



# Seinarukana ~ The Spirit of Eternity Sword ~

Jumpchain Version 0.4

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A journey across infinite worlds.

The Time Tree. Countless branches extending through space, each a world of its own. In one such world, a boy holds within him the soul of an ancient god yearning to break free. He tries to live a normal life, but must constantly struggle against the destructive urges threatening to overwhelm him.

Little does he know that his closest friends also carry the burdens of an age long forgotten. With this destiny comes power; Eternity Swords with incredible might, and Guardian Spirits manifested from their very souls. The gods are reborn, friend turns on friend, and an ancient war erupts once more. Thrown into a world not his own, Nozomu must fight to bring his friends home. He must also discover the true nature of the being within him before it consumes him utterly.

Thus begins a journey that will shake the very foundation of the universe. You would begin one year before Nozomu would gain or re-awaken his Eternity Sword.

+1000cp

## Age and Gender

Roll 1d8+10 to determine your age, while your gender remains the same as it was previously. You can change either of these for 50cp each.

## Backgrounds

### Drop-In – Free

You start out as an unimportant resident of your starting location, with no new memories or history to help or hinder you. Strangely, no one seems to question your sudden appearance in the area.

### Student – Free

You're a student enrolled in the school that the main cast goes, perhaps in the same class even. It's up to you if you have a history with the main characters, though they would be surprised if you started using abilities during the attack.

### God / Goddess – 300cp

It isn't known how you were born in the current era. Perhaps it's a miracle, perhaps it's a coincidence but you are a god/goddess in the present. Pick a side, either the southern god's faction or the northern gods faction, or maybe stay neutral. You find yourself replacing the previous occupant of your body, their memories becoming accessible to you.

### Eternal – 500cp

Eternals are godlike beings whose existence is perpetual. They are the chosen wielders of higher rank eternity swords. By some unknown happenstance, you were chosen to be one too. Curiously, the sword you wield is not known to other factions, allowing you to pick a side. You may either choose to be aligned with chaos or law freely. You may even stay neutral. An Eternal is an immensely powerful being that is capable of destroying a universe or multiple universes if they are using their full power

## Starting Location

Roll 1d6 to determine your starting location. You can pay 50 CP to pick your starting location instead of rolling. Some locations can also be picked for free, depending on your background.

### 1. The Starting World

The place where all it started and the current main characters of the story go to school and live their ordinary life without care. Be careful though, as there are rabid dogs that can use mana who hunt anyone with the potential to use an eternity sword. Those who chose the **Student** origin can chose this location for free without rolling a die.

### 2. Sword World

This is where Katima is from, a world where that's still stuck in medieval age with swords, castles and princess still prominent. There's not much danger in this place, **Drop-In's** can chose this location for free without rolling the dice. You will appear here before the main cast arrives so you may have to fight the minions en mass by yourself if you step a foot wrong, this could be your chance to befriend Katima.

### 3. The Magic World

While this world is called the Magic World it's more like a combination of magic and science. The two in this world being indistinguishable from each other. This world is where Naya is from. While this place is peaceful, your entry will not be noticed. However you will be subjected to suspicion, and may be jailed if you do something suspicious.

4. *Elemental World*

A tourist spot world where dozen or so world's link to together. This makes each world easy to travel between without specific protection or having an Eternity sword. While it is a tourist spot, humans can only live in the giant tree otherwise they would be attacked by a eternity sword user named Ruputna, She dislikes humans due to them hurting nature. You can use this chance to befriend Ruputna if you have a non-human appearance alt-form or you picked the **God / Goddess** origin. **God / Goddess** can choose this location for free without rolling the dice.

5. *Future World*

A world full of advanced technology it is a dying world where time resets every twenty-four hours. while venturing places other than the slums would trigger a defense system and spawn near-endless enemies for training if you're strong enough, and you can stay here for a while to wait for the main cast to arrive if you want to join them, while you are here try not to disturb the citizens to much especially Subaru if you don't want to die miserably.

6. *The Dead World*

This is the world where Zetsu was born and raised. It is a ruined world where the management gods sucked the mana from the planet. The mana which was used to sustain it. Due to the lack of mana the world went into an accelerated decay and has become a desert planet unable to sustain any life. **Eternal** origin can chose this location for free without rolling the dice.

Perks

All 100cp perks are free for their respective origin and the rest are at a 50% discount. General perks are undiscounted.

General

*Language Comprehension – Free*

Being unable to understand the local language or the one you're speaking with will get you nothing but wasted time. With this perk you gain the ability to speak, read and write any language used in this universe. This may be due to the unique automatic translation of language ability given by the eternity swords or just an innate ability. Post-jump this allows you to speak, read and write any language you come into contact with so long it's not an innately supernatural language.

*Perfected Body – Free*

All eternity swords users whether they are true or artificial have a body far superior than their own race. This occurs as their bodies are composed of mana rather than flesh. You have transcended the limitations of flesh, at bare minimum even without unleashing the power of your Eternity Sword you are capable of feats on par with a lower-end of superhuman version of your race, only improving from there. This also gives you a special ability. Unlike other eternity sword users you won't explode or die when exposed to locales with highly concentrated mana like mana storms due to passively absorbing it beyond your capacity.

*Divine Appearance – Free*

It's a universal fact that everyone in this universe especially those who wield the eternity swords are in the upper-scale of beauty and handsomeness. You are now also a part of this. If you're a female you're the epitome of beauty and sexiness. If you are a male you are now the epitome of handsomeness and manliness. As a side effect of this no matter how dirty and ragged you get it will never detract from your looks. In fact this grit makes you more handsome or sexy if anything. The most major effect of this is that even those who are not the same race as you still find you attractive.

*Magical Core – 100cp*

Users of mana and eternity swords of this universe tend and only rely on absorbing mana from the surroundings to replenish their reserves and unable to generate their own energy. But you are different; you have a magical core inside of you that generates mana for you and your eternity sword allowing you to operate in worlds or universes that don't have mana without weakening you upon entry. It can replenish your mana at a rate that prevents you from exhausting it even if you fight for several days without rest while operating at full throttle.

*Hardened Heart – 100cp*

While wielding an eternity sword sometimes the users are overwhelmed by their eternity swords making them emotionless to blood lusted beings but these effects are non-existent to you. With this perk you are now resistant if not immune to any powers, abilities or pure skill that can sway, manipulate, change, control or otherwise affect your mind and emotions. This also allows you to gain better control of your emotions along with increasing willpower and determination when facing impossible odds in battle, and preventing you from experiencing despair and madness even when faced by a thousand apocalypses or using power born from madness.

*Power Sensing – 100cp*

Normally eternity sword users can sense other eternity sword users in their area unless they intentionally hide their presence and power. But in your case this ability goes beyond sensing eternity swords users, you can now sense anything from energy pools, to life-force up to someone's existence within a ten kilometers radius around you, this also allows you to measures someone's power-level to a certain degree and calculate how much threat they are to you. With training and experience the range can be increased without limit.

*Eternal Life – 200cp*

The users of the eternity swords especially those who use higher level ones tend to live longer compared to the other members of their race. Like them your lifespan is also increased to the point that it gives you biological immortality allowing you to live for eternity and it also gives you immunity to mundane diseases along with a side-effect making you adaptable in the changes of time and adjusts to losing someone through age and time. This also prevents you from feeling the boredom that tends to afflict those beings that cannot die from getting old and this also prevents others from manipulating your age against your will.

*High Speed Regeneration – 200cp*

Users of the eternity swords have the ability to heal any wounds at a fast rate but not enough in a prolonged battle between eternity sword users. But with this the ability is now supercharged, allowing you heal small wounds instantly, lost limbs in seconds and total body destruction in minutes. You are also immune to abilities that prevent healing and regeneration and your blood if willingly given has regenerative capabilities that can restore someone on the brink of death back to life in matter of minutes. This also prevents someone from analyzing your blood if they want to clone you or use it for wrong things unless you allow it.

