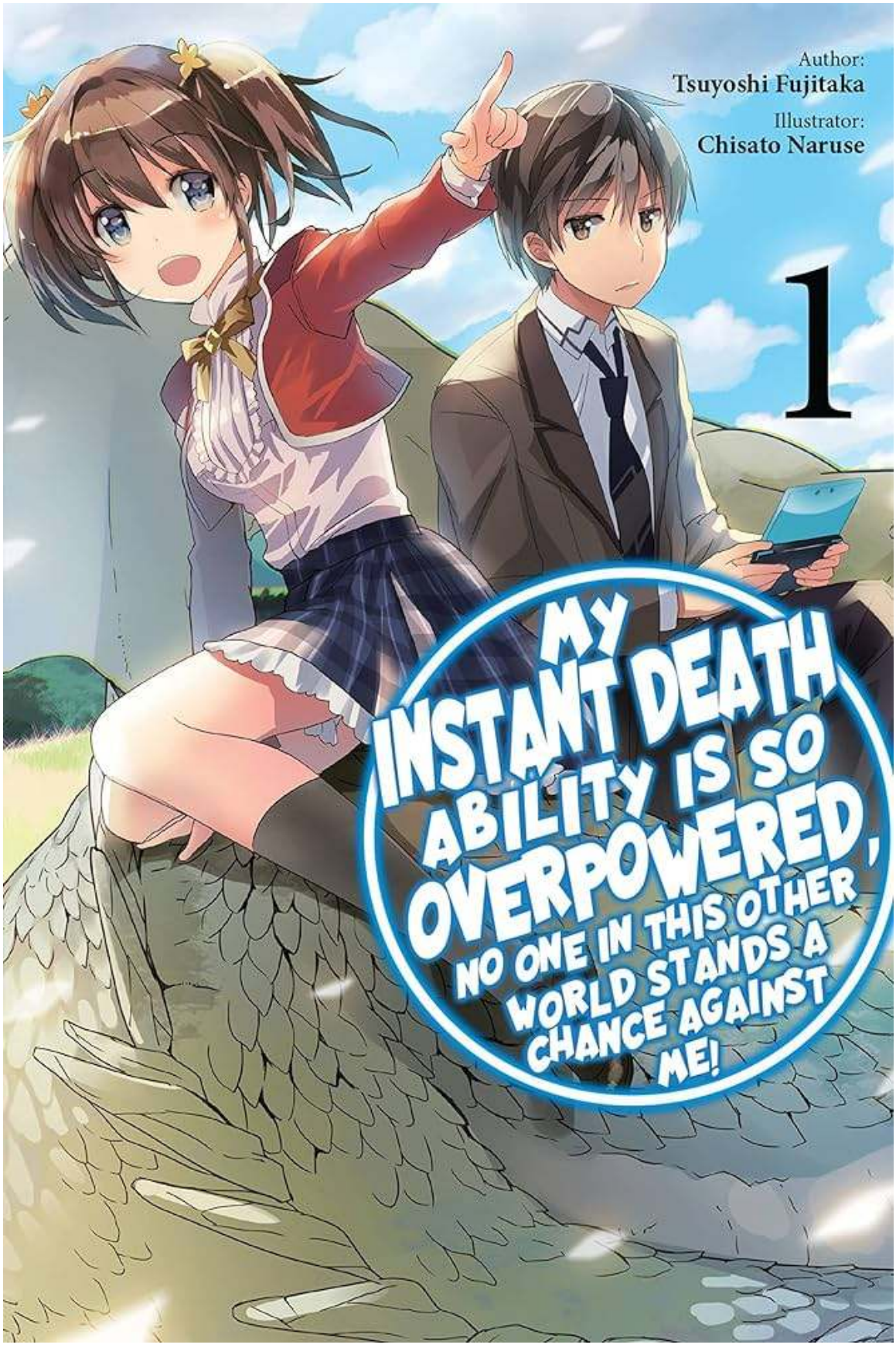
Author:
Tsuyoshi Fujitaka
Illustrator:
Chisato Naruse
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MY INSTANT DEATH ABILITY IS SO OVERPOWERED, NO ONE IN THIS OTHER WORLD STANDS A CHANCE AGAINST ME!

Welcome to the world of ‘My Instant Death Ability Is So Overpowered, No One in This Other World Stands a Chance Against Me!’ Also known as Instant Death for short. This world is one of magic and technology as well as evil villains and psychopathic ‘heroes’. Seriously, you’re just as likely to get killed by a Sage who was offended when you didn’t laugh at her joke as you are a villainous demon king trying to destroy all of humanity. It is a world that possesses a truly ludicrous amount of power, though none are more powerful than an individual who has just been isekai’d into this world: Takatou Yogiri, a mind-breaking eldritch horror in the shape of an ordinary Japanese highschool boy, also known as **The End of All Things.** Good luck surviving. You’re going to need it. And here, you’ll need this…

You have +**1000 CP** to spend.

Location

You enter the jump in a location of your choice within the setting. Or you can roll a 1d6 to gain 50 CP.

