Black Clover:

Welcome to the World of Black Clover, a world where centuries ago humanity was on the brink of extinction threatened by a ruthless demon, all seemed lost until a lone mage stepped forward to take up the fight after his fight he was awarded the title of the first Wizard King and his story became legend. In this world magic makes might, the nobles lawd power over those they consider commoners believing due to their inherent magical power that they are inherently greater than all others never knowing the truth behind their so called power. In this past, there lived the Elf tribe those 'loved by the Mana' of this world each and every one of them possessing great power until the ancestors of those nobles killed and stole the magic of those Elves for themselves rendering the once great race extinct (or are they). This is the world you now arrive in, in a few days time a 5 leaf clover inhabited by a Devil will be linked to a young magic-less boy called Asta and a 4 leaf clover by his childhood friend Yuno starting their journey into becoming future magic knights with the exams taking place in a few days who knows maybe you can also pass.

Here's 1000 CP for you. Enjoy!

Location:

Roll 1D8 or pay 50 CP

1): Hage Village: The homeplace of Asta and Yuno. It's a nice village overlooking the skull of the great demon that terrorized humanity in ages past. The village itself is nice and homely. Nothing is exactly bad about it.

2): Kiten: This is a town along the border between the Clover and Diamond Kingdom it serves as one of the key defences against the diamond kingdom. The town is also abundant in natural minerals making it desirable for other kingdoms.

3): Kikka: One of the castle towns of the Clover Kingdom due to the towns position it affords a view of the royal palace. Kikka is a prominent merchant town allowing for the trading of vast resources making it one of the liveliest markets in the Clover kingdom. This also contains the Magic knight Colosseum where the Magic knight exams are held. It also contains a very profitable Black Market.

4): Raque: A beach town in the Clover kingdom in the noble region due to the strong mana in the area Raque is always hot and is used as a popular resort for the nobles and Magic Knights.

5): Seabed Temple: One of the strong magic regions in the world protected by a series of strong currents and a magic barrier. The strong currents themselves weaken during a full moon. The temple itself has its own population and religion. I would suggest that you be on your guard because while they do seem nice at first just make sure you stress your not here to fight or steal who knows the head priest of the temple may even believe you.

6): Sosshi: A village in the forsaken realm of the Clover kingdom its a normal village nothing really that special about it just make sure not to cause any trouble as while the mayor is old he can still put up a fight. Also be warned that in a few days this village will be attacked by a group of rogue mages who will massacre anyone that gets in their way.

7**): Any Location:**

The Clover Kingdom is divided into 3 regions: The Noble Realm, The Forsaken Realm and The Common Realm. The Forsaken Realm is at the outermost corners of the kingdom with the Noble Realm being in the center. Those from the outermost corners are looked down upon by those in the inner regions of the kingdom so if you are from the Forsaken or the Common Realms be warned prejudice still exists within the kingdom so be careful.

Origins:

Drop-In: Pretty self-explanatory you have no family, no friends, no history what you make with your life is up to you.

Commoner: You were born either in the forsaken or common realm either way you are looked down upon by the nobles in the noble region. You are nobody, the only difference with this and Drop-In's is that you at least have a home over your head not that it;s much to write home about. You're just an average Joe and Jane living your life whether you remain with this is your choice but who knows its your life. If you chose Hage Village as your starting choice you could choose to be inserted into the same orphanage as Asta and Yuno.

Noble (100 CP): The Noble's descendents of those who stole the magic of the Elven Race. As a Noble you are blessed with incredible magical power and obscene wealth. But be warned that Nobles have a stereotype of being stuck-up ass****. Maybe you could prove it wrong or right.

Midnight Sun (100 CP): You're not a noble, commoner or otherwise you are the ones destined to bring them down. You are one of the ones abandoned by the society to die whether by luck or fate you were rescued by the leader of the Eye of the Midnight Sun and ended up joining their ranks, maybe you are one of the sacrifices Licht or Patolli have in store or one of the potential vessels or maybe you are an Elven spirit already inhabiting a body. (If taken with 200 CP ELf race then you can choose to start early already possessing an individual and a member of the Eye of the Midnight Sun).

