Eminence In Shadow



Welcome to a world of swords and magic. It is a peaceful one, at least for now, and only on the surface. Humans live in feudal kingdoms and independent beastkin form into tribes, and there are vampires in this world, although nearly extinct and confined to a single city.

The Midgar Kingdom is the main stage where this story will unfold, housing the Royal Academy for Spellswords, swordsmen who utilize magic to strengthen their bodies in combat. Oriana Kingdom embraces all forms of art, but looks down on swordsmanship as slightly brutish. In the shadows, the Order of Diabolos have vast influence, having hidden knowledge on what those afflicted with the Curse Of Diabolos, who suffer from their flesh rotting and their magic going out of control, truly are, and use them for experiments after people throw them away.

Unrelated to the scheming of the Order Of Diabolos, the Queen Of Blood Elizabeth, a millennia-old vampire who once was made to rampage through her domain, is soon going to be reanimated from her long slumber in the Crimson Tower, one of three that overlook the Lawless City.

Soon, a group known as Shadow Garden will make their first appearance, and fight against the Order of Diabolos, while slowly gaining influence through the trading company called Mitsugoshi Co. They will influence the course of history from the shadows, and prove to be stronger than their competition multiple times.

You may or may not choose to involve yourself in these and future events, but the time of your entry into this world is when a certain boy, Cid Kagenou, begins his first day at the Midgar Royal Spellsword Academy, due to having reached 15 years of age, and will be staying in this world for 10 years. But first, your budget;

+1000cp

Background

Here you decide on your actual background. For free you may decide to be a drop-in instead. As long as you stay within your lane, so to speak, you're free to determine the details of the background you pick.

Bandit -0cp

You're not a citizen of any kingdom; you're an outlaw. Shunned by the innocent and persecuted by the law, you do not have any backers beyond any men you might've managed to coerce into being your followers. Wealth, power, loyal subordinates, all those are things you have in little supply if you have them at all. Maybe you're content with this state of affairs, or perhaps you'll try to rise above and clean your name?

Freelancer -0cp

There are many words for your kind. Mercenary, adventurer, wanderer, pest. Whatever you go by one thing remains true; you are independent. You are not persecuted by the law but you're not part of any big organizations. Maybe you're a scholar, living in an academy somewhere and dedicating yourself to independent study. Maybe you're a sellsword, a mercenary selling their prowess in combat for coin. Perhaps you just wander the world, participating in tournaments and honing your blade against the many opponents one can find. Just remember that being alone can be a very dangerous thing.

Knight -0cp

There are many knight orders in this world, usually in service of a kingdom and its ruler, and you are a knight in your own right. Whatever knight order you belong to, you'll be expected to attend to your responsibilities, and acting independently is seldom approved of. That said, the lack of complete freedom can be worthwhile to some, as you are protected by the fame and influence of the knight order you belong to. Your initial position will depend on your choices later in this document. The better your skill in combat or other matters relevant to managing a knightly order, the higher your position can be from the start.

Businessman -0cp

Due to the existence of magic, much emphasis is placed in combat and in the arts of war. But that's not all there is to life. After all, people still live in a society, and that means an economy. One that you are most certainly a part of, being a merchant yourself. Whether a peddler, wandering merchant, a shopkeeper, or perhaps part of a larger company, you live in the world of business, one very different from the world of a knight, and yet one that can be just as ruthless and bloody.

Background Modifiers

Cult of Diabolos -0/100/200cp

One cult has ruled this world from the shadows for a thousand years, perhaps more. That is the Cult of Diabolos. The culprit behind the cataclysm that is known as the Demon Diabolos, it is led by twelve people, twelve seats of the Round Table, who keep themselves immortal through an annual consumption of a special drug called the Tears of Diabolos, one developed from Diabolos' own blood. With this option then you're connected to this cult, regardless of whatever social status you may have elsewhere in your life. Of course, thanks to the influence of the Cult, your position within the cult indirectly affects your position in whatever other organization or kingdom you may be involving yourself in. Promotion within the cult almost definitely heralds promotion in your more public occupations.

For free you're a relatively unremarkable member of the cult. You're nobody worth knowing, although if you show success and make great contributions for the Cult, usually getting your hands on particularly powerful or interesting victims of demon possession, you may rise to prominence. For 100cp you are on the level of the Named Children, powerful people within the cult, a step or two below the seats of the Round Table themselves. And of course, for 200cp you may be one of the Rounds yourself, possibly centuries old and kept immortal by the Tears of Diabolos, or perhaps only a newcomer who hasn't lived a century yet. Do take care, as in the near future a power struggle will commence within the Cult, not only from several of the seats of the Round Table being killed by members of Shadow Garden, but also from a slow decline on the supply of Tears of Diabolos, reducing the annual supply from 12 to 8. Will you throw your lot in with one of the factions slowly forming or form one for yourself?

Shadow Garden -0/200cp

A newcomer to the world of darkness, and yet one that has somehow barreled through all obstacles as if protected and guided by a god. Shadow Garden is the (unwitting) creation of Cid Kagenou, known as Shadow within the organization, and the fact that only victims of demon possession are recruited (after being healed by Shadow or one of the other members) has ensured an utterly absurd level of talent among the higher echelons of the organization, particularly the Seven Shadows. With this option you'll be connected to Shadow Garden, having experienced demon possession before, which may or may not have destroyed your original life before you joined. Or perhaps you maintain your public identity with none of your friends or loved ones knowing about your condition or affiliation. For free you're just one of the hundreds of Numbers, but for 200cp you may be among the Seven Shadows themselves, evidently now Eight Shadows. Hopefully you have the talent to keep up with them.

Nobility -0/100/200cp

This world's kingdoms function on a feudal system. That means that the main two social classes are peasants and nobles. Now, you're in the latter category. For free you can be a Baron or a Viscount, at the very bottom of the totem pole and barely a noble at all. You're not particularly wealthy and can't really use your noble status much for anything, but at the very least you're very much not a peasant, and won't go hungry or want for any basic things like water or hygiene, even if you might not live in opulence and luxury. For 100cp instead you can be a Count, a Marquis, or a Duke. These have increasing levels of wealth and influence at the cost of more important responsibilities. You can actually count yourself among the richer nobles, should you choose to be a Marquis or above, but you will need to deal with politics far more heavily than Counts or those below them. Finally, for 200cp, you're a prince or princess, outright royalty. You have a lot of political power as a member of the royal house, as well as incredible wealth. On the flip side, you have an extremely important duty to your own kingdom, possibly even being the heir to the throne. Expect frequent kidnappings for ransom and perhaps the odd assassination attempt. In future worlds you will retain a similar level of sociopolitical power and responsibility.

Family Relations -0cp

So what about your standing within this world? There's plenty of characters around and perhaps you want to insert yourself into some particular family for whatever reason. As long as it is reasonable, you may insert yourself into a familial relation to any given canon character. For example, you'd have to take the highest level of Nobility to be directly related to any of the princesses around, and you wouldn't have to bother with Nobility at all if you want a connection with a wandering spellsword and the like. Of course, it's advised that you adjust your age appropriately. For example, you may be Cid Kagenou's sibling with just the free tier of Nobility, without needing to purchase the Shadow Garden modifier, although if you wanted to be involved in the affairs of Shadow Garden you'd have to do so through your own efforts, rather than already being involved as the jump starts.



Race

You can freely choose your gender and age, within reasonable limits. Humans don't tend to live longer than a century, beastkin are longer lived, elves even more so, and vampires have been shown to live for millennia with no particular issue.

Human / Elf -0cp

Your standard human option. That said, you also have the option to be an elf for free. There's no real benefit to being an elf rather than a human, other than an increased lifespan. Other, more aesthetic differences include elves having pointy ears, and occasionally oddly colored hair, like silver. A final detail is that elves seem to develop faster mentally, but such a thing is unlikely to be particularly relevant to you, given it's not that much faster than humans, relatively.

