

# **Out of Context: Yggdrasil Player Character Supplement**

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This document can be used as a supplement in any Jump that would not otherwise have the game Yggdrasil and the Overlord (Light Novel) series within its continuity.

By taking this Supplement you have chosen to be a player character from the Dive Massively Multiplayer Online Role Playing Game (DMMORPG) Yggdrasil and you will enter into that continuity as a Drop-In, awakening in the middle of a field after the timer for Yggdrasil's shutdown reaches zero. As a Yggdrasil PC you are visibly similar to a Human, unless you choose not to be.

**+1000 CP**

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten-year-long Jump.

## Origin:

In Yggdrasil players can choose from hundreds of different races to become, each with their own style, appearance, skills, and weaknesses. This level of freedom allows players to create virtually any build and play style they want. To make things simpler for players all races fall into one of three categories.

### **Humanoid Races**

This category involves humans and human-like races like dwarves and elves (light and dark). While not gifted like dwarves, elves, or any other race in terms of magic or strength, humans are far more numerous and can unlock rare Talents that grant them many advantages over others. And their shorter lifespan compels them to get stronger faster. Dwarves and elves meanwhile have longer lifespans and possess natural skills and abilities in crafting and magic.

### **Demi-Humans**

This category consists of human-like creatures with inhuman features like goblins, ogres, trolls, beastmen, and more. In addition to the greater physical abilities, in comparison to humanoids, they also are capable of evolving into stronger forms with unique abilities. Although limited in their intelligence in comparison to humanoid races they are capable of achieving a level of thinking equal and potentially greater than humanoids.

### **Heteromorphs**

This category represents creatures who could be considered “monsters”, lacking any human features (dragons, undead, etc). These creatures are well known for being extraordinarily powerful and possess many racial abilities that give them an advantage over other races. These creatures can evolve into incredibly powerful forms if allowed to get stronger and as such are usually hunted down and killed before they can. Despite being classified as monsters not all heteromorphs are naturally evil and can be good, if willing.

## Perks:

### General Perks:

#### **Yggdrasil GUI System - Free**

You have access to the Game User Interface of Yggdrasil, allowing you access to the many features of the game. These features include the **Character Status**, showing all your statistics such as health, mana, experience points, level, attributes, equipped items, buffs, and debuffs. The **Inventory** allows you to manage all of the items, consumables, equipment, and treasures you've obtained. The **Skill Tree** has all of the skills, spells, and abilities that you've acquired. **World Map** provides you with a detailed overview of the world, including key locations, landmarks, and more. It also comes with a comprehensive chat system that allows you to communicate with people in various ways. Post-Jump this combines with any and all similar systems you have and gains in the best way. *See **Notes** for further details.*

### **Player Shop/Gacha - Free**

This shop allows players to purchase a wide variety of items, ranging from cosmetics to weapons to mounts and items. The shop updates with each jump, providing new items and gear to purchase based on the setting and will occasionally offer limited-time deals for exclusive products. In addition, it also comes with a daily gacha game to win big prizes and items not found in the shop. You gain 3 free spends per day, after which you pay for any additional spins.

### **10/10 Game Design - Free**

The game design was one of the most praised features of the game, one of the many reasons it was so popular among gamers. With a robust customization system that allowed players to design their characters and items however they pleased it's no wonder people flocked to the game. Everything about you, from your appearance to your abilities to your items is now designed to be as aesthetically pleasing as possible. In addition, you can alter your appearance to fit a certain theme like Halloween or Summertime.

### **Class System - Free/100/200 CP**

The Class System allows the player to define their abilities, skills, and role within the game through various classes that they can pick. You start off with basic classes (mage, warrior, rogue, etc) and can unlock more advanced classes as they level them up, granting them access to new skills, unique abilities, and more. Furthermore, there are incredibly rare and powerful classes with powerful abilities, skills, and spells that are incredibly difficult to acquire and often need special requirements to unlock. For free you get a simple class like the ones mentioned above. For **100CP** your class becomes something more powerful and versatile, like swordmaster, archmage, ninja, etc. **200CP** gets you an incredibly powerful class that grants you many buffs, abilities, and spells/skills like World Disaster or World Champion. **Can be bought multiple times. See *Notes* for further details.**

### **Race System - Free/100/200/300 CP**

In Yggdrasil heteromorphic players can also level up their race as well as their class, allowing them to gain incredible buffs, skills, and abilities as they evolve further and further. Due to Yggdrasil's incredibly diverse number of races to choose from, their options are nearly endless, allowing for a wide range of builds. For free you start as a basic creature like a skeleton, **100CP** makes you evolve into a stronger form like a skeleton mage, **200CP** makes you an incredibly strong race like an elder lich, and lastly, for **300CP** you become an immensely powerful monster with incredibly unique skills and abilities like an Overlord. **Can be bought multiple times. See *Notes* for further details.**

### **Leveling System - Free/50/100 CP**

This allows you to level up through experience (XP) by defeating and/or killing enemies, performing tasks, and completing quests letting you grow in power and unlock new abilities and skills for both your class and race. Every time you level up you instantly recover all of your health and mana. The higher your level the more XP is required to level up. For an extra **50CP** the amount of XP needed for you to level up is reduced by  $\frac{1}{4}$ , meaning that if it took another player 100 XP to go from level 1 to 2 then you would only need 75 EXP. One final payment of

**50CP** for a total **100CP** further reduces the amount to  $\frac{1}{2}$  the original amount, meaning that instead of 100 XP needed to reach level 2, only 50 XP is needed.

**Power Type Origin - Free (Cannot be taken with “Not Drop In”)**

This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you were using this Supplement.

**Dynamic Entry - Free (Requires 3 “Out of Context Origin Perks” from other Supplements)**

Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

**Omnilingualism - 100 CP**

One common issue when being sent to another world is the language barrier, making it difficult for those rare few to understand and learn the language. With this perk that problem becomes a thing of the past as now you can learn any language at an exponential rate.

**Luck of the Gacha - 200 CP**

The dreaded Gacha is both the bane and blessing of countless gamers, granting them either immense joy or unimaginable despair. You are one of the rare few who have great luck when it comes to gacha games, having better chances to get rare items and prizes.

**Friends with Terrifying Benefits - 300 CP**

If you can't beat them then befriend them, I believe the saying goes. You're very charismatic and skilled in gaining trust and making friends, especially with powerful, indifferent beings, allowing you to call on their aid and protection in serious situations. Such is your skill that you could have an emotionless lich proclaim that you're their best friend with a year's worth of effort. Just make sure not to betray that trust.

**L33t Gamer - 400 CP**

You're now an expert gamer with the skills and experience to keep up with some of the best players. Your knowledge of gaming mechanics, strategies, and tactics is incredible, allowing you to master any game within moments of playing. In addition, your experiences make you a master of analysis and prediction, allowing you to anticipate and prepare for your opponent's next move, allowing you to excel in games with PVP. In games where cooperation is key, your coordination allows you to easily keep up and manage your team's strengths and weaknesses to strategize better and ensure success. Best of all, all of the abilities shown here can also be applied to actual combat situations, allowing you to utilize all the skills and techniques you've learned from gaming in actual fights.