Races:

Humans may be the most predominant species in this world but they aren't by any means the only onex. Each Race barring humanity possess their own individual abilities and advantages, choose wisely.

You can choose to instead **become a hybrid of two species** here much like Charmy of the Black Bulls this gives you the advantages of both races and it may be due to hybrid vigor or whatever but you will also be stronger than the individual races that make up your being. **To purchase 2 races, buy the full cost of the more expensive option and half-price of the cheaper one. For humans just pay full price for the second purchase.**

Humans (Free): Bog-standard really possessing no special inborn abilities.

Dwarves (200 CP): An ancient race of humanoids that lived alongside the Elves and Humans long ago. They resemble humans but are shorter in stature. They also possess strong magical skills and are blessed with a dual-type grimoire. Meaning they possess natural affinity to 2 mana attributes e,g, Food and Cotton or Fire and Metal etc.

Elven Tribe (400 CP): The race once beloved by mana and possessing powerful magical ability. This race was slaughtered by ancient humans down to the last child. The reason being the advantages you now hold as a member of the Elven Race you now possess immense stores of mana with the weakest Elf being equal to the standard Magic Knight. Elves are apparently blessed by the mana allowing them to learn in far shorter times than is possible for humans. Now seeing as the whole tribe was massacred how you exist is bewildering at best whether there were survivors of the masacre and you are merely the last of your lineage or whatever else. If 400 CP is too expensive you can instead choose to be one of the Elven spirits that will end up possessing human bodies later on but be warned you can be exorcised by anti-magic, **this option costs 200 CP**).

Demon (600 CP): You are not of this world; you have ascended from the underworld in all your glory. Demons are powerful entities but limited in their own way each Demon only has access to one specific powerful form of magic such examples include Anti-magic (Which isn't really magic) and Kotodama Magic allowing reality to be warped with just a voice, only Darkness-based Magic remaining unaffected. As you paid CP you also have access to a 5 leaf grimoire allowing you to access your true power and spells.

Perks:

Mana (Free): The source of magic, an energy that permeates both people and nature. This energy is naturally existing and flowing in the environment and within everyone. Different regions possess different abundance of mana, the presence of the energy shifts and distorts the landscape and local environment. When used to cast a magical spell it changes into a certain form e.g. Healing Magic, Reinforcement Magic etc. Each mage's mana possesses a certain element that they are naturally inclined/attributed towards e.g. Wind, Sand, Blood etc. All mages possess a grimoire, a magical book that enhances their natural magical powers and allows them to cast spells far above their abilities as the user grows as a person more and more spells will appear onto the pages. Each grimoire is linked to its bearer and cannot be used by another, the moment the bearer dies their grimoire disintegrates barring exceptions.

Peak Physical Condition (100/200 CP): It's very unmasculating when your the least muscular person in the room isn't but have no fear with this perk your strength, speed, endurance every physical characteristic has been improved that with training equals that of the Black Bull captain Yami. With training and reinforcement magic you could with a single punch blow up a wall of a magically reinforced building. For an additional 100 CP this has been upgraded to the level of supernatural condition, now everything about you has been improved even further your punches by themselves can now destroy buildings and your speed is so immense it seems to others that you are teleporting around the battlefield and with the addition of magic the options are limitless.

Ki (200 CP): Ki is a natural energy given off by people and objects as they move with enough training one can sense the flow of Ki and predict the attacks and movements of others. With enough training one can even tell truth from lie. With this perk you are an advanced user of this ability, able to sense the flow of others and the location around you all while in a life and death battle, however, the ability to tell truth from lie will require a bit more practise.

Mana Control (200 CP): The ability to control mana is a gift that many mages eventually learn in their lives. This begins with mana skin the ability to coat their bodies with mana to protect from both environmental and other such effects for example the heat of lava and enhance the mages physical attributes, the greater the control the greater the effect. A more advanced form of mana control is called mana zone- the ability to manipulate mana in an area around the user. Most users utilize mana zone to gather the mana to them to enhance the range, size and power of their spells and/or Mana skin and reinforcement magic but mana zone can also be used to increase the sensitivity to the mana around them to increase their reaction time and to sense magical attacks around them. With time and practise you could even cast a spell within the spell of another. **(Elves due to their close relationship with Mana learn Mana Control far quicker than others)**.

