Cautious Hero: The Hero Is Overpowered but Overly Cautious

Version 1.2

Welcome to the world of Cautious Hero, jumper. Though it would be more accurate to say that this is a world made up of many other worlds, as the fantastical lands that the gods of the Unified Divine Realm watch over are countless. Regularly these worlds are threatened by the forces of darkness, and whenever this happens a god is given the task to summon a hero from another world and aid them in defeating the cause of the world's trouble, its Demon Lord. Ristarte, goddess of healing, is one such deity, and when she is assigned to the S-rank difficulty world of Gaeabrande, her only hope is an ordinary Japanese youth possessing far higher stats than an average person. His attitude towards danger leaves a lot to be desired, though…

You show up the moment Ristarte summons Seiya and will be staying here for 10 years. But just in case, have **1000 CP** to spend on whatever you like – please don't spend all of it on spare copies of mundane adventuring supplies.

Origins:

Gender and age may be freely decided.

Drop-In: You enter this world without any prior history or memories thereof, simply popping into existence somewhere in the Unified Divine Realm, likely to the surprise of any gods present. It seems that some unknown factor has lead to you becoming an existence closer to a god than an ordinary mortal, maybe even to the extent of being mistaken for one by the locals. Alternatively you may start as a known newbie deity, but you won't get any benefits from it.

Summoned Hero: Well, maybe it was to be expected. You've been summoned by one of the gods to protect an S-ranked world from evil, a world so dangerous that any ordinary hero might not even last a day before the servants of the local Demon Lord destroy them while they're unprepared. You start in the Unified Divine Realm, standing in the middle of the summoning circle that brought you there.

Local Hero: Even though the gods get their heroes from other worlds, that doesn't mean that the locals are lacking in powerful heroes of their own. Usually these heroes have a part to play in some prophecy, and often fight beside a summoned hero in defense of their home. By default you start in Gaeabrande, your home town specifically, wherever that may be.

Twisted Hero: You were a hero destined to save the world, once upon a time. It's not unlikely that you managed to accomplish your goal. But the path was harsh, and along the way your ideals eroded, or perhaps they were even crushed by the people you trusted at the end of it all. But your heart's still beating, and that's all that matters. You'll take your destiny into your own hands, maybe with the help of a devil or two. You can choose whether you were originally a summoned or local hero, and will start in Gaeabrande by default.

Demon General: Was the pull of darkness just too powerful, jumper? Whatever your motive may be, you are a servant of your world's Demon Lord, and a high-ranking one at that. By default you start as one of the Four Heavenly Kings serving the Demon Lord of Gaeabrande… which makes the name unusual, but Gaeabrande's Demon Lord was never one for playing by the rules.

Perks:

Perks are discounted to their associated origins.

General

The Standard Package (Free): In this world, one's powers and abilities are measured by their status, a suspiciously RPG-like system containing everything you would expect from such a thing. Levels are gained through EXP, which in turn increases one's stats and grants resistances (to things like elements and status effects), special abilities (like fire magic and flight), and skills (fireballs, sword techniques, and the like). It also shows someone's personality type, like "self-righteous" or "overly cautious", but this is mostly cosmetic. You gain access to this system and start at level 1, with a class of your choice and an affinity for four other classes, and additionally gain the otherwise rare ability switch between them with a moment of concentration. Because even the status of a level 1 can vary from person to person, like having high attack but no MP for fighters and low physical stats but high MP for wizard types, you're free to shuffle your stats around to your liking, and may start with minor advantages like a weak resistance to fire or an attack-boosting melee skill. Just keep in mind that the level cap is 99, and once you reach that cap you'll have to find another way to increase your strength through this system, like learning skills from others.

Drop-In

And 1,000 Hairs (100): Your hair seems to contain some sliver of divine power. Which is already a little strange, but what's even stranger is that this means using enough of your hair in any kind of process where an item is created will always result in the finished product being improved. Weapons and armor, magical artifacts... Hell, even food will be a superior product that can only get better the more hair you include. The hairs will disappear after use, but it might be best not to tell anyone about your excellent cooking's secret ingredient.

Gate of Worlds (200): With a simple hand movement and some concentration you can now open a gateway to any place you've been before, allowing you to transport both yourself and anyone able to fit through the portal over great distances. In its current state it doesn't allow for interdimensional travel, but with enough practice you'll be able to do the same with places in other dimensions (provided they're in the same local multiverse). Opened portals disappear at will, with anything passing through at the moment being transported back to the location the portal was opened at.

MEGAMIC POWER (400): Now you're coming dangerously close to godhood. Like the gods, you have a set of divine abilities based on a certain theme. They can be as straightforward as Adenela's sword techniques or as abstract as Ariadoa's power over seals, but they cannot be directly powerful in combat and have a wide range of other uses at the same time. You can also choose to obtain a canon powerset, but the abilities you can get from this are only as powerful as those of a god not using their Order, and some (read: Valhalla Gate) are just as deadly to use for you as they would be for an ordinary human.

