

Isekai NTR ~Shinyuu No Onna Wo Saikyou Skill De Otosu Houhou~

I am definitely going to escape this shitty Isekai game world.

And it's going to be with him.

However, there are too many women who are trying to disturb us currently.

And it would be a problem if he was to get too attached to a woman and lose his reason to clear this shitty game.

So—Let's start by removing those distractions, shall we?

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

You'll start off in Walled City of Georn, the place where our protagonist used as a base at the beginning of his journey. A city that is the perfect carbon copy of any large city that appears in any Isekai. The city has an adventurer's guild so you can register.

If you are a demon, you will appear near a city inhabited by them. Culturally, demons don't have many differences with humans, so you will be able to adapt quickly.

Age and Gender

Choose the gender you want but as for age choose one according to your origin

Origin

Regardless of the origin you choose, you will be able to speak the common language of this world fluently, as well as being able to read and write it without any problems. You will not have a language barrier.

Netori Bastard (Free)

You are a Player summoned from another world, but unlike them, you are a trashy, girlfriend-stealer. It's not that you are a bad person or a scumbag, but you are easily tempted to NTR other people. Luckily, it's not inevitable, so try to control yourself.

Player (Free)

The typical Japanese who has been sent to another world. As an outsider, the culture shock can be very shocking, even more so when you come from a peaceful world. This world is a cruel place, but luckily you have your means to survive, even fight and reach the top.

Local (Free)

A native of this world. Living in this place, it's obvious that you have your history, contacts, and a life already set up. You won't stand out as an outsider or a foreigner, as you will also have knowledge of what the common sense of this world is. Be careful of demons and players, especially those Netori bastards. Unfortunately, the only race option you can choose is human. But if you have any alt-forms of another race, you can choose that form as your race.

Pretty Girl (+200 CP)

You are the typical heroine of every work. Attractive and you have qualities that make you stand out from the rest. It is normal that you do not go unnoticed, at least you will relate to important people.

This is a double-edged sword, since you will not only attract the attention of people who could benefit you, you will also attract the attention of those scum attracted to you or who envy you.

Demon (200 CP)

The enemy race of this world. Demons are one of the powers of this world, being able to terrify any kingdom just by mentioning them by having powerful beings like demon lords in their ranks.

Despite having members among their ranks who are very sadistic and cruel, there are also peaceful ones who live their lives without bothering others.

Perks

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

General Perks

System (Free/ 100 CP)

A generic system of levels, stats and skills. You can see your data on a status screen where information such as name and surname, level and gender will appear. You can also see your stats such as Strength, Agility, Dexterity, Intelligence, Vitality, Luck, HP (Vitality x10) and MP (Intelligence x10).

You can also see all your skills, such as alchemy, dagger mastery, etc. These will be divided into ranks, from lowest to highest: F to S. The higher the rank of your skill, the more powerful it will be.

If you pay an extra 100 CP, you can keep this Perk after finishing this jump, even share it with others or integrate it with other systems you have.

A Fictional Medieval World - NSFW Version (100 CP)

Normally any series that takes place in the medieval era would not be the best choice to live. Anime and manga make them look neat, and the people who live there have the manga or anime filter, being beautiful compared to how they should look, uneven and dirty.

With this option, the world where you are will be a very clean and neat place, free of bad smell and any dirt. Another effect is that the inhabitants of the place where you are, including you, will be very beautiful, not requiring any type of makeup to make them look beautiful. This includes the aging of people, like good wine, when embellished they will not lose their attractiveness, but will give them a more mature appearance in a good way, even the oldest people will have a very attractive appearance.

People will be well endowed, women will have huge breasts (the limit is your desire), the same being the case with men with their penises. People's clothing will be more lascivious, it will not be rare to see women with the famous bikini armor or guys fighting monsters with only boxers, the protection of these being equal to that of traditional armor (porn logic).

Synergy (200 CP)

Gaining abilities to gain more power or be more versatile sounds good, but there are cases where having incompatible abilities can be detrimental to you, both your physical and mental integrity as well as the efficiency of these.

