

GENERIC BOOTLEG-VERSE JUMP

Welcome to 'The Middle of Somewhere', home to all of your favorite anime characters. Or manga characters. Or cartoon, comic, movie, TV show, drama, soap opera- wait a minute. Something seems off here.

Rather than any truly formed world, you appear to have landed in the sum-average of countless worlds that other people actually put effort into. That's right, 'sum-average', which is to say that countless worlds got added up, then cleaned down until any uniqueness was washed away.

Any world that shamelessly copies another world is a target for entry, or you can put effort into making something original. You couldn't be blamed for deciding to do otherwise though!

Take these 1000 Copyright Points to do... *something* with. Something important. Maybe.

You're hereby sentenced to ten years here.

BACKGROUND

Location: Don't Think About It Too Hard

Age: Whatever You Want It To Be

Sex: Yes.

ORIGINS

(Every Origin is free! Just like one of those 'free to play' games!)

(Every Origin gets their entry perk (100cp) free, and a 50% discount on their other perks (200cp) (400cp).)

>The Generic Isekai Protagonist<

Like an Isekai Protagonist, but Generic. What's that? Isekai Protagonists are already pretty generic? That may be true, but it's certainly worse for you. This is the standard Drop-In options where you enter with no memories or baggage.

>(One Of) The True Hero(es)<

Greetings, True Hero! Please step to the side, we've got a few more True Heroes on the way, and the line's right over there to finish your registration. The world needs saving, and it's honestly incredible that it hasn't already been saved with so many of your lot running around.

>Oddly Likeable Villain Antagonist<

You're a Bad Guy, but not a *bad* guy, y'know? You're the kind of villain that makes women swoon and men cheer (or vice versa). You're practically tailor-made to sell merchandise.

>Genuinely Antagonistic 'Evil' Force<

Those absolute bastards copied your life's work and have the gall to call *you* the villain? Fine then. This world is paper thin and shouldn't take to much effort to build something new upon, in Your glorious name.

Generic Perks

(-100) Whale Bait

You're hot. How hot? 'Hot Enough To Get Someone To Spend Hundreds Trying To Roll A .png Of You From A Rigged Gacha' kind of hot. No promises for, ah, how *well-written* your personality is, but you can get pretty far with just this, and nobody said smarts were necessary to go with hots. This is more of a 'short term gain' kind of situation anyway.

(-200) The Highest Form Of Flattery

Style. Pizzazz. You may not have it right now, but with time and shamelessly copying others, you just may. You gain a basic, small boost to fashion and artistic works. When copying other people's work in some way, this spikes pretty high though, allowing you to make pretty decent counterfeits, or sufficient change to count as 'inspired' copies. Change a character's name so they're 'original', recolor and slightly change the cut of a jacket so it's simply part of a trend, and you can hide the mimicry. Or you could just not bother and make as much money off of faked copies.

(-300) Rage Baiter

Murphy's Law states that any time you're unsure of information, the best way to get an answer isn't to ask for help, but to deliver an incorrect answer to your question as it's more likely someone will go out of their way to correct you than aid you. What's that? That's actually Cunningham's Law? Thanks for the help.

You're a master manipulator in a dark way; the delicate maneuvering of rage and desperation. You can lie, deceive, obfuscate, trick, and, well, *manipulate* others towards your end. For good or ill? Well, that's up to you, isn't it?

No one can deny that it's a useful skill, but it certainly won't make you many friends.

(-500) Daily Login Reward Leveling System

It was a little too much effort to make capstones for each Origin, so, uh, here's The Capstone (Singular). You've got something that's like one of those newfangled 'Gamer Systems', but scuffed, low effort, and for some reason seems designed to psychologically addict you to playing it daily. Every day your System gives you a list of painfully basic tasks you can get get done in about a half hour if you barely tried, and about five-to-ten minutes if you really activate your brain and figure out several of them can be completed simultaneously. In reward for your addicted loyal dedication, you can level up your... Daily Login Reward Leveling System!

Just like it says up there, yes.

The level cap is 100, completing all of your dailies grants 5 levels, with the leveling curve being completely flat. Sounds good, right? Unfortunately, this isn't the kind of game that grants good rewards upon levelup, instead incentivizing continually leveling over and over. Every Daily Login Level can be 'spent' to increase the strength of a single spell or action by half, with a max of 10 levels being usable at once for x5 boost! The level-boost fades after 5 minutes for extended effects though.

