You also have a great understanding of what foods are

edible for people, both those found in nature and monster meat. You know how to prepare them and make them edible if they require special preparation.

Mage (100 CP)

Magic is a talent that very few possess, regardless of race. It's true that some can use it more easily than others, but the difference between someone with talent and someone without is significant. Fortunately, you are someone with talent.

You are adept at using various types of magic, whether elemental or healing. Like anyone starting out on this path, you will need to train your skills.

As a bonus, you won't need to recite incantations to activate your spells.

If you already have a Perk of this type or one that allows you to use magic, this effect will boost all your spells, magic abilities, and other magic by 100%. It will also reduce their cost to use or activate by 50%.

Certain Death (200 CP)

Once per day, you can cause instant death to people with lower levels than you. This instant death will be undetectable, so people will think the victim died of natural causes.

The limitation of this Perk is that it can only be applied to one target, and they must be at least 100 meters away.

This ability only works on living mortals, so gods or conceptual beings are out of reach.

Teamwork (200 CP)

You are an excellent group leader. You have a talent for coordinating and assigning roles to each member of your party, ensuring that they perform to the fullest potential of their roles and benefit the team. You are also quick to make decisions in unexpected situations. No matter what situation arises, you will have some kind of response (although it won't always be the best if the situation is beyond your abilities).

You can lead a group of up to nine people, creating a top-notch team with people with mediocre skills.

Steel Body (200 CP)

You can cover your body, or part of it, in a form of blood-red armor. The armor is resistant to any attack below your power level. In addition to protecting you, it will enhance your melee physical attacks, making them twice as destructive.

Chaos (400 CP)

A very special power. This ability has two characteristics. The first is that the user can activate "The Left Arm of Disorder" on their left arm, which allows them to absorb any type of magical attack launched against them. On their right arm, they can activate "The Right Arm of Creation," which allows them to expel the absorbed attack and redirect it back at their opponent. This will make you the perfect counter for any spellcasting mage.

The safest way to fight against you would be through close combat without magical abilities. Another powerful ability is "Chaos Territory". This ability reverses the powers of any attack that's within its range. In other words, the skill turned a buff into a debuff and vice versa. In addition to this, the properties of any magic weapon wielded by the opponent was forcefully inverted. So if your opponent heals their allies within the range of this ability, they will hurt them as if they were cursing them.

Oni Arts (400 CP)

The Oni race stands out from the rest not only for their physical advantages, but also because they have learned a fighting style that has positioned them as a strong race. This style involves imbuing mana or magic into weapons to increase their resistance, damage, and the ability to attack from long distances when using magic.

You have knowledge of how to imbue your magic into the weapons or techniques you use to perform the aforementioned tasks. You can cut down a tree from a great distance with a single swing of your sword, or increase the resistance of your weapon by imbuing it with magic. In situations where you fight opponents who can outrank you by 500 levels, victory will be yours, although it will be an intense fight.

In future jumps, you can imbue your weapons or techniques with any type of energy to increase their power or efficiency.

Leader (400 CP)

You were born to be a leader and to lead everyone to your cause. You are a natural leader, inspiring admiration and respect in those under your command. All your subordinates will feel that you are someone worthy of following, so they will have absolute loyalty to you.

This also applies to people who are not under your command but are not your enemies. They will see you as an important ally, and your word will carry weight in any decision they make, as long as it doesn't harm them or you offer somewhat coherent reasons. Forming alliances with groups or nations with similar interests and having a say in joint decision-making will be a given.

On the other hand, your enemies will have great respect as rivals in battle. In cases where they must join forces with you for convenience or desert their groups, they will likely swear loyalty and work for you if you are willing to comply with their demands.

The Strongest (600 CP)

The term "strong" doesn't quite do you justice. You're a talented fighter; your instincts in battle, as well as your intuition, make you an opponent who can be classified as a monster. During battle, you'll find it easy to understand your opponent's attack patterns and strategies, making any type of attack or tactic they use completely predictable.

If that's not enough, you're able to understand your opponent's abilities during combat, detecting weaknesses and devising strategies to counter them.

You also have a keen sense of danger; you know how to respond to every dangerous situation instantly. Even if your enemy locks you in a chamber full of explosive bombs, you'll be able to escape the situation alive (albeit badly injured). Your quick judgment will get you out of many dangerous situations.

If you fight two people of your same level, victory will be assured. Basically, you're a genius in combat. But don't push your luck, if you're level 1 and you're facing someone level 1000, not even this Perk will help you get out of this situation alive.

Manipulator (600 CP)

Although the Draconic Empire is the most powerful, the ones who truly wield the power are the rulers (who are reincarnated humans). They are in charge of making the empire's decisions and establishing laws, such as international treaties.

You are an expert manipulator; manipulating people into doing what you want is a piece of cake for you. You know what they want and know how to use your words to convince them to

do what you want, making it seem like their goals or desires are the same (although in reality, all of this is so you can achieve your own). You can convince even the most upright to commit atrocities by manipulating them with your smooth talk.

Manipulating a nation, or rather the bigwigs, won't be easy, but with effort, you can be the puppeteer who runs everything in the shadows.

The funniest thing is that these people or those related to them will never realize it until it's too late.

My Word is Law (600 CP)

Light is an absolute figure to all his subordinates; his word is law. Like him, any order, law, or regulation you issue will be taken as absolute by your subordinates. No matter how crazy or absurd, they will obey. This is as long as they are loyal to you.

The type of loyalty can vary; perhaps it's due to deep respect for you, conviction in your ideals, fear of facing your wrath, or because it suits them to be under your command (as long as you don't harm them).

This effect works even when you're not watching over them, so you can implement a law in a nation and it will be strictly respected, even thousands of years after your death or departure.

Drop-In

He's Just a Pathetic Inferior (100 CP)

Being underestimated by others isn't always a negative thing. In situations where your enemy holds back or lets their guard down because they believe you're weak, it will give you a huge advantage.

During combat or any type of conflict you have with them, people will tend to take more direct and less calculated actions. This means that not only will they not give 100% against you, but they'll also use very simple and ineffective tactics.

Basically, your first encounters with them will be like fighting the kind of character who is both idiotic and arrogant, the kind who vastly overestimates their abilities.

My Family Loves Me (100 CP)

One of the most beautiful things in the world is a family united by genuine love, and luckily yours is that kind of family. Any family member, relative, or person who belongs to your family (whether related by blood or not) will genuinely love you. Your family will have a bond so strong that betrayal between its members is impossible. Likewise, the love each member has for their loved ones is genuine, so family fights are unthinkable. If you ever have the world against you, your family will be there by your side to accompany and protect you.

Kindness is Rewarded (100 CP)

Good deeds aren't always rewarded. There are times when helping someone only brings misfortune (sometimes the very people you helped harm you). Fortunately, this won't be a concern for you.

Any help you provide will be rewarded by that person or someone close to them. Helping a ruler of a nation will gain you a permanent ally with that nation. Helping a poor slave will gain you a completely loyal person who will try to help you as much as you need. If they are

under your command, they will work hard and honestly to repay the kindness you showed them in the past.

Anti-Betrayal Blessing (200 CP)

You have a sixth sense for detecting whether someone will betray you or not, as well as their intentions. It can be an intuition, or if you have some appraisal skills, you can see on a screen a complete description of their intentions against you, as well as a number that determines the likelihood of betraying you (from 1 to 100, the higher the number, the higher the probability of betrayal).

Harem Master (200 CP)

You're a leaping Casanova. For some reason, anyone who spends time with you and is within your preferences will fall madly in love with you. Loyalty and commitment to you will be their priorities in life.

These people could be princesses whose nation you helped save, adventurers whose lives you saved, or subordinates who have seen how awesome you are.

The more impactful and positive the action you took, the less time it will take for them to fall in love with you. Saving their lives will make them fall in love instantly, but helping them with simple, everyday things will take time.

Finally, these people won't have any problem sharing you, so if you want to have a harem, you won't have problems with jealous partners.

Curses Immunity (200 CP)

You have immunity to any type of curse, whether it's those cast on you by others or those that are a side effect of using an item, magic, weapon, etc.

Simple but effective.

They are very Talented (200 CP)

You have a talent for attracting competent people. Whether they're subordinates or teammates, these people will do their job very well.

The best part is that they'll be upright and cooperative, willing to help you when you need it and always doing their part without harming you in the process. Infighting and any kind of conflict won't happen with these people.

My Blessed Lord (400 CP)

You are a person beloved by your subordinates, who are absolutely loyal to you, both body and soul. All those under your command will have absolute loyalty to you, with betrayal not being a word in their dictionary.

As a bonus, all those who are your subordinates will be completely immune to mind control and manipulation of any kind, and incorruptible. Nothing and no one will be able to dominate or control them against their will (except you).

This extends to any type of creation or summoning you create or possess: people, beasts, objects, sentient beings, etc.

They are Scum (400 CP)

Any enemy who has fought against Light has turned out to be scum, and that applies to your enemies (somewhat). Any person or being with whom you had a conflict that led to you killing them, usurping their property, etc. will turn out to be a horrible being who hurt others. It doesn't matter if you kill all the rulers of a nation with your power; these people will turn out to be corrupt rulers who tormented their people, and those people will thank you for your noble act, and you won't face any legal or social persecution.

Try not to go on a complete massacre; if you massacre a group, this effect might work; an entire country is already out of reach.

A Solution that Benefits Everyone (400 CP)

Light is the type of person who wants no party to be harmed, as long as they aren't the bad guys or his enemies. It's normal that in some situations some people benefit and others lose, but you have your own rules.

In any situation or dispute between groups or factions, you know how to reach an agreement or solution that doesn't harm anyone, but rather benefits all parties. You're able to see all possibilities, such as a consensus that benefits everyone equally or some people more than others, but ultimately everyone will benefit. Logically, you can achieve results where you are the biggest beneficiary.

How you convince people or groups to follow your proposals is another story.

Perfect Revenge (600 CP)

The central plot of the series is how Light takes revenge on those who betrayed him. It shows how he and his group develop and execute plans for such ends.

You are someone who can plan any type of perfect revenge. Whether elaborate or simple, your plans are 100% effective.

When you develop your plans, they will be so flexible that you can change any variable or step of it and it will still have the same result. Or, if you want, tweak some parts to achieve a different result than what you originally intended.

Depending on the resources you have at your disposal and the difficulty of achieving your goal, the execution of your plan can take days if it's a simple one or years if your target has the power and resources. But no matter how many years it takes, you will achieve the revenge you so desire.

Very Lucky (600 CP)

Light may be a deranged man, but you have to admit he's very lucky. Escaping your assassins and summoning a powerful ally in a life-threatening situation is a good argument. You're a person who has lady luck on their side. Things tend to go your way, you usually find powerful people when you need them, and any kind of skill or situation that relies on luck will benefit you. Even by random chance, you'll get the best things that have a 1/1,000,000 chance at least once a day.

Basically, Plot Armor where things will go your way. If luck were a statistic, you'd have the luck of a level 9,999.

Card Maker (600 CP)

You are able to convert any skill, knowledge, power, item, etc. that is not Fiat-Backed into a card for others to use. This allows you to convert all your martial arts knowledge into one or more cards. When wielding the card, the wielder can gain all the knowledge and experience

accumulated in that card. In the event of an attack, you can cast or summon a fireball to transform it into a card for someone else to use. The same goes for items; you can convert them into cards, and anyone can materialize them by using the card.

Any item you transform into a card will remain in a static state where it will not be affected by the passage of time and will not rot or deteriorate. The same goes for spells or abilities you convert into cards.

The limitation is that any skill, knowledge, or talent you transform into a card will be lost and you will have to retrain or obtain it. This is not the case with spells or the use of a particular ability; you do not lose it. The other limitation is that the card can only be used once, so once activated, it will disappear. In the case of items, you'll have to convert them back into cards.