Beastkin -100cp

Here we deviate from normal humans. While Beastkin do look like normal humans for the most part, they all possess additional animal traits, such as ears and tails. Aside from the appearance, they are also notably stronger than humans and elves, both physically and magically, and most who become strong tend to focus on a bestial fighting style consisting of sheer physical prowess and hunting instincts. They also possess far sharper senses, able to easily distinguish people from their smell alone, even when heavily drenched in perfume. Of course, they have the downside of tending towards more tribal and instinctive thoughts, but it's not something that will hinder you if you don't choose to embrace it.

You can choose any particular breed of mammal for picking what sort of Beastkin you are. Wolves, foxes, cats, panthers, or something else, as long as it's a mammal it's a valid pick. As a side note, Beastkin have higher fertility than humans or elves.

Vampire -200/800cp

Hope you didn't like the sun. Vampires are universally strong, to the point that even the weaker members would be able to challenge a group of knights (read: mooks). For 200cp, you're among some of the stronger vampires, able to give people like Juggernaut a good fight for a while, provided you've fed on blood. Those among your kind that you can match are those like Milia and Crimson.

The weaknesses of vampires are specific, but usually very lethal. If you're exposed to sunlight, you'll turn into ash on the spot, and piercing your heart will have the same effect. Moreover, if you don't drink blood for a prolonged period of time then you'll be little more than a human with fancy fangs, which isn't too much of a downside considering you have an innate thirst for blood, which takes a strong will to resist. Thankfully, not feeding on blood for long enough also removes your powers, thirst, and lets you walk around during the day without issue. Is the power loss worth it however? Some would say yes.

Vampires are, as a rule, stronger both physically and magically than mortals, although not to a degree where non-vampires can't challenge you. It would take some of the stronger individuals among mortals, but you can be defeated. Killing you is made difficult due to your regeneration, which is fast enough to immediately recover from being bisected. However, aside from the issue of turning into ashes if your heart is pierced, your regeneration functions similarly to stamina, healing less the more you're forced to heal, but this won't become an issue unless you're forced to repeatedly recover from massive injuries, such as being bisected dozens of times a second. It's unclear if this regeneration can be trained, but you're welcome to find out. Finally, you can turn into mist, which can be used to very quickly move, or even escape from an enemy's grip.

There is another option, if you're willing to pay a bit more. For 800cp you're not a simple vampire, but one of the Progenitors. On the stronger end of them even; you are a peer to Elizabeth, who is called the Queen Of Blood due to her power. The title is mostly self-explanatory, and comes with a vast upgrade to your vampiric powers, and removes some of your weaknesses as well.

Not feeding on blood no longer saves you from sunlight or your bloodthirst. You'll still hunger for blood, far more than normal even, and the Red Moon, a millennial celestial event in which the moon slowly turns blood red and the sun doesn't dawn for three days, will worsen it, to the point where you'll need to lock yourself up if you want to prevent yourself from going on a rampage.

Luckily, sunlight doesn't kill you anymore, but it still hurts you a lot, so something like a parasol is recommended if you intend to conduct business during daylight hours. Your power won't fade from not drinking blood, and your physical and magical prowess is massively boosted, to the point that no non-vampire can actually match you without artificial boosts to their magic. Of course, it'd be better to not get arrogant, the world has many surprises. Your regeneration is boosted to similar levels as well; as long as your heart remains largely whole you can be revived by simply placing said heart in a suitable vessel (any creature with a modicum of supernatural power is fine) and dripping even a single drop of blood on your heart. A final additional gift from your newfound status is the ability to control your blood. You could create hundreds of blood tendrils to destroy buildings and shred your enemies, create rains of blood bullets that enter your target's body to corrupt it from the inside out, and perhaps even form clothing made out of your own blood, if you were feeling pompous. You might find more uses out of it, if you were willing to experiment, such as creating a handful of clones of yourself made up of your blood to corner an enemy.

Location And Time

So you've chosen your origin, your background, and your race. Now it's time to decide where and when you are in this world as the jump starts.

Starting Time

You may freely choose one of the three options below or roll a d4 if you wish to leave it up to fate, with a 4 representing being able to choose any time between the earliest and latest options below. Alternatively you can purchase the final option.

1: Default Start

By default you begin on the day where Cid Kagenou, secretly Shadow, begins attending the Midgar Royal Spellsword Academy due to turning 15. Most important events of this world begin from this point onwards.

2: 2 Years Ago

You can start 2 years before that point, a week before Claire Kagenou, Cid's older sister, is kidnapped by the Order of Diabolos due to being possessed. The issue will solve itself without your intervention if you choose to use your time on other things, but it is worth noting that this is the first official move against the Order of Diabolos that Shadow Garden performs.

3: 5 Years Ago

Alternatively, you can go back to the very beginning, a week before Cid Kagenou discovers a possessed girl locked in a cage within a bandit camp he just cleared, and will then proceed to cure and hire for his service, marking the birth of Shadow Garden. Both Cid and the elven girl, Alpha, are 10 at this time.

15 years ago -100cp

But of course, you can go even further back, if you want. You'll find yourself at the time when Cid is born in this world. It'll take some time before any of the events of the story play out, certainly plenty of time to train and get ready for the events to come. You may choose to be born during this year as well, if you want. Additionally, as a special addition, if you pick this starting date, your stay in this jump will last 20 years instead of just 10, letting you actually participate in the story if you want.

Starting Location

You can freely choose the physical location you begin in, or roll a d6 if you feel like leaving the decision up to chance. A 6 on the dice represents complete freedom to be anywhere in the setting. You can start anywhere within these specific locations, in whatever context you wish if you have a background (as long as it doesn't provide an advantage beyond your base build), or simply pop into existence in place if you're a Drop-In.

1: Midgar Royal Spellsword Academy

An academy famous for being the highest quality training school for aspiring spellswords in the Midgar Kingdom. This fame is global, meaning people from all over the world travel to this Academy to learn and improve. Or perhaps just to mess around with cute swordswomen. The alumni vary quite a bit in motivation. It is recommended you start in a public section, such as the entrance.

2: Lawless City

Three towers stretch up to the skies. One white, one crimson, and one black. At the feet of such impressive architecture lies a massive city, consisting almost entirely of slums. This is the Lawless City, infamous for being an inescapable shithole where criminals of all kinds gather. It's not all criminals, however, unless you consider prostitution to be such. An entire third of it is a massive Red Light district, with another third having weak ghouls crawl along the streets, usually being punching bags for stressed thugs. If you're feeling bold, you may even choose to start inside one of the towers, where the three rulers of this city live.

3: Kagenou Estate

A minor noble estate of a Baron, it is here where Cid Kagenou spends the first 15 years of his life before moving into the Academy. It is generally unremarkable, although you could easily meet with the man who achieved unprecedented heights of power with pure effort if you wished.

4: Oriana Kingdom

Also sometimes called the Kingdom of Art, Oriana Kingdom's culture puts such a heavy emphasis on art, beauty, and style, it's practically the center of their society. Even what few spellswords trained here value showmanship more than practical techniques. The only princess, Rose, has enrolled into Midgar Royal Spellsword Academy. The king, you see, is being controlled by a man called Doem, who wishes to arrange his marriage with Rose, securing his position in the throne and obtaining control over the Black Rose, an ancient artifact that opens a portal to another world, one said to be filled with demons. If you somehow cross through this portal when it is opened, you might find it familiar.

5: Japan

You're not in a different world at all. You're back in your own world. Or perhaps a perfect copy. Regardless, you find yourself in Japan, specifically the hometown of one Minoru Kagenou, Cid's past life, who has been dead for 3 years. Along with his death, various portals opened in this world, flooding it with magical energy and beasts. Civilization quickly fell, and humans were almost exterminated before they discovered the use of magic power, and started training spellswords. Due to a difference in the flow of time between this world and the other, this location also changes your time options, instead letting you choose whether to be a year into the past, a bit before the biggest center of civilization, Arcadia, is destroyed by a rampaging Nishino Akane, and 3 years into the past, the moment where magic is introduced to Earth, and Minoru Kagenou is killed in a road accident.

Perks

You get 3 floating discounts for the 100cp and 200cp perk tiers respectively. You get 2 for the 400cp tier perks, and 1 for the 600cp tier perks.