Jumper Demon (600 CP): The elven leader Licht consumed by anger and hatred utilized the power of the magic stones to turn into a giant demon, if it wasn't for the first Wizard King, chances are it would have destroyed the human race. Whether self-inflicted or done by another you were exposed to a large quantity of negative mana from the underworld amplifying your magic and your very being, your magic quantity has furthermore been enhanced twice over. For those of the Demon Race, it seems you are not just a random Demon but of the highest class among your race and befitting such a status your magic is 2 times greater than others of your kind.

(Serves as a Capstone Booster)

Drop-In:

Brand New World (100 CP): It's weird going from world to world, a compliment from one world could be a deadly insult in the next. Thankfully with this perk that will never happen. Whenever you enter a new region and/or world all the basic knowledge of language, behaviour, etiquette etc will be uploaded into your head everything that will help you pass off as a denizen of any new location you end up in.

So Stuck In Their Ways (200 CP): Damn, the people in this world are so boring they use the same old spells in the same old way for example throwing fire or water balls, instead of manipulating the elements into other forms instead of a fireball how about a bomb instead one that could with eventual practise explode with just a thought from the practitioner or instead of manipulating water into a dragon how about causing rain coming down with the speed of bullets. Well regardless of all that, you are one of the few unique beings in this world who can think completely outside of the box always being able to find new and imaginative ways to utilise their abilities. In the field of battle it would be a miracle if an enemy would be able to predict your movements.

Teacher (400 CP): Behind a great individual there's an even greater one in the shadows. You are one such person, a teacher and mentor of unparallelled calabour able to raise an orphan with no magic to become the Wizard King himself. Even if you are bereft of the specific skills of your students path you find that just by being near your presence any and all students find their innate potential to be increased in magnitude to virtually limitless. New vestiges of power are awakened, new levels of strength are found deep within themselves, limits are broken repeatedly and that is when you haven't the skills to teach their specific power if you do you find that your ability to teach is limitless, lessons that would potentially take decades would at most take a month to completely master, increases in strength and muscle development that would naturally take months to reach would grow in days and those are just parlour tricks.

Captain Jumper Of The Magic Knight's (400 CP): You have a flair for leadership never before seen in others. You have an absolute brilliance in tactics and strategy in all forms and levels making you capable of leading everything from a magic knight squad to entire armies. Under your leadership, people work together with incredible skill and harmony. As time passes all those under you will grow to love you looking up to you as a brother, father-figure or something more if that is what you prefer.

Go Beyond Plus Ultr (Sorry Wrong Series) (600 CP): You have the ability to in either times of great stress and danger or after long and rigorous training break past your limits empowering yourself and/or your magic. This can show itself in a new spell or the upgrade in destruction and proficiency of a previously existing power. In the case of training, you find that every and all gain that you acquire as a result of your hard work is amplified by a factor of 10 the more rigorous the training the higher the amplified factor.

Capstone Booster: Go Beyond Your Limits

Your incident with the stones has empowered your very being where before your limits were broken only in the heat of battle or through incredibly rigorous battle now your limits are being constantly broken and reforged through continuous practise. Through training as you normally do, you find the limits of your spells, body and techniques increasing in size, potency and decreasing in cost but remember you actually have to train not sit around cloud watching like a certain lazy genius. If however, you are in battle or during incredibly rigorous training your limits are broken far greater than normal new spells show themselves far more common where ordinary knights would find their grimoires increasing in spells once every few years so long as you continue to participate in battles or missions that could potentially end you you will find new spells appearing at the end of each one maybe even more than one and in the latter case the results are amplified by 5x over.

Commoner:

Blending In (100 CP): The one power that commoners possess that no others do is the power of invisibility not literally of course but tell me who in this world notices the down trodden those with no magic power or status they are the phantoms in this world those who can slip in and not be noticed because to those everything what possible threat can they be. You are now also like that, to all those in this world and beyond you are invisible to them, beneath their notice so much that they quite literally do not pay attention to you. However, this isn't full proof, you can still be spotted this just decreases the chances of that occurring.