Any ability, power, etc. will be in harmony with the rest, making it impossible to be negatively affected by using them or having them.

Also your abilities have an excellent synergy, being able to combine to strengthen their strengths or diminish/eliminate their weaknesses.

This does not only apply to the aforementioned, but also to types of energies or power sources, so you can use holy energy and demonic energy at the same time without having any penalty or them not working.

Those guys are idiots (400 CP)

Your enemies or rivals are not very intelligent or cunning. They will use the simple strategy, direct and striking attack, making it impossible (for them) to make a surprise attack at least.

Any attack against you, your subordinates, allies, etc. will not be very planned. There will not even be cunning or dirty plans, being in some way, your enemies are honorable people by using non-malicious or deceitful methods.

The worst thing is that they will not learn anything from defeat, repeating the same strategy over and over again. So do not expect any new or intelligent strategy.

But do not be overconfident, if they are too powerful and greatly outnumber you in power, a direct attack to eliminate you will be more than enough.

Growth Cheat (600 CP)

Leveling up in this world is not easy. As you increase your level, you will encounter a soft cap that will make that task more difficult.

This option will multiply your experience gained by a hundred, making your leveling easier. In one week you can go from level 1 to 50 by hunting low level monsters.

If this is not enough, all of your stats will increase ten times more, in other words, your stats will be multiplied by ten. Fighting someone of your same species and level will be completely unfair (for that person).

But any Perk, Power, etc. that allows you to multiply your experience gained or your stats, will have an additive effect to this option. For example, if you have a Perk from a previous jump that increases your experience gained by ten times, together with this Perk, your multiplier will be one hundred and ten (110). This applies to Perk, Power, etc. of future jumps. But this limitation is only for combinations with this specific Perk, if you do the calculation, leave it for the end.

Netori Bastard

Reliable (100 CP)

It seems that people around you are very dense or clueless about some things. No matter how bad your reputation is (for stealing girlfriends), people will trust you. No matter if your appearance and personality is the perfect carbon copy of a Netori protagonist, people will not see anything strange, seeing you more as a somewhat showy guy. Even if you go out at night alone with their partners/spouses, they will not suspect anything of you, even if it takes a couple of hours and you are sweaty.

If you want your secret relationship to be discovered, you will have to do it in front of the person.

Learning from Mistakes (200 CP)

Learning from mistakes is a gift that not many of us have, being able to hit the same stone more than once. But you are wiser and you know how to recognize them, so that in the future you do not make it again.

Each action that has resulted in a negative consequence for you, whether direct or indirect, you will analyze it so as not to repeat it again in the future. This is understanding point by point what were the causes that gave a negative result for you, avoiding them and thinking of more effective alternatives to reach a more ideal result (for you).

You can also analyze what other actions can lead you to have the same negative consequences that you had in the past. In other words, perform another action but commit the same mistake.

Netori Guy (400 CP)

Nice guys make people fall in love, but guys like you conquer their bodies. You are an expert in the arts of seduction, sex and tempting people to have sex with you. Even the most devoted person to their partner will fall for your charms in less than an hour.

Sex with you is a unique experience, anyone you have carnal relations with will be addicted to you, they will beg you to satisfy their lust. And the worst thing is that once they have had an affair with you, they will not feel such pleasure having sex with other people. They will be so loyal and obedient to you, always hoping to get a taste of you (sexually speaking).

As a fine advantage, you exude a dominant aura, when people are near you they can feel different things, excitement (of the gender you feel attracted to), intimidation or interest (non-sexual). Because of your aura, any suitors or partners of those you have sex with will back away like any cuckold from a netorare manga, these guys will just accept defeat and get out of your way. The same will happen with those who only want to have sex with your sex friends or partners, they will not feel that they are on par with someone like you.

Absorption (600 CP)

One of the most convenient skills out there. The use of this skill is to absorb the experience, stats, and abilities of the person you have physical contact with. Everything you absorb is permanent, so don't consider this skill as a simple buff, but rather as a steal.