**Game Breaker - 500 CP**

While most people are content just to play games the way they're meant to be played, a select few enjoy looking for all the ways to exploit the game's many functions, abilities, and rules. You are one of those people as you can look at any system with a set of rules and functions and find many different loopholes and ways to exploit them to your advantage. From the justice system

to the medical system to the magic system and even the game system you'll be able to pinpoint their various flaws and utilize them for your benefit.

### **Level 100 - 600 CP**

Through hard work, grinding, and killing many, many mobs you've reached Level 100, which grants you a whole slew of advantages. For starters, your physical capabilities have been tremendously increased to the point that even a mage player could easily kill a giant with their bare hands alone and treat their blows as gnat bites, not to mention what a warrior player is capable of. You possess a passive ability that instantly nullifies the attacks of any player or foe below a certain level, whether it's physical or magical. Depending on your build you'll have access to either Super Moves as a warrior or Super-Tier Magic as a magic caster. *See **Notes** for further details.*

### **L33t Gamer Booster: Legendary Gamer**

So great is your skill at games it wouldn't be out of place to call you the god of games. Mastering any game you play nearly instantly, you break records with the same ease as breathing and can reach the top of the global leaderboard within a day. With such keen analysis and prediction to see your enemies' moves before they've even thought of them and combat prowess to weave through hordes of players without taking a single point of damage your most amazing feat is how many times you've been called a cheater or hacker in a single session. You could win against a raid boss with nothing but you and a few level-one players with no deaths, so great is your skill. All of this and more can be used on the battlefield, with your enemies wondering if you're secretly a god of war when in truth you're something much worse: a hardcore gamer.

### **Game Breaker Booster: Beyond 100**

Somehow you've found a way to go beyond the Level 100 limit and climb even higher. As a result of this discovery, all perks, items, and abilities within defined limits can now go beyond their limits. For example, in Yggdrasil spells only go up to the 10th tier but with this perk you can create higher-tier spells. The only limit to this is the time, effort, and resources required to do so.

### **Luck of the Gacha Booster: Gacha God's Blessing**

Your luck has been boosted even further, to the point that getting legendary items and prizes is effortless for you. In addition, this blessing extends to anything involving chance, ensuring you get the best result regardless of whether it's a game or an ability.

### **World Enemy (Requires L33t Gamer, Level 100, Alpha, and Rise of a Legend)**

In Yggdrasil, there exist 32 immensely powerful bosses known as World Enemies, bosses so powerful that even thirty level 100 players with the best gear and skills would still have a high chance of losing, and somehow you've become one of them. Possessing incredible power far beyond that of even the strongest players in Yggdrasil you also have a wide variety of abilities all centered around a theme, like Dragon, Blood, Time, Death, etc. In addition, you can bypass any resistances or immunities that someone may have (*i.e. using fire on someone immune to fire*). What's more is that you also possess massive resistances against many physical and

magical attacks, as well as immunity to instant-death abilities and the effects of World-Items (*this immunity also applies to similar items like Infinity Stones*). See **Notes** for further details and examples.

### **Cheat Codes (Requires Game Breaker, Level 100, Alpha, and Rise of a Legend)**

You can temporarily break the rules of reality to achieve impossible feats. These feats can range from the simple, like generating infinite money or food, to the impossible, creating a perfect duplicate of the Infinity Gems or unleashing an attack with infinite damage. The possible uses of this ability are nearly endless. However, the greater the action you wish to achieve the greater the strain and power required and more attention you'll draw to yourself from doing so. Also, certain actions are beyond even the power of this perk, so don't try to get your spark for free, it will not work.

### **Administrator Class (Requires L33t Gamer, Game Breaker, Level 100, Realm of Heroes, Alpha, and Rise of a Legend)**

It turns out that you're not a player but one of the many developers of the game, granting you access to many abilities far beyond the limits of normal players. With this you gain godlike levels of power over reality, allowing you to alter and change it with little effort. From transmuting matter, creating and altering life, traveling across time and space across dimensions and more your capabilities are nearly endless.

## **Human Races Perk Tree:**

### **Welcomed - 100 CP (Free for Human Races)**

In Yggdrasil, a large portion of the cities and towns are controlled mostly by humans, meaning any non-human that approached them would find themselves chased away by a small army of guards. This perk allows you to enter human-owned cities and make use of any facilities they have as if you yourself were a human.

### **Way of the Grind - 200 CP (Discounted for Human Races)**

In most RPGs there are missions that require you to collect a large amount of a certain object to complete a quest, make an item, earn a reward, etc. These missions are known to be quite tedious and time-consuming, something most players agree on. This perk makes it so that no matter how repetitive and tedious the task is you'll be able to focus on it with peak efficiency.

### **Martial Arts - 300 CP (Discounted for Human Races)**

In the New World there is a unique set of abilities used by warriors known as Martial Arts that allow them to perform incredible feats of physical skill. These abilities range from increasing strength, hardening the body, removing limits, increasing awareness and range, attacking six times in an instant, and many more. This perk allows you to both learn and create new Martial Arts.

### **Innate Talent - 400 CP (Discounted for Human Races)**

Talents are rare traits that 1 in 200 people are born with that grant them special abilities. These talents vary in power and type and can grant a variety of advantages if used correctly. This grants you an exceptionally powerful talent, one capable of elevating an ordinary human into the realm of heroes in a short amount of time. *See **Notes for examples.***

### **L33t Gamer Booster: Innate Talents**

Rather than one talent you instead have three and each of them can be combined to create something greater than the sum of its parts. This also applies to any natural traits and abilities you may possess allowing for even greater power.

### **Game Breaker Booster: Awakened Talents**

Originally talents can only be found in 1 out of 200 people, this allows you to change that by having the ability to awaken the innate talents within people. Not everyone will have an incredibly powerful talent however, only 1 in 200 having talents that powerful.

### **Humanity's Might - 500 CP (Discounted for Human Races)**

For all they boast about their superiority and power the sad truth is that humans are nothing but ants to other races with greater powers and abilities. After all, when an undead lich can kill tens of thousands with a single spell what hope does humanity have? This gives you a far better chance of winning against inhuman opponents. When fighting such powerful creatures you'll find your power and abilities growing. The more inhuman they are and the more powerful in comparison to you the faster your growth rate. In time, those seemingly invincible beings will be simply ants to you.

### **L33t Gamer: Mankind's Potential**

Why should only you benefit from this? After all, humanity's true strength comes from working together towards a singular goal. When you and another human are working together you'll find your capabilities growing at a rapid pace. The more people working together the faster the growth and better the results. Show the monsters and horrors of the world the power of human cooperation.

### **Game Breaker: HFY**

Humanity has been on the back burner against the powerful monstrous races for thousands of years, only surviving due to their sheer numbers and cooperation. This perk gives you a form of plot armor when fighting against inhuman monsters. When battling such beings, everything goes your way while things go horrible for your enemies. When it appears that death is imminent something will happen to save you at the last minute. Even against impossible odds, you'll find a way to come out on top against these powerful beings. Show them that humanity is truly the supreme being.

### **Realm of Heroes - 600 CP (Discounted for Human Races)**

The fabled realm of heroes, a level of power describing those who have reached the pinnacle of humanity's potential, legendary combatants whose might and skill make them legends amongst normal humans, and you now stand amongst them. So great is your power that as a warrior you

could easily take on a large army of human knights and as a mage could cast 5th-tier spells with ease.