Tradeskill's (200 CP): The life of a commoner isn't really that thrilling and exciting but one thing it is, is stable. For 100 CP you have become a master of any medieval skill of your choice that will allow you to become more than proficient in your art. Each trade you choose has to be something that would exist in a medieval society. For 100 CP each you can choose more trades.

Resolve (400 CP): Commoner's are looked down upon by literally everyone in this verse, sometimes abused both physically and even verbally at times. But they never break, you see commoner's have something some Magic Knight's lack, willpower. With this perk your willpower has been enhanced with just this you could stand, just about anything the world has to offer from being ostracized and bullied all the way to daily torture.

Knock To The Head (400 CP): You are not like other Commoners or anyone else really. You see you possess a unique ability in this world, one that is long overdue the ability to change people. By simply battling against someone or (if you were desperate) with them, you change them as if simply by magic; prejudices disappear, superiority complexes vanish as if never there, long-lasting hatreds become dead and buried. With just a bit of time you could bring even those crippled by madness back to sanity or those thought of beyond help back.

Plot Armour (600 CP): To you life is merely a game, .. at least that's what everyone else thinks. You are horrifyingly lucky, bad luck seems to just ignore you entirely and everything seems to just go your way. If you have any enemies you no longer need to worry about them for everytime they seem to think of attacking you they begin to suffer tremendous bad luck, whether a squad of Magic Knights wandering into their base or hell even a boulder just drops onto their heads. However, while this gives you tremendous luck, this isn't an automatic win if you purposely get yourself into trouble this won't help but the level of trouble you would need to get to is still incredibly high.

Capstone Booster: Fortune Favours The Commoner:
It would seem that the power of the stones placed a large conceptual weight upon you where before you were merely favoured by luck, now you are pulling it towards you your luck now reaches far beyond yourself to encompass everything linked to you from your deepest desires, to

your day to day life to any machinations of yours and if you were actually good at plans than i would feel very sorry for your enemies.

Nobles:

Noble of the Clover Kingdom (100 CP): With this perk, you can choose to have been born into any one of the noble houses of the Clover Kingdom which one is entirely up to you and yes if taken by any other option besides Noble you too can choose to be part of a noble family but you will not possess the magical power they possess from birth. Also if you so choose you can choose to be a noble from another kingdom for example Yuno.

I'm a Noble after all (200 CP): Three words I'm a Noble just those three words are enough for a noble to get out of any sort of trouble or responsibility whatsoever, I would say it's unfair but that's nothing compared to what you have. Whether consciously or not you exude a type of aura that messes with those around you, what this does is in situations where you would normally get punished or ordered to perform menial chores the aura would make it just that tiny bit easier lessening the punishment by 50% or in in the case of chores or situations similar it would make it as if you were not there.

To Us Everything Should Come Easy (400 CP): With this perk you have become an absolute prodigy, able to learn anything terrifyingly quickly. With this you could go from a complete novice magic practitioner to an equal of a magic knight captain in weeks at that is only if you practise an hour minimum everyday and if you practise hourly everyday the time could shorten to a few days.

Nepotism (400 CP): As a Noble it is common sense that you are looked favourably upon by everyone but you take that upto 11 out of a scale of 10. You want to be in the top 10 of the magic knight competition well, luckily for you your cousin is the one judging it. Up for a promotion as a magic knight, well luckily for you, you're lucked favourably upon by the captain. To quote a famous made up detective "There's an art to nepotism and you are it's Michalangelo".

Blue Blood (600 CP): It's not just the nobles of the Clover Kingdom who were blessed with large mana reserves however it was only the former that stole mana from the Elven race the others all trained and bled for their power increasing their mana reserves through battle and training. Now like them you can also train your mana reserves exceedingly quickly by simply training and emptying and refilling your reserves. They double even triple in weeks what would others years if not decades however, the larger your reserves become the harder it will become to train them.

Capstone: The Noble:
Now through either your existance or your experience, your ability to grow your mana reserves has been augmented now no matter how large your reserves become it will remain as easy to train them as when you first began. Not to mention, the growth rate has also grown now doubling in quantity compared to the growth before.