– Another – (600): Sometimes things don't go as planned, and your ultimate trump card simply isn't enough. That's where this perk comes in. By sacrificing most of your lifeforce, you can call forth a stronger follow-up variant of any offensive ability you possess, putting you in a near-death state in exchange for unleashing something that wholly surpasses the original technique. As an example, Valhalla Gate Another successfully swallowed and contained both the original summoned Gate and the Demon Lord that had escaped from it, and in a similar fashion an Another version of a fire-based attack would quite literally burn away the flames of its original counterpart and incinerate an enemy otherwise immune to fire. The backlash that follows cannot be healed under your own power, and as such you'll need outside assistance to do anything more than keeping your life hanging by a thread.

Summoned Hero

No Peeping (100): Both in this world and beyond there are a wide range of individuals with the power to observe the stats and skills of others – and you're not having any of that. Anyone attempting to access information about your powers or level of strength will be prevented from doing so, even if it takes the numbers on their status display gaining free will and poking them in the eyes for them to give up.

Goddess-killer (200): No, not like that, that's for later. Rather, you get along exceptionally well with divine beings, with most well-meaning deities having a good first impression of you and quickly growing to like you (though if it's as equals or as an amusing lesser being depends on their attitude). Gods that like you are much more willing to help you out and give you favors like offering to teach you their techniques, though having the aptitude for learning such things is an entirely separate matter. Should they grow especially fond of you, which they likely will if you spend enough time with them, they'll be willing to go so far as to break divine laws to ensure your well-being.

Ready Perfectly (400): There's such a thing as being too cautious, though for some reason going the extra mile always seems to work out for you, even if it seems unreasonably paranoid. Sometimes you'll get the feeling that you should train a specific skill especially hard, or buy a ridiculous amount of potions, or douse an ordinary-looking priest's head with holy water, all just in case. And when you act on these unusual hunches you'll find that it was just the skill you needed to defeat your next big enemy, your potions came in handy much more than one would expect, and that priest was an undead spy all along. The feeling this sixth sense gives you is easily distinguished from any actually unwarranted worries, so there's no mistaking one for the other. For you, the line between paranoia and prophecy is a fine one.

EXP Boost (600): A cheat power befitting any main character worth their salt is now yours. Your level rises absurdly quickly, and even simple exercise increases your power by leaps and bounds beyond what your peers are capable of. Furthermore, powerful skills come to you naturally as you level up, and while you can't gain any skills that would be impossible for you to get in the first place you're likely to obtain skills that should be reserved for higher levels early. Should you find someone stronger than yourself to train under, the effects of this perk will become even greater, enough to surpass them in a short amount of time as long as the difference in power isn't truly ridiculous. Lastly, if someone is willing to teach you how to perform a technique they possess, you will eventually be able to learn it, even if it's something innate you shouldn't really be capable of picking up just by being shown how they do it. It's likely that your most powerful enemy will be your own level cap.

Local Hero

Resolve of a Born Hero (100): There's no time for weakness of mind when the world needs saving. Your will is a powerful thing, and as long as you have some kind of noble goal to strive towards there's nothing that can break your heroic spirit. No vast difference in power can faze you, gruesome scenes leave no marks on your mind, and even if you were to be tortured until your body is utterly broken your will is so strong that it can reliably keep the rest of you alive long enough for your allies to rescue you. You *do* have those, right?

Nakama Creator (200): Fate has a way of bringing people together to perform great deeds, and while this perk doesn't influence that directly, it ensures that you'll get along with whoever fate decides to pair you up with in your pursuit of a legendary goal. The most obvious example would be the summoned hero and their god sent to your world, but a famed demon-slaying sword with a will of its own or a former enemy who has decided to join your side are just as valid. You're guaranteed to become fast friends with these individuals, and the more time you spend with one another the more effective you'll become when fighting as a team, with no one lagging behind in power or becoming less useful when it comes to their role in the party.

Ancient Blood (400): Rejoice, child of prophecy, the time for you to fulfill your destiny is nigh. The blood of a powerful magical being runs through your veins, and with the proper training you'll be able to transform your body part by part into a form similar to your ancestor's, eventually culminating in a full-body transformation that multiplies your power several times over and grants you the traits of the creature you descend from. You're free to choose what creature exactly, but inheriting a powerful unique ability like a hydra's regeneration will force you to sacrifice the raw strength of something like a dragon.

The Warmaster (600): You're not some plucky young hero in the making leaving their village for the first time in their life. A veteran war hero is what you are, one who has served the forces of good for many decades. In addition to one of the highest-ranking positions in the military and the admiration of the masses, a lifetime of battle has left you with a wealth of experience in the ways of warfare and personal combat alike. Few can match your strategies on the battlefield and you are nothing short of a venerated master when it comes to handling your melee weapon of choice, your mind so brilliant that you can find a way to deal with most martial techniques a mere moment after seeing them for the first time. And while there's little you can do against an enemy who completely dwarfs you in power, if the gap in strength is small enough you'll find your stats increasing to match theirs as you grow more and more accustomed to fighting them.