### **Level 100 Booster: Limitbreaker**

Despite the realm of heroes being this incredible achievement for humans the sad truth is that for all this power it barely comes close to the level of certain non-humans like dragons or even Yggdrasil players who see such beings as fodder. This boost changes everything as it removes your limiters, allowing you to reach and even surpass the might of such powerful beings with enough training and effort. This also allows you to learn things that should be impossible for you to do, the more impossible the longer it takes to learn.

### **Way of the Grind Booster: Speedrunner**

The longer you perform a task the faster and better you become at performing it, with your speed increasing cumulatively every minute (1 min = 2x, 2 mins = 3x, 3 mins = 4x, etc). This perk resets should you go 5 minutes without performing said task.

### **Martial Arts Booster: Teacher and Student**

You can now teach the techniques you create to others rapidly, allowing them to master your teachings quickly. In addition, any techniques they create you can learn yourself.

## **Demi-Humans Perk Tree:**

### **Tolerated - 100 CP (Free for Demi-Humans)**

This perk makes it so that as long as you don't cause trouble and follow the rules/laws you'll be allowed to enter places where your kind would normally not be allowed. This also allows you to gain access to services usually only available for the natural residents of said locations.

### **Pack Master - 200 CP (Discounted for Demi-Humans)**

When working with your allies you'll find your teamwork and coordination greatly improved. You'll work together flawlessly and quickly adapt to each other's abilities, allowing you to synergize perfectly. This gets stronger the longer you work together.

### **Kin of Beasts - 300 CP (Discounted for Demi-Humans)**

Some demi-humans have been shown to have a unique connection to certain animals like snakes, wolves, bats, birds, etc. This connection allows them to control and command them to perform certain tasks like scouting or fighting. Now you too have a connection to an animal of your choice, allowing you to command them easily. **Can be bought multiple times.**

### **Unique Variant - 400 CP (Discounted for Demi-Humans)**

Rather than simply being a standard member of your race, you are now a rare variant that possesses abilities greater than other members of your species. For example, rather than a standard elf or dark elf you can instead be a sun or moon elf which gains incredible new abilities and powers based around the sun or moon while being empowered by the sun or the moon.

### **L33t Gamer Boost: Legendary Variant**

This allows you to become an exceptionally powerful variant of your chosen race, one whose abilities alone would make it a serious threat to top-tier players and a major threat to the New World. Using the elves again as an example, one legendary variant would be the Eladrin, a race of elves whose abilities mirror the four seasons of Winter, Autumn, Spring, and Fall.

### **Game Breaker Boost: Boss**

It would seem that instead of being some unique variant of your chosen race you are one of the many bosses of Yggdrasil, possessing immense power and a variety of abilities and skills that match your theme. In addition, when you're near death you gain a substantial boost in power with empowered abilities.

### **Ancient Knowledge - 500 CP (Discounted for Demi-Humans)**

Some demi-humans live far longer than humans and as such possess a great deal of knowledge and intelligence, surpassing that of the greatest human scholars. As such you now possess a great intellect, putting you far above the level of most humans and only surpassed by the greatest minds in the world. Your ability to learn, memorize, and retain information is extraordinary and will continue to grow as you apply yourself.

### **L33t Gamer Boost: Primordial Wisdom**

There's learning something and then there's understanding it, and the difference between the two comes down to one simple word: Wisdom. When you focus you are able to properly understand the full nature of what your learning and all it entails. From its benefits to its flaws to its risks to its dangers you'll be able to properly make use of the information you've gained with this perk. Your new wisdom will allow you to make decisions without things like pride, fear, anger, and other negative thoughts or emotions clouding your judgement. This gives you the aura of a wise and respectable figure, one whose decisions and judgments are seen as fair and trustworthy.

### **Game Breaker Boost: Infinite Archive**

Within your mind lies an infinite library, filled with every last bit of information you've ever had and/or collected on your journeys, perfectly cataloged and ready to be accessed with just a thought. Should you come in contact with anything designed to store and record information (i.e. a book, a data drive, a log, a record, etc) you'll instantly download the information directly to your archive. This includes information that is usually forbidding or impossible to understand, your mind being protected against any hazardous effects.

### **Alpha - 600 CP (Discounted for Demi-Humans)**

Although very rare there are cases of demi-humans being born with extraordinary power and skill, enough that even at a young age they could match older, more experienced members of their kind. As an Alpha, you possess great power and skill and an aura of dominance, causing other members of your race to desire to follow you and obey you. Stronger-willed members can resist and even ignore the effects.

### **Level 100 Boost: King/Queen**

Your power and abilities have grown far beyond the limits of your race, to the point that even while holding back you could crush the oldest and strongest of your kind with ease. Upon looking at you, all members of your race will immediately feel a sense of reverence and worship for you. In addition, any special traits and abilities your kind possesses evolve into a far stronger form.

### **Pack Master Booster: Strength of the People**

The more people under your command the more powerful you become, with your power doubling for every 1000 people who follow you. In addition, those who follow you are empowered when in your presence.

### **Kin of Beasts Booster: The Beast Within**

You can now take the form of your chosen animal, but much larger and more mystical. In addition, your connection to your animal of choice is much stronger, allowing you to see through their eyes, communicate telepathically, and summon them to your side.

## **Heteromorphs Perk Tree:**

### **Feared - 100 CP (Free for Heteromorphs)**

If you can't be respected then you'll be feared. You can emit an aura of fear onto your target which causes them to experience terror while in your presence. The more powerful you are compared to your target the stronger the effect will be, allowing you to kill your opponent at the highest level. This effect can be weakened and toggled.

### **Blending In - 200 CP (Discounted for Heteromorphs)**

It can be hard for a heteromorph out in the world, having to avoid towns and cities due to the constant threat of being attacked and killed. This perk helps you avoid such problems by granting you a human form of your design. Should your race already have a human-like appearance then this perk helps you hide any inhuman features like pointy ears, tails, wings, etc.

### **Role Player - 300 CP (Discounted for Heteromorphs)**

If people see you as a monster, then you might as well play the role you've been given. You are a master actor, able to easily act and play any role. So great are your skills that you could have everyone believe you're perfectly harmless, even if your form is absolutely monstrous. You're the king/queen of PRESENTATION and everybody better bow.

### **Incomprehensible "Genius" - 400 CP (Discounted for Heteromorphs)**

Such genius, what divine wisdom you possess Jumper to see and plan 1000s of years ahead of anyone! Truly yours is the greatest mind in history... is what I would say if any of this were true. Instead, you are the undisputed master of the art of Bullshiting, able to weave words together and act in a way that makes it look like everything was according to your "master" plan when

you're really just flying by the seat of your pants. Even the true geniuses will be unable to see through your lies, genuinely believing you're some legendary mastermind with no equal.

### **L33t Gamer Boost: Accidental Win**

How on earth did a simple visit to another nation's capital end up with the leader wanting to be your vassal?! It seems that through no effort of your own, you stumble upon many advantageous situations with the opportunity for serious rewards. For example, a simple walk through the garden to smell the roses might cause you to accidentally save an elf princess who was turned into a rose, who would give to you her eternal love and loyalty in a show of gratitude.

### **Gamebreaker Boost: Domino Effect**

It's amazing how one tiny action can snowball into something massive, like a butterfly's flapping wings causing a tornado. Now your actions seem to result in ever-increasing benefits for you. Using the above example, saving the elf princess would lead to her father declaring you his heir, which grants you access to their treasure hall, where you find a world item.