Villain:

Intimidating Presence (100 CP): Self-explanatory really, there's something about you, something dangerous that makes your friends smile in confidence and your enemies tremble before you. As soon as you step into a room everyone feels it, raw powers crushing down on them. Of course if you can't actually fight the presence won't help you much.

For Master Licht (200 CP): Unlike those Magic Knights you fight for something greater, someone greater, master Licht. You find through finding for something other than yourself whether for a person or an ideal able to place more of yourself in every spell, give a little bit more every hit, stand up a second more when pummeled into the ground by thinking of what you are fighting for you gain the strength needed to just carry on a little bit longer.

Genius Inventor (400 CP): Sally of the Midnight Sun is many things, insane, partially psychotic and most of all a genius inventor capable of creating wonders such as magic tools that could increase a mages powers a hundred-fold, creating perfect artificial bodies for disembodied souls that were identical to how they were in their first life, merging 2 bodies with opposite attributes into stable whole, the list goes on. Now you too possess this monstrous penchant for inventing that Sally seems to possess, able to create wonders of both magic and science, with only a little time the sky's the limit.

Devilish Charm (400 CP): The Devil Zagred as evil and sadistic as he was. Also, possessed a frightening level of intellect and foresight. Manipulating both nobles and elves with childlike effort even when not present in the world the ripples of nis manipulations centuries ago played the elf Patolli into bringing him back into the world all without anyone ever even suspecting. Now you too possess such fearsome intellect able to manipulate anyone and anything into doing whatever it is you desire all the while making them believe that it was freely their choice. You have also gained a measure of foresight, allowing you to place down large scale plans that could span long stretches of time.

Forbidden Magic (600 CP): Forbidden Magic is a form of magic that draws upon the magic of the underworld negative mana. Because of this imbuement the spells become immensely more powerful than their standard counterparts bypassing the normal limits of magic. Whether through practise or even a teacher you have learned how to tap into the energy of the underworld amplifying your spells and forms of magic beyond what they were capable of. However, be warned channeling this energy is not without risk if you are human you will be inflicted with the curse of Weg, for other races your magic and soul will be forever altered, the state of which will depend on the amount of energy you channel. For Demons who can already channel this energy naturally, you have learned to through some way amplify your own magic past what it was once capable of for example Kotodama magic being unable to manipulate Dark Magic now it can do so , so long as you are drawing upon the negative mana.

Capstone Booster: Forbidden Jumper:

The further exposure to the negative mana has as aforementioned altered you now no matter your race you are immune to the side-effects of the negative mana able to channel any amount of the negative mana straight through you amplifying not just your magic now but also your very being passively amplifying your physical condition to equal the usage of reinforcement magic and if taken with negative mana enforced reinforcement magic your condition is enhanced even further. Again for the Demon race this has changed you unlike above the magic of the underworld bow passively runs through you bolstering your physical abilities past even what the above is capable of, your increased status has also changed you for the way you manipulate the mana of your home is second to none with just a thought you can now flood any area with your negative mana and cause any spell powered by the natural mana of the world to fizzle and dissipate into nothingness. When facing others of your kind is where your true skill shows itself, by manipulating the negative mana of their spells you can manipulate them as if they were your own.

Mana Reserves:

Magic-Less (+300 CP): When it comes to magic, you don't have any not a smidge of mana running through you making you one of the two magic-less beings in this verse.

Dismal (+200 CP): You have a smidge of mana in you enough to light a candle and that's it.

Better Than Nothing (+100 CP): You have less mana than the average of this world's population both in quantity and amount enough to make your life easier but I wouldn't try fighting with it.

Average (Free): As the name says, not enough to be a Magic Knight but enough to defend yourself.

Magic Knight (100 CP): You have enough magical energy in quantity and amount to reach mid-high level rank in the Magic Knight organization not enough for Captain but enough to survive in a long drawn out confrontation.

Nobles (200 CP) (Elves and Nobles get this free same with those who picked Jumper Demon): Whether through birth or some form of incident you were born with magic beyond even the Magic Knights halfway to a Magic Knight Captain being able to throw around Mana heavy spells as if they were nothing. It would take doing the former all day for you to even feel it.