Used To It -0cp

This is a mostly medieval world, in terms of culture. That means murder and gore are common, and such things can be pretty bad for one's mental health if you're not prepared for it. That said, most people above a certain threshold of power seem to be entirely unfazed by such things, and you can be counted among them. Even if someone gets brutally dismembered in front of your eyes, you won't suffer from it more than perhaps being a bit grossed out that some blood got on your clothes if you don't wish to. You might still be able to be affected if it involves someone you consider important to you, but tearing apart groups of bandits with your own two hands won't fuck you up and give you trauma.

"Laying Low" -0cp

A consequence of training like a madman is that you tend to accumulate muscle. While that can be quite good, what if you don't want to look like a veteran bodybuilder and blend in among the masses? In such a case, your immense girth might be a problem. Not to worry, as you've gained the strange ability to compress your body down to at least a slim athletic build. Even if you're normally a brick shithouse of muscle and power, you'll look like a normal, if fit, person. The change is instant, so you can even pretend to power up as you release your true musculature to the world. Be mindful of how people might react to you suddenly changing in build.

Our Jumper -0cp

Being the main star of a story generally comes with some expectations, like being a hero and saving people and all that nonsense. But don't you just want to go apeshit? Well, not to worry, as from now on, every time you do something crazy, unhinged, or just plain violently petty, such as for example acting like a common street thug while robbing and slaughtering bandits, or shamelessly mooching off of rich people, a little voice inside your head will go "this is our protagonist, everyone", or some variation like "the protagonist" as if you're being presented to an audience and disappointing their expectations. That's it. That's all this perk gives you. Will you feel shame or be encouraged?

Stylish -0cp

Having power is all well and good, but there's something to be said about looking good while you show off. And, having learned such a lesson, it seems that you've trained for days or weeks on how to look good. Simply put, you're incredibly stylish, able to make anything you do, be it swordsmanship, music, or something else, look right out of a movie. You'll be picturesque at least with even a modicum of effort. If you actually do your best, even your worst failures would be worthy of dramatic cinema. You're not likely to genuinely entrance anyone other than the weak-willed or those with their guard down, but damn you'll look good no matter what it is you do.

Attractive -0cp

Style isn't everything, even if it is a pretty good thing to have. Another common factor between most people present is beauty. Whether a ruggedly handsome man or a soft and voluptuous woman, or some other manner of beauty, you could make a career as a supermodel if you cared to leverage even a tiny bit of your natural appearance. You could be the center of attention just by walking down a street if you cared for your aesthetics. Additionally, you're used to people at this level of beauty, so you'll be entirely unfazed by those on this level of appearance, even if they use every possible trick to seduce you (as long as you want to restrain yourself, obviously). As a final bonus, you may spread beauty on this level across the worlds you visit if you wish, with people being more attractive the more relevant they are to your life.

I Am Shadow -100cp

The role of a mastermind is one that requires both style and good timing. It wouldn't do if your entrance coincided with some other event, splitting people's attention between you and something else. Luckily, you're good at avoiding such things, able to instinctually tell when it's the perfect moment in a scene for you to make your entrance (and do so consciously too, if you want to actively analyze a situation). Additionally, you're really good at banter and one-liners, always executing your lines perfectly, as if you'd practiced them for days and were just waiting for the right moment. Lastly, you're a savant at narrative tropes of all kinds, letting you work towards making your life seem like a dramatic movie. The only thing you will need is the willingness to use these talents to their fullest.

Background Character -100cp

Being an unimportant person has a surprising amount of expectations attached to it. From exactly how you react to things, to how you present yourself, and even things like what sort of resources you have available. It's hard work, pretending to be just another face in the crowd, but you have what it takes to make it work. You're very good at acting, able to precisely manipulate your voice to any result you need and able to make any sort of expression essentially on command. You could easily pretend to be weaker and more pathetic than you actually are, or perhaps pretend to not be a violent psychopath, and nobody would be able to see through your act, with mundane methods at least. Perhaps if you wanted to be an actor, you'd prove among the best at the job, but what's the point when you can perfectly blend in among the common folk?

Tameshigiri Targets -100cp

What are bandits, if not acceptable targets? Truly, social order should go down so you can have more targets to test your swordsmanship on. You can even loot them as much as you want, and no one will complain because of their outlaw status. Isn't that just great? From this world onwards, if you intend to find a group of bandits to kill and loot, you'll find them. You might be living in a kingdom that has experienced stability and peace for two centuries, and you'd still have all the bandits your bloodthirsty greedy ass could ever want to kill. Do make sure to thank the corpses for their service of being acceptable targets to murder.

Magical Rest -100cp

Sleep is such a chore. Eight whole hours of complete inactivity, and worse, skipping out on it just destroys your productivity and sanity. But hey, magic is real, so why not solve sleep? While you can't really get rid of the need to sleep and rest entirely, you can certainly get close. Through a couple hours of meditation and the usage of your magic to help your body recover far faster than normal, you can massively increase the amount of hours you are fully awake and well rested. Going from eight hours to merely two, the time saved can be incredible for things like training, or maybe just spending all that time padding out your chest and hips just right.

Sixth Sense -100cp (Free to Beastkin)

Human bodies have five senses, that much is well known. But some people go a step further, possessing what can be called a sixth sense. Perhaps it's magical in nature, or maybe some weird kind of instinct, but you now find yourself in possession of such a sixth sense as well. It allows you to sense danger so precisely you could fight perfectly well even when completely blind. In other words, it can serve as a substitute for sight. It's even a bit more reliable, such as letting you detect invisibly thin threads that your enemies might be using in an attempt to trap you. Just try to not get too cocky, or your sixth sense won't be able to save you.

Am Fluent -100cp

Language is the core of communication. And there are an immense variety of languages, so many that most can't learn all of them in one lifetime. But given how hard it is to learn languages at all, most don't generally bother beyond one or two. For you though, this would be a different matter. The main reason for this is just how easily you pick up new languages. With a mere handful of days of occasionally overhearing a few conversations, you could reach a sufficient level of understanding to hold basic conversations, and reach full fluency with less than a week of practice. This speed in learning languages applies to the written word as well, letting you decode a language with mere days of work. Quite handy, wouldn't you say?

48 Ultimate Forms Of Mob-fu -100cp

Sometimes even background characters are drawn into focus, even as background characters. Things such as strong people showing off by defeating great numbers of mooks is a good example. Normally such scenarios would be troublesome, but you possess several dozen techniques that get across the point of you being unimportant and weak, even if it might seem a bit over the top. From things such as jumping backwards and spreading fake blood all over through blood bags, or even stopping your own heart for a time without long-term damage, whenever you utilize these techniques people will completely believe that you're just some random guy, even if you've just "bled" far more blood than your body could feasibly contain. These groupings of advanced background character techniques will prove invaluable if for some reason you're forced to interact with important people.

Mana -0/100/200/400cp

The magic of this world is something possessed by everyone. It can be used to enhance your body's physical prowess beyond its natural limits, to vast degrees, and if you're skilled enough, perform techniques such as long-range slashes of energy to attack people from afar. Other, more advanced and esoteric uses of mana include healing wounds and heavy necrosis, recovering from fatigue faster when sleeping to only need to sleep for 3 hours, as well as tinkering with your own biology extensively, such as optimizing your body for combat or modifying your vocal cords to have a deeper voice. If you're skilled enough you could increase your lifespan to more than triple its natural length. It is worth noting, however, that most of these advanced uses of mana take incredible amounts of skill, and very few people know the true potential of magical energy.

For free, you have unremarkable amounts of magical energy, little more than what most people have before starting their training.

For 100cp, you're beginning to grow into power, being equivalent to most fully fledged knights, perhaps able to stand out if you practice your control a lot. You're able to reach low superhuman levels of physical prowess while enhancing your body, able to do things like easily obliterate stone with your attacks, but you can still reach further through training.