### **The Abyss - 500 CP (Discounted for Heteromorphs)**

Since the dawn of magic, countless magic users have sought to peer into the Abyss of Magic, the origin and source of all magic. You have achieved what they have all dreamed of and gazed into the abyss. As a result, your magic reserves have been massively increased, to the point that you could spend the whole day throwing out 10th-tier spells before feeling exhausted. In addition, the power, range, and capabilities of your spells have been enhanced, allowing a simple tier-one spell to be as powerful as a tier-five.

### **L33t Gamer: Overcharge**

Do you love using a certain spell but hate how weak it is? With this you can "overcharge" a spell, using more mana than needed to make it far stronger. Even a weak tier-one fireball will become as powerful as a tier-tenth spell with enough mana used.

### **Game Breaker: Abyss Fragment**

You have done something long thought impossible, taking a fragment of the Abyss of Magic and fusing it with your soul. As a result of this insane plan you now have limitless magic, allowing you to cast the most mana-costly spells rapidly with little issue. What's more, because you possess a fragment of the abyss within you hostile magic is only half as effective on you while beneficial magic has its effects and duration doubled. Best of all your magic spells are empowered even further, to the point that a simple tier-one fireball hits like a tier-ten.

### **Rise of a Legend - 600 CP (Discounted for Heteromorphs)**

It started with a meeting between a chivalrous hero and a simple skeleton and ended with the creation of the greatest guild in all of Yggdrasil, one that would go on to achieve many incredible feats. You are destined for greatness, a life of wonder, amazement, and legendary adventures. Fate itself will ensure that opportunities to increase your fame worldwide will be in abundance, allowing you to become a household name in just a few years. The more legendary feats you

achieve the greater and faster your reputation will grow, to the point that even people who've never heard of you will still look at you as someone to respect and revere.

### **Level 100 Booster: Legends Never Die**

One thing about legends is that they never die, even after thousands of years countless figures across history are still being spoken of, ensuring that even in death they live on. You gain a unique form of immortality that allows you to live so long as people remember you, even if it's just one person. Even if people do forget you, there's no danger of instant death. And should you be killed, once per jump or every 10 years you'll be resurrected in a safe place of your choosing so long as one person remembers you. In addition, the farther your legend spreads the greater your strength grows, enabling you to ensure that reality matches the legend.

### **Blending In Booster: Notice Me Not**

Your ability goes far beyond just "blending in", at any point you can emit an aura that causes people to ignore your existence completely. This makes it virtually effortless to go anywhere without being detected; only mechanical and magical detection methods can counter this.

### **Role Player Booster: Becoming The Mask**

You can create alternate personalities to fit whatever role you're playing. These personalities can cover all types of lifestyles and can be easily swapped out like masks so there are no worries about losing control. You can easily shift from cold-blooded killer to paragon hero and back again.

## **Companions:**

### **Player 2 - Free**

This allows you to import one of your companions to join you on this journey. They'll be given the same amount of CP you get to build their Player Character.

### **Export - Free/50/100 CP**

If for some reason you want to try your hand at convincing certain characters from Yggdrasil to join you then this is the option for you. Depending on how much you pay for this option will determine their initial feelings toward you when you attempt to recruit them. For free they have a neutral stance towards you, they neither hate or like you, meaning they can be swayed to one side or the other depending on how you approach them. 50cp makes them react amicably towards you. You're not their friend but they see you as someone worth trusting and listening to. 100cp skips the process and makes them your friend, acting like they've known you for years and will not hesitate to follow you on your journeys. **Can be bought multiple times.**

### **Guild Members - 100-800 CP**

Every guild needs guild members and for you that comes in the form of the companions you have with you. For 100cp each you can import up to 8 extra companions with you, along with the free companion at the top of this section for a total of 9 companions. They all get the same amount of CP you do to personalize their builds.

### **Maids/Butlers - Free/200**

Your own personal army of maids and/or butlers ready to wait on you and cater to your every need. These NPCs are absolutely loyal to you and are masters of all the skills needed to be a proper maid/butler, be it cooking, cleaning, serving, and more, ready to act at a moment's notice. They possess a mental link with you and each other allowing you to contact them with just a thought and work together flawlessly. For free you get 100 normal maid/butler NPCs ready to work, 200cp allows them to specialize in extra skills. For example, they can also be skilled painters, singers, dancers, spies, assassins, bodyguards, etc. **Can be bought more times for more maids/butlers and skills.**

### **Custom NPC - Free/200/400/600/800/1000 CP**

You gain access to your own personal NPC to command and control. This NPC has absolute loyalty to you and considers you a Supreme Being above all beings and will gladly follow any order you give them without hesitation. Depending on the price paid here will determine how powerful your NPC is. For free they're only as strong as the many maids inhabiting Nazarick, 200cp makes them a bit stronger but under the Pleiades in terms of power, 400cp makes them as strong as the Pleiades, 600cp makes them equal to the Floor Guardians of Nazarick, for 800cp your custom NPC is as strong as Rubedo, the most powerful NPC in all of Nazarick, said to be so strong that even a fully geared Ainz alone could not defeat her. Finally, for a payment of 1000cp, you get an NPC on par with a World Enemy, the strongest bosses of Yggdrasil. Their design, classes, and race are entirely up to you. **Can be bought multiple times.**

### **Ainz Ooal Gown - 800/1000 CP**

This is what everyone was waiting for, the opportunity to bring the legendary guild Ainz Ooal Gown with them on their adventures. For 800cp you get the guild shown in the New World, with just Momonga and the various NPC within Nazarick. For 1000cp you get the guild when it is at its peak with all 42 Supreme Beings ready to join you on your adventures. Regardless of which price you pay you are made a member of the guild with all the benefits.

### **Items:**

Any lost or stolen items will be returned to you after a week in the same condition as when you had them. Any damaged items could be repaired and have the broken condition removed if worked on by a capable engineer. If desired you can import your items into the ones purchased here. All items here can be purchased multiple times and will be refreshed in 1 week after usage, unless stated otherwise. **Here's a 500 CP stipend for this section only.**

### **Cosmetic Items - Free/50 CP**

These items allow you to change and redesign the appearance of your items and property to fit your style. For free these items are only temporary but for 50cp these changes can be made permanent.

### **Magic Pouch - Free/50 CP**

This magic pouch connects directly to your inventory, allowing you to pull out anything stored in your inventory without raising any alarm. For a payment of 50cp it also connects to your warehouse, allowing you access to all of your accumulated items from your journey

### **Personal Mount - Free/100 CP**

Quite common in Yggdrasil mounts were ways for players to travel quickly through dangerous locations without using mana or items to teleport. For free you get any mount you desire whether it's a wyvern, bicorn, lion, etc. For 100cp this mount can now fight alongside you in combat and will have increased intelligence and capabilities.

### **Magical Instrument- Free/100 CP**

These specially crafted instruments are often used by the bard class as either a form of entertainment for friends and allies or a method in which they can boost their allies. For free you get a single magical instrument of your choosing, allowing you to provide a wide variety of buffs to your allies depending on how you play. For a payment of 100cp this instrument is not only greatly empowered, increasing the power, range, and duration of the buffs but can play by itself. This leaves you free to do other things.