1. **The Institute**: The Institute, also known as the Independent Higher-Order Organism Research Institute,or simply the Facility, is a research facility that housed Yogiri (then known as AΩ) during his youth. You appear in the basement vault within sight of AΩ’s childhood home.
2. **School Bus in a Grassy Plain:** You appear inside a school bus that has recently been transported to another world. It is currently filled with confused students looking out at the wide expanse of grassy plain surrounding them. Momentarily, a Sage named Sion will appear to explain the situation. Just to the north of here is Kuenza City.
3. **Hanabusa:** You appear inside a hotel in what appears to be a modern Japanese city with skyscrapers and even advanced technology. But a quick look around will show that there are magical elements at work here too. In a few days, Sage candidates will begin to arrive.
4. **Garula Canyon**: A canyon seemingly out in the middle of nowhere. Within this canyon is the Tower guarded by the Sword Saint. Be careful, though. This canyon is currently guarded by individuals seeking to test those who wish to become Holy Knights. And if they deem you worthy, they might want to compel your participation in the trials.

5. **Royal Capital:** You appear inside a hotel in the Royal Capital, a city built atop the cavernous ruins within which demons and a dark little sister goddess are sealed. The capital is protected by a King with the power to seal away Sage gifts, and Sage candidates will soon be venturing here to achieve their goals.
6. **Free Choice:** Lucky you! Feel free to pick any of the above locations or a unique location of your choice.

Age and Gender:

You are free to select any age and gender.

Race:

In this world, there are various races to choose from, each with varying levels of power and potential. By selecting a race here, you will be an individual of that race with an average amount of power, though there is nothing preventing you from improving on your natural abilities while you're here.

Human (Free): The standard human option. Humans are ubiquitous in this setting. But if you prefer, you can also take a related humanoid form such as a beastkin or a half-demon or even a spirit.

Android (100 CP): You may look human, but looks are only skin deep. In reality, you are an Autonomous Humanoid Operational Mechanism run by an artificial intelligence. Being an Android comes with certain perks like enhanced durability and the ability to continue functioning even after sustaining injuries that would be fatal on a normal human. You also have the ability to repair damage by consuming large amounts of organic matter. If you would prefer, you can instead take on the form of a 30 foot tall mecha rather than an ordinary human.

Dragon (100 CP): You are an intelligent winged dragon with a large quantity of magical power. By default, you have an attack similar to Atila's Lightning Breath. You are also able to transform from a dragon into a human form at will and are able to select what features your human form possesses.

Origin Blood Vampire (200 CP): A type of progenitor vampire, an Origin Blood Vampire is the highest rank among the undead and has a wide variety of powers and skills such as the ability to Charm others with a look, immense physical strength, near instantaneous regeneration, and the ability to turn others into Vampires that obey their will.

Divine Being (400 CP): Immortal beings of nearly immeasurable power, Divine Beings include Gods, Goddesses, and their spawn. While often possessing beautiful human-like appearances, they are immortal and unkillable by most means. They also possess incredible reality-warping abilities and immense regeneration. Only the most powerful of mortals can even hope to stand against them for even a brief time.

Celestial Foundation Eater (800 CP): These entities are cosmic beings that are akin to giant fish swimming in the void called the Sea beyond space and time. They consume Celestial Foundations (universes) as sustenance, hence their name. With each Celestial Foundation that they consume, they acquire the accumulated knowledge of that universe. The rare Celestial Foundation Eaters that wish to interact with their food do so by creating Avatars within the universe and controlling them directly. Avatars can be of any design and can channel any of your abilities. If you wish to spend your stay here consuming Celestial Foundations, beware. There is one Celestial Foundation containing The End of All Things…

The End of All Things (2000 CP): The true form of Yogiri: the embodiment of nonexistence that represents The End of All Things, the final destination of all fate of which there is nothing beyond. The End of All Things stands beyond and outside the conceptual endless hierarchy of higher-level continuums and is even inaccessible to infinite higher dimensions. The End of All Things can destroy anything. By selecting this, you can choose to either replace Yogiri or become an existence of equal power and ability, unable to erase Yogiri and unable to be erased by him as both of you are The End of All Things. If you wish, you can interact with the world by creating Avatars within the universe and controlling them directly. Avatars can be of any design and can channel any of your abilities.

Origin

Both origins are free and any origin can optionally be taken as a Drop-In.

Otherworlder: The world you find yourself in isn't the one you originated from. Well, that's obvious just because this is jumpchain, but even within this jump, you started off in one world and have shown up in another. You might be a student on an ill-fated bus trip or an Aggressor who journeyed to this world of your own free will. But now you're here in this world not your own, and you're free to make of it what you will.

Local: Not everyone can be forcibly pulled through a hole in space and time into a fantastical world of magic, technology, and city-destroying battles. Some people just live here. People like you. You were born into this world as a local, which comes with local connections, resources, and knowledge. This also comes with knowledge of the local language.

Perks

Discounts are 50% off for the listed Origin. Perks costing 100 CP are free for the listed Origin.