For 200cp you're equal to the peak of what normal people can get through training. If you want to get more powerful, you'll have to train your control or look for ways to artificially increase your power. At this level you could act as a one-man demolition team and wreck entire neighborhoods while on a rampage, as well as reacting and moving so quickly that you could simply vanish before people's eyes, seemingly teleporting to those who don't enhance themselves to similar extents. The higher echelons of the Order of Diabolos before the Knights of the Round would be peers to you at this level, mainly the Named Children. As a vampire, you get this level of mana for free, and have vastly more raw power if you are a Progenitor.

For 400cp you've gone a step beyond human limits, obtaining a power known as Awakening. Whether you obtained it through scientifically developed drugs or naturally is irrelevant. On top of a minor aesthetic change, such as crimson eyes or silver hair, you have an enormous amount of magical energy, far and beyond human limits. It's a simple power, but devastating if used properly. You could demolish entire arcologies if allowed to run wild, and could massacre ordinary spellswords en-masse. Actually controlling your power is a different issue, of course, but nothing a bit of practice can't fix. Just possessing this level of power leaves you at the level of the Twelve Knights of the Round in the Cult of Diabolos, as well as a handful of other individuals, and while you're not the strongest person in this world by far, your efforts could influence the course of history.

Spellsword -0/200/400cp

Magic is almost synonymous with swordsmanship in this world, due to the main method of utilizing magical energy being to enhance your own body. You're not restricted to swordsmanship, you can choose to apply this perk's effects to any other weapon, or even to unarmed combat if you wish. You can choose any particular fighting school or combat style, but by default it is one based on pure effort and hard work rather than talent and genius, the kind of swordsmanship that Cid Kagenou and Alexia Midgar use. If you want to purchase skill in more than one weapon, you may purchase this perk as many times as you wish. Additionally, you also gain a great talent in swordsmanship, or in wielding a weapon of your choice. With consistent and dedicated training, you could reach the 200cp tier of this perk after half a decade.

For free you're in the realms of legends, being a master at sword fighting, able to easily keep up with large groups of less experienced combatants. You're still nowhere near the top of this world, but not many people reach this level of skill in the first place. You can think of people such as Goldoh Kinmeki and Quinton as your equals.

For 200cp you can call people such as the elf Beatrix, titled the Goddess Of War, and the human Iris, titled the Strongest Swordsman, as peers. Very few people are at this level of skill, but you should still keep in mind that swordsmanship alone doesn't help against someone who is almost as skilled as you but with vastly more magical power. You could easily become globally famous if you showed off at tournaments.

For 400cp, you're at the peak of swordsmanship in this world. Only one other person can be called your peer. All else being equal, you could take on both the aforementioned Iris and Beatrix at once and play them like a fiddle, pulling tricks such as afterimages and illusory feints that convince those looking at you that you've attacked with nothing more than small movements. Of course, if your magical power is lesser, you won't be able to show off nearly so easily. The only thing you might lack to truly match the strongest person in this world would be magical power and control.

Cult Business -200cp

Raising a cult isn't all sunshine and rainbows. You have to actually get newcomers to buy into your bullshit. But not to worry, as you've become an expert in brainwashing and gaslighting. You're quite experienced in the art of raising children to believe what you want them to believe, and know plenty of techniques to manipulate them into unquestioning loyalty to you. Adults are also possible to brainwash, but obviously a bit more difficult than malleable children. You'll have no issue raising your own little monsters that actually obey you despite any psychotic tendencies they might develop as a result of your "kindness". Perhaps you're a recruiter for the Cult of Diabolos?

Natural Combat -200cp

Fighting Styles tend to have a logic to them. If you're familiar with someone's style, you can predict their moves and react to them before they're even done. Not with you, though. Your fighting style is natural, as calm and relentless as the winds and rains. What this means is that your actions in combat are unpredictable, as hard to react to as the individual raindrops in a torrential storm or the minute currents of the wind during a tempest. Even instincts don't help, failing to warn your enemies of your attacks, and sensing no bloodlust or killing intent if you don't wish to actively showcase such things.

Nine Shadows -200cp

With the heights that swordsmen can reach in a lifetime in this world, it's no wonder that having multiple centuries of training can let them create some very esoteric techniques. This is one of them, the Shadow (no relation to Cid Kagenou), an ancient sword technique, using magic to hide your form and presence to make a slow swing that nonetheless cannot be seen or predicted. A more advanced form of the technique lets you form up to eight copies of yourself, shadow clones if you will, allowing you to attack your opponents from all directions at once. Of course, if someone is more powerful than you are, they'll probably see through your tricks, but unless you're fighting a walking nuke or something (while not being one yourself), that's probably not going to be much of a concern.

Shadow Wisdom -200cp

A lot of people brag about uplifting a medieval fantasy world in an isekai scenario, but practically speaking not many actually possess what it takes to actually do so. If you bragged about it you would be far more truthful than most, to a degree at least. You now have nearly the entirety of Earth's culture in your head, along with an endless amount of trivia. If you had competent subordinates you could get them to introduce to the world things like chocolate, coffee, modern forms of underwear, musical pieces, fairy tales, various forms of literature, soap, makeup, architecture, languages, and so on. It's like you watched documentaries and browsed wikis on basically every subject you can think of. You don't have the expertise to cause an outright renaissance and/or industrial revolution by yourself, largely because your knowledge is wide but not very deep, but you have all the knowledge needed to actually start paving the path to such things and point people in the right direction.

On The Low Side Of Average -200cp

Acting is one thing, but what if you're truly a skilled person and need to hide your competence? Holding back is quite a tricky thing, but now you have it down pat. You're able to very precisely regulate how much of your actual abilities you use when you do things, to the point of being able to accurately aim for a specific grade in school tests, and to such a degree that it's almost impossible to tell your true power. People will probably underestimate you if you hold back enough, but isn't that the whole point?

All You Need -200cp

Who cares about combat theory or fighting techniques? Just barrel through all of it and rely on the wild instincts ingrained deeply within you. Like some of the most powerful beastkin and some others, your combat instincts are incredible, letting you fully rely on them in place of actually learning how to fight like a normal person. Of course, this will largely lead to you gravitating towards a style of fighting revolving around brute force and just facetanking any damage that comes your way, so if you don't have the raw power to back up your rampage you might not live very long. But if you do, well, you'll certainly be a terrifying warrior.

And Your Job Is… -200cp

A true mastermind knows all, and acts according to a mysterious agenda that not even their own subordinates are aware of. You might not be on that level, but damn, you can fake it pretty well. Your luck is quite absurd now, letting you just bluff your way through everything and pretending to know what the hell you're doing, with similar results as you would get if you weren't merely pretending to be all-knowing. You just stumble onto the right words and actions (and accidental mistakes) to make things turn out generally fine for you. You could randomly throw a dagger at a map while someone is talking about an enemy's base and it'd turn out that the exact place where the dagger landed was the location of a secret hideout, or construct a completely made-up narrative in your head about a cult attempting to revive a demon king only to later find out that the cult does in fact exist, and they are indeed attempting to revive a demon king.

As long as you're just bluffing your way through life and don't try to investigate anything too deeply, you'll just bumble your way through life in ways that will look like you're a borderline omniscient mastermind to anyone else. And if you do try to actually figure things out and genuinely investigate, well, this perk will stop having an effect, at least until you go back to just going with the flow and not thinking about what's happening around you.

Leadership -400cp

With the sheer variety of talents and people in this world, it can be difficult to manage an organization efficiently and with as few problems as possible. Well not to worry, as you're personally very talented when it comes to setting up and managing organizations, as well as maintaining your authority over even the most wild and rebellious subordinates. While you'll need sufficiently drastic methods of keeping a leash on sufficiently defiant people, any group under your thumb will run quite smoothly. Making sure your organization stays hidden is quite easy too, as you have a lot of skill and experience at information warfare and hiding traces of your actions. Perhaps you'll make your own shadowy organization, or maybe join one of the two already around?

Silent Shadow -400cp

Sure, Sure, fight good, whatever. But consider the following; hiding so well your enemies can't see you coming. And sure as hell you've gotten real good at hiding. You are very skilled when it comes to matters of stealth, but where you shine is a special technique, one to hide your presence. It's extremely useful, as without very powerful senses you can basically sneak up on anyone until you're right behind them. It doesn't actually make you invisible, of course, but you may as well be a silent breeze when it comes to other senses, and stealth is all about not being seen to begin with, right?