*Exceptional Skills – 200cp*

Putting in one hundred percent effort is sometimes not enough for others even if you gain the results that you wanted. As someone who wishes to excel you gain the ability to excel at everything that you do by putting enough effort and determination you can temporarily push any of your skills and abilities beyond normal and reach the realm of superhuman. This would normally tire you the first time using the skill but with training and experience you can reach and stay in that realm permanently.

*Dimensional Step – 400cp*

Traveling from one branch to another branch in the time tree is time consuming and needs you to be at a certain location and time to be able to travel. Now your powers of dimensional traveling are supercharged that you can travel or walk to any dimension even if it's protected or prevents dimensional travel at any location and time you want. While during the jump you can only travel or walk to the local multi-verse, post-chain you can travel to any universe, dimension or jumps you want. You can only take a dozen people at a time with this method.

*Mobile Mansion – 400cp*

Unlike normal divine beast the one you get is similar to the divine beast of Nozomi with a mansion the size of a school on its back. It also has unlimited water, electricity and air if you're underwater, in space, or places without air which scales to the needs of the people on it along with an artificial sun, moon and sky for scenery. It's also capable of dimensional travel, space travel and faster than light travel where its speed is equal to the most commonly known fastest starship along with it being protected by an impenetrable barrier than can even tank big-bang level direct attacks and exotic abilities or weapons, though as a weakness it doesn't have any offensive abilities other than giving them a mean glare that doesn't do anything.

*Ability Resistance – 400cp*

Many beings that exist in this universe have too many exotic abilities and powers that tend to bypass the normal defenses that you can gain here. You now have the ability to become immune to the magic and powers of those weaker than you no matter how exotic their powers are and become resistant to the effects and damage of magic and powers of those equal and stronger than you. No matter how powerful they are the effects and damage of the powers to you are only a tenth of what they would normally do and all of this is a passive ability that doesn't hinder beneficial effects. As a side effect these resistances and immunities are absolute in that they cannot be bypassed by any abilities that are meant to pierce resistance and immunities.

*Divine Reinforcement – 600cp*

Being stagnant is one way to kill your potential and yourself as well, as some of your enemies grow in power or just outright possess an overwhelming power compared to you. With this you gain an innate ability that allows you to reinforce your entire being that enhances your physical, mental and spiritual attributes endlessly but the result is only a logarithmic growth as each reinforcement gives you a linear boost for an escalating cost. The cost of reinforcing yourself is proportional to the number of times you previously reinforced yourself and doesn't factor your current and previously gained attributes aside from the ones gained from the reinforcements as each reinforcement gives you physical, mental and spiritual equal to an average human attributes. Each reinforcement covers the entire physical, mental and spiritual attributes along with everything composed and reach of those attributes as a side-effect your current reinforced attributes becomes your permanent minimum level of attributes meaning if you reinforced yourself ten times you would become a peak human in everything and even you haven't trained for centuries or more atrophy won't set in and won't become weaker than a peak human. This ability can also be used on others but the cost is twice as great compared to using it on yourself and any kind of energy you possessed can be used for the reinforcement.

*Eternal Fusing – 600cp*

Normally it's impossible to increase the rank of the eternity swords as it is fixed at the moment of their creation. While they are records of a spirit wielding a 4<sup>th</sup> rank eternity sword managing to reach the realm of eternals in power, it takes a lot of time to do that and she is still stuck as a 4<sup>th</sup> rank eternity sword user. As a jumper you are different, the eternity sword that you gained here is exempted as it gains an absorbing ability that allows it to increase its power by absorbing the eternity swords of your defeated foes. Absorbing eternity swords of greater rank to it would allow your eternity sword to increase its rank and power, but absorbing an artificial eternity sword doesn't increase the rank of your eternity sword even if it was of a higher rank although it will still increase its total power a little, and the same can happen if your foe owns an original one of the same or lower rank as yours. Outside of this jump if you defeat foes of greater power than you could still gain an increase in your magical energy so long you also have the same kind of magical energy as them. With this you can go from 9<sup>th</sup> rank to 0<sup>th</sup> rank eternity swords which are the cosmic balancers.

*The Eternal System – 600cp*

Having the ability to use an eternity sword is awesome and very cool in the views of a normal person so why not give them the ability to do it. You gain the ability to spawn eternity swords of lower ranks than yours in limited numbers as you can spawn one eternity sword of one rank lower per year, ten eternity swords of two ranks lower per year, a hundred eternity swords of three ranks lower per year and so on. Other than that, by temporarily sacrificing a bit of your power, you can designate an entire race of your choice to be given eternity swords of variety of ranks and children of those given the eternity swords would naturally be born along side with their destined eternity swords and this power also makes it so that there are no exceptions or being left out as everyone of that race will gain or be born with an eternity sword. Those with greater potential would gain higher ranks with the limit of a rank lower than yours and those with lesser potential would gain lower ranks with the limit of a 9<sup>th</sup> rank. As a side effect of this, the world and later the entire universe would produce a magical energy compatible with the users of the energy swords.

Drop-In

*Everyday Person – 100cp*

Being someone outside of this universe and having no identity is annoying especially someone just starting on their journey. But with this perk you gain ability to make everyone that you just meet or first time meeting them thinks that you're their acquaintance that they have befriended a few days ago even they don't have any memory of you. This also makes everyone that doesn't have any ill intent towards you become friendly and trusting to you, and so long as you don't break that trust they would always welcome you as a friend.

*Luck of My Own – 100cp*

Some people tend to have greater luck than others that sets them apart while others are outright unlucky in their life. You don't have either of these two but instead something more unusual: while good luck doesn't always come to you bad luck and ill omens avoid you altogether and this guarantees you that in events or happenings that are up to chance you will always gain at least an average result. Randomly answering a test paper would result in you getting a barely passing grade and all of this is bare minimum result without accounting for your own innate and perk based luck which can improve the results.

*A Queen of all Trades – 200cp*

Other people tend to specialize in a certain area and neglect others, which tends to backfire when they are put in a situation where their specialties are useless. But not you, you have skill, experience and an answer for every situation and problem that you encounter that would stall if not defeat others though the skills that you gain are only expert level and cannot reach those who specialize in and master that area. The skills that you gain are only of mundane origin and you do not gain supernatural ones though this doesn't prevent you from learning the latter and improving the former.

*Reactive Evasion – 200cp*

Enemies sometimes use abilities or magic those are unavoidable by normal standards, are too annoying or sometimes could lead you to your death. With this perk you gain an ability to dodge abilities and magic powers that are normally unavoidable along with your body unconsciously dodging abilities and magic powers that cannot be blocked by your own abilities and magic. While this perk guarantees you to dodge unavoidable and unblockable ones but this only increases your chance at dodging magic to abilities that are avoidable and blockable by others.

*Reversal of Weakness – 400cp*

There are others that rely or exploit the weakness of others just to defeat or take advantage of them and it is annoying to have. But not you the weakness that you have from your personality to the magic system you're using up to something inherited by your race shall be removed and become strength while maintaining the original advantage that you have. The benefits that you gain are proportional to how potentially fatal those weaknesses are normally to you but the effects of the boost is only temporary but will last for days.

*Composer of Magic – 400cp*

Magic in this universe tend to specialize in combat spells only and have little to nothing used for everyday life or outside of battle. Now you gained a preternatural ability at using the magic system of this universe which would allow you to invent and improve the magic system of this world in innovative ways that others would normally say impossible or cannot be done with the magic system of this world. This also allows you to combine two or more magic system into one while removing their inherited weakness and limits as much as possible.