General

The System (Free/200 CP): The System, also called Battle Song, is a program that Sages install into potential sage candidates. It acts as a video game-type system displaying and tracking levels, granting abilities, and unlocking skills. A person's Level represents the amount of energy tied to their existence. Levels increase by killing and absorbing the powers of others, with stronger opponents granting more power. Those who have The System find their readiness to fight increasing, their fear of death decreasing, and their aversion to murder numbed. Though you may choose whether or not these psychological changes apply to you. For **Free**, you may receive The System from a Sage, but be warned that Sages who grant The System to others have certain influences and immunities regarding those they grant powers to (see **System Installation**). For **200 CP**, you can have your System be completely independent and unbeholden to anyone.

System Installation (400 CP): You are capable of installing The System onto others. The system gives powers to its targets relating to their personality and interests varying from practical and powerful to weak and useless. Furthermore, those who have the system have their fear suppressed and can resist instant death magic as long as they are stronger than the user. As the person installing this system, you also receive total immunity from the abilities of those you grant The System to. You also gain the ability to instantly kill anyone you grant The System to simply by willing it.

System Engineer (600 CP): You are capable of freely influencing the Gifts of other people granted by The System, analyzing and negating their System powers completely.

Instant Death (Free and Restricted to The End of All Things): This ability allows the user to kill anything with a single thought. Anything. Absolutely anything. Regardless if the target is Immortal, already dead, inanimate, or an omnipotent existence that transcends any form of reality, Instant Death will still apply to them. However, the concept of 'kill' is dependent on the user's interpretation of death. For example, a piece of ice can be 'killed' and will

crumble immediately or a lock can be ‘killed’ which will result in it opening. Even abstract and semantic death can be applied such as ‘killing’ momentum when falling or ‘killing’ a memory to erase it. This can even work on a meta-fictional level, with Instant Death able to ‘kill’ the Q&A section on its own novel.

Despite the name Instant Death, the death inducement is not necessarily instantaneous, as the user has some leeway as to when the target dies (up to about 30 seconds or so). Instant Death also comes with an ability to perceive any hostility or hazards directed at the user or their allies regardless of where the threat is, even detecting hazards from different dimensions. This perception can be used to track enemies that would not normally be detectable, predict their movements/thought patterns, or automatically retaliate with the activation of Instant Death. The automatic retaliation prevents harm being done to the user regardless of the speed of the attacker, whether they move at the speed of light, through time, or even beyond time itself. This ability is beyond fate and time, it does not follow logic, and transcends causality.

While initially this ability can only kill entire targets, with time and practice, the user can restrict this power to only kill parts of a given target, like specific limbs or organs or even something like a single petal of a bouquet. Even if the target cuts off the affected limb and tries to regenerate/heal it, the limb will not ever function again. Abstract concepts can be killed at a general or local level, such as ‘killing’ gravity only for one person or for the entire multiverse.

Due to the immense threat posed by this power and the possibility of accidentally destroying the world, Instant Death also comes with a set of Gates that the user can seal/unseal with a thought to either suppress or regain certain abilities. With all three Gates sealed, the user is not able to use Instant Death at all. With the First Gate unsealed, the user becomes capable of killing anything (with a thought or automatically), can sense killing intent, and can foresee any incoming danger that might harm them.

When the Second Gate is unsealed, the user can kill targets on a more abstract/semantic level. This includes targets like momentum, falling energy, gravity itself, radioactive photons, wind, noise, and heat. Additionally, the user can manifest this power through the use of other people as a medium, being able to kill anyone/anything that his targets have ever seen from their memories, as well as automatically killing anyone who tries to kill a certain person the user has "marked" with this power, essentially protecting them.

When the Third Gate is unsealed, all restrictions are removed. The user has the ability to kill anything and everything without limitation regardless of the complexity. At this level, the user can kill the connection/association/relationship between the universe and the existence sustaining it. Simply put, this Final Phase is capable of killing the repercussions and associations that would happen after a target is killed.

Otherworlder

Good Eyes (100 CP/Free Otherworlder): You have unusually keen eyes that are able to spot things that most other people miss, like being able to identify people you know from a long distance or spotting nearly invisible threads used by your opponent. While not supernatural in any way, you can expect to be able to perceive things far better than any normal person around you.

New Game + (200 CP/Discount Otherworlder): It can be a little difficult to start off in a new world at Level 1, especially when the first challenge being thrown at you is to escape a Level 1000 dragon that wants to eat you. But thankfully, you have a slight advantage. You've done this sort of thing before. As such, your powers are at a much more advanced level than those around you. This might manifest as having greater control, power, or understanding around all of your abilities. For the duration of this jump, this only applies to powers found here, but after the jump, it can apply to other powers as well.

I Want to Protect You (400 CP/Discount Otherworlder): When you're in over your head, sometimes it's nice to have someone on your side. Especially if that someone is ludicrously overpowered. Somehow, you just attract people that want to protect you, whether it's an unbelievably overpowered classmate or a guardian spirit that you've never known about until now or even an enemy that would rather take you as a spouse rather than kill you. These individuals will come up with their own explanations for why they want to help you, but once they decide to stand by your side, they'll do whatever is in their power to keep you safe.

