

Chillin' in Another World with Level 2 Super Cheat Powers

By Complex_Ad_5944

Banaza is summoned to another world by the Kingdom of Klyrode as a hero candidate, but is found to have inadequate skills and is banished to a dangerous forest. After slaying a slime, Banaza levels up and gets infinite stats, making him the most powerful; using his new skills, he disguises himself as Flio in order to stay out of the conflict between humans and demons. However, fate has a funny way of dragging him in.

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

By default, you will appear near the Delaveza Forest. It takes twenty days to get there by carriage from Klyrode. You will appear at the same time that Banaza / Flio came into this world.

Gender and Age

Choose the gender and age you want.

Origin

Summoned Hero (Free)

You have been summoned to this world as the hero, or an accident that was summoned along with the hero. You are an alien in this world, so its culture and common sense may differ from that of your previous world.

Human Side (+100)

This isn't limited to humans; it also includes elves, beastmen, and other non-demonic species. This group of races forms the human side of this world. You can choose any species you like. Unlike the demon side, cooperation and common sense are more prevalent on this side, making it more civilized, and the lifestyle of the general public is far superior to that of the average demon. Another advantage is that scientific advancement (while on par with any fantasy world) is more advanced.

Unlike demons, the amount of mana or magic within the bodies of non-demon races is lower, but they compensate for this with their ingenuity in creating different types of magic, being more varied than the magic used by demon races.

Demon Lord's Army (100 CP)

You are one of the many demons of the demonic side. You are one of the demons who serve in the Demon King's army, considered a dangerous enemy to humanity.

Demons are governed by only one rule: the strongest rules. Another characteristic of demons is that they are all brawn and no brains, so most don't use their heads, and their military strategy is hit and run.

Demons have their superior physical characteristics thanks to the demonic energy within their bodies, which is corrupted mana, allowing them to use magic to strengthen their bodies. This side has many races, including demons, succubi, and others.

Perks

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

General Perks

Window (Free/100 CP)

A status screen that lets you see all your stats, measured numerically to give you an idea of your power. Since it's exclusive to the human side, demons don't usually use it, but if you're a demon, you can access it without any problem.

The stats are the most common in isekai games, such as Power, Defense, Agility, Magic Power, MP, and HP. Your skills will also appear in the window.

It's free to use only on this jump, but for an extra 100 CP, you can use it on future jumps and share it with Companions and Followers.

Hypocrite Force (100 CP)

While Flio's peaceful approach may be morally acceptable and all, the real reason he manages to resolve everything peacefully is his immense power. Power is everything in this world, and that logic applies when you wield yours. Whenever you demonstrate superior power to others, they will comply with any request you make, even if they believe it's not the most convenient solution. But keep in mind that this must have some kind of basis, however flimsy. Don't expect them to agree to massacre a city just because you're bored.

Dragon Slayer (200 CP)

A title you obtain by killing a dragon. This title grants you a power boost (magic, strength, etc.). The best part is that your attacks are more effective against dragons and their subspecies, dealing double damage. Post-Jump, with each jump you initiate, you can choose a race to have your attacks deal double damage to that race and its variants.

Stupid Luck (400 CP)

Many of the achievements or victories of some characters, as well as situations where they came out on top, were due to pure chance. Like them, your luck will always favor you in seemingly unfavorable situations, even benefiting you through circumstances beyond your control, allowing you to reap the rewards without lifting a finger.

This will be very convenient, but be careful not to gamble with your luck. In situations where there's no chance of success, or where a miracle is needed rather than luck, this perk won't help you.

Beyond (600 CP)

Like Flio, upon reaching level 2, all your stats increased to infinity. This makes you the most powerful mortal being in this world, even as powerful as the superior beings who dwell in the Celestial World and the Dark World.

Your power allows you to use magic and abilities that transcend the mortal realm. You can wield Celestial Magic, which allows you to create rules and concepts, as well as Dark World

Magic, which allows you to modify or distort rules and concepts. To put it simply, conventional magic allows you to replicate or force phenomena, but within existing rules and concepts. You can also use other types of magic, such as space-time magic, Light and Dark Genesis Magic, and other forms of magic beyond mortal comprehension. You are also compatible with all existing magics, allowing you to use them perfectly.

Another advantage is that you can learn and perfect any magic or ability simply by observing it. You'll even instinctively adapt to these and develop a resistance to being harmed or negatively affected, and you'll also create a countermeasure against them. Therefore, a particular spell that damages you once won't be effective a second time; this also includes abilities and other techniques.

Post-Jump, you'll lose the benefit of having all stats at infinite, but in compensation, they'll be boosted by 100x.

