Out of Context: Isekai'd Too Many Times Supplement

V1 By u/Only-Cellist2989

This document can be used as a supplement in any Jump that would not otherwise have Multiple Isekai Worlds within its continuity.

By taking this Supplement you have chosen to be Summoned to a parallel fantasy world many times and you will enter into that continuity as a Drop-In awakening in a summoning circle, magic portal, mystical door, or reincarnated.
As an Isekai'd "Hero" you are visibly similar to a Human, unless you choose to become a monster.

+1000 CP

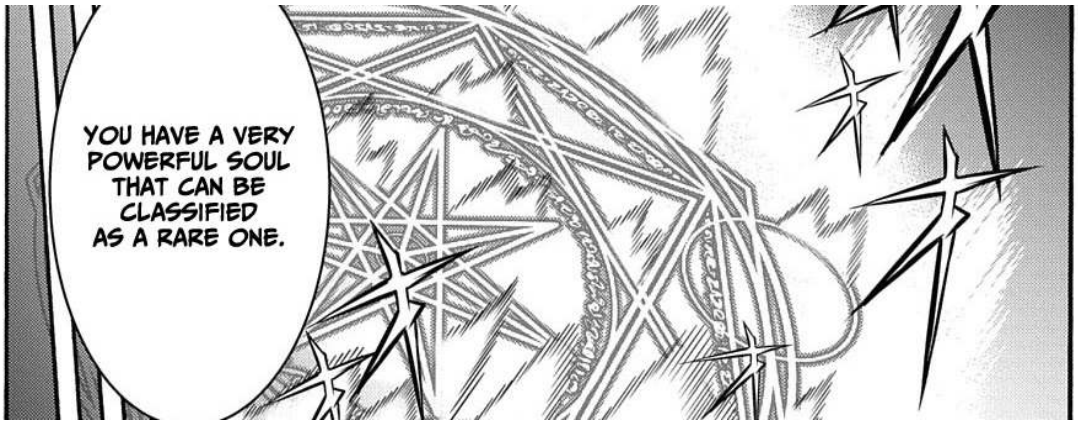
If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten year long Jump.

Origin:

So yeah all the origins are just different flavors of Drop-In, so that's Isekai in a nutshell. In a way this is kinda a mini jumpchain within your chain.

Summoned In A Circle

Like Takfuji Prairie Inori you were summoned by a goddess into a magic circle and told that you are a very strong soul (ego) and are probably going to be summoned to another world……repeatedly.



Door Through Worlds

Like Ed you found yourself in a white void with a desk with a crystal ball on it, a chair, and a number zero door. With no explanation other than a key in your hand with the same number on it as the door.

Died Into Field

Like Yuuri Aizawa you died and got reincarnated (a brand new body at your age not being reborn as a baby). Waking up in a field in the middle of nowhere between towns.

Location:

Normal not a thing for an out of context jump, but things here are a little different. This part only matters for those using this as an Isolated Jump, not as a Supplement. Roll a d20 to determine where you will end up, or pay 100 CP to pick for yourself.

1) **First world of Meccha Shoukan Sareta Ken (with a group of kids)**
2) **Second world of Meccha Shoukan Sareta Ken (mad scientist)**
3) **Third world of Meccha Shoukan Sareta Ken (elf Harry Potter familiar)**
4) **Fourth world of Meccha Shoukan Sareta Ken (princess)**
5) **Fifth world of Meccha Shoukan Sareta Ken (dark magic girl)**
6) **Sixth world of Meccha Shoukan Sareta Ken (overlord)**
7) **Seventh world Meccha Shoukan Sareta Ken (fifth hero)**
8) **Isekai Ten'ishita Node Cheat wo Ikashite Mahou Kenshi Yaru Koto ni Suru**
9) **Garbage Brave**
10) **Tsuki Ga Michibiku Isekai Douchuu**
11) **First world of Tsuihousareru Tabi ni Skill wo Te ni Ireta Ore ga, 100 no Isekai de 2-shuume Musou**
12) **One hundredth world of Tsuihousareru Tabi ni Skill wo Te ni Ireta Ore ga, 100 no Isekai de 2-shuume Musou**
13) **Shijou Saikyou no Mahou Kenshi, F Rank Boukensha ni Tensei Suru**
14) **Tensei Colosseum**
15) **Goshujin-Sama To Yuku Isekai Survival!**
16) **Isekai Ntr**
17) **Asutoro Kingu**
18) **Isekai Furin LI ~Michibika Reshi Hitodzuma Tachi To Bukiyo Tensei Yuusha**
19) **White void of Meccha Shoukan Sareta Ken (when you want to leave reroll)**
20) **White void of Tsuihousareru Tabi ni Skill wo Te ni Ireta Ore ga, 100 no Isekai de 2-shuume Musou (pick one of 19 door when you want to leave)**

Perks:

Status - Free
Your current physical condition is clearly written in a menu only you can see and summon. It shows you stats such as STR or AGI, whether or not you have abnormal status, skills list or spell list, and anything else that would be seen in an RPG menu.