In the manga the skill is limited, but since you're paying CP, just by having contact with the target you can absorb everything, their stats to add them to yours, their experience points to increase your level, and their skills to expand your arsenal.

In case the contact is through having sex, you can choose to copy their skills, so your partner doesn't lose theirs. This doesn't apply to their stats or experience points.

You can use this skill as many times as you want, the duration of its use being almost instantaneous. But the only limitation is that you can't use it with objects or beings that don't have a physical body.

Player

Determination (100 CP)

You are a person with strong beliefs, always faithful to your goals and determined to achieve them no matter what obstacles you have to overcome. You do not run away from each challenge or dangerous or difficult situation, but rather you face it without fear and with confidence.

It does not mean that you are reckless, you have a degree of prudence. When a situation is beyond your level, you will only withdraw to train and rise to the challenge. Remember, you are not a coward, you know how to recognize your limits.

I will protect you (200 CP)

Protecting people is your specialty. You have an incredible ability to sense when a loved one or ally is in danger. Whether it's a surprise attack or a direct attack, you have a sixth sense for knowing which of your allies the attack is aimed at and which one is most likely to receive mortal damage.

Another effect is that your skills adapt to fulfill that task. If you are a mage who specializes in the use of the water element, by instinct, you will be able to create techniques of that element to protect your allies, or have an ease in learning defensive and protective techniques if these already exist.

And don't worry about your attacks hurting them, since there will be no friendly fire when you use them near your allies. This does not include skills or techniques that necessarily hurt or give certain advantages to you or your allies, such as a technique that reduces all stats by half for both allies and enemies.

Good Guy (400 CP)

Good guys aren't the ones you cheat on, they're the ones you fall in love with (well, in your case, yes). You're the type that makes women fall in love with you because of your character and aura that transmits confidence. And it's not that you're a naive or stupid guy, you're a good person who has a brain but prefers to use it to do good and not for your own selfish benefits.

Women who fall in love with you will have absolute loyalty, making it impossible for them to cheat on you with a bastard Netori. No matter how persuasive their attempts are, these will all be useless against those people, since their heart belongs to you.

Another effect is that because of your aura, it's easier for you to gain allies to help you with your cause. So gathering companions to defeat the Demon Lord will be something simple.

Seal (600 CP)

A powerful skill that seals all of the target's skills. The range of this skill is ten meters, so make sure to close the gap between you and your opponent. The target's stats will not be affected by this skill, so don't underestimate your opponent.

You can use this skill against multiple opponents, as well as the duration is unlimited or until you wear off the effect.

One limitation of this skill is that if there is a large difference in level (or power if you don't have the system) between you and the target, this skill may lose effectiveness, sealing some skills or decreasing their power.

Local

Innocent Aura (100 CP)

You have the image and aura of a friendly person. No matter how corrupt or rotten you are, people will think you are a harmless person when they look at you.

This is very useful for deceiving powerful but gullible idiots to exploit them as much as you want. This will also help you get out of situations where you are clearly the guilty one but without solid evidence to support it.

Too Naive (200 CP)

You are an expert at identifying gullible and naive people. With just one look, you can tell how to manipulate them. Manipulating a powerful but naive player into destroying an enemy country with the excuse that the king is a Demon Lord won't be difficult if you sell the story to a typical Shonen protagonist.

To avoid unnecessary trouble, your talent allows you to identify people who are cunning or just as manipulative as you are. It's very useful for knowing who it's good not to mess with, as well as who could be a danger to you.

You Need Us (400 CP)

Why venture into a dangerous mission when you can send idiots to do it for you? That will be easy for you because you are an expert manipulator. You know what words to say to make people do what you want, but you will also have to provide them with resources for their trip and other comforts, so they don't feel used.

But that's not all, for some reason, they will feel indebted to you for all the things you have provided them. These guys will have a strong loyalty to you, being able to do horrible acts for the sake of your cause (no matter how vile it is, they will think it's a good one). Even if others come to you with explicit evidence, their loyalty will make them doubt the veracity of that evidence.