Master

Slow Life (100 CP)

Even as someone powerful, you have the right to enjoy life's small pleasures. You're the type of person who, despite having lived and experienced different things in your life, will never tire of the simple, mundane things it offers. Farming your own land, swimming in the ocean, or making clay pots, among others, are small pleasures you can enjoy and never tire of.

Appearance of an Isekai Protagonist (100 CP)

It's not something like a Kirito or anything like that; on the contrary, it's a unique look that will match your style. Your appearance isn't ordinary; you have a distinctive physical appearance that makes you stand out from the rest. You can have a rough and wild appearance, or a more childlike appearance with features closer to the opposite gender, etc. It's purely aesthetic.

My Moral Compass (100 CP)

You're a person who plays by your own rules. You don't seek the approval of others, and their opinions don't affect you. You do what you want, when you want. No matter how unpleasant these actions are, it won't keep you up at night because you do things that are in line with your interests.

United by our Interests (200 CP)

Masters cannot be defined as a group united by friendship or ideals. They are not friends or comrades, they are people united by their own interests.

You have a talent for creating and maintaining groups of people, as long as they are united by a common interest. This doesn't make you a leader, but rather a mediator to ensure the group doesn't dissolve and continues working together toward that common goal. Once achieved, nothing guarantees that they won't become enemies.

VIP Prisoner (200 CP)

The fate of prisoners in the Abyss's cells isn't very pleasant. Light, depending on their crimes, grants them fates worse than death. That happened to most, but one individual was saved from that fate by being useful.

Any group, organization, or enemy that captures you will treat you more like a guest (unable to leave their room) than a prisoner. Don't expect torture or deplorable conditions in your

captivity. A clean room, decent food, and a controlled but comfortable stay will be what your captors will provide.

Try not to provoke them; if you attack them or try to escape, your treatment will be worse and more precarious.

Necessary Evil (200 CP)

Masters are beings who inspire fear rather than respect. Nations ally with them because they need them. No matter how scum or dangerous they are, it's better to have them as allies than enemies.

Any group, organization, or nation will be your ally and provide you with everything you need as long as you have something to justify it. Whether it's power that wipes out entire armies, or knowledge and skills that allow you to monopolize a product or service, etc. As long as they gain something in return, they will be your sponsors and will allow any type of behavior you engage in, as long as it doesn't harm their interests.

My Second Chance at an Isekai (400 CP)

Some Masters aren't just living their second life, but rather their third, but in the same world. This is basically a 1-Up that you can use once per jump or every ten years, whichever comes first.

You can choose to rewind everything to about twenty-four hours earlier, be reborn in an infant's body, or take possession of a new body.

Doc (400 CP)

You have a vast knowledge of anatomy. You can heal any wound on the body, even regenerate lost body parts of patients. Your knowledge isn't limited to that; you can modify the anatomy of people's bodies and improve them, such as making individuals' skin harder than steel or regenerating faster than normal. As long as you have the resources and patience to carry it all out, your imagination is the limit. No matter the species of the subject you experiment on, as long as it's a physical body and is in the mortal realm, the possibilities are very diverse.

Killer (400 CP)

Your assassination skills are top-notch. You have a talent for detecting your opponents' weaknesses and openings with just a glance. And that includes your stealth skills, which are almost imperceptible. As long as they're below your level, it's a guaranteed victory.

Genius Martial Artist (600 CP)

You have a talent for martial arts. Just by seeing a technique once, you can copy it perfectly. Even better, if you practice it or see it several times, you will perfect it to the point where it will be perfect. You can turn a simple technique into a high-level technique.

If this doesn't convince you, you are able to combine several styles to create a unique style. This is a style that combines the best of those used, enhancing their strengths and eliminating their weaknesses.

Another advantage is that you can tell how powerful a person is with just a glance. By looking at an enemy just once, you can determine their power and the likelihood of being killed or defeated.

Accelerated Level Growth (600 CP)

Leveling up in this world is no easy task. It's even logical to think that if a person were to single-handedly defeat all the monsters in this world, they wouldn't even reach level 6000. This doesn't happen with the Masters, as they level up faster than the other inhabitants of this world.

This Perk will boost the experience gained tenfold. So if you defeat a monster, it will give you ten times more experience than usual.

The downside to this is that there will be a kind of soft cap that will slow down your leveling. At level 7000, you'll have some difficulties unless you encounter powerful enemies, but reaching level 9000 will be a task that will take time and a lot of effort.

This soft-cap will be removed when you complete this jump.

Double Gift (600 CP)

In this world, only humans can have a Gift. Although very few people receive this advantage, the rule is that each person can only have one Gift. There is one exception in the series, but it seems you are also one of those exceptions.

In the Gift section, you can choose a second option as long as it has a GP value equal to or lower than the first option you chose.

In future jumps, you can choose to have a second origin or race.

Local

Low Profile (100 CP)

In this world, the weak are subdued by the strong, so staying low is a good option to avoid this kind of fate. You're an expert at remaining unnoticed as long as you don't do anything to stand out. If bandits attack the cabin you're in, they're sure to miss you as long as you don't do anything to attract their attention, such as attacking them or shouting and luring them away.

Enhanced Senses (100 CP)

Your five senses are very acute compared to those of your own species. To be more precise, they are five times more acute than average.

Don't worry about the disadvantages this may entail, such as hearing multiple noises at once with your high-pitched hearing; your body, instinctively or at will, will activate or deactivate this advantage at your convenience.

Expert Adventurer (200 CP)

You're a veteran when it comes to the adventurer profession. You have extensive knowledge of dungeon raiding, all the monster types and their weaknesses, survival skills, dealing with clients, and more.

This knowledge will help you survive in this profession if you're weak, or you can quickly climb to Rank B if you have the power to back it up.

Experienced Merchant (200 CP)

You're an expert in negotiation, selling products and services, etc. As an expert in your field, you know how to identify each type of client, evaluating the benefits they can bring you in the future, as well as the problems they can solve if they're problematic.

As a good business owner, you're a first-class opportunist. No matter the situation in your location, spotting an opportunity and profiting from it is your specialty. The question is, how unethical are you?

Treasure Hunter (200 CP)

You have a nose for detecting treasure in ruins or dungeons, and knowing its value (in terms of gold, items, or weapons). No matter how hidden or guarded it is, you'll know its location and the path to take to get there. The ability to overcome obstacles to reach the location is another topic not covered in this Perk.

Prodigious Researcher (400 CP)

You are a genius researcher. Whatever type of research you do, you will achieve discoveries that satisfy your goals. If you begin to investigate how to transfer Gift from humans to other species, you may be able to find an answer, although depending on your resources, prior research, and support, it could take decades to find the method.

Also, by focusing on your research, you will not feel any boredom or stress due to unsatisfactory results. Failure will not discourage you, but rather will fuel your desire to continue researching and achieve the desired result.

Silver Tongue (400 CP)

Your words are a weapon to be reckoned with, especially because of your wit and ingenuity. You are a very persuasive person, not to the point of being an expert manipulator, but capable of convincing people and negotiating with them.

With your wit, you can convince powerful people to be your bodyguards, or influential people to be your sponsors, and even convince merchants to sell you their products at below-market prices.

This isn't limited to business; just by using your words, you can seduce anyone you want, but making them fall in love with you will be more complicated. You will also be able to socialize more easily with people, not creating strong bonds of friendship, but rather a relationship of good acquaintances.

Special Breed (400 CP)

The level cap that some races can reach, which is generally known, applies to most, but there are cases that go beyond that. Special individuals within their races have surpassed the known limit.

To begin with, regardless of the race you choose, you can reach double the known level without any difficulty. After that level, you will need other Perks, Powers, or items to continue leveling up without any problems.

In future jumps, this effect will make you twice as powerful as the average individual of your own species or race.

Semi-Master (600 CP)

The elven queendom has the most powerful order of knights in existence. Although their numbers don't exceed the single digits, these knights have levels that exceed 1800 at the very least, and the highest is 3000.

Like them, you have the blood of masters in your veins, allowing you to reach higher levels than your own race can reach. Your level cap will rise to level 4000, after which you will suffer a soft cap if you don't have a perk, item, or something else that allows you to level up easily.

In future jumps, you can choose to be a hybrid or have blood from a different species in your veins, gaining their benefits but without their weaknesses. You can be a 25% vampire and have all their powers but not be weak to light and holy objects.

The Silent (600 CP)

Hardy, the commander of the White Knights, is the most powerful elf in the world. Besides having the highest level of his species (3000), he possesses a very powerful ability called "Silence."

The Silence ability allows the user to hide their own sound, making it an excellent stealth skill. But that's not all: you can create a field of silence while being at the center of it. This gives the advantage that people within this field, unable to hear even their own breathing, enter a state of anxiety and despair. Strong-willed people will begin to feel this effect if they spend more than ten minutes inside.

But that's not all: your ability has two other effects. The first is that all those you consider enemies within your field of silence will have their stats gradually reduced, making them weaker without them even noticing. The second effect is that you temporarily gain the power you took from all your enemies. You can store this power for as long as you want and use it whenever you need it.

Royalty (600 CP)

You were born into a platinum cradle. You are part of the royal family of your chosen species. As part of the royal family, you enjoy all the benefits they entail: status, money, and power. But don't get your hopes up; at most, you'll be third in line to the throne.

In future jumps, you can choose to become a member of the royal family of the empire, kingdom, nation, or country you're in. If no such system exists, you can choose to be part of a powerful family (economically or politically).

Loyal Subordinate

Perfect Appearance (100 CP)

You are 15/10 in appearance. Your beauty outshines the inhabitants of this world. You can choose various options, such as elegant, intellectual, seductive, etc., depending on your tastes. If you are a man, you can appear more manly or more feminine, for example. You can customize your appearance if you wish, but it will only be a cosmetic change.

Friendly (100 CP)

You're the type of person who finds it easy to socialize. Generational, racial, and other barriers don't matter. You'll be able to join any type of group and be the center of attention.

It's worth noting that this won't make you influential or anything like that. You're the typical drinking buddy or colleague who can chat for a while. But if you use your cards well, you can gather general information about the place you're in and get to know a little about the people you interact with.

Bro/Kiddo (100 CP)

You're the type of person who can speak casually or confidently with their superiors, and they won't mind that. You can call your boss names or talk to him as if he were your friend or close acquaintance, and he won't mind.

Calling your colleagues "Bro" or any other nickname won't cause awkward situations; they'll just go along with it and see nothing wrong with it.

Try not to use offensive nicknames or aggressive or condescending tones; that will bother them.

Kind Master (200 CP)

Any boss or superior you have won't see you as a mere worker, servant, or tool. They will be the type of people who appreciate their subordinates, treating them with respect and being understanding of their situations.

If you have a good work ethic and are loyal to your superior(s), I guarantee they will treat you as indispensable to their organization or group.

A Big Family (200 CP)

The group or organization you belong to isn't just your workplace, where you're bound by duty; it's also a big family or a group of friends who fulfill their duties but can fully trust one another.

All your colleagues won't just be coworkers; they'll also be trusted friends, superiors who guide you in every aspect of both work and life, subordinates you see as younger brothers, etc.

A group united not only by duty, but also by strong ties.

Respect the Hierarchy (200 CP)

In the Abyss, the hierarchy is absolute. It is unthinkable for a subordinate to rebel against their superior or try to steal their position. The hierarchy is respected and is a rule followed by everyone.

Any group or organization you belong to will have a strict hierarchical order. There will be no power struggles or insubordination. The hierarchy will be absolute, as long as authority is not abused or diverted from the main objectives to align with unrelated selfish interests.

Regime of Fear (400 CP)

Conquering an enemy nation isn't easy. Once conquered, you'll have to deal with popular resistance and political conspiracies to remove you from power. Luckily, you know how to deal with that.

You are a dictator who knows how to stay in power. Any nation, organization, or group you take by force will have almost no desire to rise up against you.

You are an expert at instilling terror in your enemies, leaving them so scared that they won't want to face you again and becoming your loyal servant. And this doesn't stop with them; all those under your command will also swear loyalty to you out of the same fear you instill in them.

