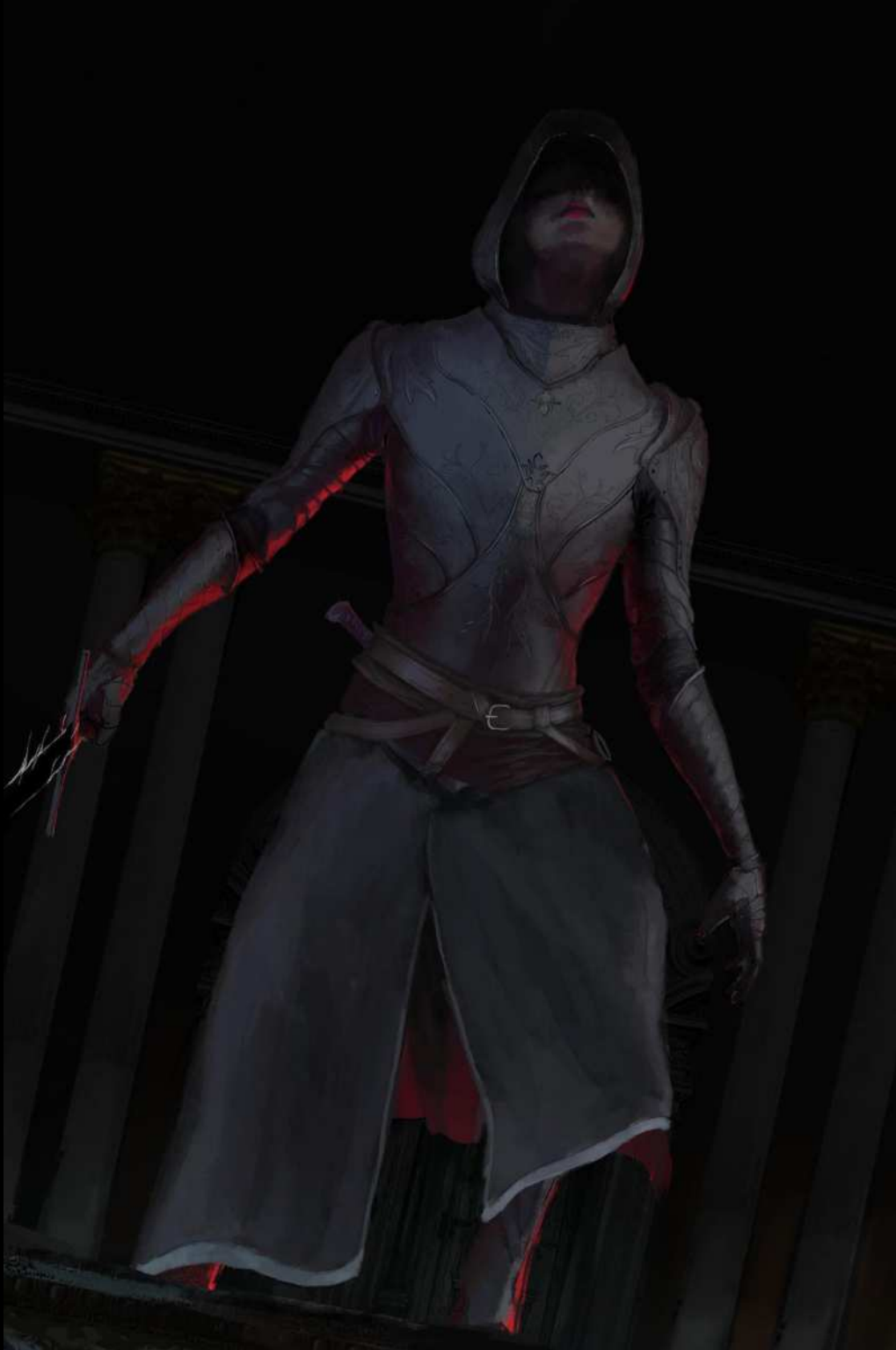


Bootstrapping Jumpchain

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V1.0 WIP



This is the story of a powerless insert character that got reincarnated and is scared of the world she is in. But unlike other inserts she must find power and advantages on her own. This is her story and you are inserted into the story when she heads off for her first interview with the supernatural after years of practice and experimentation. You will start with 1000cp to start.

Locations

You can basically choose any public location available to your race or origin. So yes to any major city, no to any magical vaults or the like.

Races

Your age and gender are up to you as long as it makes sense given your race. Your age will not impact your skills or accumulated power in any detectable measure.

Human(0cp): You are one of the 7 billion humans in this world you will be above average with your ability to do magic and potential for a sacred gear. But you are still a squishy human that will live for less than a century

Lesser spirit(0cp): This is one of the supernatural creatures that is not much greater than a mortal. This is a spirit of a rock or an item that has gained sentience such as a scroll or a mop. You have some telekinetic ability of your object and can cast minor magic themed from your object.