Dannoura Style (600 CP/Discount Otherworlder): The Dannoura style is a personal technique from the Heian era which seeks to maximize the use of weapons and hand to hand combat. It applies techniques which make use of the mentality, reflexes, and the human body to find the most "cowardly" methods to win a fight. It has been refined and adapted into many branches over the years and even includes electronic warfare.

Local

Safe Spot (100 CP/Free Local): Between city-destroying Aggressors, zombie apocalypses, Demon Kings, and cosmic universe-devouring fish, it's a real wonder that any of the locals are alive at all. By all accounts, this world should be a barren wasteland where gods, Sword Saints, and Sages raze everything within a hundred miles every time they're mildly inconvenienced. But somehow people do survive, usually by being lucky enough to avoid a direct hit. And you've got that same type of luck. If there is an attack or disaster in your general vicinity, as long as you're not actively antagonizing or directly interacting with it, you always seem to be just beyond the scope of the damage. A city might be carpet-bombed, but you'll be in the one building that was missed. The zombie apocalypse will be happening outside, but you'll be in an alley the zombies overlook. Your train car might be blown up while you're in it, but the attack whizzes harmlessly just over your head. That sort of thing.

An Actual Decent Person?! (200 CP/Discount Local): In a world filled with terrible people doing terrible things, where those with power kill or command death as easily as they breathe, it can be hard to be a decent person. But you have a special ability to remain pure-hearted and heroic even when surrounded by truly awful individuals. You have an unshakable innocence and belief in goodness that allows you to become a true Saint. You also have a tendency to run into other good-natured people who are willing to help you on your journey.

Killing Intent (400 CP/Discount Local): Normally when a person is in combat, they have a sense of restraint and avoid going for the kill right away. It's an inherent desire to not kill. But against certain opponents, hesitation is death. So now you can release your naturally offensive soul and become hyper-aggressive in combat. This allows you to always strike with the full intent to kill with every single attack. This also numbs your natural reaction towards death and murder, though it will not turn you into a psychopath. It just allows you to fully take advantage of your strength when you determine that there is someone you need to kill. Be careful of who you point this intent toward, though…

Sword Saint (600 CP/Discount Local): The exact powers of a Sword Saint are not well defined, but one thing is certain: a Sword Saint is an existence that rivals even the Sages in terms of raw power and skill with a blade. Strength, Speed, Stamina, and Durability all gain a massive boost, enabling you to stand against and even kill a Divine Being or be able to deal with dozens of demonic enemies that would utterly destroy a normal human.

Powers

Each Origin receives one discount which may be used on any Power within this section. Discounts are 50% off with Powers costing 100 CP becoming free. Keep in mind that most Sages and Divine Beings have several powers. For those with The System, all powers are heavily dependent upon a person's level, and the described abilities can be increased by the user increasing their level.

Item Box (100 CP): This ability grants the user access to a pocket dimension used for storing items. The items can be placed into storage and retrieved with a thought. At a starting level, it can only hold a few items, but at an advanced level, it can hold an unlimited number of items.

Summon Anything (100 CP): This ability allows the user to summon things. At a starting level, it can only summon friends and allies, but at an advanced level, it can summon anyone or anything that consents to it.

Cooking (100 CP): This ability allows the user to create masterful, divine meals with even the simplest of ingredients. At a starting level this is just really good mundane food, but at an advanced level and with superior ingredients, the chef can also apply buffs to the food.

Search (100 CP): This ability allows the user to find their enemies' location. At a starting level, the scope is limited to nearby areas, but at an advanced level, the user can find the target no matter where they are hiding, even in different dimensions.

Paralysis Inducement (100 CP): This ability allows the user to completely stop an opponent from moving. At a starting level, this includes only nearby targets and only for a short period of time, but at an advanced level the range and duration increases dramatically.

Shapeshifting (100 CP): This ability allows the user to transform themselves to look like another person. At a starting level this only includes things like facial features, but at an advanced level it includes full-body transformations.

Plant Control (100 CP): This ability allows the user to control plants and make them move in accordance with their will. At a starting level, this includes only one or two plants within a few feet, but at an advanced level, the user can take control of entire forests.

Beauty Coordinator (100 CP): This ability allows the user to buff allies and control monster aggro, effectively designating targets as ‘bait’. At a starting level, this effect only works on a few targets for a short period of time, but at an advanced level the effects are stronger and can last for extended periods of time.

Consultant (200 CP): This ability allows the user to give advice on how to solve problems. At a starting level, among other things, it allows the user to see the information and hidden details of another person’s powers, but at an advanced level it allows the user to concoct complex schemes to solve world-ending problems.

Superhuman Physique (200 CP): This is a passive ability that grants superhuman strength, speed, and durability, allowing the user to shatter stone, tank stone-shattering attacks, and move at speeds faster than the normal eye can follow. At a starting level, this allows the user to rip apart mundane things like bus seats, but at an advanced level the user will be able to strike down castle walls.

Dream Manipulation (200 CP): This ability allows the user to appear in people's dreams and keep the person dreaming as long as they want to. At a starting level, the user can only observe the target’s dreams, but at an advanced level, they’ll be able to influence and control the dreamer’s dream.