This is a 'capstone' booster, strengthening the effect of the 400cp perks in the Jump.

THE GENERIC ISEKAI PROTAGONIST

(-100) Literally Who

You find it profoundly easy to become a nobody. Master of mundane disguise with a talent towards finding supernatural means of enhancing the effect. You could save the world, dazzle the local royalty, release stunning new magical and technological advances, only to completely fade from the limelight should you so wish.

(-200) Cheat Stat

Like a Cheat Power, but we're scraping the bottom of the chest because another Isekai Protagonist already looted it. Does lacking a cheat power make you... *less Generic*?! Anyway, pick one of the following stats; Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Now you train that stat a lot faster than other people. Wisdom is pretty useful, but most people don't pick it. Ironic.

(-400) Jack Of Small Trades

Mundane craft skills? Ah, like cooking, tailoring, smithing, and so on? You're phenomenally good at learning them, even if you had no experience in them at all before hand. How strange. With a month's worth of decent effort and some pointers from teachers or books, you could go from repeatedly jabbing yourself with a sewing needle to crafting a stunningly beautiful dress. This is pretty good for making a living in any mundane crafting field.

CAPSTONE BOOSTED: Jack Of Tall Trades

That time limit for spending level up boosts? Doesn't apply to items you've personally crafted. This doesn't grant you any increased talent for mystical enchantment, but should you diligently learn it on your own, you can spend 10 levels to receive a permanent x5 boost to the strength of a single enchantment you place on it.

(ONE OF) THE TRUE HERO(ES)

(-100) Everybody Was Kung-Fu Fighting

You're a dab hand at kicking some serious ass within your weight class. Pound for pound, you give a good pounding. The sort of absolute unit that gets relegated to material farming missions. Erm, that is to say, pick a single form of mundane combat that you've already mastered, and you rapidly pick up more like a savant.

(-200) Offbrand Rizz

So what if you're a copy, possibly even a copy of a copy?! Nobody ever said a fake of a fake of a fake can't surpass the original! Well, that sure isn't likely, but still! Besides, you and your fellow 'True Heroes' have something even your originals lacked! Being (re)designed to appeal to as many people as possible. Wow. That's kinda depressing. Implications of wording aside, you aren't actually mentally altered, you're just a skilled playboy. Or seductress. This is an equal opportunity money grab, after all!

(-400) The Legendary Super Mode

You get a super mode that doubles everything about you. There really isn't that much to say here. It's a x2 boost that stacks with any other super modes you may have. An aura of power is mandatory, but a minor visual physical change is optional. It seems shining golden hair and glowing green-blue eyes is pretty popular for this kind of thing?

CAPSTONE BOOSTED: The Legendary Super Mode (3)

What happened to The Legendary Super Mode (2)? Nobody remembers. Not even the original writers. Anyway, this is just as simple, but stronger. By spending 10 of your Daily Login Reward Leveling System's levels at once, you instead enter a *Super* Super Mode with a x10 boost to everything, the effect lasting for 24 hours, or until you disable The Legendary Super Mode (3), whichever comes first. With numbers like these, you just might be the Truest True Hero of all!

ODDLY LIKEABLE VILLAIN ANTAGONIST

(-100) Marketable Signature Move

You can choose a single one of your spells or techniques as your Signature Move. Its cost is reduced by a factor of 5. This doesn't *inherently* make the ability more powerful if you then put in more stamina/power (though some may well be), the only thing you can be absolutely sure of is that its now easier to spam and also looks flashy and fascinating, should you so wish. Glittering magical effects, lens flares, the whole works, though these visual side-effects explicitly don't increase damage no matter what. It takes about five minutes to switch a new ability/technique to your Signature.

(-200) Recurring Antagonist

Regeneration and Retreat, son! These skills increase survival in response to bodily trauma! Regeneration heals you to max over the course of a day, even lost limbs and extremities, while Retreat allows you to play dead and rapidly escape to live to fight another day. Be wary of enemies that are ruthless or wise up to your tricks and double tap you!

(-400) Rival Characters Training Arc

Pick someone to be your 'rival'. Now when you train or study with them, both your gains accelerate by x2. Not too shabby! It's simple, but this effect also increases, allowing your or your rival to rapidly approach the other in terms of capability. This doesn't require consent, nor are they necessarily aware of it either. Potentially scummy, but you're not the hero, now are you? You're the 'Likeable Villain'.