Youkai(200cp): This is a catch all term for all Japanese supernatural creatures. This granted you an extended life span in the form of centuries. This granted you talent for Senjutsu the use and

manipulation of Ki. This is used to manipulate internal energies of both yours and others. With training you can manipulate Ki of the world to control the environment. And Youjutsu is the use of Japanese characters both on paper or floating in the air to bless, curse, manipulate elements and create barriers.

Angel(200): You are one of the angels that did not fall to sin. This makes you old enough to have seen God before he died. This gives you the greater magic ability than most humans, the ability to fly, greater durability and an affinity for holy magic. You will also be practically ageless for your race lives for millennia. When you train there will not be a glass ceiling but there will be a soft cap of diminishing returns. If you indulge in sin you will fall. But before you even train you are greater to most humans in every way multiple times over.

Fallen Angel(200cp): You are one of the angels that fell to sin or one of their children. This gives you the greater magic ability than most humans, the ability to fly, greater durability and an affinity for holy magic. You will also be practically ageless for your race lives for millennia. When you train there will not be a glass ceiling but there will be a soft cap of diminishing returns. But before you even train you are greater to most humans in every way multiple times over.

Devil(200/400cp): You are a devil whether reincarnated or pure blooded. This means you will live for millennia. You are capable of casting magic and are better than a human in every way. As a devil you have a weakness to holy magic and are weakened in the day. You have the ability to cast magic using your imagination anything you can imagine you can cast. Can't be used to replicate a blood ability. You are capable of flight with the use of your bat-like wings. You are also more physically capable than any

normal human by leaps and bounds and able to train endlessly even beyond the point of diminishing returns.

For 200cp you are a reincarnated devil this means that you are a slave to a high class devil in the form of a mind controlling magic amplifier. You are your choice of a pawn lets you get the effects of any other piece with permission from your king, bishop gives you a magic boost both power and capacity, rook grants you physical durability and strength, knight gives you speed and dexterity or queen will grant you all the boosts of all the other pieces but the pawn.

For 400cp You are a pure blooded devil you can trace your line to one of the 72 pillars. This grants you one of the famed cannon bloodline abilities of the devils. You might be the last of a lost clan or a bastard son of a pillar family.

Fey Noble(600cp): You are a denizen of the ever shifting lands of Underhill. Not just one of the lesser spirits or a Fey of moderate power. You are a Fey noble that is part of one of the greater courts. As an extension of this you are able to warp senses and reality through the use of glamor. glamor can be used for full sensory illusions, manipulate minds and with enough power and effort you can warp reality for as long as the glamor is powered.

Pick a seasonal court that you are a member of from Summer, Spring, Fall, Winter. The court will set some of the talents and abilities that you possess.

Summer: You are a member of the misunderstood court of light and fire. People think your court is the court of sunlight and goodness. This is wrong, Summer is the court of illusions and overwhelming power. You are powered by a literal sun in place of

your heart. This results in a fire resistance equal to that of a star with similarly powered flames. You can manifest fire, control and empower existing flames. Your court is also the greatest of the courts when it comes to the use of glamor for illusions. Spinning illusion for senses you don't even know exist is within your abilities to do.

Spring: You are a member of the court of life and growth. Your court is not just the court of lush grass and delicious apples. It is also the court of hounds that hunt you and the beetles that burrow in your corpse. Your heart is that of a seed that is sustained and nourished by that which you create and grow. Your power is less constant than summer or winter but you can grow your power faster and easier than they can. Everything you bring into this world, whether a spell or child, will feed your power with a fraction of its own life and power. You will find your control over plants and animals to be effortless. Whether controlling them, creating them or breeding them. You are the court of life and your powers reflect this. You find it very easy to create living beings, imbuing power and life into beings and objects come even easier. The use of glamor to manipulate the surroundings and as an extension the minds of people is second nature to your court.

Fall: Your court is that of decay and eventual death. You are the dark mirror of spring. Your court is best known for the mass devastation and curses that have processed from ancient times to now. At your core you are powered by the suffering you cause. You gain power from suffering you cause well in the short term. Then grow in capacity and recovery from the beings that die by your hand no matter how slight your influence. You have a large affinity for things that take from others such as stealing life force and for things with persisting effects such as blessings and

wards. Your court can use glamor to not just make illusion reality but to make reality illusion and just as ephemeral.

Winter: You are a part of the court of air and darkness. You are considered to be the most evil if not the most vicious of the courts. Your court is equal parts the chill of the grave and the shadows that hide things. The court of winter at the core holds a black hole. This gives the powers of ice and cold equal to summer's court in fire. The control and resistance of frost is the least of your court's gifts. You may also control the shadows to conceal what you do not wish to know. Your court prizes subtlety and concealed action above all things and so you have quite the talent for such things. With the glamor of the winter court you can't just bring things into reality from nothing you can make things that are real into nothing. In extension of this the concealment of anything using the glamor is child's play.

Origins

Independent: You are someone outside the power structures established within the biblical factions whether a power in your own right or an unknown party.

(This is the drop in origin)

Hells: You are a recognized part of the power structure of the Biblical hells factions. This might mean you are as notable as a pureblooded devil or as forgettable as a frequent contractor of devils

Heavens: You are a member of The Church in all of its hypocritical glory. This might make you one of the original angels or just one of the faithful.