Red Business -400cp

It takes some significant acumen to manage a red light district covering a whole third of a city. Likewise, running a massive corporation while having to compete with a rival merchant union is no easy feat. However, such things have been managed before by a select few people, and you'll be among those capable of these feats. Your business acumen is something to be feared, possessing nearly superhuman prowess at setting up trade deals, managing the logistics and delegation of an organization, and other less legal activities involved in the world of business. You're particularly good at said less legal activities, even. You'd be able to operate in Lawless City without much issue from having to deal with a population consisting primarily of thugs and criminals, or perhaps massively expand the range of a corporation under your control to become a nearly global monopoly. Nothing short of a complete collapse of trust and a lack of resources to weather it would be enough to bankrupt your businesses. Will you begin your own business or join an existing group?

Combat Communication -400cp

Each battle is a conversation. A tremor in a sword's tip, a shift in the enemy's gaze, the position of their feet, meaning can be found in all these and more. Seeking those little hints and responding to them is the mark of the truly skilled. Beyond simply predicting an enemy's movements, you can identify people's fighting styles by how they hold themselves in a fight, such as whether they prefer melee or ranged combat, or if they like dictating the pace of a fight or adapting to the pace of their opponents, even if all they're doing is standing in place. Regardless of your skill at fighting, you're very experienced with the flow of violence, and find it easy to identify even little details that lesser warriors might've missed. If you meet someone similarly skilled, your fight could turn out quite theatrical.

Her Right Hand Throbbed -400cp

It's time to chunni the hell up. In your right hand (or other body part) now rests a fragment of an ancient and powerful being, one with enough power to be considered an apocalypse in its own right. You won't be able to use all of their power, because to start with you only have said body part, but by wandering around the world and braving great danger to obtain other body parts, you'll be able to slowly increase the amount of power available to you, letting you eventually become one of the most powerful people in this world, save maybe one particular person.

The powerful creature is surprisingly friendly, too, and they're doubtlessly going to make a good friend unless you're an unpleasant person yourself. By default this will be Diabolos, also known as Aurora, or at least a copy of her, but you can choose to have some other OC powerful being instead. Don't worry about future jumps, even if you haven't managed to collect the being's full body during this jump you'll be able to find the rest of the body parts in the world you're in, provided you put in some effort to track them down of course.

Efficient Magic -600cp

Normally to get stronger you have to train to have more magical energy. That's the common sense of this world at least. But there is another way, one you have figured out yourself, or perhaps copied from a certain madman. In short, rather than getting more magic, you have obtained a ludicrous amount of control over it. You're able to compress it into threads and particles, massively enhancing what you can do with mana, needing far less for far more. Of course, you shouldn't be lax with your training to increase the amount of mana you have available at all, as it'll only make you even stronger with the efficiency you now have. On its own, this can let you keep up with superhuman monsters without much struggle, not to mention you can be tough enough to simply endure anything someone on your level of power throws at you without even bruising.

Should you have purchased the 400cp tier of Mana above, you could facetank anything short of artillery ordnance unscathed. Something like bullets would be slow enough for you to actively start to make a plan on what to do and then execute it with extreme precision even as the bullets are mere meters away from your body. If you keep practicing, you might become able to create massive magical explosions with your own power, becoming a one-person walking nuke. Only one other person in this setting, Shadow, has managed to reach this level of magical power. Maybe you'll go higher with more magical energy?

Additionally, you can apply this principle to any other supernatural forms of power you obtain in other worlds, training to make them unimaginably more efficient and dense, which not only lets you do more with less energy, but also greatly increases your energy generation to a degree comparable to your efficiency. Unfortunately with this alone it might take an immense amount of time and effort to get to levels of efficiency comparable to the one you start with in the magic of this world, but as long as you keep training, you can reach absurd levels of mastery over other forms of energy as well.

Invention -600cp

Magic isn't only useful for combat, you know. There's plenty of magical artifacts around the world, both ancient and recent, that prove otherwise. Not to mention the issue of technology. In this field, you are among the best. You're very experienced in figuring out how artifacts and foreign technology works, and your brilliance is at such a point that you could reverse engineer things just from surface-level information or vague principles, such as developing coffee and chocolate purely by knowing that they're made with some type of bean and having a vague idea on the process used to manufacture them. On top of that, you're good enough at architecture and craftsmanship that you could do things like construct large and elaborate training complexes, complete with decently strong training golems, in the span of a few days. Stuff like hygiene products, architecture, clothing, so on and so forth, you could be a relentless font of technological advancement with just a wide but shallow source of Earth knowledge. Who knows the heights you could reach with proper research?

As He Gains The Adoration Of Another -600cp

The man Shadow possesses an odd bit of luck, which he doesn't seem to be particularly aware of. With this, you'll possess this interesting little bit of luck as well. Regardless of what you're doing, you tend to come across talented, loyal, and most importantly incredibly attractive people of your preferred sex, in situations where you're easily able to gain their life-long and unwavering loyalty. It varies a bit, you might get someone who simply serves you for life or outright religious zealots worshipping you as a god (mostly the latter really), but at worst you'll be the target of a significant amount of personal attention from said people, of the very positive kind.

They're all ludicrously skilled and competent, too, with a really high chance of getting one who has Awakening or having similar amounts of power, so you could create an extremely powerful faction purely out of the people you encounter this way. As a side effect of this, your actions are just incredibly inspiring in general, even when you don't intend to have a large impact on the life of others. You might even become a symbol for a brighter day if you help enough people.

I AM ATOMIC -800cp

Once, there was a man who challenged the power of nuclear bombs, and trained his body and mind to hone his techniques. But nukes remained far beyond his reach, the limits of human beings seeming impossible to surpass. He agonized over how he could surmount this wall, and eventually, he arrived at a conclusion. How do you challenge a nuke? You become the nuke. You have the same drive and sheer *passion* for training that one Cid Kagenou possesses, as well as his talent. You can dedicate the entirety of your life to training as hard as you can in pursuit of more power without any issues with motivation if you wished, and the results you could obtain would be far, far greater than what most people would consider reasonable.

You could skyrocket to terrifyingly proficient in unorthodox weapons like mana-infused strings quickly enough to simply start using them on a whim one day, discover how to remove the negative symptoms of possession in this world with but a month of experimentation, learn to compress your magic into extremely thin threads and small particles to overcome anti-magic effects with some minutes of work, reach unimaginable levels of skill in music with some months of practice, and given proper training, you would be able to reproduce Shadow's most iconic technique; a magical nuke, produced from your power alone. You still have limits, and you will likely run into them like a speeding car mere decades into your training, but if you just keep trying harder, surely you'll arrive at some insight or opportunity to grasp ever greater power, right?

Items

You get 2 floating discounts for 100cp items. The other three price tiers get 1 floating discount each.

Fancy Outfits -0cp

Being a hidden mastermind is all well and good, but your style is incredibly important as well. You won't need to worry about such things anymore, as you now find a closet in your possession filled with an endless variety of incredibly cool and stylish outfits, whether classy, casual, intimidating, risque, or any other style of clothing you could think of. No matter how much you rummage through this closet, you'll only ever find more cool attire ready to be worn. It has everything from snazzy suits to clown suits and masks constantly dripping with perpetually fresh blood. Moreover, if you leave used clothing in a special drawer of this closet, you'll find them to be completely cleaned and cleanly folded. Of course, these are all very cool, but they're entirely mundane. They won't provide any protection by themselves, but nothing stops you from modifying your favorite attire to have more practical uses if you wish.

I Hid Its Smell Using Perfume -100cp

Sometimes people can be uncooperative even with all the threats in the world. Trying to force them to comply at that point is simply a waste of time. Thus, what better way than to manipulate their mind directly? You have a steady supply of a special drug that causes those who imbibe it to become very malleable to your own manipulations. It is worth noting that it has a distinctive sweet aroma, however, so you'll have to give your puppets a lot of perfume to mask the smell. Finally, this is still a mundane drug, so those who have enough resistance to toxins will find it to be less effective than it's supposed to be. If you utilize this cleverly, you could even manipulate a king.