Telekinesis (200 CP): This ability allows the user to move objects via telekinesis. At a starting level, the user can only move things that they could personally lift, but at an advanced level, the user can move things that are much larger and heavier.

Telepathy(200 CP): This ability allows the user to directly read and insert thoughts into people's minds, communicating with them in this fashion. At a starting level, this includes only basic communication with someone within line-of-sight, but at an advanced level, the user can communicate with anyone anywhere in the world.

Teleportation (200 CP): This ability allows the user to instantly teleport. At a starting level, the user can only travel to places within line-of-sight, but at an advanced level, the user can teleport to any place they have been to before.

Energy Projection (200 CP): This ability allows the user to concentrate their inner power into a mass of energy, shooting it from their palm. This can take the

form of a regular energy attack or an elemental attack such as a massive fireball. At a starting level, this only allows for small bolts of energy, but at an advanced level, the blasts can destroy large areas completely.

Darkness Manipulation (200 CP): This ability allows the user to manifest a darkness which can coat and enhance a weapon, or be used as a projectile. At a starting level, the darkness can only be manifested for a short time and provide limited buffs, but at an advanced level the duration and improvements increase dramatically.

Heal (200 CP): This ability allows the user to completely and instantly Heal any kind of injury or illness. At a starting level, the user can only heal small injuries like cuts and simple illnesses like a cold, but at an advanced level, the user can heal anything that does not magically resist healing. This includes regrowing lost limbs and organs.

Soulmancer (200 CP): This ability allows the user to raise the dead as obedient skeletons or zombies. At a starting level, this is limited to raising one dead, but at an advanced level the user can raise entire armies.

Samurai (200 CP): This ability allows the user to use various skills relating to a Samurai class such as Swordsmanship. At a starting level, the user knows how to hold a sword, but at an advanced level, the user can slash demons in half with a single swing and fight off multitudes of creatures from hell.

Ninja (200 CP): This ability allows the user to use various skills relating to a Ninja class. At a starting level, this includes skills such as basic stealth and shuriken throwing, but at an advanced level it can include things like throwing shurikens that can pierce through a demon's skull and fighting off multitudes of creatures from hell.

Monk (200 CP): This ability allows the user to use various skills relating to a Monk class such as Illusionary Fist: A skill that uses energy to create a false image of the user, Spiritual Refinement: A skill that allows the user to store energy over time within their body and spend it to temporarily increase his physical capabilities, Spirit Projectiles: A skill that release a blast of energy, and Discernment: A skill that grants information about a target after looking at them. At a starting level, only one skill is unlocked, but at an advanced level, all skills are unlocked and can grow in potential.

Duplicate (200 CP): This ability allows the user to duplicate items. At a starting level, this only applies to objects that the user is currently holding, but at an advanced level, this ability can be applied to anything from the user's origin world including simple objects like tools and advanced objects like androids.

To Reject All, To Not Let Anyone Past Here (400 CP): This ability allows the user to rewrite the laws that govern reality by creating a mosaic of cut and reconnected pieces of space that fills a specified area. These mosaic pieces are in a state of constant change, being rewritten, combined, and split over and over again. The laws of the world are specifically modified to reject anyone and anything who tries to get past the mosaic, including magical power. At a starting level, the barrier is the size of a person, but at an advanced level it can be large enough to cover an entire forest.

Magic Barriers (400 CP): This ability allows the user to create layers of magic barriers. At a starting level, the barriers are small and can be broken with enough physical or magical force, but at an advanced level, these magic barriers can have spatial and temporal manipulation properties, allowing the user to seal away entities for a thousand years or more, though such barriers might require a power source to maintain.

Absolute Hit (400 CP): This is a passive ability that allows all of the user's attacks to be unavoidable and to always hit the targets regardless if the target successfully dodges or not. At a starting level, it only applies to things that are weaker than the user, but at an advanced level, it can apply to anyone.

Dominator (400 CP): This ability allows the user to subjugate beings who they step on as well as beings who agree to be under the user's control. Once under control, the slaves of the Dominator receive a power boost and are capable of applying the same effect of subjugation on others. Slaves also give the Dominator 50% of the experience they gain. The Dominator is able to monitor their slaves by seeing through their eyes and is able to review their memories remotely. The Dominator is also able to use all of their slave's skills. At a starting level, the user has a limited ability to manage their slaves, but at an advanced level, additional administrative skills are unlocked allowing for easy control and management of large numbers of people.

Apology Stones (400 CP): This ability grants the user a set number Apology Stones each day at midnight. The number of Apology Stones granted is based on the amount of bad luck the user has experienced that day. These Apology

Stones allow the user to instantly regenerate from most injuries as long as the user is holding them in their hands. They can also be used for temporary power boosts, and the user can create Checkpoints with the Stones. In the event that the user's body gets completely destroyed, the user will go back in time to their Checkpoint. In addition to this, the user is able to 'spend' three Apology Stones to play a gacha-type game, granting items ranging from Normal items like a brush to Rare items like powerful armor to Ultra Rare items like a divine Goddess Companion. Spending ten Apology Stones guarantees a Rare item or better. At a starting level, the gacha rewards are limited in power and usefulness, but at an advanced level, the gacha rewards become far more powerful.

