

Isekai Saikouhou No Guild Leader

By Complex_Ad_5944

I thought that if I reincarnated, I would be able to build a happy harem and be peerless in another world...!! The guild that was created on a whim has become the pinnacle guild of strong men. Moreover, except for me, everyone is handsome and beautiful. I'm the weakest in the guild... can I quit the guild now?

Within the next 10 years, you will be in this kind of world, so to start the jump, we give you +1000 CP, use them as you like.

Location and Time

The locations aren't specified in detail, but you'll start in the same region as the "Nightmare" guild, where all of this group's missions and adventures begin. You'll arrive at the same time the manga starts, during the mission where Crow and two other guild members go to capture the Goblin Tamer.

Gender and Age

Choose the gender and age you want.

Race

Human (Free)

The most common race, though weak compared to others. However, their sheer numbers have allowed them to produce some very powerful individuals.

Beastmen (Free/100 CP)

Beastmen are a race of anthropomorphic animals, superior to the average human in strength, speed, and senses. The normal price is 100 CP, but if you choose the Free option, you can choose to be a Pseudos, possessing human characteristics, though they can temporarily transform into their beastman form. Unfortunately, they are heavily discriminated against within their species, so you won't be welcomed.

Succubus (100 CP)

A race composed entirely of women. They have no special characteristics other than their appearance and are excellent at understanding people's desires. Unlike most, you won't need life force to feed yourself.

Origin

Guild Master (100 CP)

You hold a very important position; you are the master of a guild. As master, your duties are numerous, including representing the guild, managing its administration, overseeing its members, and so on. It's a job with many responsibilities, as well as the weight of having to build a strong reputation.

Guild Member (+100)

You are a member of a guild of your choosing. Aside from your guild's laws and rules, you don't have many responsibilities, though your safety and the quality of your pay will depend on the kind of person your guild master is.

Not affiliated (Free)

You're not affiliated with any guild; on the contrary, you're a frequent or casual customer. But that doesn't make you any less important. Remember that many of the most important customers are nobles, wealthy merchants, and so on.

Perks

All origins receive their 100 CP Perk for free. The rest of the perks of an origin are discounted.

General Perks

Basic Skills (Free)

You have all the basic skills to get started in a new world. First, you have an excellent command of the local language. Second, you are adept at using magic as well as hand-to-hand combat. With practice and training, you could become even stronger.

Fantasy World (100 CP)

Like all isekai manga, regardless of whether you're in a medieval era or even earlier, everyone will be incredibly clean, as if they've been filtered through a vanilla anime lens. Dirt and grime won't be commonplace, and unpleasant smells will be masked by more pleasant ones. Even the hygiene of people and living beings in this world will be very good. As with all isekai, everyone will be beautiful, with the ugliest person scoring at least a 6/10 and the most beautiful exceeding a 10. Even people will age gracefully, like fine wine, enhancing their beauty rather than simply getting older.

Luck is My Friend (200 CP)

You have a kind of plot armor. In most situations in your life, things will work in your favor. Whether it's meeting someone who will become your benefactor, encountering talented and loyal people who will become your comrades, or situations that bring you wealth or power, these are examples of the positive things that will happen to you every day. As if by some twist of fate, things will work out in your favor.

Monster (400 CP)

In this world, there are average people, talented people, and finally, monsters that defy all logic. You belong to the last group, being someone on par with the most powerful members of "Nightmare."

You are a one-man army, capable of single-handedly destroying an entire kingdom. Your physical strength and stamina rival those of a mighty dragon, allowing you to demolish buildings with a single, lazy blow. Your magical power and attack power are on another level; your magical power is equivalent to that of 10,000 average mages, and the power of your attacks is so immense that even low-level magic can annihilate armies. Your speed and agility far surpass even that of beastmen, allowing you to move as if teleporting from one place to another. And your mental capabilities are equally remarkable; you can formulate complex strategies in seconds, adapt to any battlefield, and create an efficient counterattack. Your reflexes are superhuman, allowing you to enter a state where everything seems to slow down, and your body reacts instantly.

This Perk is also a Limit Breaker/Uncapper for all your stats, abilities, Perks, and Powers.

Create (600 CP)

You are not just anyone; you are someone who was transported or reincarnated into this world by the will of a goddess. And like any good reincarnated being, you were granted a broken ability.