But be careful, once you lose power or that advantage that brought them to their knees, they will rise up against you.

Perfect Manager (400 CP)

You are the ideal person to manage any type of organization or group, even a nation. You know how to organize and manage people to get the most out of them. You also know how to identify any inefficiencies in specific tasks or processes, eliminating them and making everything as efficient as possible.

Developing the chain of command, each group's function, and its purpose will be your specialty. Locating competent people in each area is another of your talents.

As mentioned above, you are competent in organizing logistics and creating rules and procedures for each task. You can transform a disorganized and inefficient group into one that works harmoniously and complements each other to achieve the best results. This applies to any scale, whether it's an entire group or an empire.

Chimera (400 CP)

Your physiognomy is special. Your body is made up of different creatures, each cell being a living being of its own. Of course, although they can all move independently, they all obey a single will: yours.

With this special physiognomy, you can regenerate or join severed parts of your body together, as well as quickly regenerate any type of wound. The only way to kill you is to destroy your entire body, since if only one cell remains alive, you can regenerate to your previous state, although it will take time and you will have to eat well.

Another advantage is that you can transform your body at will, changing your appearance to your liking or transforming any part of your body into any organic object such as tentacles, teeth, animal heads, etc.

You can also separate parts of your body and transform them into any beast or living being to gather information or use them as bait. However, you will need them to enter your body to learn the information obtained.

Forbidden Witch (600 CP)

You have extensive knowledge of different types of magic, spells, incantations, forbidden spells, etc. You are a walking library on par with Ellie, being a level 9999 expert mage.

You also have a great affinity with any type of magical element and other related elements such as summoning magic. You can learn spells or magic of this type in a matter of minutes if it's something basic or in a matter of weeks if they are more complex spells.

You are also an expert researcher in every area related to magic. In six months, you can understand the general workings of a dungeon core like the Abyss, its complexity being so high that scholars of this subject would take centuries to unravel its secrets.

As an expert in all things magic, you also have an understanding of how to counter any type of spell, magic, or item imbued with it. Basically, you are the best counter of all magicians.

In future jumps, you will have knowledge of all types of magic and related items existing in the world you are in.

Genius Tamer (600 CP)

Your skills as a tamer are on par with Aoyuki, who is capable of making thousands of contracts with different types of creatures or beasts to turn them into your familiars. You can even make contracts with powerful creatures like dragons or mythical beasts.

As a tamer, you can share all your senses with those you tame, giving you a vast network of information at your disposal. You can even give them telepathic commands, regardless of the distance between you, unless a magic interferes with it.

As an extra bonus, you have a trap card: the ability to use 10% of the stats of all creatures you have a contract with. You can also temporarily use their abilities, even combining them with those of your other tamed beasts if they are compatible. However, the magical energy cost is very high if your familiars are very powerful, so depending on your level and the power of your familiars, you can take advantage of this ability.

Perfect Maid (600 CP)

To begin with, you're the maid anyone would dream of having at their side. Excellent at any household task, adept at preparing the most delicious dishes, and possessing a level of professionalism that would put people who've worked in the profession for decades to shame.

The other advantage is that you're an expert at manipulating magic threads. Being a fully capable user. These magic-infused threads are stronger than steel and can also cut through level 1000 monsters like butter. Your skill is on par with Mei herself. Mei's Magistrings are capable of forming almost any object—blankets, clothing, a sofa, even a bathtub—but they have one drawback, if you could call it that. Even though Mei could freely manipulate the shape and hardness of the strings, she couldn't add mass to the threads by infusing mana into them. This meant the only way she could make the Magistrings heavy enough to withstand an object of class Phantasma is by physically bunching them into a single object—namely, this Magistring whip or any type of weapon or armor. Mei can produce a whole host of objects with her Magistrings and even infuse the strings with mana to manipulate the hardness, strength, shape, and material quality of the objects she creates. Another very useful ability of this magic is that you can create clones of yourself. These can perform only simple actions, nothing complex. But it's very useful for distracting your enemy so you can attack or escape.

As a bonus, you'll also be a jack-of-all-trades. You have advanced magical healing abilities, can use a high-level appraisal skill to view information about high-level or high-class people, beings, and objects, and are also a skilled hand-to-hand combatant. You're good in many areas, not expert-level, but it does give you great versatility. Something to be expected from an excellent maid like you.

Items

All origins receive their 100 CP Item for free. The rest of the Items of origin are discounted. You can connect all your properties and facilities to your Warehouse if you want. You can import your items from previous jumps and add effects to them from the ones you purchased in this section Free.

General

New World Starter Pack (Free)

The basic package to start your new life in the new world: a set of clothing appropriate for the location, identification papers to become a legal citizen within the territory where you are located, and finally, a budget equivalent to 10,000 dollars to cover your expenses. For each jump you start, you will receive this package to begin your adventure.

+9999 Gacha Series (Free)

All the volumes of the Manga or Light Novels of this series, quite useful to use the information of this world to your advantage.

My Equipment (Varies)

A complete set of equipment for you. This set will depend on your specialty; a swordsman's set will not be the same as a mage's or healer's set. However, the equipment will consist of tunics or armor (depending on your class), boots, gloves, a helmet or hat, rings for each finger, and a pendant.

For free, you'll have a rare class set. This will offer a moderate boost to your stats, as well as slight resistance to magical or physical attacks. These rare class sets, made of quality materials, will offer greater resistance to physical attacks compared to the previous class.

For 100 CP, relic class items. These will offer a major boost to your stats, as well as moderate resistance to magical or physical attacks. Additionally, they have special abilities such as a moderate increase in magic regeneration speed, invisibility, or any other skill you can think of. You can be creative, but you can only choose one skill.

For 200 CP, your set consists of Artifact-class items, considered family heirlooms for noble houses. This set will give you a significant boost to your stats, as well as resistance to magical or physical attacks, resisting most damage. The skills you will have can range up to three, the most effective being a high increase in magic regeneration or good invisibility.

For 400 CP, your set consists of Epic-class items, considered family heirlooms for powerful noble houses. This set will give you a great boost to your stats, as well as resistance to magical or physical attacks, resisting most damage. The skills you will have can range up to four, the most effective being a rapid increase in magic regeneration or almost imperceptible invisibility.

For 600 CP, all your equipment will be Phantasma-class items, which are considered national treasures. These will give you a huge boost to your stats, as well as various resistances to magical or physical attacks, absorbing almost all damage. This one will also have up to five very effective abilities. For example, if you chose Magical Power Regeneration Boost, your magic will regenerate ten times faster than normal.

It's worth noting that items of these classes can only be damaged by equal or higher classes, so if your equipment is Artifact class, only weapons of this class or higher classes, such as the Phantasma class, will be able to penetrate your defense.

Wish Bracelet (100 CP)

This bracelet is useful for life-threatening situations. In situations where your life is in danger, whether from a serious but non-fatal wound or from being in a situation where you could die (such as being cornered by several monsters stronger than you). This bracelet will heal your wounds and teleport you to a location you consider safe.

This isn't a 1-Up, so if the blow is fatal, it's Game Over for you. Once the effect is activated, it has a one-year cooldown before being reused.

Teleportation Card (100 CP)

Teleportation items are valuable items considered family heirlooms for powerful nobles. This item allows the user to teleport from one place to another where they have already been.

They are normally single-use, but this card will allow you to use teleportation for yourself and one other person. The waiting period before being able to use it again is one month, so use it when you really need it.

Beast Orb (100 CP)

When destroyed, this orb will summon a level 1000 monster that will be entirely yours. This could be a dragon, phoenix, beast, etc., with the elemental abilities you desire and an attacking or defensive role.

Once its task is completed or if it is destroyed, it will turn back into an orb so you can summon it in the future.

Miracle Pill (200 CP)

A not-so-true truth about this world is that each race has a level cap. This isn't entirely correct, since they have a soft cap that makes it difficult for them to level up. But this pill can fix that.

This template, when consumed, doubles that soft cap, so if an elven person's soft cap is at level 1000, it will now be at level 2000. This will allow them to level up to their new soft cap of level 2000 without any problems.

In future jumps, this pill will allow the user to reach twice the power of the average for their species. So if you're a Viltrumite, you'll be at the level of Omni-Man (Nolan Grayson).

For each jump, you'll receive a dozen of these pills.

Angel Ocarina (200 CP)

This Phantasma-class item summons three angels. These angelic figures are far from what we imagine angels to be, but their power is on that level. Each angel is about four meters tall.

The first angel has muscles upon muscles and wields a spiked mace. The second angel looks more like a winged golem and has no movable arms or legs, as its entire body seems carved from a block of marble. This one is equipped with a staff, this one uses holy magic, both attack and healing. The last angel wears thick full-body armor and wields a giant shield. It is the tank of the group.

If these are destroyed, they can be summoned again without expending magic power. Each angel is level 3000.

The bearer can fuse the three angels to create a six-winged creature that has all the abilities of all three angels. Its power level is 4500.

Grandius (200 CP)

This Phantasma-class greatsword can materialize multiple magical copies of its blade. The number of copies depends on the user's skill. For every 100 levels, the wielder can create two magical copies of the blade.

Each copy is imbued with different magical elements, such as fire, earth, electricity, and so on. You can control these blades at will, both their speed and direction. These copies can be used to attack enemies as projectiles or as a means of transportation by allowing them to float and fly.

The final ability is to combine the blade with all its magical copies to create a large blade ten meters long. The sword's weight does not change, but it increases your speed, as does the blade's flexibility, allowing you to create less predictable movements. You can use your sword as a whip if you wish. You can change the size of the sword at will as well as imbue it with various elements to increase the destructive power of your attacks.

Magic Power Armor (400 CP)

A powerful suit of power armor, fueled by magical power, consuming a moderate amount. This powerful armor stands three meters tall and has the ability to fly via polpusor jets on its back.

The armor is made of very rare materials, even unknown in this world, but so durable that it could easily tank the attack of a level 7000.

The wearer, when inside this armor, will have physical power equal to that of a level 7000, as well as a speed of 187 match.

The armor can only be used by you or those you authorize. The armor will have a system that indicates how much magical power the wearer has left.

Sentient Weapon (400 CP)

A musket with a sentient soul. This magical weapon is very powerful, as it can use bullets made by the user's magical power. The user has complete control over the direction, speed, and power of the musket's shot.

This musket's rate of fire is monstrous, capable of firing ten thousand bullets per minute. Another effect is that you can imbue these bullets with status effects such as paralysis, poisoning, etc., as well as imbue them with elements such as fire, electricity, ice, darkness, etc. You can even imbue them with healing magic to cure wounds or ailments from a distance.

As an added bonus, being a sentient weapon, this will be an ideal partner, knowing you perfectly, making for excellent teamwork. As well as someone to chat with or have as a friend.

Auric Armor (400 CP)

A durable full-body armor covered in a material that gives it a golden color. This armor resists all types of physical and magical attacks by 40%. It also increases the wearer's physical and magical defense by 40%.

The wearer can emit a powerful glow through the armor to temporarily blind enemies; allies are unaffected by this ability.

The armor is lightweight, so it will not hinder the wearer's mobility. Any damage or tears will be automatically repaired, depending on how damaged it is. This could take a few hours to a full day.

Sky Castle (600 CP)

A megastructure measuring two square kilometers. Inside, there is a large castle in the center, as well as a field for crops and an artificial river. It has its own life support system to make this place habitable.

In addition to the above, it is covered by a barrier that protects it from any type of damage (except from a Genesis-class object or a megastructure like this one).

This object has one main purpose: traveling through the void of space to colonize other planets. Ideal for escaping from a dangerous "God" who, if caught, will turn your life into hell.

Ancient Ruins (600 CP)

Ruins that actually resemble an ancient city. This city actually has five levels. The first is an empty space, like an abandoned factory. At the end, there's a hole that leads to the next level, but the depth is at least 300 meters. By the way, the material of the hole is made of minerals that only someone like Nazuna could easily break.