Slave Magic (600 CP)

Trusting a guy from another world who has the potential to destroy a country is not a wise thing to do. These guys may be human, but their strength is monstrous and they can also become a danger.

You have the ability to place seals of enslavement on any target you choose. This ability marks the target with a seal, leaving them at your complete mercy, both in body, soul and mind. They will obey your orders without opposition and will be totally loyal to you (or rather, they cannot betray you, harm you or attack you directly or indirectly). You can place this mark on as many people or beings as you want and if you can.

This has its limitations, the greater the difference in power between you and the target, the more time and mana (or whatever source of energy you have) you will need to be able to control them. Another limitation is that they have to be at a distance of no less than ten meters in order for the seal to be placed.

Pretty Girl

Beautiful (100 CP)

On a scale of 1-10 in beauty, you are a perfect 20. You are a beautiful person that far surpasses the rest. Your body and face are on par with what we would call heavenly beauty.

You can choose to be a seductive beauty or a more pure one.

Will of Steel (200 CP)

This world is a very dangerous one, especially for women, since dying at the hands of the enemy or bandits is the least cruel thing that can happen to them. Those who for some reason have managed to survive have not ended up mentally sane. But luckily you are stronger than that.

You have a strong will, no matter what ordeals or hardships you go through, you will get up and keep fighting. You may suffer and those humiliations will remain engraved in you, but as long as you do not die, you will never be broken or defeated.

Not an Onahole (400 CP)

The female protagonists or supporting characters in these types of works in most cases have a horrible fate, being used as slaves. Luckily this is not your case.

You have a blessing or protection against all kinds of sexual attacks against you, this being not only impossible but also those who tried to attack you will have a negative consequence or something bad will happen to them.

No matter which jump you visit, the only sex you will have is that which you give your consent to, not even Kuroinu will be a danger to you.

Immortal (600 CP)

A very powerful ability, considered cheating among players. This ability allows you to quickly regenerate any wound you suffer, even amputation of limbs or destruction of organs. The regeneration will be almost instantaneous, regenerating your HP instantly even.

Despite its great advantage it only applies to your physical body, this does not apply to your stamina. You are sensitive to pain, so I do not advise you to take your immortality lightly. You are also vulnerable to mental and spiritual attacks. Despite your immortality, your mind will not recover from mental "wounds" or trauma.

Demon

Cruel (100 CP)

Cruelty is not unique to demons, but you are an artist in this area. You are an expert at using fear to break the will of your enemies. You can torture several soldiers or a superior officer in front of your enemies and generate great terror that will lower their morale, as well as their fighting spirit.

This also applies to the extraction of information; your methods of torture (both physical and psychological) are so effective that you can break the will of the most experienced soldier.

Law of the Strongest (200 CP)

Demons have a simple but effective method of determining who is in charge, and that method is the use of force. The strongest domain is the one that rules over the rest, without taking into account factors such as bloodline or meritocracy.

In any organization you are in or belong to, you can rise in rank using force, that is, by defeating the person who has a higher rank than you. And do not worry about any kind of legal consequences, since that act will make your rise legitimate.

This will not apply in governments or organizations that have a democratic or voting system, so you will not be able to be the president of a country if you savagely beat the current president of the country.

Another risk is that it does not mean that fights are one versus one, that superior or person of high position can use his allies or subordinates to destroy you (although you can do the same). Also keep in mind that your position is legitimate but it does not mean that these people are loyal to you, so I suggest you try to bring them to your side or give them benefits to have their cooperation.

Cryptic Abilities (400 CP)

Your magic, skills, abilities, etc. are impossible for others to copy or imitate. This is because many people will not be able to understand the nature of them. Therefore, by not being able to understand them, they will not be able to create strategies to counteract them or discover weaknesses in them.

Despite all the precautions mentioned above, anyone you teach or share your magic, skills, abilities, etc. with will be able to understand them, but only if you authorize it.