### **P2W Items - 50/100/200 CP**

In Yggdrasil one of the most commonly used features was the Gacha, a game of chance to win powerful items by spending money. For 50cp you get basic P2W items like potions that restore health and mana instantly, a free teleport item, low-tier summoning items, etc. For 100cp you get moderately useful items that can possess unique abilities, like a scroll that instantly resets the cooldown of a single spell or ability, a compass that can track treasure, or a monocle that can let you understand any language. But for 200cp you gain access to items that embody the term "Pay to Win" with how overpowered they are. From a ring that grants you three free usages of the super tier spell Wish to an item that can unlock any lock 10 times, to a scroll that summons a level 90 mercenary and more, the possibilities are endless.

### **Player Gear - Free/100/200/400/600/800 CP**

This is all the armor, tools, and accessories needed for a player and their class, the design of which is yours to choose. For free you get simple mid-tier gear, 100cp upgrades that to legacy-tier, 200cp for relic-tier, and 400cp gets your legendary-tier gear which is quite formidable in combat. 600cp gets you Divine-Tier gear which grants you an immense boost to your abilities as well as special enchantments like health regeneration, lower spell/skill cost, free usage of special abilities per day and more. But, if you want truly obscene levels of power and broken abilities then for 800cp you gain Divine-Tier equipment that has been enhanced by the Caloric Stone. This puts your gear on par with World Items in terms of power and capabilities and will allow players to take on opponents twice their level and have a great chance of winning.

### **Personal Weapon - 400/600/800 CP**

You now have access to your own personally designed weapon, ready for combat. 400cp gets you a legendary class weapon, and 600cp upgrades that weapon to divine class with incredible attack power and special abilities. Lastly, for 800cp your weapon is upgraded with the Caloric Stone, turning your weapon into a pseudo-World Item.

### **Guild Base - 600/800/1000 CP**

In Yggdrasil, players can, after conquering a dungeon, have them converted into a guild base for use by the guild. The various dungeons come in all shapes, sizes, and difficulties which provide many benefits to guilds. For 600cp your guild conquered a rather weak dungeon, gives nothing special and provides no extra benefits. Paying 800cp means you and your guild took over a normal dungeon for your guild base, provides some decent bonuses and benefits for your guild and is quite difficult to attack. For a full payment of 1000cp the dungeon you've conquered is equal to that of the Great Tomb of Nazarick, resulting in your Guild Base gaining massive bonuses and benefits for you and your guild members. *See **Notes** for further details.*

**Can only be purchased once.**

### **World Items - 600/800/1000 CP**

Forged from the remnants of the leaves of the world tree Yggdrasil after Nidhogg's rampage, World Items are the pinnacle of all items in the game, to the point that they are known as Balance Breakers due to how easily they break the game. So great is their power that having one can change the outcome of a battle easily. The abilities of World Items vary from each other but one thing they all have in common is that they protect the user from the effects of other world items as well as many negative status effects such as instant death, curses, traps, and spying spells when in possession. For 600cp you gain access to a unique world item known as the Caloric Stone, a basketball-sized chunk of multicolored ore. While it does grant the same protections as other world items it's primary usage is as the ultimate crafting item. Anything made with this item will be enhanced by a significant degree, at the cost of the stone being used. For 800cp you get one of the many World Items found throughout Yggdrasil, ranging from a staff that lets you cast magic for free for a certain duration to a spear that lets you ignore all defenses and crits on every attack. The possibilities are endless. But for a total price of 1000cp you get one of the Twenty, world items so powerful that they can change the game's very nature. These items can range from a simple club whose damage grows infinitely with time to items that can change the rules of magic and reality to an item that can erase someone from existence, at the cost of their own life. **You can create your own World Item, please fanwank responsibility.**

### **Drawbacks:**

#### **Not A Drop-In +100 CP**

You are no longer a Drop-In or from an alternate Reality.

You are instead a local who somehow gained the powers of a Yggdrasil PC.

You will need to work out your Background with your Jump Chan and you will lose all Items from this Supplement.

### **Enemy Yggdrasil Player +200 CP**

Normally you would be the only Yggdrasil Player within this continuity, however with this drawback Yggdrasil Player of each Origin will appear, one of each type who are each going to hunt you down for your items and gear.

### **Chosen One +300 CP (Exclusive to Human Races)**

You are the Chosen One, a being of legend destined to save the world from tyranny. Because of this, you can no longer take perks from the **Demi-Humans** Perk tree or the **Heteromorphs**.

### **Mythical Beast +300 CP (Exclusive to Demi-Humans)**

You are a beast from mythology, capable of incredible feats and possessing many abilities. Because of this, you can no longer take perks from the **Human Races** Perk tree or the **Heteromorphs**.

### **Demon Lord +300 CP (Exclusive to Heteromorphs)**

***“You are somehow something that can only use the Heteromorphs Perk Tree”.***

Because of this, you can no longer take perks from the **Human Races** Perk tree or the **Demi-Humans**.

### **Arrogant Fool +400 CP**

You are quite arrogant and will believe yourself to be greater than everyone, causing you to look down on others and treat them like trash. Your inability to think of anyone but yourself will make it nearly impossible to form lasting relationships. Your arrogance also causes you to underestimate others.

### **Cartoon Evil +400 CP**

You have all the makings of a classic Saturday morning cartoon villain. With long monologues, over-the-top plans, random acts of violence, occasional bursts of anger, maniacal laughter, and more making you better suited for starring in classic cartoons. In addition, when fighting someone who can be considered the “good guy” and/or “hero” you’ll find these traits magnified three-fold.

### **Weak Stomach +500 CP**

You’re not used to seeing such horrific sights and it shows. You become unable to tolerate horrific sights and sounds, even seeing blood is enough to leave you feeling green. Even hearing about them can leave you feeling ready to faint.

### **Sinister Heart +500 CP**

You possess a heart as black as coal, showing no mercy, remorse, or regret for the many horrific actions you’ll soon be committing. You could kill someone’s family in front of them and

then feed their remains to them without a second thought and with a smile on your face. To you causing pain, misery, and suffering fills you with immense joy, and going too long without doing so will cause you to go through withdrawal.

#### **Undead Emotion +600 CP**

Your emotions are greatly suppressed, to the point that it would require something extreme for you to express your emotions freely. Even then you'll feel it fade as fast as it arrived.

#### **Broken NPC +600 CP**

Something went wrong with your NPC while you were creating it, and now it's acting strange. Whether it's now obsessed with you to the point of madness, hates your guts, or just plain weird it's clear that you messed up somewhere in the process.

#### **Trash Gear +700 CP**

Your gear will always be of inferior quality regardless of the method, materials, and abilities to create. Even divine-tier gear made with the caloric stone would be no better than common gear.

#### **Bad Gamer Luck +700 CP**

You are immensely unlucky, resulting in countless problems and headaches. Spells and skills missing their targets, messing up your crafts, getting bad rolls on the gacha, and many more ways things can go wrong.

#### **Connection Error +800 CP**

Something went wrong when you were sent here. Every now and then you'll occasionally experience glitches that cause serious problems. From randomly being stuck in place to accidentally casting spells or skills to getting stuck in objects these glitches will make it difficult to use your abilities.