This ability allows you to create anything you can imagine, as well as imbue it with any power or effect you desire. With a great imagination, the possibilities are limitless. You can create powerful weapons, legendary objects, and much more.

But this ability is not absolute; it has some limitations. To begin with, your magical power will be crucial for creating weapons and objects of great power, so if you have average magical power, don't expect much. The second limitation is the time it will take you to create them. At first, you will need to dedicate some time to creating an object that lives up to your expectations. With practice, that time will decrease to almost instantaneous if you perfect the use of this ability.

Post-Spark, the limitation of this ability will be completely removed, allowing you to create universes with just a thought.

Guild Master

Diplomacy (100 CP)

Guild masters must know how to deal with their clients and representatives of important organizations. You have diplomacy and negotiation skills to represent your guild without embarrassment or making enemies. These are average skills that would be the minimum required for any guild master.

Talent Magnet (200 CP)

Talent attracts talent. As long as you demonstrate power, wisdom, or kindness, those who witness your actions will be drawn to you. You can turn enemies into allies, strangers into allies, or acquaintances into subordinates if you demonstrate your talents and abilities. This is useful for recruiting members, allies, or clients.

Management Skills (400 CP)

You have a great talent for administration and management of organizations, especially guilds. You're a whiz with paperwork and administration, knowing how to assign tasks to your members and how to delegate them. You even know who to form alliances with and how to retain key clients, ensuring their loyalty and repeat business. Creating a positive image comes naturally to you, eliminating or rendering useless any attempt at defamation. In less than a year, you can transform a fledgling guild into one of the most important in the country/kingdom/nation you're in, even achieving worldwide renown.

Everybody Love Jumper (600 CP)

You are a very beloved person, Jumper. Everyone under your command or as your subordinates will have unwavering loyalty to you, and they will do their utmost to glorify your name or benefit you. More than subordinates, they are loyal followers who only want your benefit and to fulfill your wishes.

This also applies to allies and acquaintances; people you meet will have a very good first impression of you, needing to behave like a complete idiot to change their opinion.

Even people stronger than you will be drawn to you, wanting to protect you and help you in any way they can.

Finally, the people you help will see you as a savior or a deity. The greater the impact of your help, the greater their devotion to you. The good thing is that they won't become a group of possessive yanderes, but completely loyal people who strive to be of service to you and worthy followers.

Guild Member

Pretty (100 CP)

You are a beauty, the ideal of how people imagine high-ranking adventurers. On a scale of 1 to 10, you are a 13.

Killer Aura (200 CP)

You have the ability to unleash a dangerous aura that terrifies those you target. Besides leaving them in a state of shock, those with weak wills will instantly faint.

Teamwork (400 CP)

You are highly skilled at leading small groups of people (up to twenty). Your leadership abilities and quick judgment make you an excellent leader for groups of adventurers. You know how to give precise instructions, create good synergy among members, and place competent people in the right roles.

A group of untalented beginners under your command could be on par with veteran adventurers.

Vice Guild Master (600 CP)

Among equals, there will always be those who stand out or hold more important roles, and you are one of them. You are second in command of your guild, your authority second only to that of the guild master. As second in command, all those of a lower rank or position than you will obey you, your orders only contradicted by the guild master or any law or regulation of the guild or a higher institution.

As the second most important figure, you radiate an aura of leadership, generating admiration and respect among your subordinates. Even the most rebellious will respect your orders (provided it is for the benefit of the guild or its interests).

As a key member, you are irreplaceable. No matter your incompetence or whether you are up to the task, no one will remove you from your position. In the worst-case scenario, they will assign an assistant to help you (or do your work).

Not Affiliated

Protect Me (100 CP)

People see you as someone to protect, regardless of your age or status. As long as you don't display a hostile or arrogant attitude, allies will appear to protect you, provided their lives aren't at risk.

Easily Forgivable (200 CP)

Many of the supposed antagonists are forgiven, despite the atrocious things they've done. The reason is that they have a "justification" or an ally of the protagonists asks for it. Similarly, as long as you have a justification or an ally or family member who is close to your supposed "judges" or executioners, they will forgive your crimes or hostility, allowing you to escape punishment.