The second level resembles a forest about 3 square kilometers in size, with an artificial sky that looks very similar to the real thing. This place is protected by golems as powerful as level 2000 monsters. These golems, when destroyed, will regenerate, and their core will not be inside them, but the forest itself. So you have an immortal army, as long as they touch the forest floor. At the end of the place, there's a hole that takes you to the third level.

The third level has a beach with a large ocean. Although the beach is very ordinary, the ocean has many level 3000 monsters, the guardian being a level 4000 artificial slime whose body is the ocean itself. To destroy it, you'll have to destroy the monster's four cores. At the end of the area, there's a hole leading to the third level.

On the fourth level, there is a large space filled with many obstacles. This place is protected by a lamia-shaped object. Its structure is made of an artificial mystic-class material. This artificial beast has the ability to dissociate itself from this world, passing through objects, thus escaping the detection of powerful level 9999 beings. Only someone as strong as Nazuna or Light himself with his spear would be able to defeat it. One of its attacks is to throw metallic balls, which can obliterate any material they impact, leaving a large hole in the ground.

On the final level, there is a kind of city with 21st-century technology. There are many normal-sized houses, with a total of 3,000 houses that could accommodate a family of four.

At the end, there is a modest church, with elegant details that could compete with the furniture and decorations of the main churches of any popular religion. Finally, there's a large library, containing information on many of this ancient civilization's technologies, including the method for creating robotic lamias. It's like a treasure chest filled with various Phantasma-class artifacts and weapons.

Church of the Goddess (600 CP)

Your own headquarters will be the center of your religion. This grand building, comparable to a royal family's castle, will have all the necessary facilities to administer your religion. Even the staff to run it.

In addition to having a grand building and followers, you will receive subsidies from all the nations of the world where you operate. Regardless of whether they follow your religion or

not, the higher-ups will use at least 0.05% of their annual budget to fund your institution, without you having to be accountable.

Although you are free to create the history of your religion and your dogmas, try not to be so absurd, try to be a little realistic, and make sure your rules are not so immoral.

Drop-In

The Phantom Pain Card (100 CP)

The Phantom Pain is a card that causes an opponent to temporarily feel excruciating pain, regardless of their defensive stats. The card didn't actually injure the target in any way, but it created the illusion of pain without leaving any physical or mental scars behind. You can use this card as many times as you want.

Throne (100 CP)

A super luxurious throne decorated with details that will impress any expert. Made with high-quality materials, this throne will show your greatness to others when they see you sitting on it. It's also very comfortable.

Special Map (100 CP)

If you're going on an adventure, it's good to have a good map to guide you and prevent you from getting lost. This map shows a nearly detailed graphic of your current location, as well as marking landmarks for important locations. There will also be indications of which places are dangerous and safe, as well as the natural resources and monsters you might encounter, although it's limited only by name.

But the best part is that this map will also show you secret paths, hidden rooms, treasure locations, etc. You can use it to show you a detailed picture of a place or territory.

Bracelet of Youth (200 CP)

A bracelet that stops the wearer from aging. As long as you wear it, you won't be affected by aging.

The Fool's Mask (200 CP)

A mask that hides all of the wearer's data, fooling any type of Appraisal skill. The mask can also create a strong illusion to hide the wearer's facial features and modify them to their liking.

It can also falsify all of the wearer's stats, allowing you to display completely false information to deceive people.

Curse Collar (200 CP)

This powerful item causes anyone wearing the collar to have their stats reduced to those of an average person without powers, as well as making them unable to use any Gifts or abilities they may have. Anyone wearing this collar poses no threat.

It is impossible to remove this collar without your permission.

You will receive twelve of these collars to use on your enemies or prisoners.

The Ability Copy Card (400 CP)

The Ability Copy card duplicated the powers of whoever the user was visualizing and conferred them onto the user, but if the one using the card didn't know the abilities of the person they had in mind intimately, the card wouldn't be able to copy the powers perfectly. Not only could the Ability Copy card duplicate someone else's powers, it also had the capacity to make the user look like the person in question.

The only disadvantage is that the effect is temporary, so it will last half an hour at most. You can use this card as many times as you want.

UR Card Holder (400 CP)

This card allows you to store an infinite number of cards. It also allows the holder to instantly summon the effects of stored cards without having to summon the card. They can even activate multiple cards at once.

By holding this card, the holder already has knowledge of the stored cards and their effects. Therefore, you can activate the desired card without having to memorize which ones you stored and their effects.

If you're not interested in that use, you can use it as an item box to store any non-living or non-grounded object. Although objects cannot coexist with cards, you must choose one of the two.

UR Double Shadow card (400 CP)

The Double Shadow card had the ability to produce an exact physical duplicate of the user that nobody could tell apart from the real deal. The card faithfully reproduced the anatomy, attire, words, actions, quirks, and even the Gifts of the user. In fact, the whole reason Light was able to have the Unlimited Gacha producing gacha cards around the clock was entirely down to the Double Shadow card. Whenever this particular card got pulled, Light would immediately release a body double of himself and order it to pull cards all day and all night. Even as this scene in the tower was unfolding, these Double Shadows were hard at work, bashing the Unlimited Gacha buttons down in the mana-filled dungeon core room of the Abyss. This hack wasn't foolproof, however, for the Unlimited Gachas possessed by Light's clones weren't perfect copies of his own Gift, meaning his replicas pulled high-rarity cards at a lower rate than Light would himself.

You can create one copy of yourself or another person per month. These copies will only vanish if destroyed. The copies will be completely loyal to you.

In the case of companions, you cannot use this item on them. Therefore, you won't have a copy of your companions. However, you can use it on your followers.

Abyss (600 CP)

A perfect copy of the Abyss dungeon. Like the canon dungeon, its core is already under control, so you can control many aspects of this dungeon. It has thirty floors, with an area of one hectare per floor. Being a cave, it has underground floors. The mana in the environment is very dense, making it ideal for a specific type of Gift.

Regarding its control, you can assign the appearance of level 1000 to 2000 monsters on the upper floors to prevent incursions by curious visitors. You can determine the number of monsters and their appearance frequency to your liking.

As for the lower floors (from 90 to 99), you can use them as training facilities, residences, etc. Each floor will be tailored to the purpose you determine. They will have all the aforementioned facilities, equipped with the best equipment.

You can assign the bottom floor as your quarters and throne room, as well as an office. These will be equipped in such a way that even kings or emperors of powerful nations or kingdoms will envy you.

This dungeon has a security system for intruders, making infiltration nearly impossible, as well as the use of teleportation or telepathy items. However, these are functional if used by you or your allies.

The Walled-In World Card (600 CP)

The Walled-In World card is one of the nine mythical-class of Light cards. Its unique power was that it could create a huge closed-off space measuring three kilometers in circumference and four kilometers in height. Anyone caught within this area would be unable to leave, no matter how hard they tried, and no one outside of it could even see inside, let alone do anything to manipulate the space. The Walled-In World is impervious to all weapons—even genesis-class ones—meaning not even Light himself could hack his way out with his God Requiem Gungnir fully unsealed

However, the Walled-In World had one major drawback: it could only be used once per month. Basically, the item was so powerful against other weapons and magic, the only way to offset this massive imbalance was for it to be single-use per month.

The Walled-In World normally stopped anyone teleporting in or out of the separation barrier, but the item did allow the user to grant an exception to this rule. So if you want someone from outside to come in, there won't be any problem.

The effect of this card lasts for twenty-four hours.

God Requiem Gungnir (600 CP)

A Genesis-class weapon. This item is the most powerful Light has in his arsenal, with several requirements to unleash its true power.

This spear, in its sealed state, takes the form of a large mage's staff, having a common design but being so durable that it can block a Mythology-class weapon.

However, once released from its seals, it takes the form of a spear made of dark energy that releases black flames that can harm level 9999 beings. This spear can easily kill a god or a conceptual being, and is currently considered the most powerful weapon in this series.

To unleash its power, the wielder will be cursed depending on how much power they unleash, making its use a double-edged sword even for someone level 9999. However, since you are paying CP, you won't have to suffer this restriction, and you can go from its sealed state to its fully released state without any difficulty.

Like the weapon of Norse mythology, you can perform a 100% accurate and precise attack, regardless of distance and penetrating any type of defense the target has. The limitation is that using this ability has a 24-hour cooldown.

Master

My Humble House (100 CP)

For those who want to live a Slow Life. This house has a simple and straightforward design. It has everything a family of four needs to live comfortably. It includes a small garden to grow your own crops and a chicken coop to raise your chickens.

A simple, carefree life.

Furniture for Meetings (100 CP)

A sofa set and a large round table made with quality materials and elegant craftsmanship. This refined and comfortable furniture is ideal for meetings, both business and personal. Anyone who sees this set will praise its style and design.

Deceiver Bracelet (100 CP)

This bracelet allows the wearer to transform into any person they wish. Although it's more of an illusion that tricks people's perception, someone level 300 or higher will be required to detect the deception. People in roles like thieves or assassins who have more acute senses will be able to detect the illusion if they are at least level 200.

Empty Building (200 CP)

This place is a very large building, but empty inside. It has a barrier that detects the entry of intruders. The building is made of very durable materials. It has a total of three floors. Despite being empty, this place can be furnished to your liking. You can turn it into a laboratory for all your immoral experiments or use it as the headquarters of your clandestine organization. How you use it is up to you.

Best Places to Level Up (200 CP)

This guide accurately describes each dungeon, the different types of monsters, and their levels. It includes annotations on the recommended level for each dungeon so you don't die from being too weak.

This guide doesn't specify hidden treasures or traps; it focuses only on the monsters and their levels. However, it does give tips on how to reach their locations and which paths to take to make the journey faster.

In future drops, this guide will be updated according to the characteristics of the world you are in.

Spy Stones (200 CP)

Around one hundred magic stones with special properties. When implanted inside a person, they can be used to monitor everything they do, as well as serve as an information network, as they can communicate with you through telepathy. However, if they are inside a structure that nullifies telepathy, it won't work.

The implant is easy; just place them on your head, and they will merge with the individual, although they will be partially visible as they protrude from the implanted area.

To monitor them, you will have a kind of orb that will display all their memories. Once they are recorded in the orb, you can replay them as many times as you want. The storage space is infinite and will be divided into sectors representing each monitored individual.

If the stone is destroyed, a new one will appear in your Warehouse or near you, whichever you choose.

The Holy Evil Golem (400 CP)

A stoutly built, fifteen-meter-tall golem made of ash-colored metal, with arms and legs as thick as pillars. This is the very golem crafted by the dark lord to destroy the heroes.

Because the very embodiment of evil forged this golem out of holy metal, this thing is impervious to any and all physical or magical attacks, and the only way the heroes could defeat this living weapon was by sealing it away. Its power level is 5000, therefore, opponents above that level will be able to bypass these absolute defenses; the higher the

level, the lower the resistance. A level 7000 person could destroy it with a little effort; someone level 8000 or higher could destroy it in one hit.

The golem is inside an orb, so to summon it you need to break that same orb. Once its objective is achieved or destroyed, it will disappear and an orb will appear in its place.

Twinblood Pendants (400 CP)

Twinblood Pendants were actually two parts of one larger dark-red pendant. If one of the separated pendants was activated, the other pendant would activate too, and they would produce tentacles that sucked up blood from any living thing within their reach. The blood would then pool up and surround the users of the pendants, placing them in a state of suspended animation while they essentially turned into slime creatures that wandered around in search of more blood

The level of the tentacle slimes was dependent on the volume of blood they had consumed. Ten thousand victims would equate to about Level 5000.

To destroy this slime, both earrings must be destroyed at the same time. If only one is destroyed, it will regenerate.

Perfect to give as a gift to disposable pawns.