#### **Level 1 +800 CP**

Something happened when you were transported here and it caused you to be reset back to level 1. Any items or gear you have are locked away until you reach your previous level again. In addition, all your skills, abilities, and powers are now weakened greatly.

#### **Yggdrasil +200 CP/+400 CP/+600 CP/+1000 CP**

Normally there would be no other characters from Yggdrasil within this continuity, however with each purchase of this drawback, new characters will also appear around the same time that you do.

For **+200 CP** only the Thirteen Heroes will appear.

For **+400 CP** both the Thirteen Heroes and Beast King will appear.

For **+600 CP** the Thirteen Heroes, Beast King and Ainz Ooal Gown will appear.

For **+1000 CP** the Thirteen Heroes, Beast King, Ainz Ooal Gown and the Devourer of the World Tree will appear.

1. The Thirteen Heroes will have access to all the perks on the **Human Races** Perk Tree.
2. Beast King will have access to all the perks on the **Demi-Humans** Perk Tree.
3. Ainz Ooal Gown will have access to all the perks on the **Heteromorphs** Perk Tree.
4. The Devourer of the World Tree will have access to all the perks on this Jump Document.

### **Generic Drawbacks:**

#### **Extended Stay +100 CP**

You can Increase the duration of this jump by 10 years.

You can take this a maximum of 10 times increasing it up to 110 years total.

#### **Stalker +100 CP**

A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

#### **How do I keep falling into these situations +100 CP**

Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

#### **Bounty +100 CP**

It seems you pissed off the wrong guys as you have a notable bounty on your head. Not enough to get the big guys interested but enough to get the attention of random thugs.

#### **Wanted +100 CP**

Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sorted out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

#### **X-rated +100 CP**

This jump is a little more explicit than normal sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

#### **Double Trouble +100 CP**

You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

**Low Budget +100 CP**

Something about this world just seems... cheap, flying wires, plastic shield, old school lights and tatty looking monsters.

**Thugs for days +100 CP**

At least 10 random thugs will randomly show up every day and target you.

**Silent World +100 CP**

The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

**Angered Factions +100 CP**

With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

**Heroic Sayings +100 CP**

You have several quotes and sayings that always come around as annoying or cheese which you unintentionally use every time you try to talk with others.

**Rough Childhood +100 CP**

You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it.

**The Weirdo +100 CP**

Everyone seems to think that you are a strange individual and they will go out of their way to avoid you unless they actually want to speak to you.

**Team Up +100 CP**

It seems that you can't go anywhere without some random person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

**Knowledge Lockout +100 CP**

Once you start this jump you will lose all of your knowledge of the setting's universe and all its continuity's.

**Stranded +100 CP**

Instead of the normal beginning your origin would have, you find yourself in the middle of a desert island somewhere in the ocean.

**Plot Anchor +100 CP**

Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

**Kick the Cook +100 CP**

You are a terrible chef, everything you cook is disgusting, you can't even cook toast without making it monstrously vile.

**Scarred +100 CP**

You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

**Always Left Behind +100 CP**

Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

**Honourable +100 CP**

You are honorbound and will always do things in an honorable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

**Nightmare +100 CP**

Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

**Inconveniences +100 CP**

Small issues will constantly occur causing minor discomforts for you.

**Behind your back +100 CP**

People are always saying horrible and often hurtful things about you whenever they think you're out of earshot.

**What's that Smell +100 CP**

No matter where you go, no matter what you do, something will always smell slightly off. The smell will change when in different locations but it will always be a distracting scent.

**As you know +100 CP**

Everyone expects you to already know what's going on so don't expect to get any explanations.

**Sickly +100 CP**

You have a poor immune system making you more susceptible to sickness, as a result of this you will get ill at least once a month.

**This is a holdup +100 CP**

For some reason every two bit henchmen, sidekick, minor minion and comedy relief character thinks they can kick your ass and thanks to this drawback they are going to go out of their way to prove it! Expect to get mugged a lot.

**Magnet for Misfortune +100 CP**

You have terrible luck causing you to be near constantly hit by random, unpleasant, and painful bouts of misfortune.

**What's his name +100 CP**

No one seems to remember your name and you have been given a nickname that really winds you up. What's worse, most people think that it's your actual name.

**Two of a kind +100 CP**

People keep making parallels between you and other people, these comparisons are not flattering.

**They heard you +100 CP**

You will forget you took this drawback.

Any time you say something mean about someone they will overhear you and probably get upset.

**Simple minded +100 CP**

You find it difficult to understand slightly complex things and have trouble remembering when holidays are.

**Money Money Money +100 CP**

You now have an excessive desire for money, and other symbols of wealth being willing to go to extreme lengths to get more.

**No hard feelings +100 CP**

There is one random person who constantly tries to outdo you and somehow they keep succeeding and then rubbing it in your face.

**Black Cat +100 CP**

You are constantly finding ill omens pointing at you, mirrors break in your presence, individual magpies drop dead in front of you and many more. Let's hope these superstitions are just that.

**Touch of Madness +100 CP**

Things keep happening that make you think you're going crazy and maybe you are.

**Hidden Knowledge +100 CP**

People keep forgetting to tell you important things until it's just about to be relevant.

**What's wrong with his face +100 CP**

Your face has been messed up making you grotesquely ugly and near unrecognizable to everyone who knows you.

**Awkward Affection +100 CP**

You are really bad at expressing your affection with every attempt you make being extremely awkward and unpleasant for anyone who observes it.

**Faulty Wires +100 CP**

Whenever you attempt to use something you will believe that it is functioning as intended but you will not be able to find out until you actually need to use it.

**Unnecessarily Slow +100 CP**

Everything that happens here seems to take forever and move at a snail's pace so I hope you're a patient person.

**Almost Entirely dark +100 CP**

Has the sun gone out or something? Everywhere you go seems so dark that you could mistake midday for early night.

**Pixelated Objects +100 CP**

This level shows pixelation that would shame a NES, as everything in this level is in blocks!

**Elites Everywhere +100 CP**

Every Group of opponents that you face will have at least 1 extra Elite member.

**Recurring Foe +100 CP**

You have an enemy who you have no way to convince to leave you alone and each time they face you they learn more about you and how better to face you.

**Language Barrier +100 CP**

You do not speak the local language and no one here knows what you're saying until you learn.

**Friend List +100 CP**

You will constantly find a number of random people showing up who you do not have any memories of and claiming to be your friends, although some of them are, most will be trying to maliciously benefit from you.

**They took my loot! +100 CP**

Any time you leave any treasure unguarded, expect thieves to show up and steal it.

**Crop Rotation +100 CP**

The local farming industry is having a real issue thanks to pests and poor weather, so expect food to be far harder to come across and far more expensive.

**In Another Castle +100 CP**

You will forget this drawback and its past instances every time you start attempting a task or objective. Each time you attempt to complete a task or objective you will find that you have been tricked and will have to repeat the process over again.

**Prove your worth +100 CP**

Every time you try to do anything it seems that everyone will want to to complete an arbitrary task that somehow proves your worthiness. This won't be hard but it will be happening all of the time for every little thing and may even cause you to get stuck in a worthiness spiral requiring you to prove your worth in order to get things needed to prove you worth on something else.

**Artificial Flashbacks +100 CP**

At random points during this Jump you will have horrific flashbacks to horrible events that affected you and your family, however these events never took place.