*Attraction of the Maidens – 600cp*

Heroes tend to attract their opposite gender but the gender they prefer as well as to them you are the ideal dream lover that they are longing for. You gain enormous luck in encountering good-looking people of the gender you are attracted to as well as allowing you to meet them in favorable situations for you to gain their affection. This starts small like helping them carry their things until it proportionally increased to the point you're saving their lives this also guaranties that you can save them in time or you would be there in their time of need. Any lover that you gain through this would gain a plot armor that guaranteed to prevent them from dying in under a condition that their not your companion yet or a native of the jump but companions that are your lover would gain a strong only plot armor but if they decide to push it this perk would fail. Lovers that you gain no matter how many tends to be open of them being part of a harem and would always work and help each other through everyday life to combat even on your bed and should you be sealed or banished where you can't escape with your own power alone this would guarantee that they would free you with enough time.

*The One that See's All – 600cp*

Others need device to know the past or to predict the future movements of a person and even then they sometimes make mistakes. With this perk you gain an ability similar to the log field where everything is recorded in the time tree, this allows you to know everything from the beginning of time to the current timeline down to the very second which also covers the entire local multiverse. Nothing escapes this ability of yours even something or someone with powerful exotic powers or abilities that would normally prevent this. This also gives you a preternatural ability to predict the actions of a person, events or how battles will go with near-perfect accuracy along with giving you the ability to create strategies and tactics that take enormous amount of variables into the equation and always strikes at the weakness of your opponents. Plots and plans of yours are extremely complex that spans eons and covers the entire multiverse that once set in motion it's near-impossible to stall or prevent, along with the skills to create plans to protect something or someone that are once set near-impossible to harm or come close to for those with ill intent without major loses.

Student

*Skills for Survival - 100cp*

Being flung to a different world is not all fun and games but a survival game with your life in it as collateral. With this you innately know how to survive outside of civilization without problems as you know or instinctively know how to find drinkable water to edible plants up to useful materials. You also know how to hunt lesser threatening beast for its meat and skin to create or sew makeshift clothing to keep yourself or your companions warm and comfortable outside of civilization.

*Ace of the Cooking Club – 100cp*

Fighting with an empty stomach is one of to get yourself killed or even reduce your performance that can affect the course of battle. The skills that you honed in the club are beyond any five star chefs that even cooking scraps from the kitchen would allow you to cook a five star meal. Cooking from poisonous and dangerous ingredients are no problem for you as you can perfectly remove that's making them poisonous or dangerous along with having a proper ingredients can allow you to cook meals that have an eleven stars out of ten. Meals that you cook tend to make someone full longer than normal.

*Working with Everyone – 200cp*

As a teenager everyone is a hormonal child that tends to panic when faced with something they are not prepared to face like being outside of civilization. With this you can make every one of your peers or everyone around your age listen to you and as long it's something that can help them in the long run they are more likely to follow your orders than rebel against you. This also makes you skilled at keeping everyone together and in line so they won't get in trouble with the inhabitants of any world that you go to. With enough time in your leadership the people under you will become more united and likely to help each other.

*Mood Maker – 200cp*

Always being serious sometimes is not good for your health and oftentimes blocks you from thinking outside of the box. You have a preternatural ability to read the mood of others which allows you to guess if someone is nearing their breaking point along with the ability to break tense moods that otherwise tends to lead into arguments and breakups. Your mere presence brightens the moods of others and this also makes everyone near you unlikely to deliberately annoy or pick a fight with others without good reason or animosity.

*Blending with the Crowd – 400cp*

Non-combatants are a hindrance in battle especially if they are hundreds of them that have no strength and experience useful for combat. So long as you don't engage or show any hostility and you are part of a crowd of non-combatants you and this crowd will be ignored by enemies even they are ordered kill you and this crowd. Even collateral damage tends to avoid you and the crowd, although this protection is only effective if those who might otherwise attack the crowd are engaged fighting another group.

*Forgiven by Everyone – 400cp*

Sometimes when someone made a mistake others don't forgive them even it was not intentional and they were under other's influence. With this, from a person to an empire, they are more likely to forgive you if the mistakes that you made to them were not intentional even more so if it's a work of others or you are being forced to it. Any actions that would cause deaths to major incidents will be forgiven if you really showed regret and asking them forgiveness but small mistakes and accidents that doesn't have any deaths would be forgiven easily.

*The Power of Friendship – 600cp*

Having a friend that you can lean on in the times of need is nice but having a friend that gives you power and courage to face any foes is a must. Everyone that you meet tends to become your friend with just you interacting with a few times a week for a month would make them think you're close friends but interacting with them for a year they would even take a bullet for you. The power of friendship is an interesting and abstract thing that the more friends you have the more powerful you grow. Having a hundred friends would allow your physical, mental and spiritual attributes along with magical energy to grow by one percent per month and in dire times you can hear their voices inside your head encouraging you to go on, which would give you the strength to deliver a single powerful blow to your opponents or survive attacks that are meant to kill you once per battle. Should you be trapped or sealed in a different dimension they would appear as your guiding light for



you to follow to escape. As your friends grow in number these effects would be strengthen even more and friends that you made from previous jumps count. You can even channel the power of friendship to someone else for them to gain the benefits temporarily and the range is not a problem.

*The World Will Go On – 600cp*

It's really cliché for most bosses if not all of them that when they lose to the protagonist's party they tend to push the 'Destroy All' button. But with you here it's impossible so long as you are part of the party that defeats them, even if they are the goddess of creation when they used their abilities to destroy and erase the world or the universe should they fall would certainly fail to activate. Even if you're not in the party to defeat the last boss and are just living in the world or universe you can sense that the world or universe is being erased or destroyed and you can make yourself the anchor of that reality even if you normally don't have the power to support it and if you don't want to be an anchor you also gained the ability to stabilize the reality. This also has the effect that makes every trap you encounter that is not created by you, your companions or allies malfunction in your presence. This also gives you the ability to sense any incoming apocalypse in the world or universe that you reside in along with the knowledge of when and where it will begin.

God/Goddess

*Influential Authority – 100cp*

Some beings in this universe no matter how young tend to become the head of the government of their world and have great influence. No matter how young you are in the eyes of those older than you they don't ignore your decisions and words. So long you can show that you are talented and dependable they are likely to follow your advice and leave high ranking positions for you to take and lead. Even as a teenage age leader of a nation or world, others will not question your capabilities to lead.

*Administrative Privilege – 100cp*

Most of the things that exist in this universe are locked or needed some kind of a key to enter and for those who have it tend to hide it for their own purposes. Now you are granted with administrator access and use to every technology to buildings up to sealed dimension in this universe. The technologies or artifacts that are locked can only be used by a specific person or gender is not a problem for you as your power can bypass that form of security that you encounter, letting you be recognized as one of the administrators. Also others cannot revoke this access or blacklist you from the system.

*Damsel in Distress – 200cp*

Enemies tend to kill their opponents, especially if they hated them to the bone and rarely let them live long enough for others to rescue them. But with this you gain certain attraction to your enemies that once they manage to defeat you they would always take you as their prisoner and in battle they would always try to take you out alive. While this guarantees that they would take you alive and make you their prisoner but if you push their button while you're still their captive there's a chance that they might kill you out of anger or other things.

*Curse of Freedom – 200cp*

In this universe especially those bound by the orichalcum forces them to follow a predetermined path even it would lead them to their doom. But with this you gained a curse of freedom where it frees you from any fate or destiny that forces you to follow a predetermined path as well as preventing others from using curse on you no matter how strong it is. As the effect of the curse of freedom which makes you unpredictable to others like those who have the ability to predict the future as you tend to take a different direction from the one they saw though your own powers are exempted from this effect.

