

Why Does Nobody Remember Me In This World? JumpDoc



By KingPan1c

The world has changed. Humanity had been at war with the enemy races, Demons, Celestials, Mythical Beasts, and barely won due to the efforts of the Hero of Humanity, Sid. He defeated the heroes of the enemy races, and sealed them in giant black pyramids known as graveyards. The world you begin in is not that world. Here, humanity has no hero, and has been pushed back, and forced to live in hiding. Today, a Human from the original timeline has resisted the shift. You get 1000 choice points to ensure you survive and thrive.

Locations

1. *Neo Vashal - The Human Capital, a destroyed city, currently occupied by Vanessa, Hero of the Demons*
2. *Urza Human Settlement - A city underground, sprawling with humans*
3. *Demon Graveyard - Black pyramid located near the Underground city and capital*
4. *Io Federation Rebel Base - A Rebellion facility close to the home of the Elves*
5. *Elven Forest - Home of the Elves, on of the Celestial races*
6. *Angel Palace - A floating construct containing a realm separated from the normal world similar to the graveyards, where the Angel Celestials reside*
7. *Spirit Graveyard - Black pyramid in the Grand Arc Plains, near the Yurun resistance*
8. *Any Choice*

Origins

Your background in this world. Any may be taken as Drop In. Fight for your people, or ignore them to restore the true world. The choice is yours.

Human

You are humanity. You don't have any internal magic, which means you are lacking in power, but to your benefit, you can't be sensed by the other races. The majority of your people make use of technology, but their physical abilities can far exceed what is considered 'normal' in most worlds.

Enemy - 100

You aren't human, but this is your home. You are either a Demon, one of the Celestial races such as Angels or Elves, a Mythical Beast such as a Dragon or Behemoth, or a Spirit, a shapeshifting monster with a liquid body. All of these races have access to internal magic and can naturally sense it in others over a decent range.

Last Riser - 400

Above all this, you are different. You are one of the beings who maintain the order of the World reincarnation cycle. Your body has notable unique traits, be it a gruesome unnatural form, or simply distinct black feathered wings no other race would have. Being different from everyone else will likely draw negative attention from most, but maybe the power makes up for it.

Perks

General

I can sense something?! - 100 undiscounted: You can sense danger. Maybe you can smell the power of people around you, and maybe you get an inkling of a feeling when someone sneaks up on you. However, it manifests, you can generally feel when someone is going to attack, and if they are significantly stronger than you.

Human

Indomitable Human Spirit - 100: You have true willpower. Pain and hardship are now things that hold little sway in the path of your goals. Holding on under extreme pain, resisting torture, and keeping your sanity despite losing everything you know are now possible. Fight on.

Above your Weight Class - 200: Fighting is what you know. You have skill equivalent to someone who has spent their entire life training to fight their enemies. You have battle skills that would be impressive to hardened soldiers. Your battle style is more effective against enemies that are bigger and stronger.

Munchkin Race - 400: Humans don't have fangs or claws. That's why we build our weapons, rather than grow them. You understand the workings of the human technology found here. Military vehicles, gunblades, anti-magic weapons and more. Replicating most magical effects becomes possible. With time, you could construct your own Graveyards, capable of sealing Hero-class beings as you please.

Codebreaker - 600: You are the wielder of the world coordinate key; the Code Holder, the weapon granted to the Prophet Sid. This golden sword that can be summoned to you whenever you please has the ability of cutting through fate. Cutting through space can result in a portal letting you go home. Cutting your way into dimensions that you don't reside in may take more training and effort.

Enemy

Monstrous Strength - 100 Enemy, 300 Everyone else (Only first purchase discounted):

You are strong. A demon with massive horns, a winged dragon, a liquid spirit, or an angel. . Choose one of the four main non-human races and a form for them. Demons, Spirits and Mythical Beasts come in almost any shape you can think of, from humanoid to bestial. Celestials are more strict, choosing from Angels, Elves, and Dwarves. Each form comes with inherent abilities, from the liquid form of a spirit, to the flight of Angels and winged beasts, to the tough skin. Almost anything is possible.

One that Remains - 200: Things will always change, except for you. Effects that sweep over the world, be it Timeline changes, Super Genesis Wave or an Infinite Crisis, those effects will not reach you. You will be made aware of these changes, but they won't hurt you. This also grants a resistance to more esoteric destructive effects, such as Zero Code, other forms of existence erasure, or timeline removal. If the attack is strong enough to kill you, this won't help, but if you're more powerful their enemy it will be hard for their effects to find purchase.

Magical Might - 400: Your power goes beyond your mighty body. You have an internal magic reserve superior to most normal members of your kind. You have a mastery over spells of one type, be it fire, lighting, ice, barriers, illusions or summonings. Types beyond your starting one, as well as other types of magic can be learned with time and effort. Additional purchases double your magic reserves and grants mastery over another type.

A True Hero - 600: Your battle power is immense, far beyond the normal ability of one from your species. Beyond that, you have clout. Among your kind, you are head and shoulders above, matched only by the Hero of your race. Be it spirits, Mythical Beasts, Demons or Celestials, in this and all future jumps, beings similar to that which you belong to will recognise your superiority.

Last Riser

Trope Savvy - 100: You aren't born from any of this world's reincarnations, for you are something beyond. Without even looking, you are aware of anyone and everyone's position in the narrative. Be they a Hero or a background character, love interest or simple fodder, you know their path.