Demon Lord (600 CP)

You are not just a demon, you are the Demon Lord, one of the most powerful and feared beings in this world. Demon Lords are selected for their great power among their kind, being these the pinnacle that a demon can reach.

A Demon Lord possesses beastly magical and physical power, being these equivalent to that of a level 200. These guys alone can destroy a country. The only ones who can stand a chance against them are Players, and in most cases they need a group to defeat them.

Another extra advantage you have, is that you can create a barrier around yourself that will nullify any kind of damage, be it physical or magical (not special or unique abilities), that someone of the human species can do to you. The only limitation is that you will be vulnerable to attacks from other species (if these have the power to hurt or kill you) and

attacks that have some trick, such as a human throwing the sacred sword at you and it piercing you (technically the sword is what hurts you since it is not in human hands).

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.

General

Money (100 CP)

The classic of classics. Every jump you start, you will receive an amount equivalent to 1,000,000.00 dollars in the currency of the place where you are.

Reliable Weapon (200 CP)

A weapon of your choice. You can choose a melee weapon, a ranged weapon, or a staff or wand that will enhance spells or magic.

This weapon is indestructible, as well as being in excellent condition, making it impossible for it to deteriorate. Any stain or dirt will be instantly removed, so if you cut your enemies with your sword, the blood on it will disappear.

Legendary Armor (400 CP)

A full body armor of the color of your choice. This is very durable, as well as very flexible for your mobility. The armor has different types of magical enchantments that will give it resistance to different physical or magical attacks, being able to absorb 50% of the damage received.

The armor will adjust to your size, as well as repel any type of dirt or stains, always being in perfect condition. It can also self-repair.

Wish (600 CP)

This item is a very coveted one, so much so that many players are willing to risk their lives to get it. This wish ticket will make any request you make come true. You can wish to travel to another world, resurrect people, or kill powerful beings, among other things. This has its limits, if you want to resurrect a group of people, you can't ask to resurrect everyone who died a hundred years ago, try to keep the time frame more limited, like resurrecting all the people who died in a war that lasted a year. If you use your wish to kill, you can kill a powerful being, but not an entire pantheon or group of them (like killing all the chaos gods in Warhammer 40K), nor kill all the inhabitants of a world, only a group or faction. This limit applies to many things, so you can't ask to be the master of a world or something so exaggerated. Think of this as the Dragon Balls from Dragon Ball. This wish can also be used as a 1-Up, resurrecting you in case you die. You can only make one wish per jump, so try to choose wisely.

Netori Bastard

Special Sunglasses (100 CP)

At first glance they look like normal sunglasses, but these have the S-Rank appraisal ability, allowing the wearer to see the level, stats, and skills of the people they look at. Any ability that hides or falsifies information will be useless against these sunglasses.

Special Slime (200 CP)

At first glance it looks like a normal slime, but this is one with very useful abilities. The slime has the ability to clean any dirt from the body, even very hard to clean areas, if you know what I mean.

This slime can also generate a powerful aphrodisiac, even the most disciplined person will lose themselves in lust. It has no harmful effects, nor does it generate any aftereffects such as loss of sensitivity or anything like that. You can use its effect on the same person and they will not generate resistance against it.

Alchemical Materials and Supplies (400 CP)

A large variety of alchemical supplies. This is divided into herbs, monster parts, rare items, etc. With this large amount you can make all kinds of potions of great power or effectiveness.

Each year these will be replenished, so you can make a large amount of potions with different effects. You can supply an army of five thousand people with all kinds of potions if you use up all your resources, and you will only have to wait a year for them to replenish.

Memories (600 CP)

As soon as you enter a new jump, even this jump, you will receive some memories, your memories. These will show you what will happen during your stay, as if you were seeing the future in a very clear and graphic way.

Seeing everything that could happen during your stay in this jump will give you a great advantage. Unfortunately, since you can only use this once per jump, you will only be able to see one possible future. The good thing is that you will see everything in detail, being able to know sensitive information, such as where some hidden treasures are hidden.