Khaos: You are part of the dragon of infinity Ophis' growing army for the purpose of kicking the dragon of dreams from the Dimensional Gap basically elemental nothingness. This could be that you want to fight the greatest enemies or Ophis informed you you were joining one day.

Rising Sun: You are a member of the power structures of the Japanese faction. Most if not all Youkai are a member of this faction if only by birth. If that is not you perhaps you may also have provided a service to a member of nobility or maybe you were adopted.

Perks

Perks from your chosen race or origin are discounted by 50% and the 100cp perks are free.

Generic Perks

600cp Reality is Your Canvas: There are few people that use World Script, the source code of reality. It is typically reserved for research and uses of magic. But now you just get it. You can see the art and beauty in everything. Then by extension have an insight into reality unmatched by anyone. This lets you research, understand and construct world script with just your senses and a pen.

Given your ability to understand reality you are now great at expressing it in all forms. Anything that is even slightly artistic is done at a master level with no practice. You will be able to dance, sing and draw better than most and learn even faster.

Your understanding of reality has empowered your capstone perks, boosting them. (See notes)

Origin Perks

Independent

100cp Sprinting the Marathon: You are able to learn and teach everything within mortal limits 2 times faster. If you are learning you will learn 2 times faster as long as you are not a master of the subject. When you are teaching as long as you are teaching something you have learned up to the point of mastery they will learn 2 times faster than they would normally.

200cp Hwan Mana: This is the combination of all your energy pools. This works as a universal energy pool as it absorbs all of them together resulting in the sum of all of them. This works for

both magical energy sources, internal scientific ones and life forces.

400cp Magical Student of the Ke'Kua'Okolani: You have somehow lucked out and become a student of Pua Ke'Kua'Okolani. In addition to having access to the secrets of nearly every magical tradition in the world, you have somehow managed to acquire some measure of Pua's talent. Learning magic of any sort happens remarkably quickly and easily. In addition you may have even picked up a few of Pua's tricks to make magical power less relevant. From making spells that grow with the trees they're bound to, to trapping things of greater power in prepared gourds, like hurricanes!

600cp Kahuna: You're more than just a magic user, you're a psychologist, a doctor, a priest, and a negotiator with the mystical. Not only will you have no trouble convincing people that they should listen to you when you act in this capacity, you'll find the ability to negotiate with things that one normally shouldn't without fear. You now have the sort of debate, and negotiation ability that will allow you to get the better of deals with demons and fae.

Hells

100cp Sense for Talent: You are able to tell someone's talent for any given activity you can think of. You are not given any idea of the time it would take to reach their talent or what resources would be needed. You can only tell how good someone would be given ideal conditions and lots of time.

200cp Master Recruiter: You are able to make people willing to be recruited to even the most evil things. Want someone to join a cult they are just joining a roleplay social club. Get someone to volunteer to be the human sacrifice, think of the rewards you will get when you die for god's work. Even being turned into a mind controlled slave can become a loving family member.

400cp Might makes Right: The hierarchy of the hells can be boiled down to might makes right. The reason why the new Satan's rules are because they are the strongest devils in the world. You are now able to apply this logic on a personal level. You are able to fight people and if you win you can change their thinking to more like yours. This can be applied in 2 ways

First if you want someone to be your ally not a subordinate then the closer the fight was the more convincing and effective this is. As long as it seems like you just barely won this will work.

Second, if you want a subordinator lacky not an equal, you must crush them. The more overwhelming and effortless it seems the more effective this is. The first is for courting people or arguing with rivals. The second is for building armies and for gaining sycophants.

600cp New Saten PR: You have the combined PR capability of Saten, Leviathan and Belzibub. This means like Beelzebub you have a complete and comprehensive academic understanding of

every form of politics. You understand all the different actions that can be taken, all the different ways they can be interpreted, the likelihood of every outcome and the ways to spin every event to maximize the chance of the desired outcome. This only being knowledge not how to apply it. From the Leviathan you get thousands of years of practice at politics you have first, second and third hand experience at basically every form of political action. Lastly From the Saten you get so much charisma that you are able to convince your enemies that wiping their memories is a responsible thing to do. With your understanding of politics, experience and charisma you could change the entire society of an entire race to whatever you want and it is just a matter of maneuvering the pieces in the right place.

Heavens

100cp Ignorance is Bliss: Your life is like a manga it will be the genres that you let it be. So if you live out a slice of life you will be less likely to be touched by action or adventure. But there are always hooks to make your life into other genres. Once you add a genre to a jump it can't be taken back. This will be reset every jump and can be turned off at any time but only turned on at the start of a jump.

This works as a way to avoid parts of a world so if you are in a world where the supernatural is in hiding. As long as you avoid the supernatural it will avoid you for the most part. This is not reality warping, it is a minor perception filter. Blocking you from proceeding outside genre things and them from noticing you. But if you are in the middle of a supernatural nexus or alone on a street in gang territory you will be adding the appropriate genres to your life.