Summoned Hero

Experienced Merchant (100 CP)

You possess the knowledge and skills of any competent merchant. You know how to sell your products at a profitable price (for you), how to haggle, how to form alliances with other merchants or people interested in your business, among other skills such as calculation, customer service, etc.

Coexistence (200 CP)

The coexistence of races is no easy task; it's almost impossible for the human and demonic sides to coexist peacefully without harming each other. But that doesn't stop you, because you try to understand both sides and seek to create a union without harming either. You have the empathy to understand both or more sides, easily grasping their motives and reasons. You also have the diplomacy to convince all parties and achieve reconciliation. As the bridge, you can unite people with different ideologies, cultures, etc., under a single banner, achieving true peaceful coexistence. But this won't work with vicious or treacherous people, nor with those whose hatred is highly justified.

Off the Radar (400 CP)

Flio is a very powerful being, which is why the goddess of this world assigned him a supervisor to monitor his movements. The same thing happened when he arrived in this world, brought by the king, as he was considered a false hero. Luckily, you're protected from that.

You can conceal your existence from any being, even gods and beings of a higher rank. Don't get me wrong, you won't be invisible to the world, you'll just be off their radar, and for that reason, they won't take you seriously. Unless you make a point of trying to get their attention, they won't pay you any mind.

I Am The Hero (600 CP)

Heroes are not those who proclaim themselves, but those chosen by the people. Like those heroes, you are recognized by all as one, acknowledged by allies and enemies alike.

As a hero, you will have all the benefits one would have: honor, status, wealth, etc. This will carry over to other worlds you inhabit, granting you abilities or privileges that a hero would have in that world.

As a bonus, all your stats at level one will be 999, but unlike The Blonde Hero, you can increase them as you level up. In future jumps, this Perk will grant you power equivalent to having all stats at 999.

Human Side

I Am Not a Freeloader (100 CP)

You're not just a freeloading parasite; you know a profession or trade to survive. You can choose mundane jobs like farming, animal husbandry, cooking, etc. You're not the best, but you're good at what you do.

Teacher (200 CP)

You're good at teaching people. You know how to impart knowledge and how to help your students apply it. As long as they're skills you purchased with CP (like Perks or Powers), you know how to teach them so the person can use them. Depending on their complexity and your student's abilities, they might be able to use them competently after a few lessons, take years or decades, or not learn them at all (you can't make a mortal use divine magic even if you taught it masterfully in theory).

Competent Leader (400 CP)

You are a natural leader, knowing how to manage large groups, delegate tasks, place competent individuals in each position, and communicate your orders clearly. Like the Queen of Klyrode, you are a wise person who can guide a kingdom in crisis and rebuild it into a stable and united realm. You can identify problems and how to solve them, as well as be diplomatic or assertive when necessary. You are someone who can look out for the common good without being seen as idealistic or naive. As wise as you are, you are also astute, like the ancient king. You easily detect profitable opportunities and know how long you can capitalize on them. Your eloquence will even allow you to negotiate with those more powerful than you and gain advantages using your diplomatic skill and commanding charisma.

Forbidden Dark Magic (600 CP)

You are no ordinary mage. Like the dark witch, you have studied numerous forbidden spells, possessing a vast arsenal of forbidden magic capable of destroying a kingdom. Your knowledge is so extensive that your magical arsenal comprises elemental, healing, and support magic, as well as various forbidden spells of this world.

Like any skilled mage, you are a genius at controlling ambient mana, using only what is necessary and without waste to activate your spells.

Although your knowledge is limited to the mortal plane, no mortal mage can surpass you, and if you strengthen yourself and train diligently, you could even challenge superior beings who are not at the pinnacle of that realm.

Demon Lord's Army

Transformation Magic (100 CP)

Some demons use transformation magic to blend in. You have perfect control over this magic, allowing you to transform into a human version of yourself with ease and maintain that form instinctively for extended periods.

A Different Kind Of Demon (200 CP)

Demons are mostly arrogant beings, confident in their power and clinging to outdated and impractical customs. But you are different, wiser, and possessing common sense, unlike your peers. Like Ghozal, you try to see beyond the box, even attempting to understand the enemy to learn their best qualities. You are not guided by arrogance or the comfort of the familiar; you are a person who seeks to learn and understand the reasons behind things, seeing magic not just as something mystical, but as a way to manipulate reality.

Demonic Mana (400 CP)

Demons possess a second heart within them that generates a demonic aura. Those demons who generate too much demonic aura to contain within their bodies release it into the environment as miasma, which is poisonous to weak demons and non-demonic races. You can release miasma at will, affecting areas and people around you. Since miasma is a corrupted form of mana, it also allows beings without this second heart to use magic by manipulating the surrounding mana. Depending on the amount of demonic power you possess, you can affect small areas or the entire world with your miasma, or simply release pure, uncorrupted, and uncontaminated mana.