Think of this like those stories where the protagonist dies and returns to the past, having the information from his past life as his most valuable weapon.

Player

Travel Equipment (100 CP)

Your journey to defeat the Demon Lord will be a long one, requiring you to camp outdoors in some places. Luckily, this travel gear will come in handy. You'll find several useful items for camping outdoors, such as food and water. You'll also have some incense to keep monsters away from your camp.

Romantic Gift (200 CP)

Being thoughtful is not a bad thing, but it is not a gift that we can boast about. We all have the time to give that perfect gift to the people we love.

Every year you will receive different gifts to give to that special person on special dates such as anniversaries, birthdays, etc. You will receive presents for your partner or each of them if you are polygamous.

These gifts will be liked by the person you give them to, being exactly what they wanted. But do not expect things like legendary swords or elixirs. These will be more mundane things like perfumes, stuffed animals, dresses, jewelry, etc. Nor something as expensive as mansions or exaggeratedly expensive things, these will be simple objects but these will have its charm.

Connections (400 CP)

You have very powerful connections. As soon as you reach each jump, you will have very useful allies. These can be people of authority or powerful adventurers who will accompany you on your journey.

The help they will give you will be varied, such as money, strong companions to defeat the Demon Lord, etc. Quite useful for your stay.

But do not abuse them, your connections are not kings or emperors, or legendary adventurers. They are influential and strong people, such as nobles up to the rank of marquis or people with equal influence, or A-Rank adventurers.

Holy Sword (600 CP)

A weapon of great power, infused with holy energy. This powerful item has the power to injure, even kill, a Demon Lord. A legendary weapon that has been guarded for centuries but now in your hands, making you the rightful bearer.

This weapon is indestructible, it will even be immune to any deterioration or anything that diminishes its effectiveness. The weapon will always be in perfect condition, as if it were new.

The main effect of it is to penetrate any type of defense, be it magical or physical. It will also do greater damage to any demonic species or those that have an evil alignment. If you want another option, you can choose the weapon that is most comfortable for you, such as an axe, hammer, etc. In case you use magic attacks with this weapon, the attack will share the same effects of penetrating the defense and doing more damage.

Local

Papers and House (100 CP)

Your own house, modest but yours. Also citizenship papers from the place where you are so that you are not considered an intruder. Being deported and sleeping on the street will be things you won't have to worry about.

Inn (200 CP)

A simple inn that will give you a decent income on a regular basis. It has a few rooms (fifteen in total), as well as facilities such as dining rooms, bathrooms, kitchens, etc. As well as some rooms for you and three other people.

You will receive travelers frequently, so you will not have any vacant rooms, although if you want to take a few days off no one will complain if you close your business.

This place will attract interesting people (Players, nobles traveling incognito, etc.) so it will be a good place to make contacts or to have a "pleasant" time.

For some reason, violent or dangerous types will be repelled by this place, so don't worry about having troublemakers who can destroy your property.

The legal papers are in order, as well as you have a tax exemption. All your income goes into your pocket.

Guild (400 CP)

Your own guild. At first glance it doesn't seem like much, as it's not a very large place nor is it equipped with any luxuries. But it has one advantage, which is that it attracts adventurers with great potential, as well as players from another world.

Anyone who joins your guild will use it as their work center. These guys will even have some loyalty and respect for you as the master of the place.

You will have a staff of ten people under your command, all of whom are fully customizable in body and personality. Each one will have a specific function to run your guild.

Prosperous Kingdom (600 CP)

You are not just a nobody, you are the king of your own kingdom. A kingdom the size of 800,000 km², protected by a strong wall twenty meters high and five meters thick.

This kingdom is not a medieval one, being technologically comparable to a first world country in the year 2000. It has several facilities and buildings that seem out of place in this world. But it is all thanks to the knowledge that the players have shared. Think of it as a combination of technology and magic, replicating many of the modern inventions of our time. Although in the military area, it will be at the level of this world, classic swords and magic of the time. The same would apply to mobility, communications and digital technology.