Twisted Hero

Rough Edge (100): Aggression, brutality, sadism – you wouldn't call any of these positive qualities to have. But even so, the world recognizes you as someone lashing out against the people who wronged them, and you'll have more luck getting what you want by acting like a demon, oddly enough. Spew psychopathic taunts at your enemies, and they'll be more inclined to let their guard down out of fear. Revel in their pain, and you might be physically reinvigorated through sheer sadism alone. The benefits are minor, but they're certainly there. And let's face it: you always were pretty edgy.

Driving Force (200): There are people who have lost everything dear to them, and still push on regardless. Why is that? Though you may not have experienced loss to that extent, you can channel any emotional turmoil and negative thoughts haunting your mind into a kind of grim determination, letting you power through excruciating agony like it's nothing and even ignore something like the shock of losing a limb mid-battle, not even pausing your attack for a single moment. And when your life is truly in danger, to the point where you're no longer even conscious, your negative emotions will drive you forward like a demon possessing your body to fight with as much power and ferocity as you would have had while awake, only ceasing when you regain consciousness or the enemy is defeated… provided you're emotionally messed up enough.

Dark God's Blessing (400): Though there are many deities in the Unified Divine Realm, it's not the only place with beings of great power that desire to influence alternate worlds. A Dark God watches over you, and though they can't aid you directly, they can offer you blessings in exchange for a sacrifice. By giving up a part of your power – skills, resistances, extra lives, a part of your total energy pool, and the like – you'll gain a boon to aid you in your current efforts. A stat increase while fighting a stronger enemy, or a strong resistance to poison while traveling through a dangerous swamp are among the things you can expect from these blessings. Their strength, of course depends on the amount and magnitude of the sacrifices made, with a greater quantity of powerful abilities granting greater blessings. Be careful though, as these exchanges are permanent, and blessings can't be used as offerings themselves.

Berserk State (600): A multi-phase technique developed by the exiled Goddess of Warfare, the Berserk State involves surrendering the user's mind to bestial madness. An ominous red glow engulfs them, the loss of their humanity made clear by their sharp fangs and constant crazed growling. Their ability to use magic is also sealed, but their physical stats are greatly amplified. You now know this technique, and your close encounters with death have allowed you to stay sane while using it, the side effects manifesting only as heightened aggression depending on your experience with each phase. There are four known phases, with Berserk: Phase One doubling physical stats, Berserk: Phase Two

tripling them, and so on. You start with a decent amount of experience using Phase Two, and have learned to avoid the great risk of suddenly jumping to a new phase by more gradually adjusting it, from phase 2.1 to 2.2, for example. Though reaching the fourth phase would normally destroy the soul of even the most legendary hero, your nature as a jumper allows you to use it without that unfortunate side effect, and after training your Berserk State for long enough you may even find a way to incrementally increase the power of other transformations in a similar manner.

Demon General

Hope-Crushing Awe (100): An agent of darkness is at their most magnificent when their might far exceeds the paltry strength of their opponents, and this is especially true for you. Your presence alone is enough to instill a sense of dread in weaker enemies, an emotion that is enhanced with every display of your superior power. This is not simple fear however, and could be described as something between despair and admiration for their terrible foe. Should they be particularly weak of will or have the reality of the situation presented to them to sufficient extent, they will realize that there are no options beyond death or servitude. And like a rebellious child submitting to their father, they will always choose the latter. Any lesser opponent you face is a valid target as long as they are capable of feeling such emotions, and you'll find that those you have allowed to serve will quickly become loyal underlings.

Starter Town Spawn Camping (200): The usual theories don't apply in Gaeabrande, and they never will with a little meddling on your part. As soon as you become aware of a future threat to yourself or one of your schemes (like a pesky hero being summoned into the world), you'll gain exceptional luck when it comes to dealing with the problem before it gets out of hand. You'll be warned ahead of time one way or another, you'll stumble across valuable intel about possible factors that might empower this threat against you, and any minions you may have will work competently to produce optimal results. Keep in mind that this perk's effects aren't perfect though, and that even if you ensure that any major opportunity for a threat to grow is destroyed and your minions adopt the most unfair strategies possible, the slim chance for it to grow little by little and take you down with even more devious (or downright ridiculous) tactics remains.

Fifth Heavenly King (400): You can't hold a position like general in the Demon Lord's army without being a cut above the rest, and much like your high-ranking peers you have a particular specialization you excel at, most likely relating to either monsters or your own body. This means that you could be a summoner who binds powerful monsters with bloody rituals, or a mad genius who experiments with them to combine their best attributes in a single being, and on the more direct side you could have one particularly high stat like blinding speed, or possess a transformation that enhances your physical capabilities. You may choose to be something of an all-rounder too, but that would mean that whatever you gain will be significantly less impressive.