200cp Healers Hands: Holy magic can't only be used to smite devils no matter how good it is at such. It can with some skill be turned to healing the sick and injured. You have learned to turn the Gods grace to healing your fellow man. This helps to speed up natural healing, purge disease, cleanse infection and eventually restore bodys from mutilation. I hope you are genre savvy.

400cp Holy Black smith: You are a member of the church that has learned the secrets of the enchanting of holy artifacts. You are able to make holy magic do almost anything and enchant it into an object. You specialize in the creation of holy swords, the greatest weapon the church has against devils. From the light swords to the holy sword of destruction are within your skill to make given material and time.. Like any great feat of magic you need materials to make truly great swords. So like the greatest of holy swords

the Excalibur fragments you are able to take heathen artifacts, break them down, consecrate and repurpose them. To make the greatest of your works from the tools of Evil.

600cp Sword Science: You have found your genius in the understanding of talent. You understand the biological reasons why and how a talent works. As an extension of this you are able to understand why the certain talents are needed to do certain things such as wield a holy sword. This is only the beginning for you to have spent your life to understand the theft and transference of talents from people. This comes with a deep understanding of the biology, magic and mad genius that is required to do this. It requires years and lots of materials/subjects to make any headway with any talent or inborn trait. Just don't use children even if it is easier.

Khaos

100cp Minimal Potential: You will find that your potential is sufficient to join any given organization you wish to. This will allow you to train up to the minimal level of the organization given time and effort. Also gives you a chance to join given you meet the requirements

200cp World Jumper: You are able to survive the places in between worlds. This is a conceptual effect meaning you are able to survive in space or in the dimensional gap. But you will still be as vulnerable to vacuum, the cold and being conceptually dissolved as normal. This just makes it for the purposes for places between worlds you are in an environment you can survive in; it might be a bit chilly.

400cp Hidden Member of the Ten: People underestimate you, constantly. Whether it's because the danger you represent isn't tied up in raw power, most of your power is tied up in artifacts, or there's just nobody left alive who's seen how much ass you can kick, you're never included in the lists of people to watch out for. Which leads to people overlooking you when they really shouldn't. Even if you demonstrate how dangerous you are every so often, or belong to a group that should make people wary of you by default, you somehow always manage to slip under the radar. Even going forward where a list of the Top Ten Most Powerful Beings in the World isn't a thing, you still won't find yourself on any lists of dangerous people. You'll never make any most wanted lists, you'll never be found on a politicians list of people to watch out for, and so they'll never see you coming.

600cp Dimensional Yeat: This lets you once a Jump/10 years either by choice or your death through yourself into the blind eternities. This will result in you ending up in a dimension of your local reality such as a hell. This will be completely random and does not allow

for any traveling outside your jump environment. You will be guaranteed to be able to survive the immediate environment. You will not be able to return to the world you got created from. (if you run out of places to go it does not activate)

Rising Sun

100cp Mana breathing: You are able to sense ambient lifeforce from things and the world around you. As an extension to this you are able you use ambient lifeforce to refill your own. This can be used to refill other internal power sources given time, practice and at a deficit.

200cp Kitsune Shapeshifting: As a combination of the ability to use illusions and humanoid shapeshifting. You are able to alter your shape into any human form of simalare mass or with your illusions hidden as an inanimate object of comparable size. Remember to hide your tail.

400cp In Another Castle: As long as your family and friends are not important in their own right they will never be targeted by anyone to be used against you. Even if they somehow are, fate will ensure they are untouched by the attempts.

As long as your friends and family are only important because they are close to you then this works. But once your mistress becomes your spymaster or your daughter leads a revolution they are no longer protected by this perk. This does not stop your friends from being mugged or killed if they brought in on themselves or it has nothing to do with you.

600cp Stuck in a Tower: You have such good luck when it comes to the people in true power. There will almost always be an issue you are able to assist with to be able to ingratiate yourself with them. They will find the best interpretations of your actions. This will in a lesser extent extend to their immediate family especially any siblings they have. The first major interaction that you have with them is likely to fix your role in their life and they will fight its

loss. Whether because you wish to change your relationship or because they are trying to justify your actions.

Remember to carry them as their station requires especially if you are aiming for their hand. I have been talking of princesses this whole time of course. This would be basically any daughter of a person of sufficient power. So a Demigod, Business heiress or wizard's daughter. The more powerful the parents the better this works. I guess you could use this for prince's but it would just not be the same.

Racial Perks

Human

100cp A Life Long Goal: It takes a special kind of person to stick with something long term. Of course for you the phrase 'long term' means something a little different. You're the sort that if you somehow defined a goal on the day of your birth, you could devote the rest of your life to accomplishing it, never wavering. It's the kind of determination and willpower that's unstoppable. You're every action, and every decision could be in service of your eventual ends, and nothing would be able to dissuade you. No injuries, set backs, lack of material, help, or talent will hold you back. Whatever you have to do, you'll do, and in the end your goal will be accomplished. The trick is making sure you can still live with yourself when you get there. So pick your goals carefully.