*Well Oiled Team – 400cp*

Fighting against an entire army alone is ill advised if not suicidal that's why most heroes fight with their team or party to succeed in their adventures. You are a great and skilled leader when leading a small elite team to fight an impossible battle as your team instinctively knows any weakness in your formations and covers the blind spots of each other along with instantly knowing the moves everyone. Everyone supports each other's attacks and the timing of everyone during the battle are near perfect along with anyone that you lead tends to become loyal to you that they would follow you to death.

*Beyond My Generation – 400cp*

Being a genius beyond of your generation sometimes would make someone lonely and a pioneer in their field of expertise. Your intelligence are now enhanced the higher-end of a super genius allowing you think and invent technologies ahead of their time along with mastering any skills and abilities within weeks that takes others their entire lifetime even other geniuses. This also gives you a perfect memory that remembers everything even if you are asleep and a scaling multitasking ability without limit other than the limits of your own biology or race.

*Destroyer of the Orichalcum Names – 600cp*

In this universe especially those who are born or live in the time tree the orichalcum name is very important and related to the powers of eternity sword users to the point their existence is tied to it. By destroying a God/Goddess can be permanently killed or severely weakened. You gain the ability to harm if not destroy orichalcum names of others and those that don't have any orichalcum name you can harm them by directly attacking the source of their power. This ability has two modes first is the one that destroys and the second is the one that weakens or seals their orichalcum name. In future jumps this translates as the ability to destroy or weakening any powers, ability or bloodline of others. This also gives you the ability to permanently kill and harm any immortal, intangible or pure energy beings such as astral projections or them using holograms even them having multiple bodies. You can supercharge your attacks with your energy enough of it would allow your attacks to bypass immunities and abnormal natural or magical defense of others making it great for killings beings that are far stronger than you by several leagues.

*Artifacts of Divine Origin – 600cp*

Building hyper advance technology is a dream of many people but magic artifacts are even higher priority of others but they don't have the ability to do it as it. You gained the ability to build and create divine artifacts of this universe raging from impenetrable fortress to battle field advantage up to minion generators with a specialty of creating a factory for creating eternity sword wielding automatons, minions and artificial eternity swords. Unlike others where they need materials and time to create their inventions you don't need those other than your own mana or any of your magical energy to summon one so long you have the blueprints or know the inner workings of the device. Reverse-engineering science based technology and other divine artifacts are also within this ability with enough time there's nothing that you can't understand but your specialty is merging both science and magic based technology into a magitech. Things that you build and create are truly meant to be wielded by those that you designated or given permissions along with your creations having self-repair functions that can operate for eons to eternity without problem and durable enough to survive any beatings and attacks.

Eternal

*Anomaly of the World – 100cp*

Beings that come from outside of the universe they tend to register as an anomaly that others cannot analyze or even know about. The log sector of the time tree is unable to recognize you thus unable to record your every actions and history this also prevents others from using their abilities to see your future actions or know about your past even reading your mind would come out blank and a headache to them. Any technology be based on

science or magic cannot also record your existence and any files or papers about you are mysteriously erased or disappear without others knowing about it.

*My Full Might – 100cp*

It's a common feature in this universe that eternity sword users are weakened by the time tree and preventing them from using their full might. But unlike them you are different you can use your full might even you're in a place that restricts you and when your unleashing your full might you can perfectly control your power so that you don't accidentally destroy the planet or dimension that you are in. If your powers come from a certain environment or dimension then even outside of those places you can still use your full power without your powers being weakened.

*Owner of this Power – 200cp*

There are ways for your opponents to manipulate your own powers against you or for them to erase your powers. Now your powers are now so integral into your existence that it perfectly prevents others from copying, erasing, weakening, reproducing, draining or stealing any of your powers without your permission. However if someone is trying to help you they can circumvent this protection.

*Personification of Items – 200cp*

Having sentient items with you in your journey can cure your boredom and loneliness or you don't want others wielding your items other than yourself. This ability allows you to grant any items mundane or supernatural ones with sapience equal to a human and power equal to the weakest eternity sword. While they are weak compared to you they make up with numbers as you can create as many as you want with limitations that each time you give an item sapience and power you temporarily reduced your total magical energy by a small degree.

*Isolated Existence – 400cp*

It's a basic plan for those that can't defeat their current enemy they tend to go to the past to kill their opponents before they rise in power. But unfortunately for them you are a dot in the timeline as harming or killing the past and the future you are impossible as you don't exist in those timelines thus preventing paradox and others retconning your existence. As a side effect this makes you immune to time related exotic abilities as well as abilities or powers from others from completely erasing you from existence.

*Diminishing Rebirth – 400cp*

Eternals being killed in battle are not a problem to them as eternals rarely truly fall in battle. Should you fall in battle or otherwise by something else your body only scatters into motes of mana and reform in the safest location for you and very far from your opponents. Having your physical, mental, spiritual or existence erased or destroyed doesn't matter as you can reform those and it would only need at worst a day to completely reform yourself. The only demerits of this ability are you're temporarily losing a portion of your magical energy when you're killed and which you can regain with enough time and if you are killed enough times until you deplete your total magical energy before you recover those you are permanently killed.

*Fate of my Own – 600cp*

It's a common ability of any eternity swords in this universe to manipulate fate and it's only a matter which one is stronger and weaker when two or more eternity swords users clash. As an eternal this power of yours are supercharged to the point that almost every situations to events always happen to favor you and your companions over others along with increasing your luck to abnormal level that you always receive the desired results that you want in a game of chances or anything that forces you to leave it you chances. You can also manipulate the fate of those weaker than you to make them do the desired actions and results that you want them to do without them knowing even one bit along with creating and enforcing a predetermined event or situations are also within this power. Your perceptions are also enhanced that you can sense when someone or something changed or altered reality even seeing someone's fated future is within your grasp. But the most powerful function of this power is the ability to deliver an attack that is impossible to be stopped, blocked, manipulated and reversed by any means no matter how powerful they are though this ability tends to consume large amount of magical energy even for an eternal but it can be reduced with training and mastery. This also makes you immune to manipulation of fate from others.

*The Orichalchum System – 600cp*

Similar to the goddess of creation of the time tree you manage to gain ability similar to her. You gain the ability to name everything that has a life which can give them variety of abilities from giving them strength and advantages to giving them weakness and disadvantages. This names are called orichalchum names which defines a living beings existence and the abilities gains from this are the basic elemental manipulations to conceptual manipulations even giving talents with this is possible. Any orichalchum names that you have given are permanents that no one can erase or destroy and these can be given with or without receiver's consent whether they like it or not as a side-effect those that have receive an orichalchum name from you tends to see you as their master and extremely loyal to you and unlikely to betray for others. Those that have a orichalchum names given by you always reincarnate with their orichalchum name and always remember their past no matter how many times they reincarnate or if someone erase their memories. You can give orichalchum name to the same person as many times you want even yourself is also possible but without the side-effects of it and this also prevents others from giving you an orichalchum name against your will. The only limit of this is that the abilities while powerful and exotic still depended on the strength of the users.

Items

All items bought here re-spawn when lost or destroyed within a day unless stated otherwise, all 100cp items for their respective origin are free and the rest are at 50% discount except the general items where it's undiscounted.