Second Phase (600): Maybe 'Demon Lord in the making' would be a better way to describe you now? After all, you possess something that only someone participating in a climactic final battle should have. It doesn't matter if the hero pierces your heart with the legendary blade said to kill demons with a single touch, or successfully casts you into a dimension of void from which there is no escape. Once per jump whenever you are slain, imprisoned in a place you can't escape, or otherwise permanently defeated, you'll be able to get back into the fight stronger than ever. When the guard of those naive enough to think they have defeated you is down, you will assume a monstrous and horrifically powerful form and quickly rid yourself of whatever predicament was forced upon you, ready for revenge. On top of multiplying your power dozens of times, you'll gain a one-use ultimate attack comparable in power to the Demon Lord of Gaeabrande's Judgement Zero, enough to destroy the world itself and reduce its inhabitants to ash. Assuming your attempt at revenge is successful, you'll return to your original form afterwards.

Items:

Items are discounted to their associated origins. You can import any weapon you already own to gain the properties of the weapons you purchase.

Drop-In

Crystal Ball (100): A crystal ball that lets you remotely view places you've been to before. Just by focusing on a particular location you'll be able to see what's going on there in real time, even if the place you're thinking of is in an entirely different dimension from your current one.

Grinding Dimension (200): A pocket dimension where time passes 100 times slower, meaning you could spend a full day inside while a little under 15 minutes pass outside. In short, it's the perfect location to escape to and grind when faced with a stronger enemy. The dimension itself is small, about the size of a modest town, and uninhabited, but you're free to decide its general appearance yourself. You can either attach it to your warehouse or one of your properties, give one of them the same unusual passage of time, or have the dimension follow you normally, though it would require some interdimensional travel ability to access.

Well of No Return (400): An ordinary-looking well now stands in your warehouse or one of your properties, with a rope ladder leading downwards and into a modern-looking concrete tunnel. You yourself can come and go as you please, but anyone else who enters will be blocked from exiting by a powerful force field created by the Great Goddess Ishtar herself. As the highest-ranking god of the Unified Divine Realm, answering only to the Three Pillars, nothing short of an ascended Demon Lord or a powerful Dark God would be capable of breaking through the field with raw force. As such, it's a good place to imprison spared or hard to kill enemies, if you can manage to get them in there first, at least. As the owner of the well, you can also decide if there are others who can leave freely, just in case someone falls in by accident. It can happen.

Summoning Circle (600): Whether it's authorized by the gods of the Divine Realm or not, you now own a room attached to your warehouse or one of your properties with a large summoning circle and a mysteriously restocking stack of papers. Written on each sheet of paper is the name of a random Japanese teenager from a standard earth-like world as well as a stat sheet representing their physical and magical ability. Just by standing in front of the circle and calling out their name you'll be able to summon the selected person to you, giving them access to the same RPG-like magic and skill system any summoned hero from this world possesses. The vast majority of candidates are unremarkable, but more impressive individuals pop up with increasing rarity depending on their level of strength. Summoned heroes count as followers and will simply return to their own world with their memories and access to their powers wiped if killed, but you may only summon one of them at a time and while it's theoretically possible to summon the same person again, the chance of their sheet appearing a second time is highly unlikely.

Summoned Hero

Spares Upon Spares (100): A good hero needs good equipment, but quantity is sometimes better than quality, and that's what this for. You have a small bag filled with the local currency of whatever world you're visiting, and it will always be enough to buy a needlessly large amount of adventuring supplies like three sets of armor or 500 bottles of holy water. You get a new bag every month, regardless of if you've used the previous one. Does not include the means with which to actually carry around all of that crap.

Designated Bag Carriers (200): Finally, people to carry your 999 medicinal herbs. These two plucky young heroes are supposed to aid you in your quest to defeat the Demon Lord, but they're not all that good at fighting compared to you. In fact, all they're really good at is being pack mules. To a scary extent, actually. For some reason it's like they aren't weighed down no matter how much you cram into

their backpacks, which are also able to fit much more than they should, and they're always able to pull out the exact item you asked for in a pinch. Beyond this highly specific skillset they also count as followers and are about as strong as Mash and Elulu were when Seiya first met them.

Elemental Attribute Bracelets (400): A set of bracelets that each correspond to a single magical element: Fire, Ice, Lightning, Light, and Dark. By equipping one of these bracelets, you will be able to cast variations of spells you already know that instead utilize the bracelet's element. Fire arrows will become icicles, shining holy light will instead blanket the battlefield with lightning strikes, and the like. If the magic is reliant on a particular element, the spell will use your affinity with the original element regardless. Even though equipping more than one does nothing and all of them are unbreakable, you actually have two identical sets. Gotta have spares too, after all.

Legendary Armor (600): This shimmering chestplate is the creation of a wise old sage, forged from unbreakable adamantite, the strongest material in Gaeabrande. It's hard enough that no monster or demon, not even the Demon Lord himself, is able to put even a scratch on it. It is also remarkably good at absorbing physical force, to the point where a blow that should have killed a regular human will instead leave them wounded, but not at death's door. Only something more powerful than the Demon Lord, or someone wielding a weapon made from a similarly legendary metal stands a chance of piercing through the armor. So until you meet an enemy like that, your torso will generally be impervious to physical attacks. Better watch your head in the meantime, no such thing as a legendary helmet, unfortunately.