Abs of Olympus -100 CP
Holy cow you're like Captain America (MCU), Batman, Bruce Lee, or Brian Boitano! The very peak of physical abilities is truly superior with your innate physical potential unlocked. As a bonus, yes you have incredible abs like no other mere mortal.

Eyes of Artemis -200 CP
The mystical eye is a set of skills that can see almost everything. See notes for full list.

Forge of Hephaestus -400 CP
Like Kosuke Shibata you have access to a skill set that would make a minecrafter proud. First skill【Inventory】consists of 50 storage slots, 9 Hotbar slots, and an off-hand slot. All resources that were collected (Dirt or Bricks) are composed of a block shape and non-solid blocks have the same features. When Killing something the corpse materials are auto-dismantled rapidly. Second【Crafting Menu】the process of constructing tools, items, and blocks from your inventory to a crafting grid and arranging them according to a recipe. Third【Crafting Guide】is a mechanic that serves as a catalog of recipes and as a crafting, smelting, and other guides. Fourth【Block】 dirt, bricks, ice, and stone 3×3 place and replace the Blocks itself is really highly durable and unmovable. If you make a torch the flame from the torch cannot be extinguished even with water, it emits everlasting smokeless flame and light. When a bucket of water is poured by blocks it will spread, becoming an infinite source of water. Lastly,【Blueprint function】In short, you can copy-and-paste buildings.

Truck-kun -600 CP
Once per Jump or 10 years, whichever comes first you can banish someone from this world and isekai them to a random fantasy world. All you have to do is punch them in the face when infusing your fist with this power. You will have no idea where they will go nor can you pick. Yes you can toggle this power off. THIS PERK ACTS AS A CAPSTONE BOOSTER.

Summoned In A Circle Perk Tree:

Level Up -100 CP (Free for Summoned In A Circle)
When you kill a living being or undead, you will obtain experience and in proportion to the amount of experience, your level will rise increasing your stats. Throwing in *Skill Acquisition* if you constantly build your proficiency towards a set action, depending on your proficiency you can learn a skill.

True Dark Magic -200 CP (Discounted for Summoned In A Circle)
The pinnacle of dark magic. Grants maximum efficiency for dark magic. Allows you to use dark magic without chants and with absolute freedom. Allows you to borrow Shiina's knowledge. MP is greatly improved. It has excellent versatility and consumes much less MP.

Plunder -400 CP (Discounted for Summoned In A Circle)
By completely drinking all of your target's blood (or eat all their flesh if you're not a vampire), you can steal their skills. If they don't have any skills, any preeminent ability they have can be converted into a skill and then stolen. It does not matter if it is a general skill or an individual skill. Only one skill can be stolen.

Baron Class Authority -600 CP (Discounted for Summoned In A Circle)
First when you drink a living being's blood, you can recover your HP and MP. If you drink a lethal amount of blood from that living being, it will become a ghoul. If you drink a lethal amount from a virgin human and you insert your own blood, they will become your servant vampire. If they aren't a virgin, they will become a ghoul. After you kill a living being, if you fill them with your blood, they can be transformed into your underling. Second, the effects of the vampire's weaknesses are lessened. The undead who are lower than Baron Class can be made into manservants. You can now eat garlic in direct sunlight, you will still feel uncomfortable when doing so but you can. As an added bonus your new vampire form has very high stats. Most take *Hated of the Sun God* drawback with no points.

Capstone Boosted: Cloak of Nyx
Where you walk, so does the night the sky locked into the eternal darkness for a 3 mile radius around you. This basically overcomes *Hated of the Sun God* without removing it.

TAKAFUJI INORI

Humanoid		Human	
HP	105	MP	103
STR	105	VIT	96
DEX	110	AGI	121
INT	100		

TAKAFUJI INORI

Demon / Vampire (Baron Class)
Lv.1
HP 815/815 - MP 8067/8067 - STR 956 - VIT 856
DEX 935 - AGI 1056 - INT 2556

Door Through Worlds Perk Tree:

Skill Board -100 CP (Free for Door Through Worlds)
The Status Board is a system that lets you pick any existing skills from the world you're in. Gaining skill points (SP) whenever you kill a monster that can be exchanged for learning skills or upgrading (F to SSS) the skills. No, you can't learn Perks as they are not really skills.