General

*Eternity Sword – Free and Mandatory*

The eternity swords are the main weapon and the source of the powers of many characters and beings in this universe as it has many array of abilities at its base and even more at higher ranks. Its most basic abilities it has the ability to manipulate mana, the fundamental energy that composes all of life and creation. It gives the users of the eternity sword superhuman physical capabilities allowing them to perform feats beyond the limits of flesh allowing them to reach the upper-end of the superhuman realm and enhanced senses that extent beyond the basic five sense like having a sixth sense giving them the ability to feel incoming danger to yourself and the ability to sense mana or any kind of energy in the surroundings. Creating force fields to protect the user or others as well as gaining elemental creation and manipulations depending on the user and the name of the eternity sword, resistance to immunity of powers depending on the gap between you and those who uses the powers on you as it makes you immune to those weaker than you and resistant to those stronger than along gaining resistance to fate and conceptual manipulates and powers. It also gives the users the ability to use spatial manipulation and time manipulation applies when attacking and defending along with other exotic applications. Healing the wounded are also not out of the question and makes them resistance to curse as well and some others have the ability to pierce others natural and magical durability and defense. Creating portals to travel different dimensions, alternate universe and parallel universe along with giving them the ability of flight and all of this is powers of the eternity sword ranging from 9<sup>th</sup> rank to 4<sup>th</sup> rank eternity sword.

The 3<sup>rd</sup> rank to 1<sup>st</sup> rank eternity swords at base makes those earlier powers even more powerful along making the users a acausality that operate on a different and irregular system of cause and effect than regular causality. This grants the users of the eternity sword greater resistance to abilities such as causality

manipulation, fate manipulation, law manipulation and precognition, among others. Another is fate manipulation that allows them to manipulate the fate of the worlds they are in; they also gain longevity allowing them to live forever and cannot die from natural causes, such as old age or conventional illness, but can be killed by unnatural causes. Their souls are non-physical and are conceptual things which aren't bound by distance or space along with the ability to regenerate severed fingers, toes, or ears, minor organ damage, and even potentially reattach lost limbs. While normal eternals have a passive ability that makes others forget about them why they leave the world or dimension but not you as you have the ability to turn this passive ability on or off at your will. Along with many more abilities that have yet explained.

Pick the form the eternity sword as that you want as you are not restricted in a form of a sword and you gain a skill and experience at using that form of your weapon at master level. You can also import any weapon or armor that you already have while in your warehouse, along with choosing the element or concept that you like which would give you abilities associated to the element or concept that you choose, if the weapons or armor has an existing abilities it would integrate with the chosen element or concept. You can also choose and design the divine beast of your eternity sword however you want as they don't count as companions and you can't import them.

The origins gain an eternity sword in variety as drop-in's and student gains a 9<sup>th</sup> rank eternity sword and by paying 300cp it would be upgraded into 6<sup>th</sup> rank eternity sword and for additional 300cp it would be upgraded into 3<sup>rd</sup> rank eternity sword. While god/goddess gains a 6<sup>th</sup> rank eternity sword and by paying 300cp it would be upgraded into 3<sup>rd</sup> rank eternity sword and the eternals gains a 3<sup>rd</sup> rank eternity sword.

*Personal Hammerspace – Free*

Packing too many items on your person with a small bag is impossible and would only restrict you when you fight. Every eternity swords has a hammerspace to store their eternity sword when they don't need it and the space inside this space is not very large. Normally only eternity swords are used to be stored here but yours are different that you can store anything inside except for things to beings that are alive. Time doesn't pass on the items stored inside the space and you always know everything that you stored down along with infinite space to store all items that you want.

*Eternity Sword Series – 50cp*

Being able to read and know what's ahead of time is an advantage that allows you to prepare and counter problems that you would encounter. The books, games, visual novels, anime, manga of all eternity swords series are stored in your warehouse and this also include works that is going to be made in the future till the end of the series. Giving you a rough guess on what's going on and the language is English or any language that you want. Another set if given to you either it's a books, games, visual novels, anime, manga is your choice and this piece of work tells the story and adventures that you did in this universe.

*Fragment of Desire – 50cp*

This is a Fragment of Desire that was once wielded by takamine yuuto. While it's only a small fragment of the original desire if given to someone else it would allow them to perform peak human feats and magical powers though it's drastically weaker than the weakest eternity sword. But this not its original intention as someone wears it faintly gives them nostalgia that makes them remember their past especially their love one and family along with giving them courage to go on their dangerous journey. This also prevents them from being lonely along with increasing your desire to live especially in battle.

*Emergency Funds – 100cp*

Having funds to support your journey would make it easy for you and your companions especially if you have hundreds of mounts to fill. A credit card that seemingly gains whatever the local currency is equal to a thousand dollars per month and with a credit card that can be used in any universe even high sci-fi or fantasy universe. You only need to show them the credit card and it would automatically deduct the pay no need to know how they receive the money jumper as this money is legal with all taxes paid and all documentation needed. When the credit card is lost or destroyed it would appear in your pocket hours later. For additional 50cp each purchases this doubles the original amount gain per month for each purchase.

*Battle Clothes – 100cp*

Clothes of this universe are weird as everyone tends to only wear one clothes for months to years like they're not changing or them having multiple clothes of the same design, You can no design your own cloth you want to wear on a battle so long your comfortable of it even it's a clothes used by shrine maidens or even a skimpy corset. This clothes are can be torn apart or burned but it can regenerate itself into pristine condition at amazing rate and any dirt or stains would not cling to it and it's always clean like it's been washed recently. It also regulates the temperature allowing you to always feel refreshing and cool even in a desert or in a volcano.

*Book of Travels – 200cp*

Having a book about the most common knowledge about the place where you want to go is very convenient. This book records the every monsters and how to defeat them along with what are their weakness. It also records the plants on what are the dangerous and beneficial when consumed even the common dangers in the lands. This book updates every world or jump you are in and have an unlimited amount of pages and automatically shows the information that you want.

*Entertainment Shelf – 200cp*

Going into a journey even its unexpected would bore you during the way to your destination without any entertainment. You gained a variety of entertainment from consoles to manga's up to animes of the worlds you are been too even movies are also available. All of this are stored inside a shelf in your warehouse that updates and gains new items inside should anything in the world you are currently in fulfils one of the categories of entertainment.

*Tower of Support – 400cp*

Having a powerful computer to do all of your calculations is a great help along with recording information and research data that you have. A powerful magitech computer is given to you and it has all of the functions of the 21<sup>st</sup> century computer with infinite amount of memory and processing power. Any programs and games are compatible with this even console games as well and can connect to any wireless connect and internet that is available in the world you are in and should the wi-fi's are protected it automatically crack it. The protection of this computer is impenetrable to any hackers and virus.

*Castle of Dreams – 400cp*

Owning a castle of your own is one of the dreams of someone as a child. This castle that you can summon and unsummon at will be it a floating or on land in now yours. It is build for beauty and functionality along with it having variety of defense that it's impossible to enter the castle other than the main entrance and prevents any form of teleportation's to enter along with flight when your inside. When it is destroyed you can summon it again after a month and it retains any modification that you did to it along with the walls durable enough to tank a supernova and the barrier protecting it are even more so.

*The Time Tree – 600cp*

Having your own personal multi-verse has its own perks and it's convenient if you have too many followers and companions for you to count. A time tree merged with your warehouse allowing it to create infinite amount of universe within and unlike the original this time tree can produce infinite amount of magical energy to power up and maintain those infinite universe and the warehouse section becomes you administrative dimension where you can access the log sector and manipulate reality but unfortunately you are limited to the limits of your

powers, perks and abilities like if you have powers to control tree or plants within few meters and within the administrative dimension you can extend that to affect all the universe of have in your time tree. Each universe can support life but unfortunately sapient life-form that formed here are the race's that you and your companions gained as alternate forms and this life forms unquestionably look at you as their creator and master along with any modifications that you do to them are carried to the next jump. You gain an ability to create portals anywhere in your time tree and this portal can be as large as you want and the only limitations is you cannot forcefully drag someone stronger than you inside your time tree and nerfed them so that you can defeat them easily.