200cp Preparation Beats Power: You have the talent for looking ahead, and being able to plan your way to victories against opponents you really shouldn't be able to stand against. Whether it's as simple as mining an alleyway, or as complicated as rewriting reality in a local area, you can always find a way to make your enemies regret having given you time to plan. The more complex your plan is the longer it'll take to put it together, but that just means you need more planning.

400cp Martial Student of the Ke'Kua'Okolani: You have somehow lucked out and become a student of Ku'uaki Ke'Kua'Okolani. In addition to martial techniques like the strength nullifying defense or Ripple the Still pond you have somehow also managed to acquire some measure of Ku's natural talent. You learn anything that can be called combat remarkably quickly and it just makes sense to you in a way that most people just can't understand. Learning techniques as you see them used, even piecing together an extinct martial art complete with it's empowered techniques

from nothing but art left behind by the practitioners and their training tools.

600cp Selfish Fate: You at your core are a selfish being. So much so that it has become a part of your entire being. Your past, present and future are you and you alone to know and change. This protects you from any form of magic or super science to view or alter your past, present and future beyond the use of cameras to see you and record you. Divination can't find you, profacese don't see you and plot armor does not affect you.

This doesn't just block reading and altering your fate but your mind as well. Your mind can't be sensed let alone read. Any attempt to control or alter your thoughts will not work. Not even charisma or the harem arua will sway your choices.

Lesser spirit

100cp Faceless Masses: To anyone of any amount of power you don't exist. You can be seen and heard but you are washed out of their senses into the surroundings. As long as there is another person for them to focus on they will you are just 1 tree of a forest of trees. This goes out the window if you accily bring attention to yourself though

200cp 7 Degrees of Old Favors: You have lived for so long well keeping an ear out for gossip. You have knowledge on who does what and who knows who. This lets you find what you are looking for and have an idea of how to get your foot in the door. Whether you want to steal an Excalibur fragment and know one of the easiest ways to meet the owner is to join a terrorist group. Or you want to find someone to make a wooden cage equal to one made of steel. You will always have an idea where and who to look to.

400cp Cultivated for 100 years: You started as something mundane whether a cat or a tree and after 100 years you gained a spirit 100 years later you got sentianses. You will grow to notable benchmarks of development every 100 years. As long as you are left alone and not touched by a wound, disease or other such things. You will never die from old age, you will not stop aging, it just never degrades because it is your friend. will to outlive and outgrow the sun eventually it is only a matter of time.

600cp Baby steps: You are small and insignificant to others. Your progress may be just as small in comparison to others. Unlike others you have the will and pasense to wait and procist endlessly you will never stop. No matter how slow or long it takes you will never stop growing in every way. Not only is there no limit to your growth, your ability to recover and be restored is endless. No matter how great the injury, curse or seal. You can't be stopped

forever. Every malady or negative effect imposed on you will be eroded with time. And every injury will eventually be recovered from. It is just a matter of time and you can wait.

Youkai

100cp Kunou's Court Lessons: You are a genius when it comes to not making a fool of yourself. You are aware of all the different social rituals, gestures, expectations and implications of all actions around you. You are able to understand every layer of the insult or honor paid to you through deliberate action. And you know how to interact with the highest of royalty and lowest of commanders as if they had taught you themselves.

200cp Tengu Talent: You have the martial talent of multiple Tengu demons. This means that you will have good bodily control, a talent, and amplified learning for all forms of martial ability and especially everything bladed.

400cp Expert of Subtlety: You are a talented expert with most forms of covert action with years of experience. Everything from assassination, information gathering, theft, sabotage and tailing people. You are able to hide from people that can sense life force and turn the most reluctant person into a spy.

600cp Understanding of Magical Deterrence: This is the accumulated experience and knowledge that has been worked out by the Youkai. On the construction maintenance and use of magical deterrence. This is a combination of a database of all the forms of rituals, enchantments, blessings, curses, creation, tricks and maintenance. Of the artifacts, buildings, spells and lands that have been used by the Youkai to keep them as a relevant power in the world today. This also grants you the understanding of politics and how to best use WMD (Weapons of Mass Destruction) for best effect to achieve your goals.

Angel

100cp Life of Purity: Your very existence is pure and radiates into every aspect of your life. You are always clean and fresh. Your body rejects both dirt and germs making you less likely to get sick or wounds to be infected. This cleanliness radiates from you making places you go and interact with relatively cleaner.

200cp Wings on the ground: You are able to understand people and you can get the unspoken clues that people broadcast. You read people's faces, body language and unconscious tells. To get an idea of how people feel and can come up with the best way to make a sales pitch.

400cp Winged Aerial Ace: You are a master of personal flying. You are able to fly faster and more agility than you should be able to. One might say 2 times as fast. You have spent years learning to do tricks and as long as you know what a trick is or you have seen it performed you can fly it perfectly. You are always aware of the 3 dimensional positions of everything in your immediate surrounding with an idea of the force behind them.

600cp Warrior of the Host: You are experienced in the use of all forms of light and holy arts. Your power in the holy element is only second to Michael himself. You can manifest your raw holy element into constructs only limited to your imagination. You are capable of wielding any light construct as a weapon.