Steal Concept -200 CP (Discounted for Door Through Worlds)
Like Matilna the Thief Wife you can steal things with far less substance. If you were to, I don't know, steal the heart of the Hero, he would fall madly in love with you albeit temporarily (one hour). You must have the concept in mind and make physical contact with the target. Be careful with what you take if it will be gone for one hour & there is a twenty four hour cool down. Stealing a friend's common sense may just get them killed. Plus, when you steal it you don't actually get it, they really just lose it.

Mind and Magic Enhancement -400 CP (Discounted for Door Through Worlds)
Like Makoto Misumi when practicing archery your mind goes blank and you hyperfocus on the target. When you hit the middle of the target something odd happens. Your presence becomes zero, but when you release the arrow and hit the target your mana capacity MAX MP doubles every time you do.

Mirage Shift -600 CP (Discounted for Door Through Worlds)
Exiled Skill otherwise known as an isekai overpowered cheat. At first you will be able to run and move relatively safely at a supersonic speed (Mach 1) for about an hour with a skill cool down of two hours. If you train hard you can get the skill up to a maximum of Mach 40. Yes, your stamina will keep up with your speed and you don't have to worry about burning a week's calories in one run. Because I feel extra kind your footwear and clothing will also somehow survive your bullshit speed.

Capstone Boosted: Speed of Hermes
Like the herald of the gods you have achieved speeds that just shouldn't be possible even for a overpowered isekai protagonist. Forget starting at Mach 1 now it's Mach 40 from the start and hell if you're training your ass off for the next few decades you could run well past the speed of light, even if mass shouldn't allow that to work. Before you ask, no I am not removing the cool down, just deal with it you baby.

Died Into Field Perk Tree:

Analyze -100 CP (Free for Died Into Field)
A skill (perk) that can analyze information about a certain object or living being appearing in a menu only you can see. The more you use this skill the more details will appear in the menu starting with name, it's rank (level if it has one), race, sex, age, and value at first.

Superior Taming -200 CP (Discounted for Died Into Field)
Give a low ranked monster some food and it's tamed, a high ranked monster will need a little more work, but will still come to you with ease. This also allows communication with the various monsters and Summoning Magic you have tamed in the past.

Memory of The God of Swords -400 CP (Discounted for Died Into Field)
A Rank SSS passive skill whatever that even means, but in plain english the speed of learning swordsmanship will increase 100 times. You are now a master of swordsmanship capable of putting legions of normal mooks to shame. Any non-swordmaster viewing your sword skill will think you're using magic as it's just that good. So you won't die, your body is upgraded so you can now handle the extreme speed of your swordsmanship. Now go forth and slay an army of goblins with nothing but a stick in your hands like a badass!

Memory of The Magic Emperor -600 CP (Discounted for Died Into Field)
A Rank SSS passive skill whatever that even means, but in plain english the speed of learning magic will increase 100 times. You are now a prodigy of magic, gaining Superior Fire Magic, Superior Water Magic, Advanced Wind Magic, Advanced Holy Magic, Advanced Cursed Magic, Advanced Magic Enhancement, & Intermediate Non-Elemental at the start of the jump. Please see notes for a spell list.

Capstone Boosted: Magic of Hecate
The goddess of magic must really like you or something. Have you ever wanted to just mix magics to see what would happen? Now you can for better or worse. For example, mix fire magic and dark magic you get hellfire. Be very careful with what you mix, there are no takesies backsies when you fuck up. As an added bonus I am throwing in beginners time magic just for fun (my fun not yours, as you will probably mix it with something and set the timeline on fire or something). Please see notes for a spell list.

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it. Any damaged items could potentially be repaired and have the broken condition removed if worked on by a capable engineer.

Basic Gear & Clothing - Free
Appropriate clothing, basic armor, basic short sword, and adventure gear for whatever world you rolled.

Large Fire Magic Stone Rank B -100 CP (Free for Died Into Field)
A large magical stone imbued with the power of fire found in the core of a powerful monster. It can be sold for a fortune, used to help craft a powerful magic item, or just feed to your pet slime to make it evolve into a higher ranked monster.

Draupnir -100 CP (Free for Door Through Worlds)
Magical rings (ranked A- quality) that passively absorb and compress the wearer's mana, aura, presence, anything else that would help someone sense you without seeing or hearing you. The five stones on the rings start off as blue, but glow red when the storage capacity reaches its limit. The filled stones can be used to craft magical items or into making mana potions. You get twenty spare stones that respawn once a month.