The kingdom will be protected by a hundred guards of level 50, being a very high level for the standards of this world.

Pretty Girl

Wardrobe (100 CP)

Wearing the same clothes every day is not an option for everyone, but luckily you have more options. This wardrobe has a wide variety of clothes and dresses, as well as shoes, for any occasion. No matter if you are going on a trip or have to attend a party with nobles, you will always have an outfit that suits the moment.

This does not include armor or protective equipment. The clothes and shoes adjust to your size and have a self-repair and cleaning system.

Indestructible Clothing (200 CP)

Usually, in these kinds of stories, women always end up with their clothes torn and almost naked. It's as if the fabric were so fragile that the slightest touch destroys them. This clothing is special, it has the property of being indestructible, as well as repelling any dirt or bad smell. Another advantage is that it adjusts to the size of the wearer. But that won't prevent you from being hurt.

If this seems little to you, it gives protection against any kind of magic and any kind of physical attack, absorbing 10% of the damage received.

As an extra, it has the ability to heal the wearer's wounds, slowly but steadily. But only non-mortal and superficial wounds, a stabbed limb or a destroyed organ will be impossible to regenerate. The good thing is that if you have that kind of wound, it will heal to prevent blood loss. The recovery time, in the worst case, will take three or four hours if they are deep wounds. Minor wounds will only need a few minutes to heal.

Female Swordsmen Squad (400 CP)

You have a squad of fifteen female knights, all with an average level of 40 and B-Rank skills. Each one specializes in a function such as attack, defense, healing, support, and a leader to direct and coordinate them.

You can customize them to your liking, as well as change their gender. They will be totally loyal to you, making it impossible to corrupt or bribe them.

Holy Spring (600 CP)

A special water infused with divine energy that will give those who submerge themselves with power equivalent to that of a Demon Lord. Basically a temporary buff, which will last for one hour at most or until you defeat the Demon Lord, whichever comes first.

The buff applies to both you and other people who have submerged themselves in this spring. But the limit of how many people can submerge is two, and it has a cooldown of one week.

Demon

Throne (100 CP)

A throne of excellent design as well as very comfortable. This will adapt to your body type for your comfort, so it does not matter if you have the body of an average human or the size of a planet, this will adapt to your body so you can be comfortable.

It does not have many special abilities, except that it will always be like new and in perfect condition.

Spy Network (200 CP)

Demons, despite their violent nature (or so humans say), are not savages who attack without thinking. They use different tools to fight their wars, just like humans do. One of them is the use of information.

You have the contact of several informants around the world, who will provide you with different types of data for you to use as you wish. The service is free of charge, so you only have to identify one in the place where you are, which will be very easy for you, and ask them for any information you need.

Remember that the type of information they share will not be things as exaggerated as lost or ancient knowledge, nor very guarded secrets at a national level. Most will be secrets or information that an average professional spy can access, such as the number of soldiers in a kingdom, places where supplies are kept, among other things.

Lackeys (400 CP)

You have a unit of thirty demons, each level 50 with skills equivalent to those of Rank B. They will be led by a leader who will be level 100, having skills equivalent to those of Rank A at least.

You can customize their appearance, as well as their gender and personality. They will be completely loyal to you, being immune to any type of mind control.

My Castle (600 CP)

Your own castle. A large base that can be compared to a village in size. This castle is protected by a strong magic barrier, which can only be crossed by someone with power of level 100 (unauthorized guests). The barrier is not indestructible, but it regenerates quickly when destroyed or when a crack is made in it.

The castle has various facilities such as residential area, throne room, etc. all equipped with the most luxurious furniture and decorations, worthy of a being of great power like you.

The castle will have various enchantments and self-cleaning and repair magics.

Companions

Import (Free/100 CP per or 400 CP for eight)

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 friendship.

DRAWBACKS

You may take any amount of drawbacks you like. Companions cannot take Drawbacks

Crossover (+0 CP)

Are there any manga, anime, game or novel 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 hentai. You can add as many series as you want. In case they have different power systems, these 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.