You are a master of the smiting of any your unholy enemies from heretics to demons. This is an encyclopedic understanding of the most efficient ways to dispatch your foe or quickly develop countermeasures against them.

Fallen Angel

100cp Angelic Appeal: You are a member of a race whose every member is a 10/10. Whether because of your great curves, chiseled abs or you are just that cute. The specific details are up to you.

200cp Beat the System: When you fell from grace you may have lost the favor of your father and the color of your wings. But you did not lose your light or your skill. You will never lose or have stolen any power/ability you have obtained no matter the means you use to do it.

400cp Evasive Maneuver: You have perfect control over your spatial positioning and the forces that are applied to you. You are able to go from stop to full speed instantly and stop without just as quickly. This extends to your ability to turn 360 degrees without any pause.

600cp Mind of a Scientist: You are genius on the level of Azazel. You can given time to reverse engineer any device. Not just understand it but surpass the understanding of the original creator in every aspect of the device's function. You can also put your mind to using the creation of original ideas or repurposing what you have learned for different purposes.

Devil

100cp Scouting Power Level: You are able to evaluate people's rough threat level in comparison to you. With this rough idea of if someone is more powerful than you you get an idea of their greatest "strength". Whether there magic skill, destructive capability or even speed.

200cp Hug Therapy: To most people they need years and medical therapy to get over their mental issues. You just need a few weeks, a number of loved ones and lastly skinship. The longer and more emotional/heartfelt the hugs are the more effective this is. But given time and hugs, any of your friends or family will recover to a healthy mental state.

400cp Deal with the Devil: You are able to make deals with people, the deal basically the providing of a service for a portion of the persons lifeforce. They will be able to regenerate the lifeforce given time and the stronger the person the more and better the lifeforce is. With this life force you are able to grow your abilities across the board equally or direct it to a few things to increase them. The improvement of lifeforce is more a quantity over quality thing unless the person is significantly more powerful than you. The amount taken is normally agreed upon beforehand but this can be used to kill the person if you wish but devils rely on repeat business not killing all their contractors.

600cp Science of Evil Pieces: You understand the inner workings of the evil pieces. This means you understand how they turn people into devils, keep the users under control and how the body of most forms of supernatural life work on a magical level. This gives you a good basis for most forms of biological experimentation and soul alteration. You have secrets of souls, magic and biology that is rivaled by few and the talent to use it effectively.

Fey Noble

100cp Think Fey Thoughts: The mind of a fey is something special. Their minds are faster and their thoughts are higher quality. The mind of a Fey is made of multiple distinct parts allowing them to multitask better than any human. Their different parts of their brain can each do something separately letting them hold a conversation, cast glamor, well, fighting with a sword in one hand, picking a pocket with the other and doing all that with perfect footwork.

The mind of a Fey has simalare thoughts to a human but comparing the size and complexity is like comparing pixel art to a 8k display. The Fey do not think in individual variables they think in whole formulas. This results in ideas to be larger, more comprehensive and more efficient.

200cp Iron Blooded: By some quirk of biology or fate, you're immune to your species natural weakness. If you're a fae, the touch of cold iron doesn't bother you, if you're a vampire you no longer need to fear the touch of the sun. Of course anybody who might have some plans to become immune themselves will now be hunting you wherever you go. Pretending to mundane and ignoring the supernatural might hide you for a time, but they'll find you eventually.

400cp Soulful Craftsmanship: You have spent years learning under the Lady of the Lake in how to sense, interact, alter and shape souls to your purposes. This gives you an in depth understanding of souls what they are, how they work the different parts and how they can be used. This is just the start for you now have the skills to make objects out of souls. You just need to find materials and time to practice your horrifying arts.

600cp The Princess of...: You've managed to make a good enough impression on some greater power that rules over a group of something, that they've decided to adopt you. While you're still in DxD this may come with certain responsibilities, but your people will recognize you as their Prince/ess no matter where you go from now on. What effects this will have depends on where you are and what people you've joined, but at the very least your people, be it cats, vampires, or dragons, will be predisposed to like you, and inclined to help you out. Even if they might do it in their own way.

Items

You get a 100cp item free, and a discount on a 200cp, 400cp, 600cp item. You can use one of your discounts on an item equal to or less than the discounted item price. (e.g. Use your 600cp discount on a 200cp item) You may only use one discount on a given item. All items will be returned to you after a week of being broken or after it was stolen.

100cp Pua's Self Help Book: You've managed to get your hands on a copy of Pua's journal of psychological self treatment. Inside you'll find a list of everything that Pua thinks you might have trouble with in a life of jumping and how she recommends getting through them healthily. It's not as good as having professional help, but it'll make keeping yourself and your companions sane much easier no matter what mental health problems you run into.

100cp The World Script Encyclopedia: You've got a copy of The World Script, a dictionary for the source code of the universe, and a single page of working Script. With these it's possible to teach yourself World Script, the narrative method by which all realities are defined. Learning it is hard, the number of people you have managed it can be counted on one hand, and learning or magic perks seem to help some. Artistic ones help more. Learning Script is the work of lifetimes, but you've got the time, and the ability to rewrite the universe to your whims is probably worth it.