Azusa -200 CP
A bow (ranked A+ quality) crafted by the elder dwarves, it has the same properties as Draupnir as it stores mana and then unleashes it in an instant deadly explosion, even more so in close range.

Pure Mithril Sword -400 CP (Discounted for Summoned In A Circle)
An enchanted sword (ranked SSS quality) that weighs as much as a feather. The near unbreakable blade enables the wielder to cast spells without chanting and without forming a magic circle. Something to keep in mind in some fantasy worlds undead are weak to mithril not silver, just keep that in mind.

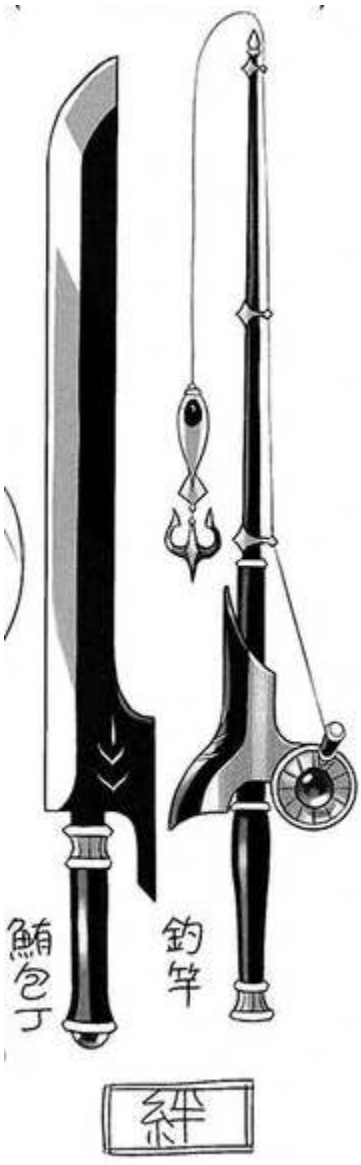
Zetsuzannotachi -400 CP
A sword (ranked SSS quality) found in ancient ruins with an overpowered ability called *Absolute Slash*. When the ability is activated, the sword will cut and break anything the blade touches provided you pour enough magic power (MP) into it. The harder the thing you're trying to cut the more it costs to cut, throw it so you can cut a mountain in half or a god, but it's going to cost you a mind-numbing amount. The blade itself is also unbreakable as an added bonus.

Aegis -600 CP
A shield said to have been wielded by the goddess Athena in times long since passed. Made of celestial bronze with the face of a Gorgon on the front. With the command phrase "*Aegis open your eyes*", the eyes of the face on the shield open, revealing brightly glowing ruby red eyes. The longer the eyes of the shield are open the more of your MP it will consume until you're out

or you say the phrase “*Aegis close your eyes*”. Anyone that looks into the shield's eyes is turned to stone in an instant. As a divine armor the shield is indestructible and always keeps itself clean.

White Door -600 CP
A white door with an infinity symbol and white key with an infinity symbol that lets you travel into any of the worlds on the roll list you choose. The door disappears after you pass through it, trapping you in that world for the rest of the jump.

Spare Legendary Weapon -600 CP
An ancient spirit who manifests itself as a weapon fit for a Cardinal Hero or a lesser god. As there is already a Legendary Shield, Sword, Spear, and Bow, you can’t pick them, but any other medieval weapon is up for grabs. This has all the same abilities as its cousins. See notes for details if you haven’t watched/read Shield Hero.



Companions:

Pet Slime(s) -25 CP
A friendly and loyal -D ranked monster slime that decided you would be a great master. It's just a normal slime so about as smart as a dumber breed of dog. The normal companion limit of 8 doesn't apply here so take as many as you like.

Another Isekai -50/200 CP
Bring old friends from previous jumps along or create OC companions for 50 CP each or 200 CP for a total of eight. They gain a background and 300 CP to spend on perks and items, but can't take companions or drawbacks.

Spar Princess -50 CP
Just like the second princess Aaliyah you have found yourself a princess that's about as likely to become queen as you are to become king of France. She is looking for a way out of the castle as she is always being watched by the paranoid heir to the throne. Can swap for a prince if you prefer. Either way the royal has enormous academic knowledge about the world along with good magic combat skills.

Dirty Dark Elf -50 CP
Oh it looks like Sylphy Merinard, witch of the dark forest, isn't the only elf that lusts after human ass. You can pick the elf's gender, aparance, and all the other things you normally would for an OC character. The only thing you can't change is that no matter what the elf will always be horny for humans. Has an impressive amount of melee combat skills and common sense.