Magic Knight Captain (250 CP Free for those who picked both Elves and Nobles): As the name suggests your Mana in quantity and reserves equal that of the most powerful Magic Knight Captain.

Wizard King (300 CP Free for those Nobles/Elves with Jumper Demon): Many train for years to get to this level, you well you were born here. Your magical energy alone would make you the equal of the Wizard King, far exceeding even the most powerful Magic Knight Captain by far and wide. With these reserves you could cast a spell over an entire kingdom at once and still have more than enough left.

Demon (400 CP Free for Elves who picked Noble and Jumper Demon and obviously Demons): Whether you were born in the pits of Hell or not, it doesn't matter what matters is what it left you. Magic reserves greater than any human. It would take 5 Wizard Kings to even begin to equal your reserves.

Dark Triad (600 CP Free for Demon who took Jumper Demon): The Dark Triad are a trio of powerful mages who rule over the Spade Kingdom, each and everyone of them is host to a Devil from the Underworld itself, allowing them to channel magical power straight from their

Devils themselves bestowing upon them each reserves to match. You however, have either through divine or devilish prominence or circumstances of your birth have been bestowed magical power equal to all 3 mages of the Dark Triad.

Grimoires:
Gain 500 CP for this section.

Grimoires are magical books that greatly enhance the users ability to perform spells and use magic. The grimoire works as a store for all the users' spells. By growing and developing as a person the grimoire develops alongside them with new magic spells appearing in them. As the grimoire is connected to the user only they can use it and it disintegrates when the user dies.

Mana within mages unlike in the environment has a specific attribute within it, there are four major attributes; Fire, Water, Earth, Air and all other attributes are derived from these four. There also, exist rarer attributes not derived from these 4 elements such as Light, Dark, Time, Food and Space.
Now grimoires come in 4 kind 1,2,3 and 4 leaf clovers with each additional clover the power of the grimoire increases it is said that the fourth clover bestows good luck upon its wielder. Your grimoire starts as a one clover grimoire for an additional clover an extra 100 CP is required for the fourth clover additional 500 CP is required.

Normal Affinities (100 CP): Here you can pick one attribute of your choice barring the rarer attributes. Can be purchased multiple times.

Rarer Affinities (200 CP): Allows you to purchase rarer affinities e.g. Dark, Light, Time, Food.

Multi-Affinities (50 CP): For 50 CP you can purchase another affinity for every affinity you purchase you need to purchase multi-affinity as well.

Forms of Magic (100 CP): Besides magic attributes there are other forms of magic available for every and all mages to use. Some examples are, Reinforcement Magic or Creation Magic. Because this is magic that can be learned you do not need to purchase multi-affinity. Can be purchased more than once. Curse magic is an example of this.

Spirit Magic (300 CP): This is a form of magic that allows a user to summon an elemental spirit of the matching element and bonds with them each spirit possess immense magical power and can increase their masters own magical power and spells. Spirits overtime develop alongside their partner. You begin with a number of spirit spells in your grimoire.

For an extra 200 CP your grimoire can be upgraded so at the beginning instead of it being empty it will have the same number of spells in it as a Magic Knight Captain.

If the above seems too expensive then you can purchase the options below. If you purchase an affinity above and purchase the same one below the affinity is enhanced becoming stronger and with less mana cost. **However, spirit magic can only be purchased above and if you purchase an option below you can add on an attribute by purchasing it above.**

For 100 CP you can choose Imitation Magic or Magic Transcription Magic or even both for 200 CP. For those who don't know Imitation Magic, allows the user to copy another mage's spells by simply touching their grimoire the user can simply copy the spells of another. Magic Transcription Magic allows the user to copy a beings magic and transfer that magic to a magic tool of your choice. For these magics everytime you personally develop and your grimoire grows, spells for every magic you copied will appear and in the future when you copy another mage's spells new spells will appear to equal the number you already have. Furthermore, for imitation magic you are not limited by the number of spells you can cast unlike Rhya.