Elven Blade -100cp

In combat, it is very important to keep track of the range of your opponent. After all, proper distancing can be the difference between being intact and being dead. But what if your opponents can't even see your weapon? It'd make it impossible to truly gauge your range, wouldn't it? This particular sword will let you pull such a trick, being completely invisible. Of course, it's not entirely invisible to you, as that'd just be inconvenient, but to anyone else you might as well be swinging around air. IT's some kind of elven artifact, apparently? If you don't want a sword, you can get any other type of melee weapon that wouldn't look out of place in a medieval world, such as a spear, or an axe, or a hammer, and so on.

Blood Bags -100cp

What better way to fake wounds than liberal use of fake blood bags? You now have a replenishing supply of dozens of blood bags filled with fake blood, made out of a material that won't break accidentally but is easy to tear when you want to use them, filled with fake blood. You're able to hide these bags basically anywhere on your person, and can use them anytime you want, guaranteeing that the blood they splatter looks real even to those experienced with such liquids.

Normie Friends -100cp

A lonely background character can be a potentially important person in disguise, and such chances are unacceptable. You now have two friends, completely unremarkable in all respects, to hang out with. They do normal background character things, to the point you might consider them walking piles of narrative tropes sometimes, and are a convenient excuse to not involve yourself in important events, as they will never be involved or roped into those kinds of things themselves. You can import them as Companions in future worlds if you want, but why would you make them actually noteworthy?

Weaponry -100cp

Swords are a traditional weapon in this world. There's plenty of variations of it, of course, but there's also other options, such as spears. With this purchase you get a masterfully crafted weapon of your own choice, whether a sword, a spear, an axe, a greatsword, or something weirder like long and thin threads, or playing cards. Whatever your choice they'll be forged from Mithril, a peculiarly strong metal which is also the most magically conductive known to the world at large. Your weapon is made from the highest quality Mithril, having a 50% degree of efficiency when enhanced with magic. If you pick something unorthodox like playing cards, they'll also be usable for their other purpose, such as having a full deck of 52 cards. Perhaps you'll make a name for yourself by becoming adept with weird weapons?

Eye Of Avarice -200cp

This little artifact is in fact two artifacts combined together. The first is an orb roughly the size of a ping-pong ball, while the second is a pendant which attaches itself to the bottom of the former. What the artifact does is drain all the magical energy within a large area, enough to cover the combined campus of two universities, and the drain strong enough to render most users of magical energy useless. You can attune the artifact to the magic of specific people to let them be unaffected by the mana drain, too. The other main function is to enhance yourself with the absorbed mana. Activating the artifact on a large area filled with spellswords for most of a day can give you massively superhuman amounts of magical energy, although having fine control over it is another matter. Even then, it's still good enough to significantly increase your capabilities, and you can use the mana for other things, such as healing the deterioration that comes with old age, or maybe just completely obliterating the area that you absorbed the mana from in an explosion. It is worth noting that the artifact has difficulty absorbing extremely dense mana, or overwhelming amounts of it, but this is unlikely to ever be an issue. A member of the Order of Diabolos very much wants to make use of this artifact, so you may want to keep the fact that you have it secret, unless you'd like a perfect replica with all the same functions.

Sacramental Grounds -200cp

You now have in your possession something similar to the Sanctuary of Lindwurm. Built into a mountain, and with an arena built around the entrance, this place is good for battling copies of people you have fought before in the arena, as well as entering it to personally witness the memories and past of those recorded in this building. While within it, you're also able to manipulate the interior, to generate copies of those recorded within or even yourself, in case a fight breaks out within this place, as well as change the structure and appearance of its interior to some degree. It has a grand architecture, but the records of this sanctuary are empty for now. You'll be able to add people you kill or imprison in here to its records (you won't need to keep them imprisoned afterwards), or perhaps just perform a small ritual in case the target is willing. Additionally, you're able to let others fight copies of people recorded here, able to activate a ritual that summons a copy of a fighter of a similar power as someone who wants to participate. Finally, the inside of this sanctuary drains the magical energy of those within, which gets stronger the closer they get to the magical core at the sanctuary's center. Perhaps you could hold annual festivals to challenge warriors to prove their mettle against some foes you've fought before?

Slimes -200cp

It turns out that slimes in this world are extremely versatile when you know how to work with them. One of the greatest inventions of Shadow Garden, the slime suit and weapon, is constructed entirely out of slime. They have a 99% effectiveness when conducting magical energy, meaning that only trace amounts of power is lost when you channel your magic into it, when even the second most magically attuned material in this world, mithril, reaches only about 50% effectiveness, not to mention how you can manipulate their shape on the fly. You could extend the reach of your slime blade to cover a large room, change its design easily, and maybe even hide your weapon by converting it into a bracelet. If you practice controlling it, you can add more slime to give yourself wildly different body shapes (and manipulate its color so that it looks natural), grow small blades anywhere on your person, grow wings for flight, and even hide large amounts of coins on your person by embedding them within the armor. And thanks to its flexibility, the bodysuits almost support your movements, instead of hindering them like normal armor, even when bulked up for additional defense. It's truly a wonderful material.

And with this purchase, you gain a large crate filled with slime, complete with a manual on how to work with it, such as turning some of it into a slime suit and a bit more into a slime weapon. It also comes with instructions on how to make more (largely just infusing it with energy and letting it generate more slime on its own), as well as things like turning them into heated bag couches, or cold bags, or even use it as makeup to completely disguise your face, the potential of slimes as a material is immense.

Brain Slurper-Kun Mk 23 -200cp

There are plenty of artifacts in this world, and while ancient artifacts are known as usually being pretty powerful, that doesn't mean that more aren't being made in the present day. This is an example of such. Involving a lot of cables and magical implements, this artifact uses interactions between the brain and magic to essentially extract all the knowledge from a person's head, to categorize and peruse at your leisure. You'll never need to worry about interrogation again, unless you care about the health of the person whose knowledge you're extracting or something. Do keep in mind that the process takes a while and the target might resist, so perhaps subduing them first would be a good idea.

Mitsugoshi Co -400cp

Companies that act as fronts to secret organizations aren't particularly unheard of. Neither are big companies that have a monopoly on products with high demand. This company now under your control functions as both. Whichever name you choose to give it, it's a very successful business selling all manners of modern Earth products, from food, to clothing, to hygiene products, all of very high quality. You can just leech off of the profits for life if you don't ever want to work, but it is very easy to use as a front for more shadowy organizations you might lead. You could live a very luxurious life with the income you gain by owning the establishments of the company, and with some attention it can quickly grow to control most if not all of the economy of a kingdom and beyond.

The Three-No, Four Towers -400cp

The rulers of the Lawless City inhabit three special towers, stretching out to the sky, and visible even from the edge of the city. They're primarily distinctive due to their colors; white, red, and black. Now, the Lawless City is split in four rather than free, and a fourth tower looms over the slums; yours. You can of course choose any color other than red, black, and white for the tower's main coloration, but that's not the true benefit of it. With this tower, you effectively rule over a full quarter of the Lawless City, free to do anything with it as you please. As an example, Yukime, the ruler of the white tower, built her third (now quarter) as a massive red light district, and Crimson, the ruler of the red tower, allows weak ghouls to prowl in the streets. You have a lot of infamy worldwide, and significant amounts of influence in the Lawless City itself. In future worlds, you'll get to bring along the tower and the quarter of Lawless City offered here.

Tears Of Diabolos -600cp

This small container is filled with a glowing, blood-like liquid. This vial contains the Tears of Diabolos, a magical drug that provides vast superhuman power and eternal longevity to the imbiber. Developed from the cells of the demon Diabolos, the Cult that seeks to revive and control the demon spent years working on these tears in the pursuit of power. Like them, you have enough doses to feed a dozen people, and this amount replenishes every year, enough to provide a group of a dozen people with ageless immortality and consistent superhuman power. Those who drink droplets of this liquid would be considered monstrous by their sheer magical power, and only the Awakened are able to match them in power. If you don't keep the fact that you have this secret, you might get a lot of alarmed attention from the Cult of Diabolos, so it is recommended you be careful who you give doses of this liquid to.