*The Seed of the Time Tree – 600cp*

A time tree being one with your warehouse might be nice but there are times that you want others to experience living in it. One per jump or for every ten years you would gain a seed of the time tree and when you used it in a universe without a time tree it would fully mature within a year it would ascend into a higher dimension and would produce infinite amount of branches with universes in them and the very center branch is the universe you are in. This infinite branches of universe governed by an non-sapient being that has power equal to a 2<sup>nd</sup> rank eternity sword user which is also loyal to you and your companions alone and the being is also fair and doesn't favor any race unless you told it to. As for the branches you don't have to worry as the time tree has unlimited amount of mana that can allow it to maintain all of this branches preventing this universe from being destroyed unless someone artificially induced it. With the power of the time tree you can implement the magic systems that you have access to everyone in this branches to follow and use and even forcefully changed the existing magic systems of the other existing race's use and unless they are stronger than a 2<sup>nd</sup> rank eternity sword user or you the jumper they can't resist the change. Another is you can freely suppress the powers to abilities up to magical energy of any race or branch's that you hate or even empower someone or a race that you favor so that they won't be the weaker race anymore.

Drop-In

*Identification Card – 100cp*

Having not identity in a civilized world is very inconvenient to find from longings and to start or finish any of your missions. You gained a card that when you used it on any identification technology be it based on magic or science you would always result as you being registered in their system. When you show this to people they would always recognize and see it as the most common identification card in that location and this also bypass any form of resistance that would prevent it from working.

*Mask of Disguise – 200cp*

Being a person on the run and don't have the ability to cover your face without being overly suspicious is very hard. With this mask if worn it makes the users forgettable to others even they held transactions or your one time drinking buddy would forget about your face and only if you take your mask and introduce yourself again to them only them they would remember you. Others would not question you even you are wearing the mask and even someone more powerful than you cannot pierce the protection of the mask to see your real face.

*Medicine of Life – 400cp*

Having a medicine that can cure any diseases and heal any wounds would be a great boon if you don't want to use any of your magical energy. This bottle field of medicine is capable of curing any incurable diseases from mundane to magical in origin even curse's are also possible and it can even heal lost limbs and fatal wounds so long you or someone else manage to drink it they would stabilized and recover even if there in the death's door so long they have a life in them they would be healed.

*Minion Factory – 600cp*

Having the ability to produce unlimited amount of expendable troops is one way to stall an invasion or throwing human wave tactics on your enemy is also a way to win a war. This factory is connected and merged with your warehouse but you can deploy it on any location that you want even return it into your warehouse after deploying it. This factory can be used to create an non-sapient minions that you see the main characters cut left and right while their powers are start's and caps as equal to a 9<sup>st</sup> rank eternity swords users you can create unlimited amount of them and them only follows your orders and those you designate to lead them. While you normally can only create minions but this allows you to create any race so long you have a blood sample but the only problem like the minions they are start and cap at the average of the potential and feats of their race. This also allows you to modify what magic system they would be using so long you have access to the said system allowing you to add and remove the magic systems they can access. The lifespan of the minions and race's that you created with this stays in their late-teens of their race and stay like that until they die and any modification that you do after they are created remains.

Student

*Supplies for All – 100cp*

Fighting or even adventuring in an empty stomach is one way of asking yourself to get killed or fainted in the middle of the road. With this you gained enough common accessible ingredients of the highest quality to feed your entire companions or student body and ingredients that you gain scales with your needs. Along with assorted variety of common accessible refreshments that also scales with the needs of your companions or group. This ingredients and refreshments tend to last for a very long time even it's not preserved very well.

*Membership Badge – 200cp*

Going with the usual procedures sometimes are too time consuming and having a badge that acknowledge you as a member is very convenient. With this badge anyone that you show this will take you as their member without any background checks or any examinations even filling up forms while you may start at the bottom but having a way to instantly join any group or club that you want is far more preferable. This can also applies to any organization to government up to sects in others worlds.

*Library of Knowledge – 400cp*

The most common way of storing knowledge and information no matter which universe you are in. A library of infinite size is merged with your warehouse which copies all books or any information stored inside a books, scroll and even inside a computer about magic's to common knowledge. Whether it's from common to one of the kind it would be stored inside the library and already translated into the language you are most proficient with and those that come with drawbacks like causing the reader to descend into madness and insanity would be removed.

*Learning School – 600cp*

It's a place meant for students to learn and develop themselves as well as to hone their still rough talents allowing to shine and to benefit them. You gained ownership of a school whether it existed somewhere in one of the worlds or in a pocket dimension that you or those you have allowed and designate can enter only. The purpose of the school is it allows you to teach others your knowledge, skills and abilities even the magic and magic system that you use even those students don't have the requirements. Those that don't have magical energy would develop one so that they can use the magic system that you taught them. Students that study in this school can learn anything even if they have no talent or have potential at learning a subject as well as anyone who learn and practice here would reach complete mastery and understanding in their specific subjects at accelerated pace that would leave even geniuses agape. As this school turns days of learning and training here equal to hundreds of years of result and they can understand and learn even from the most incompetent teacher here.

God/Goddess



*Remote Viewing – 100cp*

Using magic to view distant places has some drawbacks that it tends to be noticed by others with sufficient power or have a specific ability. With this you gain ability summons an orb or a screen in the air to view any location in the world and it can even pierce any sort of barriers or protection against it. Unlike some abilities and items it cannot be detected by anyone at all even if they have the specific abilities to do that or their just sufficiently powerful. You can even hear and communicate with someone in your viewing location.

*Workshop of Ages – 200cp*

Having a place for building things would make your work much faster and easier especially if it has all your needs. A workshop that has everything you need to build the technologies that you want along with a automatic fabricator that can build anything so long you have a blueprint or knows the inner workings of the technologies. It also produce its own materials out of nowhere but only the most common and easily accessed materials as it cannot produce any one of the kind materials and very rare materials though it's a fair game if you have the blueprint and knowledge to synthesize it.

*Blueprints of Civilizations – 400cp*

Even geniuses needs time and experience to build something and that's not even accounting the trial and errors that they have to experience. A device that records every technology based in science and magic that is accessible or builds by humans or former humans in this jump. This device also updates every jump that it has copies of all technologies of humans be it based on sciences or magic from the very first invention up to thousands of years in the future.

*Battlefield Orb – 600cp*

Fighting is nice and all but having to take care of the collateral damage in the infrastructure is not. You gained an ability to summon an unlimited amount of an orb in the size of a basketball. When positioned in the middle of a town or city it can temporarily create a barrier that has two layers and the first layer prevents the entry of the enemies and capable of tanking attacks equal to your tanking ability and should the first layer be destroyed or broken it would take a minute for it to reform. The second layer strengthens the infrastructure of the whole town or city to make it unlikely to be broken when there's a battle inside along with strengthening your allies and giving them a home and battlefield advantage. As a side effect the barrier heals the wounds of your allies and non-combatants at accelerated rate giving your allies a small advantage in battle. Once the orb is been placed it can operate for indefinite amount of time and unless you remove it and an another thing is that only you can remove the orb once you placed it though a casual attack from a eternity sword user would instantly destroy it.

Eternal

*World of the Map – 100cp*

Not knowing the geography of the worlds that you are in is very inconvenient. With this you gain an ability to summon a hologram or screen on air that shows the world you are in perfect detail and it updates in real-time along with highlighting any events and persons of interest. It even shows the location or person you asked if you know them names as it even has a search function that allows you to describe a location or person and the ability would just highlight the most matching result. It also has a function that shows to best routes to reach your destination.

*Magical Generator – 200cp*

Most forms of generators in this universe especially the magical ones only gather energy at the atmosphere to let other technologies work. This generator unlike others in this world can produce unlimited amount of energy rather than gathering it and if you have access it can produce it though it's limited to how much it can produced minute by minute amount. Should you permanently install it to one of your technologies that you have or made you would gain another after a month.