Local Hero

Demon Spirit Orb (100): You don't plan on switching sides any time soon, right? This small orb glows with malignant energy, and when swallowed will temporarily transform the user into demonkin, doubling their power for a short while. It will also reverse advanced aging and wounds for the effect of its duration, but both of these will return afterwards. The increase in power remains the same even if you're demonkin already, and you get a new one a week after use.

Testament Pact (200): A slip of paper with a blood-red magical circle drawn on it, **t**his pact possesses a powerful binding force, fashioned with highly potent magical and divine power. Currently everything below the circle is empty, but when someone makes a formal agreement to create a pact with you, the terms of that pact will appear on the page and serve to create a law that cannot be broken by them, and will be punished with instant death if they make an attempt to do so. The pact must be agreed to under one's own free will, but coercion isn't out of the question, and if the other person has a great amount of authority over a certain group (like a king, or the Demon Lord), they can make a pact that involves that group as a whole. This means you could, for example, put a permanent end to demon aggression against humans by forming a pact with the Demon Lord under the terms of "Humans may not harm demons under any circumstance". The Testament is impossible to destroy for anyone but you yourself, and if you decide to do so you'll get a new one a day later.

Igzasion (400): The sacred blade, said to be the only thing capable of harming the Demon Lord… or at least a very convincing fake. Highly resistant to damage with an edge that will never blunt, it's an excellent sword on its own, but it truly shines when facing an enemy that's particularly picky about what can and cannot harm them. This sword can fill the role of any mythical weapon destined to defeat an otherwise invincible threat to the world, and is just as effective at doing so as the weapon in question. Just keep in mind that this only works if the weapon is the sole arbitrary requirement for harming something; if you have yet to satisfy other conditions or if the original weapon has some highly specific trait as the reason for it being able to harm something beyond being "the legendary weapon" then there's little this sword can do for you.

The Jumpguard Empire (600): This vast empire spans most of the continent, the many conflicts in its long history culminating in a peaceful and prosperous nation. Despite that peace, it maintains a large army of imperial knights to defend itself from external threats, as well as a smaller group of powerful imperial mages dedicated to the defense of the capital. The people regard their ruler as a true hero,

and the soldiers feel a great amount of patriotism for their homeland. Perhaps through some twist of fate, or merely by being the firstborn of your predecessor, the title of emperor is now yours. You can customize the specifics of the empire to your liking, as long as it doesn't go beyond what would be expected of an average nation in a parallel world, and at the start of every jump you can choose to have your empire integrated into the world's history.

Twisted Hero

Mysterious Mask (100): This ornate mask is of demonic make, and possesses a strange ability to hide the wearer's physical attributes from others. Even if it should be clear as day what your hair color, gender, or even species is, most observers will struggle to determine any of these things, making it very useful for hiding your identity and other covert activities. It doesn't prevent people from looking at your status or using other supernatural means of analyzing someone, but the ones lacking such methods won't even be able to tell the difference between a regular human and a hulking demon.

Communication Orb (200): Like a crystal ball, this orb connects to somewhere far away, though where exactly is not under your control. It is the domain of a Dark God, one that favors your efforts, and the orb is a gift to maintain communication between the two of you, as they are incapable of manifesting outside of their own realm. Despite this limitation, they can still use their power to peer into worlds you visit to scout ahead and gather valuable intel about your future objectives, and are happy to share their great knowledge of matters like curses and dark rituals with you, providing tips on how to train such powers and other useful information to ensure that you will continue to survive and grow more powerful… Or you could just talk to them when you're feeling lonely, they're a good conversational partner too.

Dragon Abyss (400): Attached to your warehouse or one of your properties is a large underground hall surrounding a gigantic pit, pitch-black and deep enough to seem bottomless. Though this is already ominous enough, its function is much more fearsome. Anything that is already dead or capable of dying from such a tremendous fall will vanish upon reaching the magic circle at the bottom, after which a blade will rise from the depths. This blade, created from their body, contains a small amount of their essence and power. At first the effects are subtle, with blades created from the bodies of stronger beings hitting harder than those made from weaker ones, but more of its power will be unlocked with continual use, eventually revealing a signature ability. If a sword was made from, for example, the body of Gaeabrande's Demon Lord, it would be able to fell enemies of a similar caliber and possess a strong anti-magic field as its signature ability.

Holy Power Draining Sword (600): This sinister red-bladed weapon is more fitted to an enemy of the gods than one of their summoned heroes. By pointing the tip of the sword at a being in possession of divine energy, it will slowly be drained from them, which will in most cases weaken them greatly. But against beings who depend on divine energy to continue existing, like deities, having the source of their power drained from them will cause them to shrivel up and die, as if they were rapidly aged. It is therefore a powerful tool against them, but the effect is slow enough to allow for a counterattack, and more powerful deities will take longer to drain. You yourself also can't benefit from the drained energy, as it's disposed of the moment it enters the blade. Gods will slowly return to normal if you siphon their divine energy without killing them in the process, though at a much slower rate than the draining effect, and for as long as they remain "old" they'll also act their physical age, even if they shouldn't normally be affected by growing older.