Someone Important (400 CP)

You're not just a background character; you're someone of importance, like a member of the royal family or someone belonging to a significant family or organization. With each jump (including this one), you can choose any existing character and replace them (as long as they aren't the main characters or other highly relevant individuals). Keep in mind that you take their place, but you don't gain their powers or any of their abilities or talents.

Demon (600 CP)

For a reason that defies all logic, you have become a demon, but not a weak one, rather a high-ranking one. As a demon, you possess instant regeneration, so any wound or amputation will regenerate immediately. But that's not all; you are also immortal, able to continue living even if your head is cut off or your heart is removed.

The only drawback is that weapons with divine properties or those that negate immortality or regeneration (like those of the Mythological class) will harm you and could kill you, but they are so rare that only one guild in the world possesses them. I suggest you steer clear of those types.

If you wish, you can retain your human appearance (or that of whatever species you are) or simply receive the abilities of this Perk without losing your humanity or becoming a demon.

Items

All items are discounted to the appropriate origin. Discounted 100 CP items are free instead. You can connect all your properties and facilities to your Warehouse if you want. You can import your items from previous jumps and add effects to them from the ones you purchased in this section Free.

General

Welcome Package (Free)

Everything you'd need to get started in a new world. Comfortable clothes to blend in with the crowd, citizenship papers, an adventurer's card or its equivalent, a week's supply of rations and drinking water, and finally, the equivalent of \$10,000 to survive. Consider it a gift from me.

Slave Collar (100 CP)

A magical necklace that, when placed around a person's neck, makes them your property. The necklace prevents the wearer from harming you in any way (direct or indirect) and compels them to obey all your commands. You have the power to kill the wearer simply by activating the necklace's magic, which is your command for their death. Those who wear the necklace will be considered followers. You will receive five for each jump.

Magic Eye Biding (200 CP)

A magical artifact that serves as a prosthetic eye. This artifact grants you the ability, upon making eye contact with your target, to activate a spell that paralyzes them, preventing them from moving or using magic. The only drawback is that, being a prosthetic eye, using it requires sacrificing your own eye or implanting it elsewhere in your body.

Ring of Resurrection (400 CP)

A powerful ring with very potent abilities. The first is that it nullifies any fatal attack once a day. The second is that it also serves as a 1-Up in case you receive a second fatal attack on the same day (although the latter effect is lost, and you can only use it again in the next jump or after ten years, whichever comes first).

City of Pleasure (600 CP)

A city with ample adult entertainment in a designated area. There are various attractions such as hotels for different social classes (nobles, the wealthy, and commoners alike), casinos, brothels, spas and beauty salons, and diverse businesses including restaurants, magic shops, black markets, etc. There are also numerous facilities and organizations for the control and maintenance of the city.

It will also feature residential areas (keep children away from the more adult zones) and commercial zones, as well as government and related sectors such as schools, hospitals, service providers, etc.

In the city center stands an imposing mansion, for your use, possessing all the luxuries and comforts that any king of a powerful nation would envy. It can comfortably accommodate 100 people, each with their own room.

The city covers an area of 352 km², all of which is your property. As the owner of all this, you can dictate whatever rules you want, though make sure they don't violate any laws or international treaties. The net annual profit will be the equivalent of 900 million dollars.

The city and your mansion will include all the necessary staff for its operation and maintenance. Anyone who lives in this city will be considered a follower.

Guild Master

Mask (100 CP)

A simple mask that covers the upper part of your face. This mask, besides concealing your face, makes you immune to any magic, ability, or effect activated by eye contact. The mask is indestructible.

Basic guide for Guild Masters (200 CP)

A guide that explains all the duties, benefits, and obligations of a Guild Master. It also provides guidance on how to treat both the members under your command and your clients. Among other things related to your work, this manual has everything you need.

The manual is a comprehensive guide, so you can consider it a complete course and a helpful resource for becoming a competent Guild Master.

Privileges (400 CP)

Important guilds have certain benefits or privileges. Some of these privileges include the manufacture and possession of powerful weapons and magical artifacts, monopolies on certain products, the study of forbidden magic or dangerous artifacts, and even the power to kill. As long as you (or the guild or organization you lead) are influential or powerful, many crimes, international scandals, etc., will be overlooked. Think of this as a free pass to do whatever you want without consequence, but remember, only if you are powerful or your victims are inferior to you or the institution you represent.