100cp Summoning Flier: You have your choice of a single summoning flier for a single devil. You will be able to bargain with them normally. This will work outside this jump but only once no matter the number of fliers you have. Upon the conclusion of the contract the world will be fast forwarded a few weeks.

200cp Ku's Big Book of Martial Technique: This journal is something Ku put together for a previous student, but you've got your hands on a copy. Inside is the breakdown of every martial technique that Ku thinks might be useful out in the larger multiverse. What the technique is, how to perform it, and a list of helpful exercises and methods of training to get the most out of it. Not only that, but if you run into further martial techniques later in your journey, you may find that Ku has somehow included those as well. No martial secret, no matter how cleverly hidden, can be kept from Ku's understanding, and now yours thanks to this journal.

200cp Kitsune Hairs and Whisker: You... don't know what these are for... A powerful nine tailed fox has given you a single hair from each of her tails tied together by one of her whiskers. Nobody will tell you what they're for, or their significance, though the way they were presented to you means they clearly have one. Whatever they may be intended for, you'll find something useful to do with them... eventually. Probably.

200cp Sacrificial Knife: This knife will be a great tool for all forms of sacrificial rite. This will be more effective when used in such rituals. If you must cut out the heart of a dragon it can cut dragon scales for the purpose of the ritual. It will magnify any effects that will result from the use of the knife.

400cp An Artifact of Soul: The Lady of the Lake, Vivain, has agreed to make you something. You'd normally have to jump through some hoops to pay for it, but it'll be worthwhile. In this case cp is good enough. You won't get to choose what the artifact is, but Vivain will make you something that you will find incredibly useful, and will shore up some weakness or enhance some strength depending on your need. Of course Vivain is going to be leaving the

world not long before you do. So we will be going through the process before the jump starts.

400cp Cait's Rare Books: You've got a job in a rare book shop! Sure the goth teen who works the register is a little weird, but it's an easy way to get access to all sorts of rare books of magic, or any other sort. Once you leave the world Cait will let you keep the book shop, it's not really doing it for her any more. This book shop will come with a quirky goth teen to man the counter, just a copy and not actually Cait. But the copy does come with her cheerful attitude, and a web of contacts in whatever world you're in that should let you find any book you might want to find. The rarer it is, the harder it'll be to find, and the more expensive it'll be, and not necessarily in money. However even unique books can be found through the shop, just look out for whoever else might be looking for them. Not only all of this, but with a little effort the book shop will actually turn a decent profit!

400cp The Little Spirit's Gossip Network: The little spirits of nature, and civilization like you. A lot. So much that they're happy to pass along any gossip or rumors they might hear. Given that the little spirits are everywhere, you'll hear about anything that happens eventually.

600cp Idiots Guide to Murder Witching: This is a book that should not currently exist. The book you have in your possession is the refined guide to the path to becoming a murder witch and learn to worldjump randomly. This book contains all of the wisdom and lessons that Erica has learned over the course of her life. This contains the list of traits that any beginner murder witch would need in order and where you might get them from. This also contains the designs for her sacrificial knives and the matching tattoos. There are a number of things like simple script wards,

traps, tips and tricks on how to get the most of what you have. Then lastly the book tells you how to sacrifice a human soul for the flexibility, how to kill your fertility to all mundane means to allow you to always profit from a empowerment and lastly how to herdal through the blind eternities survive the experience and reincarnate as a child in a random world post jump.

600cp Portable Gap: This is a table that will generate a small soccer ball sized mini gap that will be perfectly stable. This can be used for bribing any dragons of infinity or can be used for research.

600cp Consecrated Island: You now have an island that has been warded to the point it can hold against the concerted effort of a satan class being. The wards have been anchored and based on the principles that result in the wards growing with time they will double their power every 15 years. If the wards are broken then it requires a willing human sacrifice to generate the wards from when you first bought the island.

Companions

50-400cp Import: You can import up to 8 companions for 50cp each up to 400cp. They will each get a 600cp budget with race and origin. They can only get drawbacks that only apply to them and nothing involved with Ophis. They do get cp if you buy a Dragon Fall.

200cp Cannon Tagalong: You want a chance to convince a person to come with you for a simple 200cp charge. I hope you did not brainwash them and if you get Ophis you might regret it.

Drawbacks

Max:1000cp

+100cp Enemy of felines: You have done something to a large number of mundane cats that marks you. You will now be harassed by cats and their close cousins the more powerful and smarter they are the less this affects them. But assume magical tigers do not like you and your house will always smell like cat pee.

+100cp Lesser Curse of Wandering: You may not settle down in one location for more than a year and can't go to the same place for at least a decade in between. (Just moving a city or 2 over every 11 months would cover this)

+200cp incompatible donors: For every outside source of magic or biological material you try to assimilate will result in a complication. They can be resolved but they can compound quickly.