Dragon Language (400 CP): This ability allows the user to conceptualize the abilities of a dragon through the draconic language. Although the incantations are extremely complex, you have an intuitive grasp of the language and can replace the incantations with simple phrases such as "Dragon Claws" or "Dragon Wings" to gain the associated ability. Known phrases include: Dragon Claws, Dragon Wings, Dragon Breath, Dragon Fang, Dragon Tail, Dragon Scales, Dragon Sense, and Dragon Heal. At a starting level, the user is only able to call on one power at a time, but at an advanced level, the user can sustain multiple powers, and the boosts will be far greater.

Aura of Compulsion (400 CP): This ability allows the user to imbue their words with an aura of compulsion that makes others wholeheartedly believe what the user is saying. At a starting level, the user can only target one individual, but at an advanced level, the user can target entire armies.

Preta's Soul (400 CP): This ability allows the user to create a black sphere that covers the target, vanishing them into a pocket dimension for all eternity. At a starting level, the user can only manifest a small sphere for a limited time, but at an advanced level, the user can manifest a far larger sphere for a much longer time.

Corrosion Inducement (400 CP): This ability allows the user to whither and dissolve away anything in close proximity to the user. At a starting level, this only includes things like inorganic matter, but at an advanced level this includes all physical objects regardless of material as well as magical barriers and defenses.

Dimensional Distortion (400 CP): This ability allows the user to negate physical and supernatural attacks by warping space with a dimensional distortion. At a starting level, this distortion is localized and can only be maintained for short

periods of time, but at an advanced level the user can have this power running constantly and automatically without thought.

Temporal Movement (400 CP): This ability allows the user to dodge attacks by physically moving through time itself. At a starting level, the user can only maintain this temporal movement for a brief period of time, but at an advanced level the user can have this power running constantly and automatically without thought.

Dimensional Travel (400 CP): This ability allows the user to travel between different worlds throughout the multiverse as long as they possess the right coordinates. At a starting level, the travel will be difficult and unintuitive as well as requiring a large amount of supplementary power, but at an an advanced level, the user will be able to travel across dimensions easily using only their own power.

Spatial Cut (400 CP): This ability allows the user to cut space itself to sever targets to pieces. At a starting level, the user can only cut space that they are touching, but at an advanced level, the user can cut space at a distance.

Takeover (400 CP): This ability allows the user to take over the consciousness of someone, merging with their body and taking their power. At a starting level, this requires a long period of time and the consent of the consciousness being overtaken, but at an advanced level the takeover can happen in a very brief period of time and without consent.

Resurrection (400 CP): This ability allows the user to resurrect people. At a starting level, the user can only resurrect others that have passed away, but at an advanced level, the user can resurrect themselves indefinitely.

Regeneration (400 CP): This ability allows the user to recover from wounds. At a starting point, the user will slowly heal from virtually any wound over the course of several days, but at an advanced level, the user will heal from any wound instantly. As an added bonus, if an attack damages your clothes, those will come back fully mended too!

Peerless Beauty (400 CP): This is a special passive ability that grants the user a special beauty and attractiveness that compels others to bless them. At a starting level, this will attract the admiration of anyone who views the user, but at an advanced level many transcendent beings will be attracted to your location and

will wish to preserve your good looks by granting you powerful boons and even making you immortal.

Parasitic Immortality (600 CP): This ability allows the user to reincarnate into other people that contain the user's genes or those that are part of their bloodline. This form of immortality disperses itself into countless numbers, ensuring redundancy and constantly replicating each other. If the user is killed, another individual will become the user. At a starting level, this only includes direct descendents, but at an advanced level, this ability also comes with the power to create and control bugs that can infect other people with your genes, turning them into potential future hosts.

Time Stop (600 CP): This ability allows the user to stop time for anyone and anything the user touches. At a starting level, this only applies for a brief period of time, but at an advanced level, this power can be maintained for an extended period of time.

Power Sealing (600 CP): This ability allows the user to seal a target's abilities, either removing them completely, or, in the case of powerful abilities, decreasing their potential. Furthermore, if the target has resistances to such sealing, their parameters (such as physical stats) are reduced instead. At a starting level, this only applies to people that the user is touching, but at an advanced level, it can apply to anyone within the range of an entire city.

Level Increase (600 CP): This ability allows the user to passively increase their level over time. At a starting level, this increase is 1 level per day. But at an advanced level, the user's level increases by 1 for each millisecond, which in turn increases their strength, speed, durability, and powers. This ability also acts as a level uncapper, allowing the user to gain levels into the billions and beyond.

Meta Perspective (600 CP): This ability allows the user to view the "script" of the world and all possible flows of Fate. This includes seeing the future, the past, and current events. The user is also capable of seeing/sensing the Fate value of events and Destiny value of people and knows how to manipulate them. At a starting level, the view is a brief and confusing glimpse, but at an advanced level, the user gains far greater control and understanding of Fate and their view of it.