Guild (600 CP)

As a guild master, you'll need your own guild for your members, but since you're paying CP, let's make it more impressive. Your guild isn't just a simple building; it covers an area of 400,000 square meters, with a large building that serves as the guild hall itself, along with various training facilities, multi-story residential buildings that can house up to 5,000 members with all the amenities (having more than 50 floors), common areas, teaching facilities, and other amenities such as health centers and everything else that will make it feel like a micro-city.

Both the facilities and equipment are top-notch, offering every comfort. The guild hall is a building with a total of 100 floors (each floor measuring 10,000 square meters), containing facilities such as offices, meeting rooms, entertainment areas, and more. On the upper floors are your office and residence, along with the offices and residences of your elite members. The guild has no staff; you'll have to recruit them yourself. All of this will be protected by a magical barrier that detects intruders and protects against enemy attacks as powerful as a

combined attack from several dragons. The building's materials are resistant to both magical and physical attacks. Your guild will be legally recognized, so you won't have to pay taxes or complete any paperwork. Any member you recruit will automatically become a follower.

Guild Member

Potions (100 CP)

A dozen potions will be restocked weekly. All potions are of medium level, effective against poisons, paralysis, and other moderately complex status ailments. There will also be healing potions, curing any non-fatal wound or amputation, as well as those that restore magical power.

Device (200 CP)

A secret camera you can use to secretly record someone and blackmail them. This magical device is so small and easy to camouflage that it's ideal for catching people off guard. You can project everything you've recorded so others can see it as evidence. When using magic, you only need to imbue it with a little mana, giving it 24 hours of autonomy.

Metamorph Potion (400 CP)

Twelve vials. By adding a person's hair to the potion, you will take on that person's appearance upon consumption. The potion is so effective that even your scent and the sound of your voice will be identical. Ideal for infiltration or personal protection. These potions will be replenished once a week (you will not have more than twelve).

Mythology Class Weapon (600 CP)

A weapon of your choice, from the highest rank of Mythology Class Weapon. Possessing the property of indestructibility and always in top condition, this weapon will not wear down or lose its quality. Another property of this weapon is the ability to negate regenerative abilities or immortality in those you attack, allowing you to kill immortals. Finally, all your attacks will be boosted by ten.

Not affiliated

Cosmetics And Body Care (100 CP)

Twenty cosmetic items for skin, hair, etc. These products are of the highest quality; even someone with an average face will look beautiful with them. They are restocked once a week.

The Throne (200 CP)

An imposing and very comfortable throne. Sitting upon it, you will exude an aura of authority that will command submission from those before you, whether they are your subordinates or allies. Even if they are enemies or neutral parties, they will feel respect for you, seeing you as an equal, regardless of their power or influence.

Title (400 CP)

The classic title of nobility. With the rank of count or its equivalent, it will be a certificate of your status and will place you in positions of power commensurate with your rank (such as a minister or general).

You can also claim an existing territory as your domain (the equivalent of a state or several cities), although you cannot import it in future jumps. All gains or material possessions not attached to the land belong to you. You can also easily recruit potential followers within your territory.

Resort (600 CP)

A tourist destination offering diverse attractions, including an amusement park, a resort, beaches, hotels, tourist shops, and hot springs. This location can accommodate up to 100,000 tourists, with all the necessary facilities and staff. The total area is 40,000,000 m². As a significant source of income, it is projected to generate a daily net profit of \$10 million or its equivalent.

Companions

Import (Free/100 CP per)

You can import up to 8 people for free, but by paying 100 CP for each, they will receive 300 CP to spend on this document.

Canon Companions (Free/100 CP per)

If you manage to convince them, you can recruit any character from the series as a partner. If you pay about 100 CP, you will have a favorable first meeting, which in a short time will turn into a friendship.

Attendant (100 CP)

A loyal and highly competent administrative assistant. This person will be a great help with paperwork and will organize your schedule. You can customize them to your liking, both in appearance and personality.

Runaway Prince/Princess (200 CP)

A member of the royal family of a foreign kingdom. This person is highly competent in all matters of negotiation and will act as an intermediary when dealing with nobles or those of great political power, possessing impeccable etiquette and excellent oratory skills. You can customize them to your liking, both in appearance and personality. It should be clarified that this person is completely loyal to you.