Demon King (600 CP)

You belong to the Demon King family, special demons who can draw their power from the Dark World (which is superior to that of the mortal world).

As a member of the Demon Royal Family, your power level is on par with a Demon King (except for Ghozal, who is a special case), allowing you to easily destroy demons of other species in a direct confrontation.

Your demonic aura is abundant, enabling you to perform feats such as destroying a city with a single spell. Your physical attributes are also greatly enhanced by the amount of demonic aura in your body, making things like eating or sleeping unnecessary for your body to function.

Except in very special cases, you are one of the most powerful beings in the mortal world.

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.

Magic Bag (100 CP)

A small bag enchanted with spatial magic. The number of objects you can store is infinite; time flows freely within the bag, so the stored objects remain unchanged. You can also see a window displaying the stored objects and their quantities, and you can retrieve any object you wish. You can only store inanimate objects, but you can store objects attached to the ground (though you could get into trouble if you rob a house).

"Borrowed" Treasure (200 CP)

A large quantity of gold coins and various precious stones, including valuable metals like gold, silver, and platinum. The total value of all this is the equivalent of \$10,000,000. This wasn't stolen; you "borrowed" it without permission and for an indefinite period. Each time you start a new game, a treasure will appear that you also "borrowed."

Sealed Demon (400 CP)

Good news, jumper! You've freed a powerful being, and as a reward, it will grant you three wishes for every jump you initiate (even this one). The possibilities for the wishes you can make are nearly limitless, so you can't wish for things like CP, Perks/Items/Power, or anything purchased during a jump (the document). You also can't wish for things like destroying pantheons or powerful races like the Celestials from Marvel (though you can use your three wishes to kill three Celestials).

Kingdom (600 CP)

You reign supreme over a magnificent kingdom of unparalleled scale, spanning 17.1 million km², an area comparable to Russia. This nation operates at a first-class level across all major domains, including technology, culture, military strength, economics, and scientific research, securing its position as a dominant global power in the world you inhabit. The kingdom boasts a robust population of 70 million intensely loyal subjects. This loyalty is universal, extending to every inhabitant, and is complemented by highly competent personnel strategically placed in all key governmental and professional positions.

Furthermore, any individual choosing to settle within your borders automatically pledges allegiance and is considered a devoted follower of your reign.

Summoned Hero

Wolf Mask (100 CP)

A wolf mask that covers the upper part of your face. This mask will completely conceal your identity, and it is indestructible.

My Sweet Home (200 CP)

A simple two-story house with everything you need for a comfortable stay. The second floor has bedrooms for you and up to seven guests. The house also features a patio and a vegetable garden where you can grow your own delicious, high-quality produce.

My Shop (400 CP)

Your own business—you own a business that will be very busy and have an excellent reputation. The type of product or service you offer is entirely up to you. The business has all the necessary equipment, top-of-the-line, as well as a completely loyal and competent staff to help you run your business.

All the paperwork is in order, and you are exempt from paying any taxes. Your annual profit would be the equivalent of \$100,000,000.

Magic Shovel (600 CP)

A magical shovel that allows you to dig deep, wide-circumference holes almost effortlessly. You can also create perfect, safe tunnels with this object. The shovel can cut through any material, regardless of its strength or nature. But the best thing about this artifact is that it can break through any type of barrier or seal, even one created by a divine being.

Due to its unique characteristics, this shovel is indestructible.

Human Side

Magic Ring (100 CP)

A magic ring that doubles your mana capacity, slightly increasing mana regeneration in your body.

Scanning Magic Tool (200 CP)

This magical object allows you to detect magic and spells on objects, such as identifying whether they are augmentative or imitations. By scanning the object, or wherever it's stored, you can obtain all that information in a window that displays all the data.

Hot Spring Palace (400 CP)

This place is a hotel and hot springs complex, with various facilities such as spas, massage rooms, and more. Equipped with the best amenities you could find in this industry, this place

surpasses even luxury resorts. You'll have all the necessary staff for maintenance, service, administration, and so on. You'll also have all the supplies you need to enjoy this place to the fullest. You can use it for personal use or turn it into a business, and I assure you that if you choose the latter, it will be very popular, even internationally.

Magic Fan (600 CP)

A powerful fan containing seven types of potent magic. Each magic is of Fire, Wind, Water, Earth, Light, Darkness, and Lightning. Each one is as powerful as a Demon Lord's attack. You can use each attack continuously without using your own magical energy, but after using all seven, you will have to wait a five-minute cooldown before using them again.

