

Maoyuu Hero And Demon King

The world is embroiled in war, the southern kingdoms in alliance work together to push back the demon horde as they rampage from the underworld. The Demons attack human villages conquering them for their unknown purposes. As it was in the past a hero is Born, a hero to fight the demon king.

But not all is as it appears, even without the demon threat the poor live hard and often too short lives. Without the threat of the demons to keep the alliance will quickly fall apart and the wars of man will tear apart the kingdom.

In the demon world a similar story is being played out, without the threat of the humans to bring the demons together their people would also fall to infighting in spite of the Demon Kings efforts.

The cycle of battle, war, and death must stop. The hero killing or being killed by the Demon King will only lead to more destruction as the armies of the winner endeavor to despoil the lands of the loser. You must find a way to break the cycle of destruction and end the war between humans and demons.

Location Roll Page

Roll 1d8 to determine your starting location.

1-2 Central Kingdom- The area closest to the churches base of power, people are often well fed here and at least content.

2-4 Wintering- Farther away from the church lands and located in the southern kingdoms this small village will soon be the sight of much change.

5-6 aurora Island- this small island garrison Constantly is currently controlled by demons, tomorrow it may belong to the humans. Fighting here happens extremely often.

7 Gateway city- a city where humans and demons interact and coexist peacefully, human raiding parties frequently try to conquer it.

8 Free choice- choose your location

Backgrounds

Roll 1d8+15 for age, your gender is what you come as. Or pay 50 cp to choose both.

Drop in

its as if you just fell out of the sky one day, (don't bring it up or people may think you're weird) on the plus side it seems you've gained some utility with healing.

Merchant

Brought up in the southern kingdoms as the third child of a wealthy merchant you weren't expected to accomplish much. To remedy that your family sent you to study under a tutor so that you may better grow the family business.

Mage

Born with the ability to use magic you were shunned by your village at large till a wandering mage took you under his tutelage. Ever since you have been fascinated by magic in all its forms.

Archer

You grew up in a small poor village deep in the southern kingdoms where starvation was a very real threat, from a young age you were taught by the village huntsman to use a bow and move silently to avoid startling prey, because more often than not if you didn't kill something you didn't eat.

Paladin

A swordsman (or woman) of amazing strength and speed, you are able to defeat enemies many times your own size with just your wits and strength of arms. You were raised by the holy order of the lake after being orphaned on their doorstep, the clergy raised you to be a holy templar, to mete out justice with your righteous sword.

Hero(200)-

Destined to Fight the Demon king you were born with great power, and an infallible sense of duty. You aren't THE Hero, but you certainly could be if you applied yourself. (You can think of yourself as vice-hero)

Demon King(200)-

Ruler of the underworld and King of the Demons, you are blessed with a destiny to destroy the world as it currently exists. You aren't The Demon king But you have the training do you could be. (You can think of yourself as vice-demon king)

Demon Race,

Although there are many races in this world none are as varied as the race of demons. Choose your race but beware, humans will not trust someone obviously demonic, it may be a good idea to hide your nonhuman features while in the human world.

Human- free

The most common of people. The denizens of the surface world.

Merman- 50

Aquatic race of finned humanoids, native to the southern seas.

Cyborg- 50

Part human, part machine, all awesome. These mechanoid humanoids are stronger and faster than normal humans. While they are able to incorporate technology into their forms very little is known about them. I wonder what they look like beneath that armor...

Faerie- 50

Small in stature but gifted in magic the faerie people are almost defenseless in a physical fight, they wish for peace more than any other race.

Beastman- 100

Extremely strong and durable this race of demons has four times the strength of a normal human as well as being much more specialized for life in many areas thanks to the animal they are based on. (Choose a nonmagical animal you are now a humanoid version of it)

Dragon- 100

Strong and wise these reptilian humanoids have can breath fire as well as being resistant to heat, they are possessed of a strong sense of personal honor.

Blue Demon- 100

A race of Blue Skinned humanoids, they are extremely xenophobic towards non demons. Gifted melee fighters they are many times stronger than the average human in spite of being similarly sized.