CAPSTONE BOOSTED: Rival Characters Tournament Arc

You can spend 5 of your Daily Login Reward Leveling System's levels to increase the number of 'rivals' to eight people instead of one. An additional 5 levels doubles the learning rate from x2 to x4, and the skill-matching boost on top of that is still present, allowing you to rapidly turn a group of semi-capable individuals into competents, as long as someone skilled is present and willing to help them out! Still doesn't require consent, but this is a lot more noticeable, so you may need to be honest or have a good excuse ready. A really, really good excuse.

GENUINELY ANTAGONISTIC 'EVIL' FORCE

(-100) Copyright Strike

The ability to rapidly find weaknesses in individuals, groups, or objects that break the law or are morally dubious to press, be it in combat or legally. Now, this may seem like an odd ability for an 'Evil' Force to have... but just don't think about that!

(-200) Authentically (Malevolently) Original

You have a curse about you, that should someone copy you or your works, the results are weakened and rendered more easily damaged by you. You can grant permission to people to copy you and your works either individually or in totality, or grant individual copies immunity to this curse effect, but permission once given is rendered permanent.

(-400) This Isn't Even My Final Health Bar

Typical Final Boss tactics to artificially inflate difficulty. It doesn't though, it just makes the fights time sinks, ugh. Fine. You get the standard resurrection buff of +1 life, fully regenerating upon death, and the annoyance of getting greatly increased resistance to what killed you, though this never exceeds 30% resistance.

CAPSTONE BOOSTED: That Wasn't My Final Health Bar Either

Wow. Just wow. Time sink to the max. Okay, you have +4 more lives after the first, though each life expent reduces your total Daily Login Reward Leveling System level cap by a fourth of your max, until either 10 years pass or you start a new Jump, resetting your max. At default, this is 25 levels out of 100, but that fourth reduction increases should you somehow later expand your Daily Login Reward Leveling System's level cap (example; if you manage to raise your max to 200, you lose 50 levels per life regained). Your resistance buff isn't increased though; game balance, you know?

COMPANIONS

(-50/-300) Multiplayer Mechanics

It costs 50cp to bring in a single Companion, which can be purchased multiple times, or 300cp as a lowered price to bring in eight Companions.

(-100) Endemic Expies

Look at that, it's the dollar store bootleg versions of characters we all know and love. Like taking someone and filing off their serial numbers, belt grinding them down to the same level of power, and making them all out of the same local power source. That's right, baby, fresh off the gacha, this is someone made just for you, patterned after someone else, only being visually, thematically, and mentally similar. None of the original's memories or powers. Kinda fucked up, but that's the name of the game. They get one Origin of your choosing (aside from Genuinely Antagonistic 'Evil' Force) and all the perks therein, in addition to +300cp to spend on other perks.

You can purchase

(-300) Anomalous Author

Is nothing sacred? Welp, fine then. For any artist, author, or creator, or even company that has a mascot character in some way, you can take an anthropomorphized copy of that mascot with the Genuinely Antagonistic 'Evil' Force Origin and all that tree's perks, alongside the 'Daily Login Reward Leveling System' perk. That's

ITEMS

(Pick one (100cp) Item to receive free, and one (200cp) and (400cp) Item to receive for 50% off.)

(-100) Oodles Of F2P Currency

You get a chest filled with gold, platinum, and a variety of beautiful gems. When emptied, the chest refills after a month. Ugh, what the hell use is any of this stuff?

(-100) Common-Grade Materials

A pouch of low-grade magical reagents that refills weekly. It updates to include low-grade reagents from new areas, but this isn't a trickable item. If you go to a new area where only powerful reagents exist, it's simply not going to update and only produce old materials. Still saves time for basic alchemy and enchantments.

(-200) Arms and Armor

Mid-class gear that protects you decently well until you get to the post-endgame dungeons that require absurd minmaxing and power creep exploitation to beat. The gear looks okay, but it doesn't have filigree and doesn't even leave your belly or biceps exposed. Who'd wear something like this?

(-200) Booke Of Commone Spelles

The big book of magic everyone already knows, and a minor glamor effect to give you an illusory teacher you can pester with questions to figure them out. Useful for learning magic while remaining a NEET, or for penny pinching. Updates to include lower-to-mid-end spells of future Jumps you visit.

