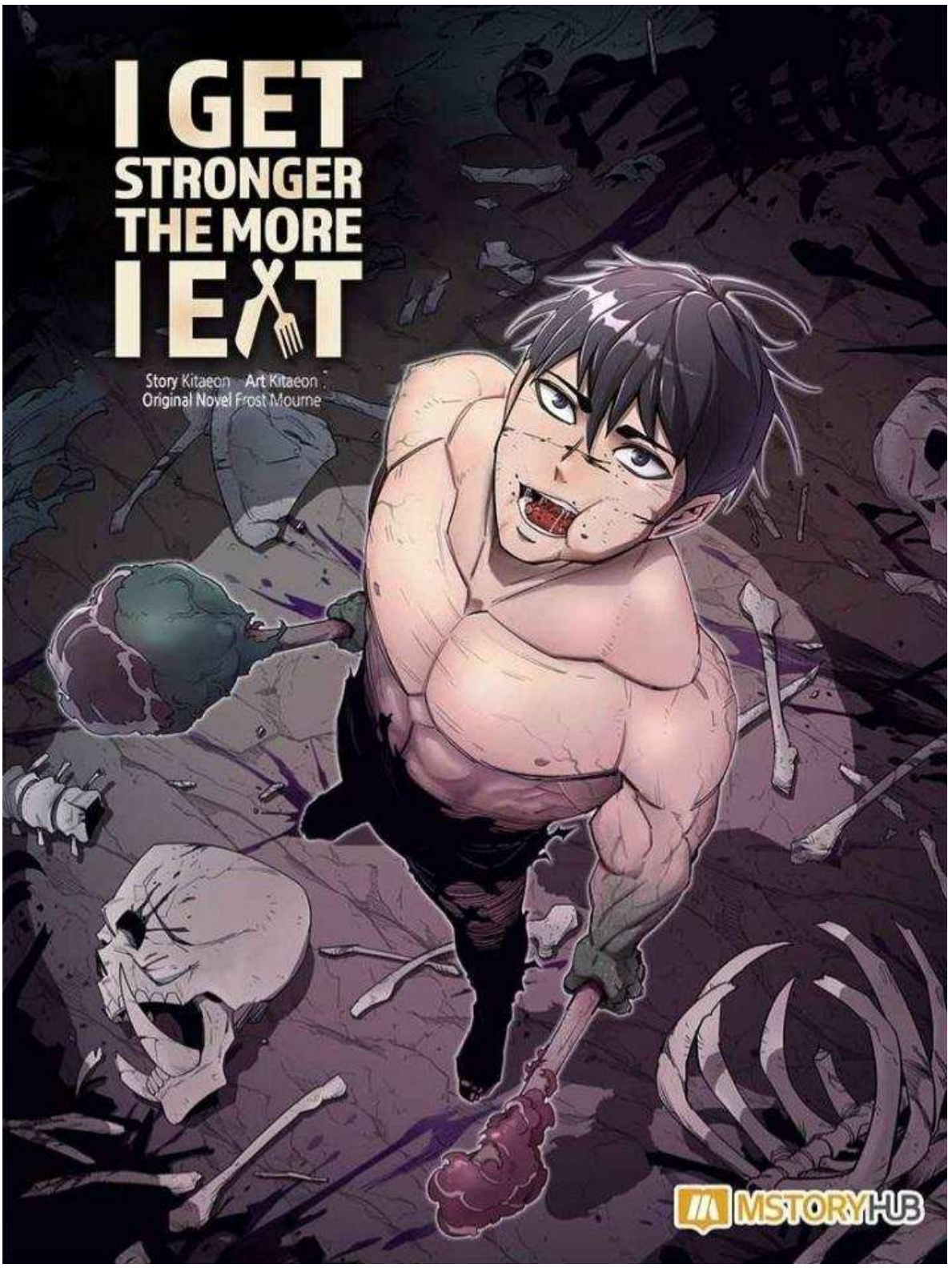


I Get Stronger The More I Eat

Jump

Made by Aleph_Aeon

--=Introduction=--

Everyone has some sort of special skill, but while these skills are just mundane talents to almost everyone on Earth, this isn't the case of a certain monster that existed there.

The world's most wanted criminal Mr. Kim, or better known as Pet Shop, was born with the ability to eat anything without getting sick and based on what he eats and digests, the ability to change his body.

To fulfill his goal of becoming the most powerful creature through his ability, he became involved in anything that brings in money and, with all the money he's made, he bought exotic animals from all over the world, just to eat all of those animals. This is what granted him his infamous nickname "Pet Shop".