Alexandria -600cp

Hidden in a large forest filled with an extremely poisonous magical mist, there lies the capital of an ancient, long-dead empire, called Alexandria. Ringed by eternally fertile soil, and offering comfortable housing for thousands of people, the white city provides a wonderfully useful secret base. This white city is composed of exquisite architecture, and the castle at its center is quite a sight to behold. Wherever it might be placed in the world, it won't be found by anyone you don't specifically guide through the mist, or those who you give explicit permission to come and go from this hidden city. The fields that surround it would be able to comfortably feed thousands of people, at the same time as providing a steady supply of any kind of food grown here to a world-wide company, such as planting cocoa to produce and sell chocolate. This may be the actual Alexandria of this world, or some other similarly impressive hidden location, and in future worlds you may place it anywhere you wish, or simply leave it connected to your warehouse.

Flowers Of An Ebony Apocalypse -600cp

The Oriana Kingdom hides a superweapon. Manifested decades prior and having wrecked the nation, the Cult of Diabolos managed to control it and seal its power within a ring, in exchange for the life of the king's daughter. For some reason, you have a replica of this ring, somehow imbued with the same power of the original. It takes the form of a simple ring, and while it is sturdy its durability is nothing special, so take care of it. Possession of this ring grants you the authority to call upon a black whirlwind and a powerful demon. The demon itself, Ragnarok, is superhumanly strong, overwhelmingly so to all but one person in this world. It would be able to raze a whole nation to the ground with a few day's work, but it wouldn't be able to defeat a certain madman. Wielding black flames and great physical strength, even before utilizing its gargantuan reserves of magical energy to augment itself it could punch craters larger than buildings into the ground.

The greater power of the ring, however, is connecting to a different world. The black whirlwind is no mere ominous wind, you see, as it opens a portal between your world and another one. Controlling which world it connects to is impossible with any known method, but it will always bridge to a world filled with hungry demons, which will swarm down from the inky hurricane to destroy and desecrate anything they lay hands on. Should you dismiss the portal the army of demons will be banished back to where they came from, thankfully, but just by using this item for a few days would let you lay waste to entire kingdoms. You could also jump through the portal yourself, if you want to enter a different world entirely. There's no guarantee that you'll be able to get back, of course, but isn't the call to adventure enticing?

Companions

Companions -100/200/400cp

Do you want to bring some of your Companions with you into this world? This option is the one that lets you do it. You can import up to two Companions for 100cp, 4 for 200cp, and a full roster of 8 for 400cp. They all get 800cp and can obtain more by taking drawbacks. You can also create new Companions in this way, if you want.

Canon Character -0cp

Did some woman in this world catch your eye? Or perhaps some man instead? Regardless, if you're able to convince someone in this world to come along with you as a Companion, you may take them with you for free.

Jumper Garden -300cp

You now have seven people under your command. They're all incredibly loyal, extremely competent, and ludicrously attractive, as well as being of your preferred gender. You will be able to give them orders to organize and work towards some specific goal if you wish, or perhaps just hang out with them. They all look up to you a lot, some nearly to the point of outright worship, and will do basically anything you say, whether altruistic or malicious. They're all unique in some way, whether they have a clean, refined pride, or shamelessly embrace more bestial instincts. Doubtlessly useful subordinates, do make sure to treat them well.

Older Sister -100cp

Having loving siblings is all well and good, but this particular sister takes it perhaps a bit too far. Overly protective of you since childhood, and oddly obsessed with being in your company and having your attention, your older sister might be unremarkable in terms of raw power and combat skill, but they sure as hell are determined to keep you safe. Of course, occasionally they might bully you into buying them dinner at an expensive restaurant, but when push comes to shove they'll fight to protect you come hell or high water. You could say that their yandere-like love for you borders on the incestous, but surely they just value you greatly as their little brother/sister. You can choose to find yourself with an older brother instead, if you want a male overprotective older sibling.

Drawbacks

There is no limit on the amount of cp you may gain from drawbacks.

Continuity Toggle +0cp

There are multiple continuities to this story. Three, to be precise. With this option, you can choose which one in specific you want to go to. The LN, the WN, the anime, or the manga. The LN, the anime, and the Manga are largely the same, although with some minor differences in the order of specific scenes and how quickly things happen, but the WN starts to diverge wildly when the civil war in Oriana starts looming. It's recommended you think thoroughly about this choice. By default, you'll be present in the LN version.

Nothing Screams 'Mob' Like Jobbing +100cp

You have a vision. A vision of a role you must fill. That of the mob character. Or background character, whatever you want to call it. You can still have a second identity where you utilize your full power, but you're obsessed with having an identity as a completely mundane and unremarkable person, and will go to great lengths to maintain it, even to the point of pulling off extremely risky stunts like stopping your own heart for 10 minutes in order to stay in character. You will intentionally job to notable people while in your 'mob' persona, if you're ever forced into conflict with them, and you'll generally conform to whatever tropes you're aware of that are common to background characters. Hopefully you have enough power to ensure your survival.

Academy-Award Winning Performance +100cp

This is a fantasy world, meaning things like a global conspiracy to bring back demons to the world are very much possible. Unfortunately, you refuse to agree, for whatever reason. You vehemently believe that conspiracy theories and anything related to them is all just elaborate acting and expensive set pieces. You could be given an outright throne room by your subordinates in a hidden organization that nearly worships you as a god and you'd believe most if not all people present were simply paid actors with a very skilled director. You'll even misunderstand your direct subordinates spreading throughout the world to investigate things more thoroughly while leaving one of them with you as them deciding to emancipate but keeping you company out of simple gratitude. Let's hope you can play along, yes?

I Thought She Was Hungry +100cp

There's a lack of self-awareness when it comes to how people look at you, and then there's whatever you have. To call you a dense harem protagonist would be an understatement. Or perhaps it would simply be wholly accurate, it really depends on how you look at things. Regardless, as mentioned you're now incredibly dense. You won't notice any romantic attraction that anyone around you might be showing, and even if you're outright confessed to you'll somehow rationalize what the person is trying to say as entirely non-romantic. Not only that, but most positive relationships are hit as well. Anything beyond casual friendship, such as near-worship for example, just seems to fly right over your head in some way or another. Let's hope you don't piss off anyone because of this.

A Truly Negative Judging Method +100cp

Maybe you've had some traumatic event in your past, or maybe you're just a miserable person in general, but you judge people exclusively by their flaws. A seemingly perfect person will just make you disgusted, and convince you that they're fucked up in the head or hiding some horrible secret. Meanwhile, a scum who is openly greedy for even small amounts of coins and with no respect for royalty would rate very highly in your opinion, and you'll likely want to keep such people around. Needless to say, the people you'll want to involve yourself with now are not exactly good influences on you. Or good friends. It might be a flawed way of looking at the world, but nothing is flawless, is it?

Swayed By Money +100cp

Being poor is a pretty bad state of affairs. One that you very much do not want to experience. Even if you're incredibly wealthy, you somehow have a deep craving for money, able to easily do very humiliating things in exchange for even a few coins. You could be treated like a dog while your payment is scattered on the ground at your feet, and you'd gladly accept it because it would let you get more money. You could and would rob as many coins as possible from a treasury you're in, even if keeping them on your person weighs you down to the point you could barely move properly. It might be in your best interests to hide this tendency of yours, as it would be trivial to bribe you into almost anything with a halfway decent amount of money.

Truly A Mob Character +200cp

Wanting to live the life of a mob character is all fine and good, but now you're going a bit too far. You've now lost access to everything obtained from previous jumps, and even your own build in this jump will be withheld from you until the jump ends, leaving you with nothing but the bare basics like a mediocre amount of magical energy. If you try to involve yourself in the greater happenings of the world, you're gonna have a horrible time, as even the unimportant mooks that die in droves are consistently superhuman, a level of power you'll be very hard pressed to even reach. At least you'll be able to live a pretty calm life? Just try to avoid getting dragged into important events like the Oriana kingdom's civil war and you should be mostly fine.