Too Horny (+100 CP)

Your libido is a very powerful one. It's not that you'll be a beast without reason except for your basic instincts, but if you want to keep your mind clear and not be distracted by kinky stuff all day long, you'll have to have sex at least once a day or masturbate twice a day.

Naive (+200 CP)

You are a gullible and trusting type. This will make you an easy target for people who want to take advantage of you or your power. You don't go so far as to believe nonsensical stories, but a person with a decent or innocent appearance and a well-made story will be able to convince you to do what they want, even for free if they convince you that they don't have the means to pay you.

The only way to get out of their deceptions is to have the evidence in front of you, so someone intelligent and cautious could continue to manipulate you for a long time if you don't have someone you trust to reveal their intentions.

Every Action has Consequences (+200 CP)

In any story, or rather the simplest ones, the protagonist's actions have no consequences. In the case of the good guys who let the villains live, they do not take revenge on the protagonist and disappear from the story. In the case of the bride-stealing bastards, they have no negative consequences by leading women to

commit acts of infidelity, or punishments for blackmailing them into committing them. As well as other examples where there is no consequence at all.

This is not your case, every action you take (whether good or bad) will have its consequences. In some cases it could play in your favor, like being rewarded for saving a village from a bandit attack. But there is also the other side of the coin, if you let one of those bandits live, they will seek revenge against you and will do anything to achieve it, even attack your loved ones. It may happen that those bandits have contact with an influential guy, earning his anger or hatred for meddling in his business.

Why do I only attract problematic people? (+400 CP)

You are a magnet for problematic types, and I don't mean the typical cliché bullies, but rather traveling companions (not "companions") or people you will often meet if you choose to stay in a specific place.

During your stay in this jump, you will meet guys with the hero or shonen protagonist syndrome who will always fight against bad guys, dragging you into that situation. Also attractive women or men who will be the targets of dangerous people, involving you as their bodyguards.

In short, your stay will be a mess thanks to these guys. And don't think that being alone will avoid all this, since these guys will be attracted to you and will be a pest that is difficult to get rid of.

NTR Protagonist (+400 CP)

If you like being cuckolded, this is for you. If not, prepare to have a torturous and depressing stay.

During your stay in this jump, you will be the victim of typical situations from the Netorare stories, being the type that sees his/her lover/lovers being abused or having sex with other people and just watching helplessly. Or you could be accompanied by someone who only does sex with your partner or acquaintances who have some romantic or emotional interest behind your back and have no way to avoid it.

In short, your stay will be a mess. And don't think that being alone won't affect you, in that case, without you wanting it, you will have an emotional bond with someone during this jump. You already know what's going to happen next.

Hero/ Demon Quest (+600 CP)

If you were thinking of having a smooth jump, I'm sorry to be the one to give you the bad news. As soon as you enter this world you will have only one mission to complete, and that is to kill the seven Demon Lords.

This mission will not be easy, since the Demon Lords have an abysmal power, along with abilities that make them position themselves as the most powerful and feared beings in the world.

Despite the great risk, the reward is worth it, and it is to obtain a wish ticket for each Demon Lord you kill. And it is not an individual mission, you can ally yourself with people or organizations to complete this task.

Keep in mind that all Demon Lords have powerful subordinates in their ranks, the weakest being at least level 50, the strongest can easily surpass level 100. It is also essential to know that a level 50 human is weaker than a demon of the same level. Although it is not a very wide difference in power, it is suggested that you fight with a group or with a much higher level difference, powerful skills will be very helpful.

If you are a Demon, your job is to kill all the players in the world. You will have to eliminate 100 people who at first do not seem like a threat, but with their "gifts" these guys are a potential danger.

The good thing is that you do not have to do it yourself, you can use your subordinates, have them kill each other or have the residents of this world (not demons) do the dirty work for 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

Special thanks to __ (Grimms-VI), Jordan Wilson, Jason Owens and everyone for fixing my grammar and helping me make this jump.