Avatar Golem (400 CP)

Avatar Golem is a magic item that allows the user to transfer their consciousness into it via a link created by wearing the accompanying helmet, with the physique, mana, and several other attributes of the user also being mapped onto the empty husk. In other words, without the link, the Avatar Golem had no eyes, nose, mouth, or other organs, but when a link was established, the golem took on the same outward appearance of the user, up to and including the sex organs.

Not only is the Avatar Golem useful for shielding the user from risk, the user can use it to go as deep into dungeons and other unexplored or dangerous places, since it needs no food nor provisions to keep going.

It can even be used to level up, as all experience gained from killing monsters with the golem is transferred to the user.

By taking the user's appearance, the golem can fool anyone into thinking the golem is you. Perfect for meeting dangerous people without putting yourself in any danger.

As a bonus, the golem can trick any type of appraisal skill, displaying the user's data and only those they wish to be seen.

My Leveling Dungeon (600 CP)

Your own ten-floor dungeon to level up. This dungeon is filled with monsters ranging in level from 1000 to 4000, with a level 5000 boss monster at the deepest level. Of course, these monsters will respawn indefinitely.

This dungeon will have an area of one hectare per floor. You can choose between a traditional dungeon with sublevels, a tower-style dungeon, or any type of building you like. Of course, there will be no traps or treasure; their use is solely for leveling up.

Elemental Blades (600 CP)

A pair of Mythology-class swords, and one of the most powerful (according to Miki). These swords can create elemental fairies capable of negating or resisting any type of attack as long as they are of their element. So if you receive a fire attack, you can create a fire fairy to nullify or reduce the damage.

These swords not only create elements to defend you from that attack, you can also manipulate them to use them for attacking or other uses.

Since Mythology-class items are capable of altering reality, you can create elemental fairies of new elements such as the death element or the cut element. Although creating fairies consumes magic power, a level 7000 could last up to an hour creating different types of elemental fairies.

Depending on your opponent's level, area attacks will be completely nullified if the level difference is up to two thousand levels. In the case of individual attacks, you can nullify all damage and their effects if your opponent is of a lower level than you; if they are of your level, you may receive a small amount of damage. In the case of stronger opponents, depending on the level difference, you'll be able to negate a large portion of the damage or a small portion. So if you're level 7000 and you're fighting a level 9000, you'll negate only a portion of their damage (at most 25%).

Death Trap (600 CP)

This small dungeon is actually a death trap designed to destroy powerful beings, such as level 9999 Masters. Anyone trapped in this dungeon will be unable to escape unless they escape all the traps. There will be various traps, such as explosive rooms, rooms filled with deadly poisons, and so on.

To transport your target to the location, you will use a magic stone. When broken, you will be able to transport your selected target to this dungeon. You will receive 30 of these stones. You can place this dungeon anywhere you like, such as at the bottom of the ocean, inside a volcano, and so on. The traps will reload once the target is eliminated or has escaped.

Local

Tea Set (100 CP)

Tea is one of the most relaxing beverages in the world, so you need this complete tea set for your enjoyment. It includes high-quality tea leaves and will last 14 cups a week, replenished every week.

Alcoholic Beverage (100 CP)

A good drink is great for relaxing after a long day or enjoying time with colleagues and friends. Each hop will deliver 100 bottles of your choice of alcoholic beverages, whether beer, wine, whiskey, etc. These will be of the highest quality for your enjoyment.

If you're looking for variety, you can choose from just one option or a wide variety, but always respecting the 100-bottle limit.

Everything you need to begin your adventure (100 CP)

You have a complete set of gear to begin your adventuring career. This includes travel clothes, camping gear, a dozen healing and mana-restoring potions, some preserved food and water for a week, and finally, your guild card to officially become an adventurer (Rank F, of course).

My Store (200 CP)

You own your own shop, which is small and modest compared to other businesses. The building will be in good condition and have a simple design. Depending on the type of product or service you offer, it will be equipped with all the necessary fixtures and fittings to carry out your work. You will also have a stock of products and materials at the beginning to provide you with a month's supply of the product or service you offer.

This shop has an upper floor that you can use as a home, providing everything you need to live comfortably but not too ostentatiously. A maximum of two people can live there.

All paperwork and taxes are already taken care of, so just focus on doing business.

Stoutarm Halberd (200 CP)

This two-handed heavy axe is an artifact-class weapon. It has the ability to increase the user's physical stats threefold, but only for three minutes, at the cost of the wielder's stamina. After this time, the wielder will be in a vulnerable state, on the verge of fainting due to the amount of stamina absorbed.

Invisible Crossbow (200 CP)

An artifact-class weapon shaped like a crossbow. This weapon is invisible, only visible to the user. The wielder can fire mana-powered arrows at their target. These arrows will follow the target until they hit it or something else. Therefore, the user can control the speed, direction, and destructive power of the arrows.

There is no reload with each shot, so the user can fire as many arrows as they have magical power. However, all shots must be fired within a distance of 100 meters.

Shion's Documents (400 CP)

All the research on her project to transfer Gifts from humans to other races. Unlike in canon, this Shion was successful in her research and found a method to perform the transfer safely and almost instantly, without sacrificing the human user of the Gift.

You only need the necessary resources to carry out this project, and you will be able to accomplish what canon Shion couldn't.

In future time jumps, this research will be updated to extract unique or rare special abilities from any type of person, as long as they are mortal beings; beings like gods will be impossible.

Blessing and Retribution (400 CP)

A Phantasma-class shield. This shield has a sleek design and is easy to maneuver, being one-handed.

The first ability of this shield is to increase allies' stats by 50%. The second ability is to absorb the opponent's attacks (whether magical or physical) and return them with double the power. It's like Wobuffet's Mirror Coat from the Pokémon franchise, but more powerful.

This shield can withstand attacks from level 6000 opponents or weapons up to Phantasma-class.

Doppelganger Mirror (400 CP)

The phantasma-class mirror is a single-use item per jump, but it had the ability to turn the bearer into an exact replica of the being it was directed at. Doppelgänger Mirror might be capable of copying someone's power level, it can't replicate a Gift.

The mirror has a maximum limit on how much power it could actually duplicate, up to level 6000.

In future jumps, you can copy all the abilities of the person you use this mirror on. As with their species, if they are too powerful or the power gap between you and the target is too wide, you can only copy a degraded version of their abilities and power.

Kingdom (600 CP)

Your own nation or kingdom. This place is 600,000 km² in size. It is a prosperous kingdom, not a superpower, but it does enjoy a stable economy, as well as fertile land for farming.

The population will be one million people, and they will be totally loyal to you. Don't worry about having to control them, these guys are efficient at their job, as well as honest people who won't think of embezzling funds or committing acts of corruption.

The relationship with other countries will be neutral at worst, so they will only attack you if you attack first or make a move that harms them.

You can choose to be a nation independent from the rest of the races or a related kingdom.

In this case, your inhabitants will be of the race you chose in this jump.

If you want something more diverse, you can choose to be like the Principality, having several races under your command. Discrimination within your kingdom will be nonexistent, and the inhabitants will not be supremacists or view other races as inferior.

Research Island (600 CP)

You have your own private island to carry out all your projects. It will have facilities such as laboratories, researcher housing, recreation and entertainment venues, equipment and food storage, and more.

All the equipment will be functional and efficient, the best you can find. You will also have your own competent staff to carry out all types of research or work. However, they are more of a support staff, so don't expect them to do anything without someone directing them.

With all this, you can start your most ambitious projects or sponsor someone who proposes a revolutionary idea or one that interests you.

Unfortunately, this place will be set up to create prototypes or final products, so if you want to mass-produce, you'll have to find other options.

Holy Weapon (600 CP)

These legendary weapons are given by the goddess to four humans chosen by her. These weapons don't have a class classification per se, but they are so powerful that they would make a mere human compete with the Masters on equal terms, and if they are at their full power, not even the Masters would stand a chance.

There are four types of these weapons, although the common effect of each is to raise the wielder's level to 7000, without the user having to wield it; once chosen, you will have this level.

Each weapon has its own characteristics and abilities. The first is the Holy Sword, the most famous of the four weapons, which has the ability to summon seven swords with different effects. Not all have been revealed in the series, but those mentioned are a sword that allows the user to fly, another that allows the user to heal any wound, a sword that allows the user to create powerful explosions, and the last one that allows the user to nullify any magic or spell, but does not allow the user to nullify magical power or mana as a fuel source.

The second weapon is the Holy Lance, which allows the wielder to control fire and earth, summoning flames that will burn everything in its path or the earth itself to create earthquakes, fissures, and control the lava within it.

The third is the Holy Armor, which allows the user to control wind, creating strong gusts, flying, and covering their body in a wind barrier to repel both magical and physical attacks.

The last is the Holy Seal, which allows the user to nullify any type of magical or physical attack, as well as any curses, stat reductions, or status ailments. Although the wearer can be affected by spells or spatial abilities, such as suffocation, hunger, or death from oxygen deprivation, the wearer is not invincible.

You can choose one of the four, but be warned: you are not invincible. Light and his followers found ways to defeat the wielders of these holy weapons.

Loyal Subordinate

The Wash Card (100 CP)

A card that magically removed all grime and dirt from whatever the user released it upon. You can clean a specific area, an object, or a person. It also eliminates bad odors. You can use this card as many times as you want.

Maid Outfit (100 CP)

A maid or butler uniform that fits your measurements perfectly. It repels any stains or dirt.

Telepathy Card (100 CP)

This card allows the bearer to mentally communicate with any person they imagine. Through magic, they can transmit their thoughts to a specific person and receive their thoughts back. It's like a mental phone call.

You can use this card as many times as you like, but the person must give their consent to continue the conversation. If the person rejects your communication several times in a row, you won't be able to use this card's ability with that person.

Veil (200 CP)

This veil has the ability to conceal the wearer's appearance. It can even alter their voice. Another effect is that it hides all of the wearer's information and statistics, making it impossible to obtain any information using an appraisal skill.

Instrument (200 CP)

An instrument of your choice that has the ability to buff you or your allies and nerf your enemies. Depending on your level, you can affect a number of people near you, or millions if you're at max level.

Among the effects of this instrument are increasing or decreasing stats, eliminating mental state issues such as fear, stress, or anger, or calming those who hear it, placing them in a state of relaxation, hope, or courage.

Encyclopedia of all types of poisons (200 CP)

This encyclopedia contains all of Nemumu's knowledge of poisons and their antidotes. The effects are varied, from those that paralyze the victim to those that are nearly undetectable and cause a seemingly natural death.

This encyclopedia will be updated with different poisons and antidotes used in future jumps.

Beast Chain (400 CP)

This phantasma-class magic weapon is made of a tough material that no one would ever be able to slice through easily. It takes the form of a large iron collar attached to chains. This item can be resized at the wearer's discretion.

This item has two abilities: the first is that it will chase the target until it hits them, extending up to a length of one kilometer. The other ability is that any being chained around the neck will automatically become a familiar wielder of this weapon, regardless of their level. The downside to this is that the user must defeat it or the target must surrender voluntarily.

Great Scythe of Disorder (400 CP)

A Phantasma-class weapon, this large scythe has the ability to create multiple copies of itself, up to a total of 100.

This weapon can nullify any type of barrier, both magical and physical, as long as the caster is a lower level than the wielder.

The user can control this scythe, as well as its copies, remotely at will.

Gauntlets of Fire and Ice (400 CP)

A pair of gauntlets that allows the wearer to control the elements of fire and ice in each gauntlet. Their attack power depends on the user's level, but the control and cost of using these elements are intuitive and inexpensive. This is because each gauntlet contains a powerful fire elemental and the other contains an ice elemental. So, you just have to imagine the attack and determine the target; the elementals will do the rest.

You can use this power for various situations, such as attack, defense, distraction, etc. Its use is versatile, so your imagination and level will determine what you can do. Just be reasonable; you can create clones of yourself to deceive your enemy, but not clones that can use your abilities.