Master (400 CP)

A powerful adventurer, but his/her strength isn't his/her greatest asset; rather, it's his/her ability to transform someone with no battle experience into a top-tier adventurer. With a remarkable talent for teaching combat techniques and survival skills, regardless of his/her student's fighting style (magic or melee), he/she can turn a lump of coal into a glittering diamond. You can customize them to your liking, both in appearance and personality. It should be clarified that this person is completely loyal to you.

Nightmare Member (600 CP)

A member of that guild, or someone of comparable power, a powerful adventurer and personal bodyguard who will protect you from any danger. Loyal to you, this person's sole purpose will be to be of service, obeying your orders without question. This person has the "Monster" perk and the "Mythology Class Weapon" item. You can customize them to your liking, both in appearance and personality.

DRAWBACKS

You may take any number of drawbacks you like.

Crossover (+0 CP)

Are there any manga, anime, game or novels that you are interested in and want to add to this jump?

You can add other series to this world, as long as they are medieval fantasy. You can add as many series as you want. In case they have different power systems, they will adapt to the magic and class system of this world.

If you are only interested in some characters and not the plot, you can bring only those characters. As for powerful items that exist in those plots, such as magic or very broken powers, these cannot be incorporated.

Supplement (+0 CP)

If you are not in the mood to spend 10 years on this jump for a Perk or Item, you can use this jump as a supplement and buy whatever you want. But you will not have the benefits of discounts. If you wish, you can combine this jump with another one you are doing, being able to take Drawbacks from this jump, but without discounts.

Extended Time (+100 CP)

If you want, you can spend an additional 10 years in this jump. It can be taken multiple times, up to ten times.

Ugly (+100 CP)

Like Crow, your appearance isn't very attractive. On a scale of 1 to 10, you're a 2.

Magnet for Bullies (+200 CP)

Bullies have their sights set on you, kid. Encountering these kinds of people will be a common occurrence in your daily life; they'll insult or intimidate you. The worst part is that some will be the violent type who'll try to beat you half to death and steal your belongings.

Pariah (+200 CP)

You are not a well-liked person; on the contrary, you face a lot of discrimination. It will be common to be discriminated against and isolated from groups; some will even resort to violence and use you as a punching bag. Legally, you can live a normal life, so you won't be banned from cities or organizations, but people won't look upon you favorably. You might find yourself living in a secluded spot in a deserted area or being given dangerous or unpleasant jobs. The good news is that not everyone will be so superficial, and if they get to know you, this treatment can change for the better.

Yandere, Yandere Everywhere (+400 CP)

You are a much-loved person, jumper, but you are so loved that the feeling of respect or love has escalated into obsession and blind faith. Those close to you, or those with whom you have a somewhat close relationship, will overprotect you to the point of being capable of killing anyone who speaks ill of you. This might seem like a good thing, but it gets worse

because their obsession with you is so strong that it has evolved into a desire for possession. These people will not want to be separated from you; they will even keep you by their side against your will. If you try to escape, they will kill themselves or hunt you down and try to kill you.

Lowest Rank (+400 CP)

You're considered the weakest link in your group or organization. This wouldn't necessarily be a bad thing; you might even become everyone's errand boy. But there are worse things, like becoming the target of revenge for those who have been humiliated or have a grudge against your peers. Any problem or conflict among people close to you or within your group will likely result in you being the first person they vent their anger on or use as a hostage. I suggest you surround yourself with peaceful, low-profile people to avoid unnecessary conflicts.

Revenged Mode (+600 CP)

They say forgiveness is divine, so you're not subject to that. You're a very resentful person, so much so that the slightest insult or provocation of a fight turns you into a violent person, with desires to torture or kill your aggressor. You're the type to return the favor tenfold, taking sadistic pleasure in the pleas and despair on the faces of your victims. You would even go so far as to use others as part of your revenge, enlisting them in your cause to cooperate with you. The only redeeming quality is that this anger will be directed at those who wronged you or have ill intentions, so you won't kill someone just because they accidentally bumped into you.

Power Loss (+600 CP)

Lose the Perks, Powers, and Items from previous jumps, and can not import any companion or access your Warehouse, at least you still have your Body Mod.

Choices

Go Home
Stay
Continue

Notes

Special thanks to L “Blackscorp98”, Антон Соколов and everyone for fixing my grammar and helping me make this jump.