*Trial Room – 400cp*

Going to battle without first testing your limits and capabilities is suicide especially if you're not yet used in using your powers. A trial room merged with your warehouse and this room has a series of test and a trial that scales to the level and powers of the taker and it would test the takers very limits. Death inside would only throw you outside of the trial room and making them unable to enter for a month and finishing the trial would strengthen any abilities and powers even any energy that you have by a tenth but any trial and test are not easy as all of those are a matter of life and death when taking them.

*Isolation Machine – 600cp*

Enemies come and go in your precious places tends to be frustrating and would make you anxious if they would attack your world without you in it. This machine is built by fusing magic and science together it has the ability to close and protect the world from invaders and unwanted guests that tends to come and go as they please. Once activated it can protect a town to an entire world by creating a barrier or planetary defense shield that can tank and come unscratched from a big bang and it also prevents any forms of abilities or technology to bypass its protective shielding as they have to break the shielding before they can enter. It also has a function that allows you the jumper only to register people and registered people can come and go as they please and should they have I'll intents like destroying the machine or harming the people inside they would be prevented from entry especially if they are brainwashed. The machine once activated can last for eternity and has a self-repair function but the only problem is that the machine can be destroyed even from a casual attack by a eternity sword user which would destroy it easily. You can only summon one per month.

Companions

You, the jumper, may transfer any remaining cp that you have to your companions.

*Companion Import / Create – 50cp / 200cp*

With each purchase of this option, you may import one of your previous companions or create a new one. They will gain the same number of discounts and freebies that you do, along with 800cp to spend as they wish, or pay 200cp to import all eight of your previous companions or create eight new companions, they can purchase any origin, perks, items and take drawbacks for additional cp but they cannot take or purchase additional companions.

*Canon Character – 150cp / 300cp*

With each purchase of this option, you will be ensured of meeting a canon character of your choice a few dozen times in favorable conditions and you will get the chance to convince them to come along with you. For additional 150cp or a total of 300cp per purchase, Jump-chan would make a clone of them with their personality, skills, knowledge, powers, and memories by the end of the jump, should you unable to convince them to join you, died before the end of the jump or they're dead from the very beginning. If they're clones they are incredibly loyal to you. After the jump they would be given 800cp to purchase origin, perks and items in this jump but cannot purchase companions and take drawbacks.

*Lifelong Companion – 300cp*

A companion of the opposite or same gender of you, the two of you would be spending the rest of your lives together. Several weeks into the jump the two of you would meet and would fall in love with each other. Their love for you or your love for them is eternal to the point that it won't wane and manipulated by powers and time along with them being your equal and always be the same level as you. They are willing to be at your side even if they have to defy and fight their family or country the same can be said to you; they have the exact

appearance, disposition, alignment, and personality of your preference. This Companion can be purchased multiple times for 150cp after the first purchase, and if purchased more than one, they are willing to share and open minded to become part of your harem and work with synergy with each other. They have 1,000cp to purchase origin, perks, and items and can take drawbacks for additional cp, but cannot take or purchase additional companions.

*Army of Minions - 300cp / 500cp / 700cp*

An artificially created sapient spirits whose duty is to protect and serve you, a team of a hundred spirit minions, they work best in groups, and have exceptional teamwork, they are also skilled in melee combat and magic and they are wielding a eternity sword equal to the power of a 9<sup>th</sup> rank eternity sword, they also can grow in skill and experience, they will follow you to the end of the world if they have to, their exact appearance, disposition, alignment, and personality are compatible with you and align to your preference but sadly their gender is locked in a female form, also their loyalty to you is fiat-backed, even if their memory were completely wiped they would still follow you unquestioningly, the elites are fixed number of ten and will receive the perk at half power, the rest of the team will receive a tenth of the perk's original power, they also count as a single companion, for additional 200cp or total of 500cp this would expand the team into one thousand members, for additional 200cp or total of 700cp this would expand the team into ten thousand members, if they die they would spawn in a three days while the elites would take a week. They receive 600cp to purchase an origin, perks and items in this jump but cannot purchase companions and take drawbacks.

Drawbacks

There is no cp or drawback limit so take as much drawbacks as you want, drawbacks triumphs over perks.

*The Plot - +100cp*

Being dragged into the plot is sometimes both a blessing and a cursed depending on the person and how dangerous the main plot is. With this you are drawn to the plot no matter what you do you'll experience their trails and struggles even you do not appear before them at the beginning you still be drawn to be like being accidentally step on the portal and appear before them or you entered the world they are in. Anyway no matter what you do you would be glued to them with a supernatural power so good luck fight powerful beings.

*Incompatible Divine Beast - +100cp*

The divine beast is there to help you master your eternity swords sometimes others abuse them but you accidentally step on the wrong foot of your divine beast. This made your divine beast argue and fight with you in every time it finds you letting your guard down from it and it would be guaranteed to annoy you. While this won't be a problem in battle as it tries to help you as a proper divine beast and through effort you can make peace with your divine beast though it would take a lot of your patience and understanding for that to happen.

*Loveless Protagonist - +100cp*

Loving someone is a nice experience that others want to last forever but sometimes those emotions just won't last long and differs from person to person. Theirs must be come conspiracy here you can't seems to fall in love with someone during your time here as you are one of those super dense protagonist or the girls can't seem to fall in love with you no matter even you the knight and shining armor of their dreams as they think of you only as a singling to look at or take care of. Anyway during your stay here you would be loveless or can't get a lover.

*My Missing Companions - +200cp*

Having your companions reduced the burden when you go on a journey but having separated from then would be bad if you rely on them. Upon entering the time tree you and your companions meet some disaster while you arrive in your destination your friends are scattered throughout the Time Tree. Though it would be inconvenient to them but you would meet your friends again one way or another if you tried hard enough. Even if you don't put effort on finding them you are guaranteed to meet them near the end of the jump.

*The Lightbringers - +200cp*

Gaining an enemy the moment you enter a jump is very inconvenient and derails your plans on how to fix things or makes it even worse. The Lightbringers found out that you're trying to hinder their plan whether this is true or not they would send troops to kill you or hinder you to fulfilling your goal. After staying in the world for some time they would guaranteed to appear to try to kill you even in a densely populated area and they also know your location no matter what powers you use and the only way to lose them is to leave the planet but the cycle would repeat itself.

*Amnesiac Jumper - +200cp*

Losing your memories about the related to the plot of the jump can easily get you killed if you step the wrong foot without knowing about it. Upon entering the time tree you were hit by something and lost your memories about the you're a Jumper and the powers you have before this jump are left alone along with the one's bought here though the powers before this jump have to be re-learned from the beginning and can only reach those heights with hard work and effort though you would recover your memories after jump and.

*The Eternity Sword - +300cp*

Becoming a sapient item without limbs is crippling for those who are physically actively and those are easily bored out of their mind. Upon entry you become an eternity sword now and subjected to the thirst of the eternity swords to consume everything though it can be suppressed with your will. Even if you reach the 3<sup>rd</sup> rank you still won't gain a humanoid body as during this jump you are truly stuck as a sapient item. The only advantage of this is that you gain a durability equal to an eternity sword so long as you have that form and you can still access your purchased and out of this jump powers except those that can give you humanoid body.

*Sealed Powers - +300cp*

Having your powers sealed during the jump would make you powerless but sometimes others do this to gain the first hand experience of the powers of this jump. All the powers you gained from the previous jumps are now sealed the only things you can use is your warehouse and abilities you purchased here.

*Competent Enemies - +300cp*

Most villains that you see and fights are normally incompetent that are easily defeated by someone weaker and less experienced that them. The main villains even their minions that you're going to face in this universe gotten smarter. Now they scheme and abuse their powers like there's no tomorrow and their not unlikely to face you head on but drown you with waves of waves of their minions. The time that they would fight you are where they have advantages and know your weakness to exploit it during battle and attack you when you're weakened and off guard.