(-400) Quest Critical Item Of Incredible Importance (+4) (ULTRARARE)

You've got the Thing. The Item to solve the Problem! It, uh, kinda hurts to look at, and the colors it shines with definitely shouldn't exist, but it sure does exist anyway! Here's the deal, you've got a problem that you can theoretically solve with enough time, but are in a real hurry? This bad boy solves that. It can become nuclear disarm codes, the missing piece to repair your damaged FTL drive, or the replacement for a sacrificial virgin in a ritual. It can't ever become the *entire* solution to a problem, but if you've most of the way done, this helps you finish. Respawns in ten years or a new Jump, whichever comes first. Endless one-time uses post-Jumpchain.

(-400) Premium Currency

Gems that glow with a beautiful rainbow light from within. They might have stirred something within you, but for some reason they also looks exceedingly generic. You get three if them per week, and they have three uses; completely heal someone of all damage short of death, completely refill magical reserves, and remove all debuffs on someone. The latter effect cures blindness and other such conditions separate from the healing aspect, but it gets dicier the more metaphysical Oomph something has. Magical genderbending curse with no known solution? Doable, if you kept throwing more Premium Currency at it. Huh, just like Gacha. A curse that adapts or is super-powered by a god or something? Not so doable.

DRAWBACKS

(0) Slightly Specific Setting

Congratulations, this extends to basically any setting, with the limitation that it must be an official work that had a licensed crossover. That may seem a little broad, so here's an example. Fate/Grand Order is a gacha that has only had crossovers with settings owned by its parent company, and thus isn't applicable. Honkai Impact 3rd has had a crossover with Evangelion, NIKKE has had a crossover with Nier, and Monster Hunter has had a crossover with *multiple* settings, so they count. You're only entering that specific continuity, however, so this isn't doubling back on somewhere you've been, or will be for a dedicated Jump.

(+100) UwU Speak

Get prepared for some disgusted looks, even from anime expies made solely for the sake of attracting the desperately horny. Everything you say is going to be spoken in the most obnoxiously, poisonously cutesy voice possible, with a few anime vocal tics tossed in for good measure. This applies to any psychic form of communication, though not written or sign language. Nobody would blame you for taking up a vow of silence.

(+100) Desperately Down Bad

Welcome to being the worst form of obsessed otaku loser imaginable. The sort so bad they're only written to make the really bad otaku feel better about themselves. You're addicted to the local gacha (which are awful), you're addicted to the local figma and plamo (which are surprisingly decent), and you're addicted to your 'idols'. Read; you're addicted to parasocially digitally stalking and whiteknighting the expies of your favorite characters. God help you, at least you maintain enough control to budget money for your habits and to not go *too* far in your awful online habits, but the next ten years are gonna be a real teeth gritter.

(+200) Weekly Side Quest Hell

You can't put any personal plans into action until you complete 3 weekly side quests, though this doesn't block biologically necessary acts like eating or sleeping. It isn't unmanageable, but it's every week for the rest of your stay here. Get to grinding, bud.

(+200) Mastah-Chan!

The world is at risk, and if it blows to hell you suffer Chain failure. The issue is that none of these whale bait waifu/husbando characters are any damn use on their own. They won't... *can't* train without you overseeing them, and the only missions they can perform on their own are non-essential missions that gather materials and currency. Any big bads, bosses, and actions of literally any relevance must be performed by you and your Companions, with your ragtag team of local gacha characters only doing things when directly overseen.

(+300) Mandatory Power Loss Drawback

No perks, powers, or items from previous Jumps, or access to the Warehouse. Taking this Drawback applies the same limitation to any imported Companions. The only thing unaffected is your Bodymod and anything purchased in this Jump. Keep your wits about you, because while much in this Jump can be handled, even a mashbag of watered down crossovers has a few nasty curveballs to throw your way.

(+300) Power Creep Accelerator

Hoo boy. This is the curveball's bigger, meaner older brother. There's this phenomenon in RPGs where the late game content's power scaling gets real bad, real fast. It's worse in gacha games. With the perks available here it's somewhat manageable, and with perks from other Jumps more so... for you. The issue is you're going to be dealing with crazy shit like eldritch animal mascots firing technicolor rave lasers like a fever dream of a boss raid, and if the world ends, it's Jump failure. Unless you get the locals up to snuff, they're probably just going to die before they can get good enough to fight the threats they face and it's going to be you and any Companions you brought/bought. What's that? You didn't bring any or buy any new Companions? Guess you're saving the world all on your lonesome with whatever locals you bothered to train up.