Ogre- 100

Standing taller than a human those of the ogre clan have horned heads, great strength, and moderate magical ability. Many are almost human except for their horns.

| Perks

Antidote(100, free drop in)

You have been graced with a cleric's ability to heal and cleanse the body of toxins, simply by touching someone you can heal them of poisons, blindness, or sickness.

Making friends(100, free merchant)-

You find it easier to make friends. You still have to put forth an effort but people are more willing to trust you if given the chance.

Move Silently(100, free archer)-

A large part of hunting is the ability to move without making noise, you have mastered this skill. Even while running you can move as silently as death.

Magic Adept(100, free mage, free hero)-

Learning magic is tough but your persistence has paid off, you can draw Mana and channel it into spells such as a lightning bolt or a fireball.

Dirty fighting(100, free paladin)-

War is no place for chivalry, only the living have the luxury of mercy. Your years of training and fighting have given you an increased ability to utilize improvised weaponry, even a stick can kill when swung hard enough.

Heroes Sprint(100, free hero)-

Just like Hero himself you are blessed with a well of speed and stamina. You are much faster than a normal person, able to sprint for hours at a time.

Economy 101(100, free Demon King)-

You can easily understand and teach the basics of economy and free trade. This could help you in many ways, maybe you need to understand how to keep a kingdom fed?

Merchant contract (200, discount merchant)-

Your training under the Crimson Scholar has made you extremely good at your job, you can write airtight legally binding contracts that make it clear what each side has agreed to.

Cleric circle(200, discount drop in)-

You have learned to channel magic in a way that repels undead, something about your magic causes damage to them. This allows you to harm undead with magics usually reserved for healing the living.

Pinpoint accuracy(200, discount archer)-

A hunter's lively hood depends on his skill with a bow, and your skill is truly astounding, with this ability if you can see it you can hit it. It's possible you may be one of the best shots in the world. This skill isn't limited to just bows, it works with any projectile weaponry.

Summon Thrush(200, discount mage)-

A mage's life is difficult, sometimes you just want someone to talk to, or to watch your back. This ability allows you to summon a bird (a thrush) made of the element of your choice, thrushes can sense magic and traps and speak to their summoner. They can also be dispelled if they are no longer needed.

Shield of Light(200, discount paladin)-

An ability taught only by the Holy Order of the Lake, shield of light allows you to create layered

light constructs over your shield capable of absorbing even strong attacks. While the layers may be weak on their own the users of this technique often use it multiple times on their shields to give it truly impressive defense capabilities. Though impressive against physical attacks the shields of light cannot block mental or purely magical effects.

Sword skills(200, discount Hero)-

You are extremely skillful with a sword, able to skillfully fight with the best of the kingdom your blade moves quickly and easily neither tiring you out nor slowing you down.

Hard work and study(200, discount demon king)-

Years of devotion and study has aided in your personal development, you find it much easier to learn things you find interesting or useful.

Healing Touch (400, discount drop in)-

With a touch of your hand you can heal the most serious of wounds be it cuts, bruises, stabs, or breaks. While it cannot restore a lost limb or cure poison it is very useful to have in a fight.

Free trade(400, discount merchant)-

you have a knack for negotiating trades, because of this you can pay for goods, services, and pretty much anything you normally would need cash for with an equivalent amount of goods. Want to pay for an airship with piglets? This perks for you. But you're gonna need a LOT of piglets.

Camouflage(400, discount archer)-

More than just a brown and green pattern. You have learned how to completely hide yourself from sight and move stealthily in such a way as to be unseen by others. Its not true invisibility but so long as you are careful you could pass within feet of others without their knowing.

Magic Circle (400, discount mage)-

A spell mastered by very few mages for its difficulty, casting a magic circle greatly increases the power of spells you cast while within the circle. That's not all however more powerful practitioners of magic can use the circle as a movable platform. Casting their spells from high in the air, at odd angles, or even upside down as the situation demands. *see notes

Lead by Example(400, discount paladin)-

Your leadership abilities are the stuff of legends, by merely taking part in a fight allies you command will fight harder and be stronger and faster. Allowing them to defeat forces that would normally be almost impossible for them to prevail against.