Replicant - 200: With time, effort and power, you can make a copy of a target you have either defeated or who gives consent. The copy will have noticeable differences to the original, like the distinct eyes of a Last Riser, so they won't be effective at deception. The copies share power with the original, so if your target is free and using their power, your copy will be all the weaker for it. With a target that's properly sealed and confined, you can access all their combative might.

One from beyond the veil - 400: You have the ability to produce portals between realms. Sidestepping from the Angels Castle back to the normal world is as easy as tearing a hole in wallpaper. Traveling long distances is harder, but still doable, as long as you know the destination. The true benefit of this is the ability to enter sealed spaces. All the defenses in the world won't stop you if you simply go around them.

Zero Code - 600: You are one of the beings that protects the order of the current world. As such, you can erase targets as if they aren't meant to be here, removing their code from that of the world, as easily as holding the target. and affecting them with your energy. This can be disrupted if they escape your grip.

Items

You aren't gonna stop a war with your bare hands. Take one discount per price tier

Weapons of Man - 100: Pick a weapon, any weapon. Guns, big and small. Custom pistols all the way up to vehicle mounted cannons, to even the famed gunblade, or maybe just a flamethrower. Alone, these weapons can only put dents in a demon's armour, but maybe they can be made more with the addition of something new.

Nice Outfits - 100: You gain a set of about ten outfits. They only have the features of mending themselves off-screen and offering limited protection to attacks but hey, they look really nice. It's up to you if you want the canon outfits or something else.

Hardware - 200: Military Vehicles of any stripe. Each purchase can get you up to five jeeps, or one air vehicle like an attack helicopter or VTOL jet.

Something New - 200: Special weapons aren't uncommon here. Bullets that absorb and pierce magic, Blades infused with dragon breath that can ignite with explosive force. Swords that can become bows that rain energy arrows. A weapon of this type is yours.

Blood Band - 400: An army of soldiers and fighters from any race. Numbers vary depending on their individual power, from hundreds of armed humans to a handful of Last Risers. Whatever you get, their combined firepower could destroy a city with some time, albeit an already wrecked one.

Capital of the People - 600: A Fortress worthy of a Hero. But I guess Heroes here have low standards. You get a defensible structure of some sort, anything ranging from an underground compound to a small floating base. It comes with defenses, be it a motion sensor and camera system, Magic wards blocking attention, a turret system or something else.

Sacred Garment - 600: Elven Garments are clothes that can grant powerful effects. The Sacred Light Garment grants massive resistance to magic, to the point you can walk through weaker enemies' fireballs. Here you can purchase a similar level of outfit, or the very same.

Companions

Import - 50: You aren't the only one from outside this reality. You can bring one of your companions and import them into the jump, gaining a free origin of 100cp or less, and 600CP to spend on perks and items. You can also create a new companion, following the rules above. Personality, appearance, history and relationship with you can be anything you choose as long as it does not conflict with the rest of the jump.

Canon - 50: Someone here catches your eye? Maybe you just don't want them to disappear as the universe reincarnates again. Unlocks a slot to Choose any canon character not otherwise buyable to bring along with you. Guarantees a positive meeting in your first year, and at least two more meetings after that.

Rinne - 100: There's two of them? Your very own Angel- Demon- Mythical beast- Spirit-hybrid girl. She's a bit afraid of everyone else, along with large crowds, so take care of her. Or don't.

Drawbacks

Odd one out - 100: Everybody here is anime pretty with coloured in eyelashes and everything. Except for you. You're a real uggo. Most people are nice, so they won't treat you too badly, but expect a little bias against you.

Magic Circles - 100: All your supernatural abilities generate a CG magic circle when in use. Why do your powers seem to look so much cheaper? Who knows. Either way, your abilities all have a visual indicator.

Why Do I Not Remember Me in This Jump - 300: You have no memories of your past lives, and memories of them cannot be restored for the duration of the Jump. Hope you have someone to hold your hand.

Stupid made up language - 300: Everyone, humans included, speak a language you just don't understand. You could learn, but any perks that would normally help you won't work. Worst part is, the races all speak their own languages. I wonder if duolingo reincarnated too?

Even my Friends Don't Remember Me In This World - 400: Who the fuck is that guy? I dunno em. Nobody, not even your closest companions remember you, and their memory of your past relationship cannot be restored for the entire jump duration.

I left my stuff in a past world - 400: You no longer have access to any item from outside this jump. Your warehouse is sealed for the duration of the jump.

Just a weak human - 400: You no longer have access to any perks or abilities from outside this jump. Hope you're good with magic circles.

More equal than others - 500: Your species rules, all the others drool. You are an unrepentant bigot. Working with anyone from another species is a herculean effort. Submitting or capitulating to them in any way is downright impossible.

Memories from world's past - 500: You now have a complete set of memories from the past world in peace and harmony - with all the horror it implies. Throughout the entire Jump you will have to live with the sense of dread of your entire livelihood being stripped away (and therefore constantly being aware that this world is wrong) while also being extremely reluctant to resort to violence due to having only known peace for your prior life.

Out of this World - 600: The Last Risers as well as the protagonist are well aware of your otherworldly nature (upon sight) and will do anything they can (albeit subtly at first) to take you out of the equation. On top of that every 1 in 1000 sentient beings has the chance to be completely aware of your otherworldly nature as well and being similarly hostile towards you, regardless of their usual affiliation.

Notes

Isekaislop enjoyers only. My first jump, so suggestions and critique is welcome.