Demon General

Fortress of Darkness (100): Somewhere in this world and every subsequent one after it you have a base of operations from which to direct your immoral schemes. It doesn't have to be a fortress necessarily, an elegant yet imposing palace on a mountaintop or a secret laboratory hidden beneath the depths of the earth are valid choices as well, and it will come with all of the needed amenities to keep your usual affairs as a general of the Demon Lord's forces running smoothly, varying depending

on your specific specialty within its ranks.

Cannon Fodder (200): A mighty general isn't expected to do all of the work themselves. You have an army of minions at your beck and call, and while none of them are particularly powerful individually they still have the numbers to overwhelm your enemies, or at least leave them exhausted by the time they reach you. Humans, animals, and monsters are all possible options, with weaker minions being more numerous and vice versa. All of them are either fanatically loyal to you or physically incapable of going against your orders, and they count as a group of followers that will be restored to full strength at the start of every jump.

God Eater (400): The power to destroy the gods themselves is now in your possession. The God Eater is a Chain Destruction in the form of a sword, a type of item created by the Demon Lord capable of breaking apart the virtual souls of deities and summoned heroes to in turn destroy their true soul, which is stored in another dimension, when they are slain by it. Outside of this world, the sword fulfills a similar purpose, destroying the souls of those it kills and overcoming similar tricks to hide away the true soul of the victim, though it is far less effective against those with more direct defenses against attempts to destroy their soul.

Spell Stone (600): This palm-sized, ominous-looking orb is an artifact most often used by servants of a Dark God. Normally it will lie dormant, but should it be placed somewhere and activated, everything in a town-sized area will fall under its unholy curse. This particular stone creates a barrier to prevent any contact with the outside world, to the point where even gods aren't able to scry or teleport within the bounds of its influence. The barrier also serves as an anti-magic field, turning enemy magic against the caster to prevent a ranged assault, and while it cannot physically prevent unwelcome visitors from entering, the curse will turn trespassers on the level of ordinary humans to ash the moment they walk through. Lastly, it can also be consumed for a temporary increase in power, similar to a Demon Spirit Orb, but moving it from its place will deactivate the curse. Should it be consumed, or destroyed by some damnable do-gooder, you'll receive a new one after a month.

Companions:

The premade companions are female by default, but they don't have to be.

Import / Custom (100): With this option you may import an existing companion or create a new one from scratch. Imported and custom companions gain an origin and 600 CP to spend on perks and items. Your first import or custom companion is free depending on your origin. Drop-In gets a free companion with the Summoned Hero origin and vice versa, while Local Hero and Demon General get a free companion of their own origin.

Canon Character (100): There are quite a lot of interesting people here, though the difference between interesting and "interesting" is sometimes hard to determine. With every purchase of this you may bring one character from this world along on your chain, but actually convincing them is still up to you.

Innocent Monster (200, discounted to Drop-In): Despite looking like an average mindless monster in the Demon Lord's armies, something went wrong during the creation of this specimen, and it was born with the heart and soul of a young human girl. Somehow you found her and were able to discern her lack of evil intentions, quickly forming a kind of parental bond with her. Right now she only has the stats of a regular monster, and her kind, timid personality will heavily hinder her fighting skills, even in self-defense, but with careful guidance you'll be able to bring out the great potential slumbering within her. She comes with **EXP Boost**, **Nakama Creator**, and **Ancient Blood**, with her transformations growing into a more human-looking version of her original form rather than the other way around.

Goddess of Tomboys (200, discounted to Summoned Hero): Quite the opposite of what most would expect from a goddess, this young woman is loud-mouthed, crude, and can't stop getting into

fights with people for looking at her funny. Her domain is probably something along the likes of drunken brawling or American football, and even if you were never summoned at all she'll still claim that she's only tagging along because she's the one who brought you here, which she'll start bragging about to other deities once you prove yourself to her. She comes with **And 1,000 Hairs**, **Gate of Worlds**, **MEGAMIC POWER**, and **Rough Edge,** and with her Order she's a powerful fighter capable of beating anything short of an S-ranked Demon Lord on her own, but it'll be restricted outside of the Unified Divine Realm until the end of the jump.

Twisted Personality (200, discounted to Local Hero): A person that shouldn't exist, or at least that's what they claim they are. This scarred, weary-looking woman appeared to you one day, the only survivor of a parallel world twisted by a Dark God. She says she remembers a version of you, one that died shortly after a personal conflict with her, and her world fell soon after you did. Feeling endless remorse and having nothing else to live for, she pledged herself to you and your cause. She now lives for nothing but her idolized hero, and she takes an inappropriate amount of masochistic pleasure in going through great lengths to please you. She's kind of like a creepy obsessed stalker, really. She comes with **The Warmaster**, **Rough Edge**, **Driving Force**, and **Berserk State**, though her Berserk form affects her mind more heavily.