Hero's Wings(400, discount hero)-

Tales tell that heroes of old could travel hundreds of miles in a blink, or be home every night while fighting a war, with this ability you can too. So long as you physically go there first you can teleport to wherever you have been, usable three times a day.

Crimson Sage(400, discount Demon King)-

The demon kings have always been intelligent (you have to be if you wish to keep your place at the top of the demon totem pole!) By using this ability Any technological or agricultural knowledge that you can teach others will now spread throughout the land as if by magic.

Regeneration (600, discount drop in)

With a few words and a wave of your hand you can restore lost limbs and damaged tissue as if it had never been removed. Allows you to cast regenerate on a target to restore destroyed or damaged body tissue. When used on a person that has no missing limbs it causes massively increased healing rate for a short period of time.

Hail of Arrows(600, discount archer)-

Every arrow or projectile you fire is multiplied by 3, with this you can drown your enemies in a

hail of arrows or turn a single enemy into a pincushion in a heartbeat. Limited to physical projectiles.

Stored Magic(600, discount mage)-

Using a rare ritual to warp the fabric of time you have gained the ability to store spells, with this ability you may cast up to three spells of any strength and hold them for later use. An example of its use would be casting your most powerful spell, waiting till you recover then casting it again to have them ready in an emergency. Stored spells can be used separately or all at once.

Loophole abuse(600, discount Merchant)-

to quote Archduke Fire Dragon "Nowhere in the constitution does it say that humans can't be demons." You have the uncanny ability to find loopholes in contracts, laws, and agreements. People may not like it but there's not much they can legally do about it.

Cataclysm(600, discount paladin)-

A technique taught only to a few, the cataclysm technique allows the user to jump into the air bringing their sword down in front of their enemy causing the ground to buckle and crack in a mini earthquake for thirty feet in front of the user, may cause deep holes to form or hurl chunks of ground about when used.

Final Casting(600, Discount Hero)-

Once a day you may use all your magic in one massive spell. Any spell cast in this way receives a massive boost, for example a spell that shoots a fireball of softball size normally would create a fireball a mile in diameter.

Crimson Saint(600, Discount Demon King)- With sufficient analysis, Magic is simply Science by another name. A spell that causes plants to grow simply increases the flow of nutrients. A machine that generates a static field to generate an electric shock attack is the same as a lightning bolt spell. With this perk, you can comprehend the link that exists between Science and Magic, and with the proper time and resources reproduce a piece of technology as a magical spell or reproduce a magical effect as a piece of technology. For example, you could take a lightbulb, analyze it, understand how it works in its entirety, then create a magical spell that produces the same amount of light when an equivalent amount of magical power is fed into it. There are a few caveats here, however.

First, you must be capable of already replicating the magical effect, spell, or piece of technology on your own, as this power only lets you reproduce a magical or technological effect in its equivalent technological or magical form. If you weren't able to reproduce a magical effect using magic or a technological effect using technology in the first place, this perk will not let you reproduce them in the opposite manner now. Comprehension alone won't cut it, the ability to already reproduce the effects is necessary.

Second, complexity of the magic or technology you wish to reproduce a converted equivalent of is conserved across systems, so the amount of time necessary to reproduce the equivalent in the opposing system will be, at minimum, the same amount of time it would take to reproduce the equivalent in the same system. A highly sophisticated though reproducible multi-layered magic construct or spell will result in an equally complex technological creation that will be equally or more difficult to understand, use, and replicate.

Third, the limitations of the magic or technology are carried over. If you were incapable of using a piece of tech or magic, you will be incapable of using its equivalent. A spell that creates an Elemental without true sentience will not create a thinking, self upgrading AI in its technological equivalent, though reproducing an AI as a magic construct or a self aware thinking magical construct as a technological entity WILL. If a magical entity or technological construct has a soul, so would its equivalent, but you would already have to be capable of reproducing said soul in the original system.