+200cp Gossiping Spirits: From now on the eye of the spirits will be on you and they will be their favorite topic, especially your secrets and abilities. If you ever speak in a place that has not been warded from eavesdropping or you perform any powers in public assume all of your enemies and allies will know everything about it.

+200cp Inflexible Soul: Your soul is having issues it is not able to support any out of jump powers or abilities beyond your body mod.

+200cp Locked Space: You can't access your warehouse and outside items.

+200-400cp Spawn Under the Hill: You are going to find yourself in a particularly hostile and confusing part of the fairy realms. You will be in a random location and alone in your immediate environment.

This realm is basically the elemental plane of illusions and trickery. Covered in endless illusions and traps and glamor. This drawback is dropped to a +200cp drawback if you are a Fey Noble.

+400cp Growing Pains: You are not able to train to grow your power in this jump. This is to stop you from growing your power pools with training. You are able to expand your skill, efficiency, with the use of external items or just time. This also means no shonen sparing growth for you.

+400 Strings in a Box: Multiple sources of abilities and powers do not play well together for this jump. Especially if they are overlapping. So using divine powers and mana will be fine using 3 forms of chi cultivation will not. Then 4 different blood lines will kill you. You are able to turn off any ability you have not used to stop it from being affected by this drawback at the cost of not being able to access it for this jump. This applies to both in and out of jump powers.

+600 Dragon Fall: You start at the time when Ophis's new home is destroyed by the stupid and power hungry. I hope you like the apocalypse because you will not be able to leave this local reality for your time in this jump. You are able to travel to things like The Gap, Hell or Heaven. But you are not able to go to alternate worlds/universes. You could go to another planet I guess.

+600 In a Fey's Debt: You have done something and found yourself in The Lady of the Lake, Vivain's debt. You'll have to jump through some hoops to pay for it. Of course Vivain is going to be leaving the world not long before you do. So if you run off without paying her, you may just find a pissed off greater fae artificer pursuing you. Given the sorts of things that Vivain has handed out, and what she keeps to herself, paying her is probably easier. If you manage

to pay her you get a free purpose of An Artifact of Soul at the end of the jump.

+800 A Brand New Gap:Ophis has been informed you are able to assist with her Big Red problem. She doesn't care how or why you assist her. She will force you to assist her if she thinks it is taking too long or you refuse her. You could kill great red or make her a new gap as long as she gets her silence.

Notes

Capstone boosters

Kahuna: You are not just able to mediate between parties, you are able to make the agreements binding assuming they agree. This will turn their power against them if they break it.

You have found yourself able to understand people then you speak with them to an extreme degree. You are so skilled at negotiation you are able to convince reality you are immune to a single type of power such as fire for a time.

New Saten PR: Did I say PR I mean you don't do PR as much as you do subtle mass brainwashing so good is your PR. This is not supernatural brainwashing just comparable to it.

This expands your PR inot not just politics but also combat. You will find your with things that destroy, water, ice and your ability to develop countermeasures for magic has grown leaps and bounds. Almost like you have been apprenticed with the Satens for years.

Sword Science: You can now with vigorous passive and active testing cut down the amount of time it takes for you to work on talents both individually and collectively. This also helps you develop methods of improving talents. Such as surgeries, drugs and training methods.

Dimensional Yeat: You now have a basic ability to walk anywhere. This is limited to places where you can't travel at all so you cant use this to fly. But you could walk through space or the dimensional gap. This also grants an ability to navigate anywhere no matter where you are. Weather by stars or by moss.

Stuck in a Tower: This now works on a larger scale not just extending to their immediate family but everyone that they know or that knows them and they each feel they owe you individual debts for your actions.

Selfish Fate: From now on you can be observed from any means other than directly. So no cameras or security systems will notice you. This can be extended to people near you.

Baby steps: Now you don't just grow, you grow noticeably from one day to the next. Same goes for your recovery.

Understanding of Magical Deterrence: You don't just know how to use WMD for politics, you are one in your own right. You are able to match a satan in single combat at least for a time. This acts like a limit break multiplying your power to the point it is able to match being 1 or tears above you for a time this has its own magic reserve so will not cause you to spend energy or strain you well using it for the minutes it lasts.

Warrior of the Host: You are no longer second to Michael, you are his peer in power and skill. You are in addition the equal to Gabriel in the less militant uses of light such as healing.

Mind of a Scientist: Your genius is no longer constrained to reality, you are able to simulate reality perfectly in your mind. This does not have any learning bonuses but blowing up a pisces of technology 20 times is very useful when you only have 1.

Science of Evil Pieces: The lore you now have access to is things kept secret by beings like Hatis. You have skill and knowledge that most don't even know exists. This allows you to make souls nearly from scratch with the characteristics you wish.

The Princess of...: You are not just an honored higher you are the spiritual ruler your chosen animals will obey any order given. Your authority is only second to a god of the creatures you have claimed.

Also you are now capable of animating the artwork of your people. So you can now have animated cat statues or sentient fireball cats.

Change log

An Artifact of Soul:made into a usable object and not a trap.

Added In a Fey's Debt.

Dimensional Yeat:reduced to a more local scale.

Added capstone booster.

Fixed world script.