**Accident Prone +100 CP**

You are prone to minor accidents that tend to be inconvenient, painful, or embarrassing, but will not likely kill you. Expect bad luck to adversely affect any plans you might make.

**Scripted Encounters +100 CP**

You'll run into whatever threat you're dealing with more often. You will not automatically become a priority target, but sheer proximity is likely to put you at risk.

**The Glitch +100 CP**

Technology fails around you, usually when you need it most. The airlock is going to glitch when you are short on air, the powerpack is going to fall out of your blaster when the cyborg bounty hunter is taking aim on you, or your cybernetic arm is going to lock up when you need to lift the rubble off yourself. You might be able to jury-rig a quick repair, but you better act quickly. This will not be instantly fatal, but will make things more dangerous.

**Culture Shock +100 CP**

This world doesn't show the same standards culturally as the modern world, which is fine if you're quick to adapt. You however are not so lucky. With this drawback you'll constantly butt heads with cultural norms that are different from your own cultural norms. While you can slowly adapt to them they'll always rub you the wrong way, making your experience here much less enjoyable in the long run.

**Hideous Haircut +100 CP**

You have an ugly haircut that everyone finds disgusting and will make comments about and nothing you do will change it.

**Where did I go wrong +100 CP**

You can't tell the difference between confidence and arrogance.

**Antagonistic Timing +100 CP**

Your enemies keep showing up at inappropriate times.

**This is a really good book +100 CP**

Whenever you try to read a book you keep getting sucked into the narrative ignoring everything that happens around you.

**Shy +100 CP**

You find it incredibly difficult to talk with people you want to be friends with.

**The Pollen +100 CP**

You have hay fever and it's really really bad. A handful of flowers could cause your vision to blur and you to be sneezing for hours.

**Silent Night +100 CP**

Unfortunately not, every Christmas an annoying narrator will be rhyming in your inner ear the entire jump constantly reiterating insults and things that you already know.

**Orphan +100 CP**

Your in-universe parents are dead and you are an orphan.

**I Spy +100 CP**

Your enemies can easily spy on you without being detected.

**Easily deceived +100 CP**

You are too trusting and are willing to believe almost anything you are told and become confused when you are told conflicting things.

**Didn't read the instructions +100 CP**

You don't know how anything works and will never have anything explained. This means that using any type of equipment will require trial and error.

**At least buy me dinner first +100 CP**

Dangerous entities keep becoming romantically interested in you.

**I must nap +100 CP**

You need at least 7 hours of sleep per day regardless of perks and abilities or you will feel exhausted.

**Never mind my head trauma +100 CP**

People don't care when you are injured.

**Unknown Rival +100 CP**

It appears someone has taken a shine to you, but not in a good way. This Someone has a similar Ability or a similar area of expertise to you, and they're not taking it well. They won't do anything to harm you outright, but they will constantly try to one-up you or challenge you, and there's not much you can do to get rid of them; if you beat them at their challenges, they'll

simply double down, and if you try to help them beat you to get them to leave you alone you'll come out on top purely by accident, which will again spur them to double down.

### **Perfection +200 CP**

You are now a perfectionist and will refuse to accept anything less than perfection.

### **Mirror Match +200 CP**

It seems that you have a Clone out there causing chaos. They will have all the perks and race options you picked in this Jump but their minds are empty.

### **Lemming Friends +200 CP**

All of your in universe allies gain an unfortunate lack of self preservation taking actions that are obviously stupid or will likely end very poorly for them.

### **Bigger Boss +200 CP**

Any time you defeat an enemy their boss or superior will instantly find out that you have and how you did it.

### **Too soon +200 CP**

Yes you did and every attempt at a romantic confession or to kindle a relationship will crash and burn in a humiliating way.

### **Nightmares +200 CP**

You will suffer terrible nightmares showing you the dark and twisted actions of your enemies.

### **Friends From Beyond Your Dimension +200 CP**

A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

### **Sore Thumb +200 CP**

There is something odd about you that makes you seem noticeable as foreign being to anyone who deals with anything not native to earth or this dimension.

### **Dead or Alive +200 CP**

You have a local criminal record and anyone who recognises you as the target will attempt to turn you in for the bounty.

### **The Good People +200 CP**

It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the asshole. On the bright side, if someone has already given you a task which you are currently working on, people are less likely to give you new tasks.

### **The Bad People +200 CP**

For some reason everybody is an asshole to you, they will treat you like dirt and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.

### **Wider World +200 CP**

This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

### **Dark Minions +200 CP**

Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ant to sugar.

### **Blinded +200 CP**

You have lost your eyesight and will not regain it this jump.

### **Pet Food +200 CP**

Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

### **Publicity +200 CP**

Every mistake you make will become public knowledge, every negative misinterpretation of your actions will be pushed to the front.

It's almost like someone is trying to make you look bad.

### **Thou shalt not kill +200 CP**

You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

### **Your a Joke +200 CP**

It seems that no matter what you do or how effective you are, everyone will see you as a failure and treat you like a joke.

### **Read people like a brick +200 CP**

You can't read people, you can not understand people's emotions and often misconstrued what they mean causing you to be oblivious to the intentions of others.

### **Instruction Tape +200 CP**

Whenever you do something for the first time you will be forced to watch a long boring tape that doesn't actually explain anything.

### **True to myself +200 CP**

Alternative versions of you from the future keep showing up and causing disturbances before disintegrating.

**An Accident +200 CP**

You keep accidentally filling into compromising positions.

**Stealthless +200**

You are very bad at sneaking.

**Discount Budget +200 CP**

Anything you get your hands on is always the cheapest alternative option.

**Looking for Help +200 CP**

You have difficulty finding allies and will often find yourself alone without anyone to trust.

**Betrayal +200 CP**

You keep trusting people that you shouldn't and keep being betrayed.

**Poor Underestimation +200 CP**

You will forget that you have taken this drawback and whenever you underestimate an opponent they will gain a boost in power.

**What the heart wants +200 CP**

You have a massive crush on one of the main characters as appropriate for you, you will discover which one when the jump starts.

**Pig +200 CP**

You are always hungry with no amount of food truly satisfying your appetite.

**Fighting myself +200 CP**

At least once per week you will have to fight a fake copy of yourself.

**Selective Amnesia +200 CP**

Until the end of this Jump, you can not remember the events of any setting you have entered.

**Total Amnesia +200 CP**

You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

**Amnesia +300 CP**

You have forgotten everything about yourself other than what you learn in jump and from your origin and background.

**Split-Personality +300 CP**

It seems that you are not alone there. You have an alternative persona within you, one who cannot take control unless you lose control. They seem to be the antithesis of you but they seek out what desires you refuse.

**I've come to duel you! +300 CP**

It seems that your list of enemies has expanded, growing to include beings from other settings. Perhaps you will face Egyptian pharaohs, strange children, furry animals or something stranger.

**Living in Exciting Times +300 CP**

Completely random but exciting things will nearly constantly occur around you and often attack you.

**Competent Enemies +300 CP**

All of your enemies will get situational intelligence whenever you face them making them twice as competent.

**Just A Child +300 CP**

Instead of starting this jump as an adult you will start it as a newborn baby, you will not start the jump time until you are socially considered an adult at which point the Jump time will start and all other non-narrative drawbacks will begin to activate.

**You're a right git +300 CP**

Everyone thinks you're an arsehole and a cheat, and nothing you can do will prove this wrong.