Trip On Nothing +200cp

Some people are just incredibly clumsy, and this includes you. While other people can rely on their instincts in combat, yours actively get in your way all the time. You simply cannot learn proper balance and hand-eye coordination, to the point you could just trip on nothing in particular. Your combat abilities are likewise hindered by this, restricting you to wildly waving your weapon around in an attempt to hit your enemies. You'll be pretty much hopeless in any kind of physical activity due to how clumsy you are. You won't look very graceful in combat, and you likely won't be able to challenge some of the more dangerous people of this world simply due to an inability to properly utilize your skill. Perhaps you should focus on more mental pursuits.

You Brat +200cp

Due to the existence of magic in this world, someone that looks like a stick may be able to bend someone three times their size over their knee. Unfortunately, you didn't get the memo. You have a dangerous tendency to vastly underestimate people based on their appearance alone, and even witnessing a large group of powerful people massacred before your eyes isn't enough for you to learn your lesson about how dangerous an opponent is. Of course, this isn't much of a problem if you're strong enough, but many people here possess massive amounts of magical energy, so caution is advised.

We Are Shadow Garden +200cp

When you become known enough, an inevitable occurrence is that of imitators and impostors appearing, attempting to use your name or the name of an organization you lead for their own ends. And while imitation is the most sincere form of flattery, sometimes these people can be pretty troublesome. Even if you're a complete unknown, you'll occasionally find someone passing themselves as you or related to you in some way, and deliberately tarnishing your name with actions you would not like being associated with. You'll have to track them down and eliminate them quickly, or else you can kiss your reputation goodbye.

Looks Reliable From Behind +200cp

First impressions are important. How you present yourself defines the interactions you have with other people, so being good at that sort of thing allows people to obtain contacts and friends more easily. Unfortunately for you, you always seem to fuck it up. You always somehow give people impressions entirely opposite to however you're presenting yourself. Trying to paint yourself as weak and insignificant with flawless acting in front of a princess will somehow result in her being seduced by your act instead, against all reason. Likewise, attempting to pass yourself as trustworthy will just be met with incredible suspicion. It won't be impossible to get people to actually understand what you're really like, but it'll certainly be an uphill battle.

Do You Hear My Voice? +200cp

Having a body for yourself is pretty sweet, isn't it? Too bad you don't have one anymore. Rather than a normal beginning, you start sealed inside the body of someone unimportant, although it can be a canon character if you wish. If you want to do stuff yourself, you'll have to forcibly take control of their body, which they obviously will resist. Thankfully, it's not impossible to negotiate, or even manipulate, them to follow your agenda and fulfill your goals. You'll also be able to lend them a limited amount of your power, and with dedicated training they'll be able to borrow more of your power. Hopefully the person you're sealed within is at least amenable to you. After the jump ends, you may take this person along with you as a companion if you wish.

Pesipesi +200cp

In your possession there is now a small body part, such as a finger, that belongs to someone very important. It moves around occasionally, and tries to communicate with you every now and then, being able to understand what you say and perceive its surroundings somehow. This is Aurora, known as the Calamity Witch, who was transformed into the demon Diabolos by a cult in order to harvest her power, and later cut into dozens of pieces. By taking this drawback, you're given the mission to seek out and restore her body, which will attach itself back together properly without any additional fleshwarping of your own, although you'll still need to find a way to shrink them from their monstrous state. Which might be a bit difficult without knowing how to cure possession already, and even then the immense amounts of magical energy involved makes it even harder to pull off.

She'll obviously be able to better communicate with you the more body parts are recovered, and she possesses incredible power and strength, so she will be able to aid you once she's able to operate on her own. If you're unable to recover all of the body parts needed to fully heal Aurora by the end of the decade, then your chain will fail. Not that it should be much of an issue, as long as you do in fact possess a way to undo her monstrous transformation in each and every one of the various pieces of her body. Also, the Cult of Diabolos will want to kill you for trying to take away their source of immortality. Hopefully you have a way to fight back against an organization so massive and well-entrenched that they practically control the whole world. Once you're finished, you can bring Aurora along as a Companion for free. If you wish, you can have one of your own Companions take her place in this drawback, meaning you will need to collect the body parts of your Companion instead.

Such Basic Knowledge +400cp

A downside to pretending you know everything to sound cool is that if people buy your act they won't tell you important stuff in the belief you already know about it. Even if you don't pretend to be omniscient, you now also suffer from this problem. Even thorough reports will fail to explain or cover very important pieces of information unless you explicitly ask for it, because clearly such common knowledge doesn't need to be explained. This is bound to become a problem at least a few times during your stay in this world, so you better stay on your toes.

Ever-Victorious +400cp

Isn't an unmarred record of victories an amazing thing? Some people struggle against those more skilled and powerful than themselves, but that just gives them defeats. You, though, you're different. You never lose, because you always run away when it seems like you're up against a peer or superior. You'll never push yourself to your limits, because if an opponent can force you to use your full strength, then there's the risk they'll defeat you in the first place, which is unacceptable. Even standing up to your closest companions would be impossible for you, resulting in you simply running away again. Oh sure, you might be pretty strong on your own anyway, but you're a coward through and through.

Juggernaut +400cp

Could you calm down for a minute? There's more to life than just bloody violence. Well, it seems like you don't understand that anymore, since you've just become the epitome of the term "brute". You are extremely bloodthirsty, enjoying battle the more bloody and action-packed it is, and have exactly zero qualms against attacking anyone you meet if you're feeling particularly bloodthirsty at any given moment. You're very unlikely to care much for diplomacy, if you give it much of a thought at all, and your idea of friendly interaction is just incredibly risky sparring. This will make you a lot of enemies, of course, and you probably won't have many friends.

Possessed +400cp

You now suffer from the drawbacks of the Curse Of Diabolos, with none of the benefits that people normally have from such a thing. Your magic is completely out of control, forcing you to use a massive amount of effort to bring it under control, if you can at all, and your flesh is rotting at a slow and steady pace, eventually resulting in you being little more than a pile of meat that happens to be alive somehow. Even worse, people like you are demonized in society, and collected by the church for mass execution. If you somehow escape those who would want to kill you or use you for experiments, you can still be cured, but only a handful of people in this world know how to actually do so. At least you can hope that you're picked up by Shadow Garden, no?

Wait For Me +600cp

Something happened in your past. Maybe you've had to abandon your family and homeland by killing your father, perhaps it was all torn down by a powerful and hidden organization. Regardless of what happened, it left a deep scar in your mind, and irreparably ruined your life. You have nothing left but the clothes on your back and heavy mental trauma, and you'll need to carve out a life for yourself the hard way. This will be an uphill battle, as the cause of whatever happened to you, whether a manipulative and well-connected vizier or knowledge that you're one of the possessed, is still out there in the world and will not appreciate you recovering from your situation, although you might or might not be actively persecuted to start with, that depends on what exactly happened. Sadly, by taking this drawback you'll only be left with your own build in this jump, and even then only the perks. Good luck, you'll need it.

Ending

So your jump has finished. What will you do then?

Jump Into The Portal

There's plenty of adventures to be had in every world. Perhaps you've gotten your fill of this one? If so, you may continue to the next jump in your chain.

Settle Down

Or maybe you've grown fond of this world for whatever reason? In such a case, you may choose to finish your chain and stay here.

Too Old For Dreams

Sometimes your dreams just aren't compatible with reality, and you have to grow old and possibly bitter. Such is life sometimes. If you choose, you may abandon this world of fantasy to return to your own. Or perhaps you seek to bring magic to your homeland instead?

Notes

You can choose to replace/take the place of any canon character if you want, provided your perk and item purchases in this jump fit their capabilities.

As a vampire, if you somehow get rid of your heart, your instant death weakness will shift to some other part of your body that might be appropriate, even if it's just the center of your body. Post-jump you won't need to worry about your weaknesses carrying over to other forms, however. It is worth noting that there are no known methods to remove the heart vulnerability in this world, and that no vampires have been shown to produce redundant hearts, so in case of doubt then fanwank responsibly.

I AM ATOMIC is not an uncapper, it's a training booster. Just in case that needs to be clarified.

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