Prometheus (600 CP)

It's a Mythology-class greatsword. Being of the aforementioned class, this sword has the ability to alter reality, specifically that of its user. It can completely heal any type of wound, no matter how mortal, as well as make deadly attacks non-lethal (but still highly damaging).

The main advantage of this weapon is that it can create perfect copies of its wielder, allowing for as many as the wielder desires. The copies will have both the wielder's abilities and equipment. Depending on the number of copies, they can perfectly copy the wielder's abilities and equipment (including their class). This limit is up to four copies. If the number of copies is increased, their quality will degrade further as the number increases. If you are level 9999 with full Mythology-class equipment, and you create four copies of yourself, these copies will also have your level, power, and equipment without any degradation. If you create more copies, the quality and power of the same will decrease as its number increases.

Various Grimoires (600 CP)

A collection of 100 grimoires that can store up to a thousand spells or incantations. Normally, a spell can be cast without activating it, and can be released whenever the caster wishes. The problem is that storing them requires a lot of magical power to maintain them. But these grimoires will store any type of magic, spell, and incantation without having to expend more magical power than necessary.

You can summon all of these grimoires at once, or a certain number if you wish, and you can control them with your mind. They will levitate around you, releasing the magic you have stored to attack your enemy or for other uses. If you wish, you can summon all 100 grimoires and release all the magic they have stored.

These books can only be used and activated by you, and don't worry about friendly fire; the only thing that will affect them are those that benefit them.

Great Tower (600 CP)

An immense tower measuring 700 meters tall and occupying an area of 200 square meters, this white tower is a mega-structure built with materials imbued with magic, making it resistant even to attacks from level 9000 individuals. The tower will also repair any damage caused, thanks to a special magic stone that grants it unlimited magical power. This has other effects such as lighting, cleansing systems using magic spells, and a barrier that detects unauthorized intruders.

The tower is composed of four floors; the ground floor is used for reception and storage, as well as some offices. The second floor houses the residence and guest rooms, kitchens, etc. It is furnished with fine furniture and decorations for the comfort of those who live there and their guests.

The third floor houses the meeting room and other offices. It is equipped with the finest found in this world, rivaling the magnificence of those possessed by royal families.

The top floor is the control room, where you can monitor the tower and its surroundings for any attacks or intruders. There are also training grounds for those who wish to hone their skills.

Up to 100 people can live in this tower.

Gifts

Gifts are unique abilities exclusive to humans, these abilities can vary but if used correctly they will give a great advantage to their user. This option can only be purchased by Humans, so Loyal Subordinate Origins and any non-Human race cannot purchase Gifts. This restriction applies to those who purchased the "Semi-Master" option if they did not choose the Human race. Masters can choose any option for free, except for Infinite Gacha.

Kindred Maker (400 CP)

You can create beings with your exact appearance using human bodies. The greater the quantity and quality of the bodies used, the higher the level of the being you create. Although these beings cannot copy your Gift, they can use a weaker version of all your non-fiat-backed abilities. They also lack physiological needs such as sleep or rest, and are thus immune to any type of non-magical illness or infection.

This being will be completely loyal to you, and you can use it to perform various jobs or replace you in different situations. Unlike canon, it does not require human flesh for nourishment, but it does require the same amount of food and drink as a normal human. You can create as many as you like, and implant objects in them to monitor them.

Beemancer (400 CP)

You have the ability to summon different types of bee monsters. This variety ranges from summons for more support purposes, such as bees that can be used to secretly send messages, to bees that explode upon contact with your enemy. The different types of bees you can summon come in all shapes and sizes, though don't plan on summoning one the size of a dragon.

The great versatility of this ability will benefit you in different situations, and the higher your level, the more bees you can summon. If you're level 5000 like Miki, you can summon up to a million bees.

Despite all the above, this ability isn't specialized for combat, but rather for infiltration and support. However, against an army of weaker opponents, it will be a one-sided massacre perpetrated by you.

Sole Supremacy (400 CP)

Sole Supremacy allows the user to lower the stats of their enemies while raising the stats of the user and their allies. This reduction will be 40% of their stats, regardless of the amount. But the downside is that they'll have to be at least 100 meters away from you.

The effect is temporary, so it can last up to an hour. But in combat, that's enough time to defeat it.

Fusion (400 CP)

This ability allows you to fuse with any weapon in your possession, regardless of its class. The advantage of this ability is that you'll acquire the abilities of the fused weapon, allowing you to use it at its full power without relying on your skill as a wielder.

The disadvantage is that once fused with that weapon, you'll lose it forever, as it becomes part of you. The other disadvantage is that you can only fuse with one weapon, so if you fuse with another, you'll lose the abilities of the previous one.

However, you can perform as many fusions as you wish, while respecting those limitations. The best part is that you're immune to any limitations that weapon has.

Assassin _ Mage Slayer (400 CP)

This Gift gives the user a boost to stats such as agility and speed. It also increases all assassin-type abilities.

But the main ability is that you can create a 100-meter area within which mages will be unable to cast spells or magic, and any object imbued within it will lose all its properties.

However, this also affects you, so you will not be able to cast your magic.

The downside is that this ability has a one-hour time limit and can only be used once per day. It is not effective against delayed-activation spells, so if your opponent has already cast a spell and releases it within this area, they will not be affected by your restriction.

Reinforcement (400 CP)

The best support skill, in my humble opinion. This skill allows the user to buff themselves (their stats) and all their attacks and abilities (not fiat backed), increasing their power or effectiveness by up to 100%. It also debuffs the opponent's attacks and techniques, almost nullifying them.

It's a simple but very useful skill. The downside is that if the level difference between you and your opponent is too large, you'll only be able to reduce the effectiveness and power of their attacks by up to 20%.

Bomber (400 CP)

This power allows the user to transform the user's magic into bombs. This allows the user to imbue their magic into inorganic objects or living beings and cause them to explode when they activate the ability. No matter the distance between you and the object or being have you have imbued with your magic, you will have a sense of its location and can explode it remotely.

The power of the explosions can be adjusted by the user, depending on how much magic they imbue their target. You can even make people or living beings consume objects imbued with your magic. You can turn them into nearly undetectable human bombs, capable of going unnoticed by people without keen intuition or high-level appraisal skills.

Random Demon Eye (400 CP)

This ability transforms the user's eyes into demonic eyes. These have different abilities. The first is that the user can repel any object or being from their field of vision. The second is that they can attract any target within their field of vision, but they can only attract a single target. The third ability is that they can see ten seconds into the future, clearly seeing the different actions their opponent will perform during that time. The fourth ability is that they can revert any magic-infused object to its original state, meaning it loses its magical properties. The only downside is that you have to blink to use and change each ability of these eyes. But unlike Hei, you won't have to cover your eyes, as you can control their activation at will.

Unlimited Gacha (600 CP - Only to Drop-In or Local)

It is Light's gift that he received when he was born, when it was first used it was thought to be useless as Light was only able to draw weak cards. But it was revealed that its true potential lied in the amount of mana within the atmosphere when unlimited Gacha was used,

In the abyss the mana was much stronger which allowed him to use Unlimited Gacha to its true potential.

This ability allows the user to draw cards of varying rarities, the rarer the card, the more powerful and useful it is. Cards can include people, beasts, items, weapons, armor, consumables, spells, and more. Cards are single-use only, so once summoned, their contents are released forever. Single-use spells and abilities will disappear once used. People, beasts, and items will remain summoned permanently until destroyed.

All beings you summon with this ability will be completely loyal to you. Their treatment may be more formal or casual, but they won't hesitate to follow every command you give them and sacrifice their lives for you. Their loyalty, admiration, and even love for you will be genuine and pure, impervious to any kind of control or corruption.

You can use this ability a maximum of twelve times per day, with ten cards obtained each time you use it, allowing you to obtain a total of 120 cards per day at most. You can use this ability in automatic mode to obtain cards without having to do everything manually. If you have an inventory or item box, the cards will appear there.

The cards can be used by anyone who holds them, so I advise you to be careful who you give them to.

Post-Jump, you can draw cards of characters, creatures, items, consumables, spells, etc. from previously visited jumps. These will summon an exact copy, completely loyal to you. As for items and other items, they will be exact copies, with all their abilities and advantages. The only downside to this is that the people or beings you draw will not be repeated, making them unique items. Therefore, a Thanos-wielding Infinity Gauntlet army will not be possible with this option.

It should be noted that as the power level of the jump you're in increases, the rarity of an item or being may decrease. That's why a powerful level 9999 warrior, who is SUR in this world, will become SSR in a universe like Marvel or DC, and the maximum level will be 999,999,999. Also, everything you summon will be at its peak, so if you don't have a Perk, Power, or Item that can surpass its current power, it will remain stuck at that power level.

Post-Jump, you can only use the Gacha 12 times per day (10 draws per attempt) at no cost. Draw 120 cards per day, without having to use mana or energy as a means.

Post-Jump, you can only draw characters of your same power level or weaker (as powerful as you or less powerful).

All summoned beings will be considered followers.

Companions

Companions cannot take Drawbacks.

Import (100 CP per or 400 CP for eight)

You can import up to 8 people for free, but by paying 100 CP for each, they will receive 300 CP to spend on this document.

Canon Companions (Free/100 CP per)

If you manage to convince them, you can recruit any character from the series as a partner. If you pay about 100 CP, you will have a favorable first meeting, which in a short time will turn into friendship.

Maid/Butler (100 CP)

A loyal and competent maid/butler who will take care of your every need. This person will have skills that rival those of a worker of him/her standing in any royal palace. He/She will also have combat skills to protect you from any threat, as he/she is level 1000, regardless of race.

You can customize him/her to your liking, both in personality and appearance. He/She will be completely loyal to you and will obey any command you give him/her (as long as it's within her skill range).

My Loving Family (100 CP)

A group of four people who will be part of your family. You can assign them any role you want, although once chosen, it will remain the same throughout your entire chain.

These people will love you deeply, being the emotional pillar that will support and accompany you always. They have unwavering loyalty and genuine love for you.

You can customize them to your liking, both in personality and appearance. They will occupy a single slot.

Each jump you take, they will be your family, with all their backgrounds prepared to avoid suspicion. As long as that is your wish.

Any Perk, Power, or Item you purchase for them in future jumps will be divided among them, decreasing their efficiency and power. Except for those that are free or that you assign to only one of their members.

Mount (100 CP)

A powerful red dragon, ten meters tall, with the ability to shoot flames from its mouth and fly. This large creature, which puts entire kingdoms on alert, is a powerful level 1000 monster. Although you can use it as a weapon, its main function is to be your faithful mount for traveling.

You can customize it to your liking, although its intelligence will be so limited that it will follow simple commands. This dragon will be loyal to you and can be kept as a pet if you wish.

Trusted Merchant (200 CP)

A trusted merchant who will be in charge of selling your items and getting what you need.

This person will be very competent at what they do, so there's no risk of a bad deal or being scammed.

They will have the "Experienced Merchant" Perk and the "My Store" Item.

You can customize their appearance and personality to your liking. They will be loyal to you, so there's no risk of being scammed or betrayed.

My Trusted Party (200 CP)

Unlike Light's former party, these eight individuals are loyal companions who see you as a valuable member of the party.

All eight are of different races than yours, and are at their "level limit" at first, but you can always help them level up if you know the most efficient way. They will also be equipped with rare class weapons and armor.

Each member will have a role set, with half having the "Mage" perk, and all having the "Expert Adventurer" perk. They will occupy a single slot.

At the very least, these individuals will get you to Rank A as an adventurer.

Any Perk, Power, or Item you purchase for them in future jumps will be divided among them, decreasing their efficiency and power. Except for those that are free or that you assign to only one of their members.

My Prince/Princess (200 CP)

You have a very important ally on your side, a prince/princess willing to ally themselves with you and your cause. This person won't have a very advantageous position in the line of succession, being two places below the crown prince/princess. But it's not impossible to make them the next king/queen; you just have to help them reach the throne.

They will have the "Royalty" Perk, being part of the royal family of the kingdom you choose or parts of powerful families if this system doesn't exist.