Monad (800 CP): This ability is used for analysis. It has a nearly omniscient amount of information, and it is capable of producing the optimal solution to any situation. At a starting level, the user can only focus on a single problem of

narrow scope, but at an advanced level, the user can tackle any sort of complex, world-spanning problem.

Balance of Power (800 CP): This ability allows the user to warp reality based on their beliefs. For example, if a user does not believe that physics should allow a dragon to fly, the dragon will lose the ability to fly. This allows the user to nullify most supernatural events as ‘impossible’, however this ability only works against opponents with a low fate value. Protagonists and Divine Beings may be immune to this power. At a starting level, this only applies to strongly held beliefs, but at an advanced level, the user can apply casual beliefs as well.

Erasure Bolt (800 CP): This ability allows the user to create a light blast that erases the target from the past, present, and future. At a starting level, the power has a very narrow scope of erasure, but at an advanced level, the user can erase much larger targets.

Petrification (800 CP): This ability allows the user to petrify things. At a starting level, this can only petrify people, but at an advanced level, the user can petrify anything with a thought including people, abilities, and powers. This ability can also nullify a target’s ability to resurrect once fully petrified.

Super Hero Time (1000 CP): This ability allows the user to awaken a new power or gain a new weapon when standing in front of a new enemy. The new power or weapon will always be what the user needs in order to defeat their opponent. However, if the user already has everything they need to defeat their opponent, or if their opponent cannot be defeated by any means, the user doesn’t gain anything. At starting levels, the powers and weapons will be relative to the level of the user, but at advanced levels, the user can gain much more powerful powers and weapons.

Items

Discounts are 50% off for the listed Origin. Items costing 100 CP are free for the listed Origin.

General

Bag of Loot (100 CP): This world comes with a wide variety of treasures and items, and you start off with a bag filled to the brim with such loot. It's enough money to keep you and several others in luxury for a couple of months at least.

Slave Collar (200 CP): This is a Slave Collar that compels the person who wears it to obey the commands of the first person they see after putting on the collar. Though the slave command cannot be canceled, ownership of the slave can be transferred to another with a simple order.

Invincible Battalion Armor (400 CP): This is the Armor that gives the Invincible Battalion its name due to its imperviousness to physical and magical attacks. Stated to be miraculously powerful, the armor neutralizes all spells, prevents any sort of status ailment, and stops any attack element completely.

Wandering Edge (600 CP): This is a special knife that can travel into the past and cut, erase, or rewrite events that have already happened. This can be used to retroactively erase targets from existence or to nullify abilities by erasing the events that prompted the abilities to exist in the first place.

The Omega Blade (1000 CP): This blade is a divine sword that was used in the creation of this world and is able to control all the rules of the world, including Battlesong. In future jumps, this blade will have similar control over the local jump's world.

Otherworlder

Language Barrier Bypass Necklace (100 CP/Free Otherworlder): This world has a unique language of its own which beings from another world might not understand. Yes, there are a few people who can speak your language, but not many. However, with this necklace, you'll be able to understand any spoken language.

Status-Hiding Ring (200 CP/Discount Otherworlder): It can be troublesome to have your power level and details of your abilities available for all to see. Especially in this world where it is common for people to be able to assess the powers of others. But with this Status-Hiding Ring, you can conceal your powers from anyone weaker than you.

Androids (400 CP/Discount Otherworlder): The robots in this world have advanced far beyond modern abilities, creating lifelike androids that can do everything from household chores, cooking, and even basic combat. You have a collection of such androids and can choose their appearance, anything from obviously artificial to something indistinguishable from a normal human.

Aggressor Material (600 CP/Discount Otherworlder): A black honeycomb structured material that is capable of freely changing shape, color, and hardness. It can be used as a thing, flexible body armor beneath your clothes, and it can also change its shape to become a dome to protect you from attacks. It can also change shape to create weapons as well.

Local

Royal Pendant (100 CP/Free Local): This Royal Pendant is the insignia of the royal family in the Capital City. Showing it will grant you the aid of the knights of the city and a free pass into the city itself. In future jumps, it acts as a general access pass to any sort of walled city or fortress as long as you're not actively hostile toward them.

Key to the City (200 CP/Discount Local): Hanabusa is protected by a set of barriers controlled by a Key to the City. With this, you have an item able to create a similar city-sized barrier able to keep out powerful enemies. Or, alternately, to imprison all within and prevent their escape.

Tower (400 CP/Discount Local): This tower is similar to the one owned by the Sword Saint in Galura Canyon. The tower itself is 100 stories tall and contains a multitude of traps that can be used to test anyone who dares to step inside. It also has the ability to pull in the spirits of the dead and can be used as a power source to maintain particularly powerful and long-lasting spells, like a barrier to contain the power of a mighty dark God.

Holy Sword Orz (600 CP/Discount Local): The Holy Sword is able to cut through anything including divine beings. If you want to take on such individuals, this sword is exactly what you'll need to survive and strike back.