My Dark God Can't Be This Cute (200, discounted to Twisted Hero): Once upon a time, this girl was a deity in the Divine Realm, until she was cast out due to a personal disagreement with the God of Creation and became a Dark God. Despite reigning over an unsavory domain that reflects her callous, morbid personality, she found a kindred spirit in you and empathizes with your struggles, wishing to avenge the two of you together. While she can't unleash her full power outside of her own domain, and her powerset isn't suited to direct combat, she'll gladly travel alongside you nonetheless. She has **Gate of Worlds** and **MEGAMIC POWER**, as well as **Grinding Dimension**. She can also be the same Dark God mentioned in other purchases... And if she isn't, she'll be jealous.

Chaotic Lieutenant (200, discounted to Demon General): This female demon has been your subordinate ever since she joined the Demon Lord's army, and the two of you have formed a bond that's a little more close-knit than what would usually be expected of a demon. If you aren't on the side of the demons, she's a traitor that wants to help you defeat them for personal reasons. A highly capable underling either way, she takes her job seriously and possesses all of the ferocity needed to be a servant of the Demon Lord, though she's more loyal to you yourself. Her only strange quality is that she for some reason can't stop draaa~gging out at least one word per sentence, even when it's completely unsuited to the situation. She comes with **Hope-Crushing Awe**, **Starter Town Spawn Camping**, and **Fifth Heavenly King**, and she's actually stronger than your average S-ranked Demon General.

Drawbacks:

The Jumper is Overpowered (+0): By choosing this option you can replace Seiya as the one that was summoned by Ristarte to save Gaeabrande, even if you don't actually have the Summoned Hero origin. If you're a Demon General your former colleagues may wonder why you're here to kick their ass now, though. You can also choose to have originally been the failed hero of Ixphoria as a part of your background in this world.

The Jumper is Not the Main Character (+0): Alternatively, you can choose to replace Ristarte in a similar way.

Gaijin Desu (+100): Like American hero Ethan Schiffer, your Japanese skills aren't the greatest, which is unfortunate when it's the universal language that even gods and parallel fantasy worlds use. You'll be prevented from ever having anything better than a basic grasp of the language, hindering most social interactions if you don't have another way of discerning the other party's intent. The only upside to this is that it won't immediately turn you into a living death flag too.

Divine B.O. (+100): How do you smell? Well, you smell… That's it, you just do. If you don't extensively scrub yourself down thrice a day, you'll be followed by an unpleasant, sour scent wherever you go, and your presence will be the number one cause of pinched noses and quick conversation finishers worldwide. Even if you're a demon leading an army of mindless undead, it's so bad that they'll momentarily gain intelligence for the sole purpose of commenting on it. How the hell does that even work?

Hairy Situation (+100): Much like a certain god, you suffer from a nightly curse that causes you to spontaneously grow an incredible amount of hair all over your body. Or if you're already like that it all falls out and you become as naked as a baby, I guess. Either way, this predicament is a source of great shame for you, and you'll do everything within your power to prevent other people from finding out about it, to the point where you'll even attack other people for getting a glimpse at your true, hairy self. Others can talk you out of this furry-induced rage, and you can work to get over your hirsute shame, but only with individual people. Oh, and it doesn't just come off in the morning. Hope you like shaving.

Overly Overly Cautious (+200): Even the Cautious Hero himself would tell you to tone it down. You have double the caution of Seiya and it never seems to work out like it does with him, only serving to fuel the dislike of everyone you meet towards you and stressing yourself out to a serious degree. Perfect for if you were planning to spend the entirety of your time here sitting in a room doing push-ups while fearing death at every moment though.

Gonna Be Okay (+200): Well, you're not paranoid, but is being headstrong and careless to a life-threatening extent really any better? Your first choice when faced with any kind of problem is to rush into it head-on and hope it goes away if you hit it hard enough, even if you're hopelessly outmatched and it's obvious that you're going to die sooner or later if you keep your behavior up. Most importantly though, you'll frequently miss crucial details about the enemies you'll be facing, and you'll suffer for it.

Infant Regression (Lv 9) (+400): A terrible curse has befallen you, as exerting yourself in combat for even a short while will leave you in the form of a young child for several hours. While not too young to lack the ability to speak, your mind and personality will turn into that of a particularly annoying child as well, wishing for nothing more than to be coddled and have your diaper changed. Embarrassment aside, this will obviously hamper your usefulness in combat. Better let your allies do the fighting or add a nanny to your adventuring party.

Hyperconceptual Reaper (+400): The most powerful summoned creature in the world of Gaeabrande and potentially beyond, Crossed Thanatos is a monster with a complete immunity to physical and magical attacks alike, chasing its targets with such persistence that it can even breach the barriers between worlds to follow them to other dimensions. Ordinarily it can only be summoned by sacrificing countless lives including the summoner's and their close family, but another Reaper will be hunting you down from the moment the jump begins, and nothing short of an attack on the level of Valhalla Gate will be able to put it down.