You can customize them to your liking, both their personality and appearance. They will be loyal to you but will see you as an ally, not a superior or master.

Semi-Master (400 CP)

A person whose blood flows through his/hers veins with the blood of a master. This one will be level 4000. He/She will have the Perk "Semi-Master" and "The Silent". These will also have the Item "My Equipment", at Epic-class Tier.

You can customize he/she to your liking, including their gender, race, age, personality, appearance, and more. This one will be completely loyal to you.

Legendary Beast (400 CP)

You have a beast almost exactly the boss of the Abyss labyrinth. A fifteen-meter-tall creature known as Orochi with seven heads. Each head has an ability to cast fire, poison, lightning, acid, ice, energy beam, and air magic. This level 5000 monster has great regeneration, being able to regenerate lost parts in seconds, and to be destroyed, it must be completely annihilated. It has great magical and physical resistance, as well as the ability to transform its blood into level 100 insects, but their large numbers can cause trouble for level 4000 people. Orochi can increase these insects' resistance to any magic cast on them, making them a very annoying pest to deal with if not completely eliminated. This beast will be completely loyal to you.

My Double (400 CP)

Someone with an identical appearance to yours, perfect for posing as your doppelganger. This person will have a personality and ideologies identical to yours, so there will be no

suspicion. Despite that, this one will be completely loyal to you, so if you're ambitious, you won't run the risk of that trait turning them into your enemy.

He/She will have the "Mage" and "Chaos" perks, as well as the "Great Scythe of Disorder" item. The power will also be level 7000.

Subordinate (200/400/600/1000 CP)

Your loyal subordinate, as loyal and competent as Light's subordinates. You can customize them to your liking, both in personality and appearance. This individual will have the Loyal Subordinate Origin, and depending on how much you spend on them, they will receive different benefits.

For 200 CP, your subordinate will be level 5000 and have 200 CP to spend on them.

For 400 CP, your subordinate will be level 7000 and have 400 CP to spend on them.

For 600 CP, your subordinate will be level 9999 and have 600 CP to spend on them.

For 1000 CP, your subordinate will be level 9999, have the Perk "The Strongest" and have 600 CP to spend on them.

Master (600 CP)

A powerful Master who could put even Hiro, leader of the Dragonewt Empire's masters, in trouble. This powerful level 9000 Master is as loyal to you as Hei is to Kaiser, putting your well-being above his/her own.

You can customize his/her appearance and personality to your liking. He/She will have the Master Origin and 600 CP to spend on whatever you want. He/She can also choose any Gift (excluding Unlimited Gacha) for free.

Hero (600 CP)

A person who wields a perfect copy of one of the four Holy Weapons. This individual will have the Local Origin, the "Holy Weapon" item, and a level of 7000. This one will have 600 CP to spend as you wish.

You can customize this one to your liking, both in personality and appearance. He/She will be loyal to you, and will not be affected by the goddess.

Scenarios

For each one you complete, you'll receive a reward of 500 CP. The time limit for completing them is until your stay at the jump ends.

Absolute Independence of Humans (Only Drop-In)

Humans are seen only as livestock or slaves by the other races. They are subservient to their demands, to the point that they don't even elect their rulers. But this cruel and domineering regime is ending, and all thanks to you.

Your mission will be to protect humans from the tyranny of the eight races, elevating them to a position of equality at the very least. You will determine the methods you use, but you must strengthen the position of humans face-to-face the other races. You must also eliminate slavery, at least for humans, and free all human slaves in every nation. As this is a daunting task, you are not obligated to free everyone, only those who survive this process of change. What you cannot do is use them as expendable pawns; you must respect their rights.

Master of a Nation (Only Master)

The two most powerful nations each have their own masters. Although it's a somewhat one-sided agreement between the parties, they have a more or less stable alliance. And that will be your objective.

Your mission is to ally with any nation, except the Dragonnewte Empire and the Demonkin Nation, and make it your center of operations. You must get all the high-ranking officers to recognize your worth and become your sponsors (or subordinates if you take complete control). But you'll have to do things covertly; try to remain as unnoticed as possible, so that only the high-ranking officers of that nation or kingdom know your identity.

You can make your Companions your allies to accomplish this task, or recruit other reincarnated individuals (Masters) and make them your allies. You can even have other Masters from other nations join you if you want more allies.

It is not permitted to use a nation that is under your control to complete this scenario. You have to choose between the other nations of the seven races that do not have Masters.

My Race is Superior (Only Local)

Discrimination between races is not uncommon; some are more explicit, while others are more subtle or condescending. But the reality is that the race with the most power dominates the others.

Your mission will be to elevate the power, reputation, technological, and cultural level of your species over the rest. This task will not be simple, as many have their strengths, and overcoming them will not be easy. But with your skills and the support of the right people, this goal will not be as unattainable as it seems.

You can use your own nation and people to accomplish this task or ally yourself with the nation of the race to which you belong. Whatever decision you make, the ultimate goal is the same.

The Path of Light (Only Loyal Subordinate)

You are one of Light's summons. His loyal subordinates who will aid him in his goals. His goal is to exact revenge on all those who have betrayed him, and you will have to be a key player in helping him achieve each of his revenge schemes.

Your mission will be to take an active role in all of Light's plans to exact revenge on his former comrades. And we're talking about providing notable support alongside Mei or Ellie, playing a key role due to their abilities and power.

If you chose the "Light's Fury" drawback, you cannot take this scenario.

Drawbacks

You may take any amount of drawbacks you like.

Crossover (+0 CP)

Are there any manga, anime, game or novel that you are interested in and want to add to this jump?

You can add other series to this world, as long as they are medieval fantasy. You can add as many series as you want. In case they have different power systems, they will adapt to the magic and class system of this world.

If you are only interested in some characters and not the plot, you can bring only those characters. As for powerful items that exist in those plots, such as magic or very broken powers, these cannot be incorporated.

Supplement (+0 CP)

If you are not in the mood to spend 10 years on this jump for a Perk or Item, you can use this jump as a supplement and buy whatever you want. But you will not have the benefits of discounts. If you wish, you can combine this jump with another one you are doing, being able to take Drawbacks from this jump, but without discounts.

Clean World (+0 CP)

Normally any series that takes place in the medieval era would not be the best choice to live. Anime and manga make them look neat, and the people who live there have the manga or anime filter, being beautiful compared to how they should look, uneven and dirty.

With this option, the world where you are will be a very clean and neat place, free of bad smell and any dirt.

Extended Time (+100 CP)

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

Body of a Child (+100 CP)

Like Light, you have the body of a 13-year-old brat. This may not be so bad, but being so young, people will underestimate you in most cases. You'll most likely need to be accompanied by adults, not for your safety, but so they'll take you seriously.

Pervert (+100 CP)

You're an extremely lascivious person; you spend at least eight hours a day thinking about perverted things. The worst part is that you won't be able to hide that side of you, so people will know what a shameless person you are.

Mohawks (+100 CP)

Your appearance leaves much to be desired. You look like a violent, petty thug. People judge others' appearances, and yours leaves much to be desired. No matter how upright and good a person you are, your appearance will say otherwise.

This effect will disappear if people take the time to get to know you and you demonstrate through your actions that you are not a bad person.

Psychopath (+200 CP)

You are a horrible person, and I'm not talking about your appearance, but your personality. You are such a despicable being that you have no moral compass, a complete apathetic person who is capable of sacrificing thousands of lives for a secondary objective.

To you, people are pawns or toys to be used at your whim, although you may view those special to you as obedient pets (treating them slightly better but not respecting them).

Perhaps, if they are at your level of power or in your position of power, you may see them as temporary collaborators (you don't even consider them allies, but rather a future threat).

Trauma (+200 CP)

In the past, you suffered betrayal by people you trusted completely, even seeing them as family. Unfortunately, they revealed their true intentions and betrayed you, humiliating you in the process and leaving a deep emotional wound.

You tend to distrust others, so much so that it will be very difficult for you to have a relationship with anyone (friendship, emotional, etc.). They will need to make an effort to earn your trust.

With time and the help of loved ones, you can overcome this, but it will take at least three years.

Bandit Bait (+200 CP)

This world isn't a peaceful and safe place; rather, it's one with a seeming order that favors the most powerful classes, while the rest manage as best they can. Therefore, crime is common.

At least three times a week, you'll have to deal with thugs, criminals, and slave traders who will be after you.

These guys are violent, so any option other than violence will be ruled out. And I suggest you take care of everyone who bothers you, because if you let one go, they'll come back for revenge, and I assure you they'll work hard for that goal.

Supremacist (+200 CP)

Discrimination in this world is a huge problem, and it doesn't just affect humans (which is the worst kind), but also people of other races.

You are a supremacist of your race, viewing others as inferior and that they should obey your superior race. You believe that you and your people have the right to rule the rest of the savages who inhabit this world.

Depending on how twisted you are, this discrimination can range from only placing people of your race in positions of power and other importance, while giving others a decent lifestyle (but one that is substandard compared to yours). In the worst case, you will treat them like disposable livestock, tools for your kind to use as they please. It all depends on how empathetic you are.

Inferior (+400 CP)

Your stay in this world will not be pleasant. People of other races, including your own, will treat you very badly, as if you were an outcast.

Insults will be your daily routine. They won't sell you or offer you products or services; at worst, they'll cost you more than the market price. Even when they pay you, the payment will be less than normal. And at worst, violent groups will attack you just for fun.

If you're human, this will be worse; they'll even kill you for fun, and no one will care.

Target of the Demonic Empire's Masters (+400 CP)

It seems you've caught the interest of one of the masters of the Demonic Nation. These guys have the worst personalities, being more psychopathic than the masters of the Draconic Empire. We're talking about guys who kill for fun, another who performs horrific experiments on their victims. A sadistic pervert who will destroy you both physically and mentally.

It seems you've caught the interest of one of the members of this group, and they will use any means to capture you and torture you in the most horrific ways. If you kill one of them, there's a chance you won't receive any retaliation, because these guys hate each other. But if in the process you mess with any of them or interfere in their business, it's very likely they're after you. So be careful.

Slave (+400 CP)

Your beginnings weren't the best jumper. As soon as you enter this jump, you'll be the slave of someone different from your race. Your master will be a terrible person and will torment you for the slightest mistake.

Normally, someone with your skills will be able to escape that lifestyle, but unfortunately, you'll be bound by a magical bond that will unite you until you complete your jump or an outsider removes it (your companions or followers don't count).

The best thing you can do is follow their orders to the letter and look for any way out of this situation.

Path of Revenge (+400 CP)

Apparently, the one betrayed by the Gathering of Races wasn't Light, but you jumper. Upon entering this jump, you'll be at the exact moment your eight party members want to kill you, and you'll be teleported to a lower part of the Abyss.

Unfortunately, you'll be trapped in the abyss until you manage to clear the dungeon and defeat its boss. And that's not all, as your next objective will be to eliminate or take revenge on those who tried to kill you.

Your objective is clear: revenge on the eight members of the Gathering of Races (regardless of your race). You'll have until your stay in this jump to fulfill your mission. But it won't be easy, because these guys have gained the backing of the nations they belong to, holding very high positions of power. So messing with them means messing with the nations they're associated with. The good thing is that powerful beings like the masters and other powers won't stand in your way, but we're talking about entire nations. You can use any means to exact your revenge, even allying yourself with these guys' enemies, as there are always factions within any nation or kingdom. But if you don't complete this task by the end of your jump, it's Game Over.

Masters' Target (+600 CP)

If all the masters in this series have one thing in common, it's the being called "C." Some seek them out to make a wish, others want to escape or destroy it. This is the main reason why Light was seen as a threat by these guys.

Both the masters of the demonic nation and the draconic empire are after your head, and their goal is simple: kill or capture you to extract information or experiment on you.

The masters are powerful men who are at least level 5000 to 7000. The most powerful are level 8000 to 9000. And we must include their Gifts, which are very powerful. I forgot to mention that they have the full support of the most powerful nations in this world.