Companions

Import (50CP for each or 200CP for 8): With each purchase of this option, you may import one existing companion or create one new companion. They gain an origin and associated discounts and freebies including one discount from the Powers section. They also receive 600 CP to spend on perks, a race, and items.

Canon Character (100 CP): You can select any canon character that is less powerful than a fully realized Sage. This includes Sage Candidates that haven't fully grown into their abilities yet.

Guardian Spirit (100 CP): You receive a High-Ranking Spirit Guardian like Mokomoko. This Spirit Guardian can't handle problems in the physical world, but they can handle aggressive spirits that try to harm you, can sense and warn you about dangerous individuals trying to harm you, and even ward off certain negative effects like dark miasma.

Sage (400 CP): You can select any of the fully realized Sages such as Sion or Lain to be your companion.

The Great Sage Mitsuki (800 CP): Few people know this, but the entire multiverse of Instant Death is simply the dream of the Great Sage Mitsuki. He is nearly omnipotent within this multiverse, and though his power will be far more limited in other jumps, he is still the Great Sage with access to all of the Powers in the Powers section and more.

Takatou Yogiri (1000 CP): The End of All Things. Despite his overwhelming power, Yogiri is a pretty chill person. He has decided to live as an ordinary human for the most part and will generally refuse to kill anyone who is not actively attempting to harm himself or his companions. However, when someone does come at him with killing intent, he only responds in one way.

Drawbacks

There is no limit on the number of drawbacks that can be taken.

Alternate Start (0 CP): By default, the jump starts when Yogiri and Tomochika's class is summoned to another world by Sion, but maybe you'd prefer to arrive at a different time? Perhaps when Sion was summoned to become a Sage Candidate? Or maybe when Hanakawa and the others were summoned by the Iman Kingdom to defeat a devil? Or perhaps you wish to go even earlier to when Yogiri was a child being held in the Facility? You may freely select your starting time in the jump.

I'm After Your Body (+100 CP): Much like Tomochika, you seem to attract attention in the worst way possible, namely creeps who want to do bad things to you. Your assailants are all awful and undesirable in various ways, and they're unfortunately very persistent too. You'll need to take drastic action in order to make them leave you alone.

Sleepy (+100 CP): Your powers are now all extremely draining to use, and overusing your powers will make you extremely sleepy. This doesn't impose any sort of limit on the use of your powers, but if you spend an entire day using your powers constantly, you'll likely need a couple of days of rest to no longer feel sleepy. If you use your powers regularly, expect to yawn a bit more too and sleep more deeply.

Why Would I do that? (+200 CP): Unlike most of the people of this world, you have a fairly strict moral code that prevents you from simply killing anyone who happens to be in the general vicinity. No, like Yogiri, if you want to kill someone, you require them to have direct harmful intent toward you or someone you genuinely want to protect.

This World Lacks Decent People (+200 CP): There's something about this world and the powers within it that turns people into the worst versions of themselves. During your stay here, it will be rare to encounter anyone you would consider a truly *good* person. Instead, you'll run into a bunch of people who try to stab you in the back and murder innocent people for little to no reason. If you do encounter someone good, they are likely to be the target of violence and misfortune because this world really does lack decent people.

System Incompatibility (+200 CP): Though rare, it is possible to find someone that is simply incompatible with The System. Such a person cannot normally be

granted Gifts, but you may still purchase Powers from the Powers section. However, unlike those who have The System, you will not be able to improve upon your powers at all. They will be stuck at Level 1 for the duration of your stay here. If you take The System, it will be installed post-jump, allowing you to improve your abilities at that time.

Arrogance (+400 CP): With great power comes great arrogance. And you? You've gained a whole lot of power. With that power comes an associated disconnection from the lives of normal people. The change will be gradual, with you starting to disregard the petty concerns of mere mortals, but over time your arrogance will progress until you see other people as mere insects to be manipulated, enslaved, and abused for your convenience. As a side effect, you have a tendency to overestimate your own abilities, which could potentially lead to some disastrous consequences.

Sage Target (+400 CP): Your presence in this world has not gone unnoticed. The Sages have become curious about you and your powers. At first, their attention will be somewhat benign as they attempt to understand you and your abilities, but as they come to know more about you, they will become increasingly hostile, even going as far as targeting your loved ones or destroying entire cities in an attempt to kill you.

Dominated (+600 CP): Slavery is, unfortunately, a perfectly acceptable thing in this world. People are bought and sold all the time as well as claimed as spoils in battle. A Sage Candidate can walk down the street and beat an innocent homeless man into servitude, and no one will notice or care. You are now on the receiving end of this treatment, having been enslaved by some method, either being enthralled by a vampire like Lain or else being subjected to a Dominator like Yuuki. For the duration of your enslavement, you are incapable of disobeying your master and will do whatever you can to help them. Your only hope of freedom lies in their death.

Ending

After your time here is done, all drawbacks will be removed and you will then be given a choice. Regardless of your choice, you will keep all your acquired Perks, Items, and Companions.

Return: You wake up at home in your own bed.

Stay: You decide to stay in this world.

Continue On: It’s time to move on to your next adventure.