Waifu/Husbando Slave -100 CP
Yes, you are now officially an evil piece of shit by taking this and no, it doesn't matter how well you treat them it's still slavery. As this has somehow become a major trope lately in Isekai manga I am putting it in. They start with no origin, 300 CP to spend on anything, and Basic Gear & Clothing. Like in Isekai Meikyuu de Harem Wo, your new slave is fanatically devoted to you, unwilling to accept freedom, instead would rather die for you…..yeah still evil.

Drawbacks:

Too Many Times +100 CP (Only available if you took this as a Isolated Jump)
First thing is roll a D20, then a D6, finally a number of D20 based on the number you rolled first. Why all the dice rolls you ask. The first roll is the amount of worlds you will be dropped into on the mini-chain. Second is the amount of time spent on each world before being kicked into the next. 1 for six seconds, 2 for six minutes, 3 for six hours, 4 for six days, 5 for six weeks, & 6 for six months. Finally the last rolls go off the chart in the **Location** section above rerolling duplicate rolls.

I Can't Believe It's An Overly Wordy Isekai Title Nightmare! +100 CP
Using an isekai title generator the title of your isekai and theme of your adventure will be randomly assigned. You must use the first title given to you (no re-clicking like a cheater), and the backstory of your character/the world around you will now align with the title.

Little Green +200 CP
I hope the Goblin Slayer doesn't see you, because guess what, you're a four foot tall, green skinned, goat eyed, ambergris smelling, pointy eared and fang filled monster. Your mind is still yours but your body is that of a monster and the only language you speak now is goblin. Good luck making friends with anyone who isn't a flesh-eating rape nightmare.

Futanari Marauders +400 CP
A gang of Futanari bandits have decided you are perfect for breeding. They will hunt you from world to world as their leader is an Isekai hero with a cheat skill (that you can't steal) that lets them open gates across the mini-chain. They're about sixty strong, all with skilled fighters, especially the boss, who could even give a Jumper a run for their money. If they catch you they will all gang bang you into pregnancy, even if you're male as this is a magical world after all.

Hated of the Sun God +600 CP
Just like all the undead races of the night that go against the Gods, the sun hates you. All Stats reduced by 90% → 85% during the day and restricted all dark, curse, "evil" magic, or monster skills usage. For those not sure what would count as "evil" as an example: the darkside of the

Force, anything from World of Darkness, Warlock magic from D&D, and really anything that involves a negative aspect of positive power.

Notes:

- Special thank you to DeverosSphere for the template and my wife for the spell checking.
- Memory of The Magic Emperor unlocking Spells: Fireball, Combustion Flame, Flame Bullet, Fireball Snipe, Firestorm. Flame Funeral, Inferno, Gungir, Ice Sword, Ice Bind, Ice Needle, Ice wall, Tempest, Wind Slash, Wind Edge, Wind Wall Shield, Heal, Wound Recovery, Ex Heal, Holy Blade, Spells Reversal, Reflection, Judgement Spear, Reduce Durability, Improved Durability, Strengthening slashing, Shock Diffusion, Speed Up, Strengthen Up, Agility Up, Defense Increase, Muscle Strengthen Up, Dimensional Pocket, Black Hole, & White Hole.
- Magic of Hecate unlocking Spells: Accelerate, Slow, Stop, Temporal Stasis, & freeze time.
- True Dark Magic unlocking Spells: Shadow Space, Shadow walk, Domination
- Eyes of Artemis unlocking Spells: Microscopic (Can see small things in full detail), Night Vision (No matter how dark, you can still see), Appraisal (Can display the status of humans and the specifics of objects), Farsight (Can see things far away in a 3rd person bird eyes view to 400km → 800km), Disillusionment (Can destroy illusions), See Through (Can see past physical objects. Yes, clothing you pervert), Other Ray Vision (Can see invisible light rays), Photographic Memory (Can record everything seen like an film)
- It doesn't have to be archery for Mind and Magic Enhancement to work. It can be almost any solo martial training Fencing, Kendo, Shadowboxing, & Karate all work. Just let your mind go and your body training the Perk will take care of the rest.
- I lied go to https://shield-hero.fandom.com/wiki/Legendary_Weapons for details or hell check out the jump https://drive.google.com/file/d/18eszDtXauZM3LO5u6DWQPiXGKQ-soO9v/view it's really good.
- isekai title generator https://perchance.org/otomeisekai