*Southern Gods - +400cp*

Gods being your enemies that moment you start your adventure are bad news as their old, experienced and powerful along with them being skilled in combat. The remaining southern gods have sensed your presence and remembered you as their mortal enemy that brought them into a brink of extinction. There are willing to band together and hinder your path no matter where you go and kill you when you show your weakness along with them willingly to abuse every advantage that they have just to bring you down even if they have to partner with some of their enemies.

*Management Gods - +400cp*

Gods that manage the reality that you are in are even bigger problem that ragtag groups of near extinct group of gods as they have some control to the reality you reside. The Management Gods saw you as an anomaly and predicted that you would hinder and ruin their schemes if they can't kill you they would try to separate you from the main cast or companions that you have and gain here. As time goes they would gain the ability to predict your future actions no matter what powers and abilities that you have.

*My Archrival - +400cp*

Rivals are a great enemies that forces you to grow faster to match them as if you fall behind they would ridicule you if not kill you if you truly become useless to them. Upon entry you would meet someone with opposite powers of you and accidentally stepped the wrong foot with them. No matter what you do you can't kill them as during the jump they would be your equal in every way forcing you to fight with everything you got just to wind against them. As for their appearance and gender they are your preference and near the end of the jump the two of you would duel and this is a life and death battle should you win and spare your rival they would become you companions.

*Null–Mana Poisoning - +600cp*

Sometime in the future you have been infected by the null mana which is slowly killing you and the only people that can cure it is nozomu when he become an null eternal or from the mighty narukana but don't expect help from narukana she's a self centered b\*tch right now and the only way for her to become docile as after she made contract with nozomu which is near the end of the journey. But don't worry this won't kill you until they finish the final battle for the time tree or a year later which comes first and this drawback would certainly weaken you a lot due to the side effects of the null mana, there might be other cure in this universe but so far the only one known that can use null mana is nozumu and narukana.

*Yaga the Absolver - +600cp*

You gain the interest of yaga the absolver, she's a glutton that likes to eat anything that has mana by taking this drawback she learn that you come from outside of her universe and she gotten a taste of a remnants of your powers and she's addicted to how delicious it is now she would follow to the end of the universe to eat you. She also knows and senses your location at first she would sent her clones/portion of herself to try to eat you and her clones are at least equal to a rank – 4 eternity sword user in power if you defeat her clones enough she would come after you as a full-blown eternal. While weakened by the time tree she is still equal to the strongest being inside the time tree so fending or killing her won't be easy, though rest assured this perk won't activate until a year through the jump if you meet a clone of her this also means bad luck for you as you would have fight her when you appear before her or after a year after the start she would naturally get the ability to sense and locate you. As a minor benefit you would be given a picture of her so you can avoid her if you can avoid her, if by some miracle that you manage to befriend her after beating you can take her as a yandere and exhibitionist companion.

*The Administrator - +600cp*

The unusual entry that you made attracted the attention of et ca repha the heaven's star a 2<sup>nd</sup> rank eternity sword user as well as the administrator of the time tree, she won't make a move for a year after you appear in the time tree at first she would only send minions after killing enough of them, she would send the weakened guardians of the time tree, next is the full-powered guardians of the time tree and at last et ca repha herself be warned she would be at full-power with the support of the time tree's it would be hard to defeat her alone, so gather up some allies before she appear herself, if by some miracle that you manage to befriend her and convince her to leave her duties as the administrator of the time tree you can take her as a companion.

*The Eternal War - +800cp*

This drawback makes you unable to go to the next jump unless the eternal war between the law and chaos eternal are over, it doesn't matter which group you follow you could go with the law eternal and destroy everything, chaos eternal to protect the entire multiverse from the monstrosity of the law eternal or become a neutral eternal and pick a fight with the law and chaos eternal, be warned the leaders of the two group of hax beings one which has an ability to cut an entire multiverse and see the entire future, destiny and fate of a being he want to see allowing him to know everything about his enemy or person, where one can erase any existence of anyone thinking of harming her.

*The Cosmic Balance - +800cp*

Now you done it you're not allowed to leave this jump until to defeat or killed the three cosmic balancers who are the three omni-verse creators of the eternity sword-verse which can spawn infinite amount of eternal to fight for them and kill the said Eternal with their thought or without even trying, it's possible to win but it would be hard and a very long journey so hang in there and good luck.

*The Challenge - +800cp*

Not even bothering to put a light of hope on yourself, this drawback is the combination of **southern gods**, **yaga the absolver**, **the administrator**, **the eternal war** and **the cosmic balance**, you would face this enemies all the same time, they would come at you waves after waves without letting you take a break, you only have a month of preparation before they gain the ability to locate your location allowing them to pursue you anywhere you go and the only way for you to leave this universe is to defeat them all, rest is for the weak anyway.

Ending

You're been here for ten years or more if you took the **Eternal War** and **The Cosmic Balance** anyway you manage to stay alive after all this years so what would you going to do?

*Stay Here*

Well it seems that you made friends and family in this world that you cannot leave so it's fine you can stay here and forget the other Jumps.

*Go Home*

Going back to your family is a good choice too since it's been a while since the last time you seen them even it wasn't even a second for them anyway good luck with the happy life you have along with the abilities you got in this Jump and Previous Jumps

*Continue*

Onwards to a new journey of the unknown and to look for more friends and adventure

Notes

- Even the weakest Eternity Sword Users are beyond Superhuman Level in Physical Feats from what I can gather. (I remember from Eien no Aselia that even Desire is at its weakest state it can make the Yuuto perception faster to Yuuto that everyone in the Hall is moving around like slow motion.)
- From the wordings in the game 4<sup>th</sup> to 6<sup>th</sup> rank eternity swords are powerful enough to destroy a world that's even accounting that they are weakened by the time tree and 2<sup>nd</sup> rank eternal like Et Ca Repha the Heaven's Star has an attack that can destroy several universe casually anyway it's hard to guess how powerful they are as its hard to see it due to the jump being a visual novel though its only me take on this as even you

have a 4<sup>th</sup> to 6<sup>th</sup> rank eternity sword it's not possible to destroy a world casually without a certain level of mastery and experience using you power and eternity sword

3. This is only my take and information I got on how truly powerful the Eternity Sword, 9<sup>th</sup> rank is the weakest but that's only the starting mana level and with enough time to gather mana a 9<sup>th</sup> rank can rival a Rank 4 in power, If your extremely patient and have enough time to reach a 3<sup>rd</sup> rank eternity sword in power, Since it's possible in cannon from what I heard that a Spirit with Rank 4 Eternity Sword has enough power to rival a Rank 3 Eternal, Correct me if I'm wrong

4. Normally one can raise the power of the Eternity Sword not the Rank, The higher the Rank of the Eternity Sword the more powerful it's will or consciousness, at Rank – 3 and above they have their own personality and goals makes them no different from any sapient being as well as give variety of abilities like changer you into an Eternal which has large amount or array of abilities.

5. When Eternals die they can reform themselves somewhere else that they designated safe place for them, when they do their powers are permanently reduce/lowered by a small degree, though it can be recovered by killing an enemy or taking mana from a planet, Eternals only die if their truly careless like dying without holding their Eternity Sword.

6. Every eternity sword has a rank and the level of power is determined by their rank, with each Succeeding rank having more power than the preceding rank. While the gap in power between each rank from 9<sup>th</sup> to 4<sup>th</sup> isn't overwhelmingly large, the gap between swords of rank 3rd and higher compared to swords of lower rank is astronomical. Beings who obtained a eternity sword of the 3<sup>rd</sup> rank or higher are able to become a perpetual existence with god-like powers called Eternals.

## Change Logs 0.4

- Fixed the wordings and grammars of the jump