Demon Lord's Army

Magic Gourd (100 CP)

A bottle of oriental liquor. Its function is simple: if you say your opponent's name, they will be absorbed by this bottle and transformed into wine, killing them. You can then use the wine as a substitute for a mana or magic restoration potion.

The Scythe of Marionettes (200 CP)

A powerful scythe that has the effect of not harming anyone cut by it, but instead leaving them weakened and confused, allowing you to control them by giving them orders—essentially mind control.

The number of uses is unlimited, and you don't spend mana with each use. Finally, the scythe is indestructible, and you can store it in a dimensional space and summon it whenever you want.

Demon Castle (400 CP)

A grand castle fit for a Demon King. The castle is equipped with every comfort that even a king would envy. The castle has everything: a throne room, your bedroom, a room for distinguished guests, your servants' quarters, dungeons to imprison your enemies, and more.

The castle is protected by a magical barrier to detect intruders, as well as for its maintenance and repair. You will have the necessary staff to serve and protect you, acting as your followers, but don't expect superpowers; their abilities will be on par with any staff in a king's castle.

Demon King Ring (600 CP)

This ring has a simple yet powerful effect. By wearing it, you are recognized as the King or Lord of Demons, legitimizing your rule over them. Any demon who is not of the rank of god or higher will obey your orders and be completely loyal to you.

As the highest authority of demons, any race derived from them or considered demons in general will submit to you and be completely loyal. However, beings or races at the level of a god or higher will not be affected.

Finally, this title or right does not make you an enemy of the world; it only grants you legitimacy as a ruler. Your actions are another matter.

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.

Servant (100 CP)

A loyal and devoted servant who will stand by your side through thick and thin. Although he/she lacks useful skills or the strength to fight alongside you, his/her loyalty is unwavering. You can customize his/her appearance and personality to your liking.

Pet (200 CP)

A monster controlled by your magic. You can choose any monster less powerful than a wyvern. This monster can transform into a weak animal or monster to remain undetected. Obedient to you, this pet can also be your combat partner or pet.

Fenrir (400 CP)

A powerful monster that rivals one of the Demon King's Four Infernals. A Fenrir-like being, Fenrys/Rys. Of course, it can shift into human form, changing shape at will. Completely loyal to you, and that loyalty can also be accompanied by feelings of love. You can customize his/her appearance and personality to your liking.

Demon Who Governs The Light And Dark Magic (600 CP)

A powerful Djinn on par with a Demon Lord (though not on the level of the former Demon Lord Ghozal). His/Her knowledge of various magics, as well as his/her power, positions this one as one of the strongest beings in this world (excluding powerful beings like Flio or Ghozal).

His/Her magical arsenal is very diverse, including light and dark magic spells, sealing, healing, and even time magic, allowing him/her to rewind time (although this magic will incur the wrath of the goddess of this world if used more than once, placing him under surveillance).

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.

Pervert (+100 CP)

You're a pervert; you think about adult things almost all day. Combined with some perverted attitudes and sexual jokes, people only have one opinion of you: that you're a pervert.

Magic Detection (+200 CP)

You have a detection spell on you, making your location visible to any enemy behind you. Surprise attacks or attempts to conceal your location will be futile.

Blonde Hero (+200 CP)

It seems you have karma in your life. Regardless of whether you're from this world or not, there will be someone who initially outshines you (or so people believe). The downside is that this will get you expelled or banished from the place or organization you belong to, so you'll begin this jump as a wanderer searching for your place. You're not a criminal, just an exile. If you chose the Summoned Hero origin, you can take Banaza/Flio's place or be the other exiled hero alongside him.

Dense Dark Magic Particles (+400 CP)

Both weak demons and other non-demonic species find areas with a high concentration of Dark Magic Particles lethal. Unfortunately, this is also your weakness. Not only can you not use magic, but you also cannot survive areas infested with Dark Magic Particles (or miasma).

Too Soft (+400 CP)

Like Flio, you are very gentle with your enemies. No matter if they try to kill you or harm loved ones, you will choose not to kill them and instead try to talk to them. In most situations, you will choose the most diplomatic option, even with people or beings you know to be treacherous or vicious. This overly peaceful nature could be detrimental to you.

Balirossa Luck (+600 CP)

You're a person with luck on par with Balirossa or Blonde Hero. You have the misfortune of encountering powerful beings and acting with hostility or arrogance towards them, and the worst part (unlike Balirossa) is that your first encounters won't be the best, even earning their hatred in the worst-case scenario.

Prepare yourself to face these types and try to reconcile with them or surpass them in power to end these conflicts.

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 Here

Continue

Notes

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