And fourth, converted technology or magic that you give to others will function only if both A: Either you or them (Doesn't have to be both) would be capable of using the original magic or technology, and B: That if a piece of magic or tech requires energy to function, then an appropriate amount of energy is provided to fuel the magic or tech. Draw off a battery or mana capacitor, have it draw off the person's own mana reserves if they have them, have it draw off ambient energy in the air. One way or another, an amount of energy equivalent to the original power requirements must be supplied

| Items

Gold-50

50,000 gold coins, should last you a good while.

Demonic root vegetables from the netherworld- 50

These starchy, nutritional root vegetables are filling and easy to grow. (A sack of potatoes, refills once a week)

"Pleasant Serial Killers"- 50

An adventure book series written by a certain witch, a pleasant way to kill some time reading, details the adventures of two rich spoiled children murdering humans and demons alike in the name of "justice"

Heroes Crown- (Free Hero)100

wearing this crown boosts your authority when speaking to humans. Resembles a simple circlet with a single stone set in the forehead.

Demon Horn Tiara- (free Demon King) 100

wearing this headpiece boosts your authority when speaking to Demons. This headpiece makes it look as though you had an impressive set of horns when you wear it.

Summonable blackboard- 100

This blackboard can be summoned to your side when ever you need to show someone diagrams or pie charts, also good for sketching new prototype designs. Nobody seems to find its sudden appearance odd.

Magic staff-100 (free mage)

A magic staff, useful for focusing your magic. Increases your magic power.

Abyssal Armor-200(free hero)

This armor is impervious to most mundane damage, crafted by a previous demon king it features a dark foreboding demonic aura. Hides the wearers Identity as well.

Scary Sharp Sword- 200 (free paladin)

This sword never grows dull, it is also sharp enough to cut other blades in half.

Noble Dress- 200

This dress (modeled after maoyuu's own) comes in any color you want, and is tough enough to protect you from most blades. Or a stylish suit if you prefer.

Demon Lamp- 200

This lantern projects the mind of the user onto the world around them allowing them to show others their memories, or relive their own.

Outer Library- 800 (discount demon king)

The library of the Demon King attaches itself to your warehouse. This massive library contains books from all across time and space, as well as from multiple alternate realities.

Canon Companions- 100

If you can persuade them to come you may take a canon character as a companion although they gain no CP, background or anything else really.

Bodyguard/Maid- 100

You obtain a human bodyguard/maid, either from this world or by importing an existing companion. Bodyguards receive 300 cp.

| Drawbacks, you may choose up to 600 points worth.

Geometric Head-+0

Your head is weirdly shaped, perfect circle, square, triangle, whatever shape it is it's not normal. Nobody seems to notice however. Just you.

Bad Impression- +100

Something about you just leads people to have the wrong impression about you, either they think you are stupid cause of your looks or maybe they see you as a monster for your strength. Either way you will feel alienated time and again by others who you may wish to befriend.

Useless meat- +100

No matter what you do, no matter what you accomplish, no matter how many compliments you receive there is something about yourself that you hate, something that bothers you incessantly. Maybe you think your breasts are too big (or small) or that you aren't smart enough. Whatever the case you will obsess over it.

Salt the land- +200

The war will eventually spread to wherever you are destroying your town, your fields, and the lives of those you know. Without lots of planning and preparation hundreds or thousands could starve.

Famine- +200

Disease and famine are running rampant in the kingdom, you must avoid becoming sick and survive your time here as entire villages are lost to plague and starvation.

Military Inferiority- +300

You have enemies in the capital, powerful enemies, soon they will send their forces after you. Their army is twice as big as anything your army can spare to protect you and far better equipped.

King of Corruption- +300

The demon king of old created a way to control the most powerful being in every age, he is trying to possess you. Once a year you will have to spend a day alone as he tries to invade your mind and body losing your concentration or becoming lax will give him all he needs to steal your body.

Powerless- +600

For some reason you cannot access your powers, your entire time here will be spent surviving with only the powers obtained here.

Pissed off Hero- +600

Im not sure what you did, or who you hurt, but you've made Hero mad. He will bend all his power to bringing you down, you dark demon lord...

| End section.

Stay here- Gosh darn it you just fixed this world you are going to stay here!

Keep jumping- onward to the next adventure!

Go home- go back home and keep your powers