**I saw you barely over a year ago +300 CP**

Your sense of time is terrible. You can't tell if a week has gone by or eight years and you couldn't tell the difference.

**You get one more +300 CP**

If you do something annoying more than twice you will get punished how, why by who well that will be situational.

**Today's Kind of a bad day +300 CP**

During this Jump you will have one really bad day as someone really strong will show up, beat you up and kidnap someone you care about and no matter what you do you will definitely die at least once so let's hope you have a 1-UP.

**The Ghosts of Murder's past +300 CP**

Anyone you kill in this Jump will haunt you in a very annoying way possible.

**Outside Problems +300 CP**

You keep getting stuck in situations outside of the regular continuity such as monsters, demons and extra planetary problems.

### **Crippled Limbs +300 CP**

This can be taken up to four times with each time affecting a different limb for the duration of this Jump.

You may select from either a left or right crippled arm with each crippled arm lowering your hand-to-hand damage and accuracy with all weapons.

You may select from either a left or right crippled leg with each crippled leg severely lowering mobility during combat. With one crippled leg, movement speed is halved and with both legs crippled movement speed is reduced to one tenth.

### **Prepare for evasive actions +300 CP**

Any time you are in a form of transportation it will be attacked.

### **Everything Is Fine Now +300 CP**

There are consequences for your actions and it seems that after each battle you are going to need to help clean up the mess.

### **Local Scale +300 CP/+600 CP**

For +300 CP your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For +600 CP your level of growth will be capped at 90% of the scale of growth of the local protagonist.

### **I'm going to take a walk +300 CP**

You seem to be a walking magnet for issues as every time you go for a simple walk you will be pulled into the middle of some kind of event.

### **Lost or Found +400 CP**

It seems that your possessions keep winding up in the hands of the worst person to have them, let's hope it's not world shattering.

### **The Importance of Education +400 CP**

You will be forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.

### **Find and Seek +400 CP**

Every year you will gain a list of 12 macguffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

### **Empty Handed +400 CP**

For the duration of this Jump all out of Jump Items and Warehouse options other than body mods are blocked.

You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

### **Alone +400 CP**

For the duration of this Jump you can not import any out of Jump companions or followers with the option of them being frozen in stasis for the duration of the Jump.  
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

**Powerless +400 CP**

For the duration of this Jump all out of Jump perks, powers and abilities other than body mods are blocked.

You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

**I am bound by my word +400 CP**

You are bound by any promises you willingly make.

**Known Enemy +400 CP**

Someone doesn't like you. Maybe you wronged them, maybe your friends wronged them, or maybe there's just a huge bounty on your head. The point is, this person is going to try to kill you, and they will not stop trying to kill you until you or they are dead. They cannot be reasoned with, attempting to pacify them through supernatural means will not work, and restraining them will buy you time but they'll find a way out.

**Here comes the bad part +400**

Whenever you get new information there will always be a bad part of it.

**Where am I why am I here +400 CP**

You keep getting randomly teleported to locations to complete tasks without any idea of where you are or why you are there.

**That wasn't so difficult +400 CP**

You will forget this drawback and any time you act overconfident for solving an issue, a more difficult issue will occur.

**Butterfly Wings +400 CP**

Your mere existence will cause massive butterfly effects, previously unknown gems will show up, canon events will not take place.

**Deathbound +500 CP**

For the duration of this Jump you will die at least once a year.

**False Friends +500 CP**

At least 12 times a year an imposter will appear replacing one of your friends or allies, they are almost identical to them but will have malicious intentions.

**PS1 Game +500 CP/+1000 CP**

It seems that there is something wrong with this jump and instead of it being the anime universe you are instead in a PS1 game.

For +500 CP this means that what you see of the world will be blocky with flat textures on the floors, walls and people who are now complex NPCs.

For +1000 CP the entire world will function as a PS1 video game of the World with events forced to stick to a linear plot with optional time sensitive subplots; you will not gain a life system or any of the in-game power ups however there may be collectibles that do nothing. You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

#### **Us humans are full of surprises +600 CP**

It seems that the humans of this world are not necessarily the same as expected. It seems that there are mutants, meta humans or otherwise superpowered people.

#### **So Weak +600 CP**

At some point during this Jump you and all your allies will be defeated there is no way around this you will lose and you will all be captured.

#### **Auto-Punishment +600 CP**

Every time you make a mistake you unintentionally react violently, harming yourself as punishment. This results in minor wounds and injuries which build up over time, these injuries heal at a “normal” human rate in spite of any healing abilities you might have.

#### **Boss Rush +600 CP**

Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all.

#### **AU Continuity +1000 CP**

You are not in the canonical story but an alternative universe randomly created from all the FanFictions and Fan Theories.

#### **Random Setting +1000 CP**

By taking this drawback you are no longer allowed to select the setting of your Jump instead you must use the following link and choose one of the six options it provides. If that setting has a Jump Document already you may use that Document for this Jump.

<https://www.bestrandoms.com/random-movie-generator?genre=Fantasy>

## **Notes**

### **On the Class and Race System**

In Yggdrasil there exist two-thousand different classes to choose from ranging from basic to high to rare. These classes require player levels in order to grow and require a certain amount of levels based on their rarity. Basic classes would require 15 levels, high classes would need 10, and the powerful rare classes would need 5. In addition, you could unlock powerful classes by meeting certain prerequisites. Classes can be purchased multiple times. In the New World unique classes exclusive to them have been found so if you desire you can create your own class. Please fanwank responsibly.

For the racial system this works similarly to the class system but applies only to heteromorphs. Instead of leveling up your classes, you're evolving your race into something more powerful. While this comes at the cost of fewer classes to choose from, the trade-off is that you gain powerful skills, traits, and abilities as you evolve. In addition, pairing the right class with the right heteromorphic race could allow you to unlock exclusive forms with powerful abilities. Can be bought multiple times to combine different races. How this works is up to you. You can also create your own fan race. Please fanwank responsibly.

### **Level 100 and Beyond 100**

As stated above, reaching level 100 grants you many passive benefits, but the most important part is the high-tier nullification skill that passively negates all damage from spells and physical attacks below a certain point (around level 60). As such as you grow further with Beyond 100 your nullification skill will grow as well, ensuring that opponents below 3/5ths of your max level will be unable to damage you. In addition, Beyond 100 will allow you to take more classes as you climb past the original level limit.

### **World Enemies Explained**

Depending on the theme you choose will determine the abilities you can use in combat. For example, choosing Blood would give you the ability to inflict many status debuffs as well as damage of time for opponents, you could also regenerate lost health and heal by inflicting damage onto enemies, summon creatures like vampires, and more. In addition, you're immune to the effects of World Class Items, as well as anything that would be similar. To put it simply any items that are extremely rare and powerful would count as a World item in this situation. So things like the Infinity Stones from Marvel, the Longinus from High School DXD, and the Noble Phantasms from the Fate series would count. What's more is that any items or abilities that would inflict instant death upon you will be nullified, like the Death Note, the Avada Kedavra spell, or the Mystic Eyes of Death Perception.

### **Innate Talents**

These talents can range from the basic like accurately telling the exact temperature of water to the overpowered like being able to use any magical item with no restrictions. Please fanwank responsibly when designing your talent. This can include rune smithing and wild magic.