SS-ranked World (+400): Even more dangerous than an S-ranked world is a world where the Demon Lord has already defeated the hero and has finished their conquest, also known as an SS-ranked world. Ascendant Demon Lords are granted power by a Dark God after their victory, increasing their power immensely, and it only continues to grow as they fully exploit their new territory. They empower their generals or create superior ones from scratch, either exterminate or enslave the local population, and continue to experiment with ways to increase their power further. The world you will be starting in was lost one year ago, which means the local Demon Lord is already close to becoming something much more terrifying. And it's your job to kill them.

A Twisted Illusion (+400): You don't feel any different from before, but for some reason everyone around you does. They're convinced that you're not your real self, but rather a bad imitation from a fabricated world, an illusion that doesn't deserve to be treated like a person. Your life has less value to them, even if they don't want to admit it, and in most cases the only reason they won't ignore, abandon or outright kill you depending on their personality is if they feel like you may be useful to them. It's not

impossible to convince someone that you're the genuine article, but it's highly difficult to say the least, as you'd have to show them that your soul is as "real" as that of any other person.

A Twisted Fantasy (+400): You wake up, and the world seems better than ever. Every threat has already been defeated before you arrived, everyone is living happily, and they welcome you and all of your wishes with open arms. It's like the world itself is immersed in a gentle, loving warmth, focused on you especially. In truth, you're currently trapped in an incredibly convincing parallel world created by a Dark God, and if your soul ever truly accepts their creation, it will instantly destroy you and end your chain. To survive and actually begin the jump, you'll need to reject this false reality and convince the Dark God to give up on trying to deceive you, after which they'll end the charade without a fight and let you leave.

The Ride Never Ends (+600): Usually, you'd be relatively safe and free to do whatever you want after saving or conquering just one world, or just hanging around and waiting for the conflict to finish. Now? Not so much. Regardless of your origin, you're going to be summoned to save S-ranked parallel worlds, with the occasional SS-ranked one thrown in for good measure. Again. And again. And again. No downtime, just saving worlds back to back. You'll also start from level 1 every time, losing all your skills too, though you'll be able to relearn them more quickly than before, if the parallel world's local metaphysics allow for it. After your torment is over, you'll regain all of the skills you acquired. I'm not that cruel.

Level 99 (Varies): You've reached your level cap, jumper. Which means that while you can still learn new abilities from other people, you won't be able to increase your stats or gain new skills just by leveling up, no matter how much you train or how many enemies you kill. For +200 CP your maximum level of strength will be the same as Seiya's upon reaching level 99, downgrading your power if you were already stronger than him. For +400 CP your cap will be as strong as Seiya when he killed Chaos Machina, and for +600 CP you can only be as strong as Seiya at the start of the series.

Divine Wrath (Varies): Usually most of the threats come from the worlds gods are assigned to, not from the gods themselves, but somehow you've managed to gain the ire of a deity to the extent that they're willing to break the divine law just to see you dead. Even if you never plan on going to the Divine Realm they'll eventually show up in whatever world you're currently in to hunt you down, and even their fellow deities won't be able to convince them to stop. For +200 CP your enemy will be a high-ranking god or goddess on the level of Adenela, while +600 CP will result in one of the most powerful deities like Valkyrie coming after you. God help you if one of those gets their hands on you.

Now that your 10 years here are over, you can reflect on your actions and decide what you want to do next:

Go Home: Dealing with those annoying goddesses has left you disillusioned with this whole jumpchain business. You decide to end your chain and return to your first world with all you've gained so far on your chain.

Stay Here: This isn't too bad of a world to stay in, right? You end your chain and decide to remain in this world.

Move On: There are many more worlds to be saved (or conquered) out there in the multiverse, and you're not ready to end your journey yet. You continue your chain and move on to your next jump.

Notes:

If you don't want to start in or be assigned to Gaeabrande you can fanwank a world to your liking, but it will always be an S-rank difficulty world and very dangerous as a result, most likely inhabited by a cunning Demon Lord who doesn't play by the rules or one so overwhelming in strength that it doesn't really matter. Or both.

If you choose SS-ranked World or The Ride Never Ends, you can choose to end up in Ixphoria too. It's just the above, but worse.

Summoned Heroes can choose which deity they're summoned by besides some obvious exceptions (like Mitis).

If you have an uncapper you can keep gaining skills by leveling up.

Nakama Creator's condition to have a great deed as your goal isn't bound my alignment, conquering or destroying the world is just as "great" as saving it would be.

Second Phase only triggers if you would otherwise truly die, so if you have any other one-up perks or abilities Second Phase will only activate when they've been exhausted.

Version 1.1 Changelog:

- Fixed the formatting (hopefully)
- Added the missing gender and age section, whoops
- Added a new origin
- Added 600cp items for all origins and shuffled a few items around
- Added a free general perk explaining the power system
- Added custom companions
- Added several new drawbacks

Version 1.2 Changelog:

- *There is no Second War of Armagazeeda*