Your stay will be summarized as fighting these guys or escaping (which will be difficult given their information network). And the strategy of having them fight each other won't work, since they'll unite to take on their common enemy: you. And these guys are morally insane psychopaths, so they'll use any means to kill or capture you, no matter how immoral their actions.

Light's Fury (+600 CP)

It seems you've messed with the wrong person. It wasn't just eight people who betrayed Light, it was nine, and you were one of them. And it seems you didn't finish the job, and the boy survived.

This boy, despite initially only being level 15, has managed to increase his level to 9999 three years after the incident. And that's not all. He has four level 9999 subordinates and several subordinates above level 5000, as well as an army ranging from level 500 to 1000. And several resources that would put any nation in jeopardy.

Your stay will be complicated, because this guy will seek you out and humiliate you in the worst possible way, regardless of whether he has to destroy the country or nation you're in. The worst part is that it won't end with just your death. He'll torture you in the worst way imaginable (and the guy has subordinates who specialize in this subject), heal you, and then continue torturing you.

Your choice is to defeat him or escape; there's no room for dialogue.

Fury of the "Heroes". (+600 CP)

This is bad, jumper. The religion of the Goddess is after your head. This religion is the main religion of this world, despite the fact that only the human race is its follower (the other races being atheists). It receives funding from all nations, having its main headquarters in the Principality, in the neutral zone.

For some reason, your arrival in this world has caused the four heroes to emerge again. This quartet is chosen from the human race, granted powerful weapons, and each of them is level 7000.

These guys have been given the sacred mission to kill you, because according to them, you are a danger to the world, the new Demon Lord. And they will use any means to kill you, even massacre a nation if necessary.

The worst part is that their personalities are problematic, so these guys will commit horrible acts and justify it by saying it's for the good of the world and a duty given by the goddess. They'll even try to justify their most depraved acts.

For your own good and that of others, take these guys on and eliminate them. If you let them loose, the atrocities and genocides they're capable of will be unimaginable.

Power Loss (+600 CP)

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

Choices

Go Home

Stay

Continue

Notes

Special thanks to Ursus Primal, Chris "Dahak" Tracy, Domar7431, Person Person, BerialAstral, A Random Weeb, Mac Ibach and everyone for fixing my grammar and helping me make this jump.

Level Cap

At this point, you might be wondering what a growth limit is. The term commonly refers to a specific power level that a person cannot surpass. This figure is usually 100 for humans, 200 to 300 for beastfolk and centaurs, 500 to 700 for dwarves and onifolk, 300 to 1000 for demons, and 1000 for elves, dark elves, and dragonewts. This is not entirely true since there is no level cap, but the requirements to reach a certain level increase greatly at a given level, depending on the race.

Levels

Stats aren't explained; everything is measured by level. Depending on your level, you gain advantages like enhanced senses, stamina, the ability to stay awake for long periods without resting, requiring less food to survive, etc. You can get creative with this, but the stats they do mention in a rather vague way are Strength, Magic Attack, Magic Defense, Physical Defense, Speed, Vitality, Magical or Mana Amount, and Stamina.

Gift

A rare power which is bestowed to a few humans once reaching a certain age. One of those powers is "unlimited gacha" which allows the user to summon an endless amount of cards for support. Those summoned cards have different rarities which rank from EX (Extra); SUR (Super Ultra Rare), UR (Ultra Rare), SR (Super Rare), R (Rare) and N (Normal).

GIFs are mostly ignored in the series, except for the masters. They aren't explained in depth by users other than the protagonist or the reincarnated characters.

Object Classes

Items in this world have their own tier that determines their rarity and power. Common-class items are those you can find everywhere; they have no significant effect and only provide a bit of protection or are somewhat useful.

Rare-class items are more coveted because they provide greater advantages than the previous tier. These can be infused with magic or be items made with rare materials and top-tier craftsmen.

Relic-class items are infused with magic and made with rare materials and top-tier craftsmen. They greatly enhance the wielder's abilities, and some have special abilities. Artifact-class items are considered family treasures within the noble classes of powerful countries or those found deep in dungeons. They are items that greatly increase the wielder's stats and have many special abilities.

Epic-class items are one step above the previous tier. In short, they are more powerful and have superior effects or abilities to those of the artifact class. Only the most powerful noble families or royalty of prosperous nations possess these items.

Phantasma-class items are considered national treasures for powerful kingdoms. They greatly increase the user's stats and have powerful abilities that can kill level 1000 monsters with a single attack. A level 1 person equipped with this item could single-handedly clear a mid-level dungeon.

Mythology-class items are reality-altering items. They can alter the user's reality or their surroundings. These items are in the realm of the gods and can generate miracles beyond mortal comprehension.

Genesis-class items are so powerful that they can create universes or destroy them. Their power is such that they could easily kill divine or conceptual beings.

Magic

There are three types of magic, these are usually classified as combat-class, tactical-class, and strategic-class. Basically, all attack, defense, healing, and support spells fall into these three categories.

A veteran mage would be capable of chant cancellation, and depending on the amount of mana released, they could intensify the power of the spell or even use their imagination to manipulate the spell into a specific shape.

Basically, combat-class magic consisted of minor attack spells a mage could cast by themselves, such as Fire Arrow or Ice Sword. A mage could be biased toward certain types of attacks within this class, and while that did narrow down the range of spells in the mage's toolkit, it was generally believed that a spellcaster who specialized in a particular kind of magic was more successful than a jack-of-all-trades.

Tactical-class magic referred to spells with a wide area of effect. If a mage were capable of even one tactical-class spell, they would be considered the cream of the crop.

Strategic-class magic was far more potent and impactful than tactical-class magic, and spells from this category could come in the form of a meteor falling from the sky, a tidal wave, or a ground-splitting quake. Because strategic-class spells required a lot of mana to cast, they were rarely used, though a caster like Ellie, who is a level 9999, could perform strategic-class spells without even breaking a sweat.

However, there are also ultimate-class spells, which are even more powerful than strategic-class spells. Ultimate-class spells are largely unknown to the wider population. Ultimate-class magic had the ability to change the weather, open portals to other worlds, raise the dead (under certain conditions), and summon angels

Witchcraft was the general term given to spells that hadn't yet been categorized into the other four classes, such as new magic or local wizardry developed in isolated communities. This grouping included black magic, sorcery, forbidden witchcraft, and other spells that fell outside of the bounds of rigorous analysis. These spells often ended up being placed into the existing four classes based on their potency and area of effect.

Another type of spell is that of delayed-activation spell, a type of advanced technique employed by mages who wish to store a chantless spell to be deployed at will. The idea was

to recite the chant for the spell, then magically postpone the spell's activation so it could be used at a later date. Because the spell had already been cast, technically speaking, a delayed-activation spell would still work in a cancellation field, much like Beast Orbs. On paper, a delayed-activation spell sounded like an extremely useful tool, but the technique came with multiple limitations, the first of which being the extremely high level of difficulty of mastering that class of spellcasting. The second was that the act of keeping a delayed spell "in stock," as it were, was a mana-consuming exercise in itself, so the spell couldn't remain on standby indefinitely.

Unlimited Gacha Rarity Cards

-EX (Extra)- Spawns the strongest items, weapons, equipment, and presumably summons. Not much is known about this rank, as Light only managed to draw one Ex card during the last three years. It is capable of spawning Genesis-Class weapons and equipment, as Light possesses the only Genesis-Class weapon shown: EX-Gungnir Shinto Burial.

-SUR (Super Ultra Rare)- Spawns extremely powerful weapons and summons. Of all Light's companions, 5 of them are SUR cards: Mei, Eri, Aoyuki, Nazuna, and Fenrir. All of them were Lv. 9000 or higher. It is also capable of spawning Mythic-Class weapons and summons, which is the second highest rank for any weapon or equipment. Nazuna wields such a weapon, her two handed sword Prometheus.

-UR (Ultra Rare)- Spawns powerful items, weapons, skills, and summons. An example of this is the UR "World Devourer" it is a powerful sword that Light used to defeat a Lv. 5000 enemy. It is capable of spawning Phantasm-Class items, however these cards can only be wielded by those of high level.

-SSSR (Triple Super Rare)- Spawns powerful triple super rare items, weapons, skills, and summons. Light is shown using these cards more often as they are powerful, it is capable of spawning Epic-Class items as well.

-SSR (Double Super Rare)- Spawns powerful cards, ranging from items to skills to weapons. Light is shown using these cards sometimes should the situation call for it, it is also capable of spawning Epic-Class items.

-SR (Super Rare)- Spawns items that are much rarer, but like its predecessor they are rarely used. This is due to Light having stronger cards with a higher rarity. It is capable of spawning Artifact-Class items, but they are rarely seen in the series.

-R (Rare)- Spawns rare items, but Light rarely uses these cards as he has stronger cards with higher ranks. It is capable of spawning Relic-Class items or summons, but since Light and his companions have stronger items, there was no use for them.

-N (Normal)- Spawns low-level items and warriors, an example of this is the Mohawks who helped rescue former human slaves from the elves. Their levels were in the double digits (10-20).

-E (Error)- Not much is known about this rank but based on its name, it most likely only spawns defective cards that have no use.

Card Maker Perk

Card Maker, you just can't give out Perks or items bought with CP. As long as it's something you didn't get through CP or a Jump Reward, you can turn it into a card, like a fireball spell or a weapon you forged.

Anything you can create or obtain with a Perk, item, or any other option that the jump grants you can be converted into cards. However, you cannot convert that Perk, Item, Power, Reward, etc. that the jump grants you into a card.

For example, if you have a Perk or Power that allows you to create abilities, you can transform those abilities into cards, but you cannot transform those Perks or Powers into cards.

The Ability Copy Card Item

Can you copy the powers of fictional characters (so people from worlds the jumper didn't go to yet)?

No, you can copy those abilities, but the character must exist. For example, if you're in the world of Dragon Ball Super, you can copy Goku's abilities, but you can't copy the abilities of a fictional character, like one from a manga, anime, etc. You have to be at least close to the person for the card to copy their abilities.

UR Double Shadow Card Item

The clone you summon of yourself will only have the power, perks, and gifts you obtained during this jump. Post-jump, the same rules apply, with only the perks, gifts, and power levels you obtained previous jump. It's worth noting that the clone's power or efficiency will be 80% of the original, and 20% less powerful or effective in numbers.

Unlimited Gacha Gift

Post-Jump, you can only draw characters of your same power level or weaker (as powerful as you or less powerful). So if after this jump you go to WH 40K and then to a Slice of Life, it wouldn't be possible to draw a Chaos God if your power isn't equal to or greater than theirs. In the case of multiverses, crossovers, and character alters, you can summon the same ones, but you can't repeat them. For example, if you go to a crossover between Campione and Worn, you can draw characters from both series in your next jump. In the case of Fate, you can summon characters and their variants. However, you can't draw the exact same one, like two Alter-Artorias, but you can draw Artoria and Alter-Artoria.

What you can repeat are species, so you can draw Viltrumite repeatedly, but it will be a different person. If you draw Nolan Grayson, you won't get another repeat.

A "bug" you can take advantage of is that you can technically repeat characters, but they will have a peculiarity. For example, you can draw Naruto jinchuuriki with the complete Kurama inside him, but you can also draw the same complete Kurama but released. This same applies to other cases such as the Sacred Gear Boosted Gear. You can draw Issei Hyoudou with that Sacred Gear, as well as the Boosted Gear (which will fuse with the summoner, being the same wielder), and you can draw Ddraig released. The same applies to armed characters like Artoria Pendragon with her Excalibur, as well as drawing the Excalibur card as a weapon.

Another "bug" is that you can draw the same weapon, even if it belongs to different series. For example, you can draw the sword Excalibur (and its sheath) from both Fate and High School DxD. As long as they belong to different series (and don't share the same world or universe), you can draw as many versions of the same weapon or object that share the same name or lore.