Charlotte Roselei (100 CP): Briar Magic
Creation Magic

Gordon Agrippa (100 CP): Poison Magic
Curse Magic

Gueldre Poizot (100 CP): Permeation Magic
Creation Magic

Klaus Lunettes (200 CP): Steel Magic
Creation Magic
Restraining Magic

Witch Queen (200 CP): Blood Magic
Healing Magic
Creation Magic

Alecdora Sandler (200 CP): Sand Magic
Creation Magic
Restraining Magic

Fanzell Kruger (200 CP): Wind Magic
Creation Magic
Restraining Magic

Fana (300 CP): Fire Magic
Crystal Magic
Healing Magic
Creation Magic

Magna Swing (300 CP): Fire Magic
Creation Magic
Restraining Magic
Reinforcement Magic

Charmy Pappitson (400 CP): Food Magic
Cotton Magic
Restraining Magic
Reinforcement Magic
Creation Magic

For Demons and Demon Hybrids they gain access to 5 leaf grimoires and only one type of magic but the magic possessed by Demons far outweighs any and all in terms of powers. For the purpose of this perk Demons and Hybrids will only have access to this magic but if you purchase other attributes up above you gain access to them post jump.

Items:

Magic Tool (200 CP/ One Free for those who take Magic Transcription Magic): A tool that helps in the usage of spells. This magic tool enhances and lowers the cost of all magic you cast with it. This can come in any shape and size including a syringe if you desire or even a stereotypical staff. Further purchase discounted to 100 CP.

Money (100 CP): For every purchase, you gain 200,000 of what the money is called here. This is more than enough to live off of for 5 years of lavish lifestyle in the common realm as is the normal wage for a newby Magic Knight.

Magical Library (400 CP): As it says on the tin a library full of every single spell, ritual, recipe, history in this world. You name it this library has it. Even things that were never written are written down here. In future jumps this update with all the magical knowledge of future jumps as well.

Magic Stones (400 CP): Jewels capable of amplifying the magic power of the one welding them, using them the Elven leader Licht was able to transform into a Demon that would lead to man's extinction. However overuse of the stones have detrimental outcomes due to the overuse of negative mana. However, due to you paying CP your stones don't have any side effects and if you desire you can import an object to gain the properties of these stones.

Drawback:

A Different Time (0): You can now choose when you appear in this world, whether the time of the Elves or a few months after Asta becomes a magic knight. It's all your choice

Long Stay Here (100): With each purchase of this perk you get to stay here for an additional 10 years and can be purchased multiple times. Maximum 1000 CP.

Obsession (200 CP): You are completely obsessed with someone to the point where you would spend all of your wages on them every single time. So be prepared to be broke for the remainder of this jump.

Battle Maniac (300 CP): You love a good fight, you live for it and this is exemplified in your personality you constantly challenge others to fights even those out of your league and when faced with those of a far greater strength than you rather than run away you'll be challenging full speed toward them I hope you like having no survival instinct.

Power-Less (400 CP): The stereotypical jump where all your out of jump powers and equipment barring body-mod is locked for the remainder of this jump.

Sally (400 CP): Sally for some reason has found out about your jumper nature and now predictably wants to dissect you for her experiments. Behind her will be the full force of the Eye of the midnight sun barring Patolli and the other 3 elves, good luck.

Clover Kingdom (600 CP): Regardless, whether or not you did anything you are wanted by the clover kingdom and if they catch you, they will kill you at first they will send junior ranked magic knights after you but for every month you spend out of their reach they will start to send stronger and stronger magic knights after you until even the Wizard King himself will go after you.

Zagred (600 CP): Through some obscure method or another the devil Zagred has managed to acquire his true grimoire and raise his true body from the underworld. Zagred desires power and he has found out that to acquire that power is to kill you whether that is true or not doesn't matter what matters is that he is coming for you so be ready.
(+400 CP): Now instead of just Zagred coming after you the Dark Triad are as well now all 3 draw power from Devil's and are immensely powerful and skilled be careful.

Devil's Gate (1500 CP): Something happened, your arrival broke the barriers between this world and the underworld and now this entire setting is filled to the brim with devils humans are now their livestock and playthings to do whatever they desire all rebellion has been crushed and the Devils rule, welcome to Hell.

Notes:

- Not many items here because there aren't really any besides magic tools.