The story begins with him being betrayed and arrested by his partner in crime who turned out to be a disguised international police officer, but things became weird.

After killing all who were arresting him, what Kim saw was a sky with two Moons.

He was mysteriously transported to a magical world full of orcs, trolls, and monsters.

A new world, new chow, and new skills.

You'll arrive in this magical world at the same time as Mr. Kim also arrives here.

You'll stay here for the next ten years.

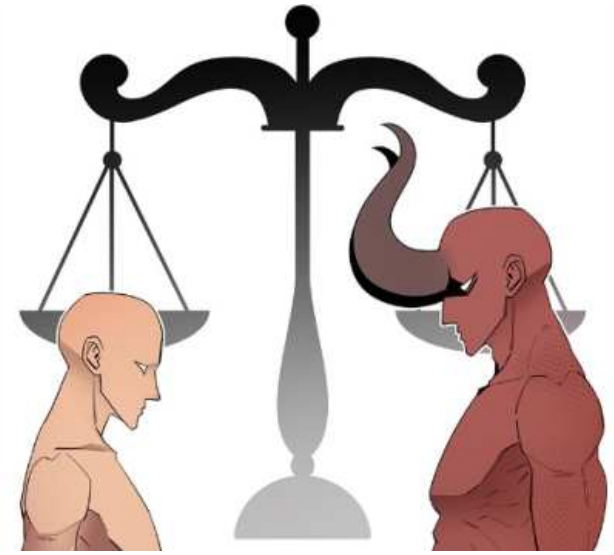
Good Luck.

Just try to not get eaten by him.

+ 1000 CP

--=Races=--

This world is inhabited by two main societies: humankind and demons, each one of them composed of multiple races. Beyond them, there are also several different species of monsters that inhabit the Elmwood continent.
Your gender is the same from your last jump and your age is 17+1d8. Alternatively, for 50 CP you can choose both yourself.



1. **Humankind (Free):** You're a member of one of the five species that comprise humankind. Choose one of the humanoid races to be yours. You can start anywhere within human territory.

2. **Demon (Free):** You're a member of one of the many species that comprise the demon society. Choose one of the demonic races to be yours. You can start anywhere within demon territory.

3. **Monster (Free):** You're not a member of the civilized races, being a monster instead. Choose one of the monstrous races to be yours. You can start anywhere within the Elmwood continent.



Humankind Races:

1. **Human (Free):** The famous default option, humans. This option is just the basic and common *Homo sapiens sapiens*, the dominant species on Earth and one of the most numerous species on the Elmwood continent. By taking this option, you'll be an average human being. Unfortunately, the humans, while still numerous, don't have any innate advantage, compared to the special skills possessed by the other four races of humankind.

2. **Lizardman (100 CP):** The lizardmen are a cross being mammal and reptiles, looking obviously like humanoid lizards and classified apart from the hybrids. Their bodies are covered by scales and a mucus layer that works as an antibiotic disinfectant and they're immune to poisons and capable of breathing underwater, as well as having above peak human physical abilities. As one of them, you share these same abilities and features.

3. **Elf (100 CP):** You're one of the very arrogant and prideful Elfs of the Elmwood continent. This doesn't necessarily mean that you're also very arrogant and prideful, but most members of your species are. Elfs in this world are naturally skilled with the bow and have innate magic potential above the other races, as well as a long lifespan of about a thousand years. For an extra 100 CP (free with the **Royal Bloodline** perk), you may become a **High Elf** instead, making all of your racial abilities even stronger than before and you'll be considered nobility among the elfs.

4. **Dwarf (100 CP):** You're a dwarf that, while being physically weaker than the other four races, are naturally curious and innate technology experts to the point that their blacksmith skills have reached a level of magical greatness. While the dwarves are capable of creating even automatons and magical artifacts, all of their creations require magic stones, so technologies like steam engines that are independent from magic are news for them.

5. **Hybrid (100 CP):** The hybrids aren't exactly a single race, but a collection of many different species that joined an united community in response to the demons' threat. Their appearances are extremely varied, with some of them looking like humans with some animal features like different eyes and ears and others looking like anthropomorphic animals. Regardless of it, they all have potential to have above peak human physical abilities. You can choose which animal will be the base of your form, as long as it's a land or marine mammal, like a lion, a cat, a panther, a honey badger or even an orca if you want.

Demonic Races:

1. **Average Demon (Free):** Many different demonic species are low-ranked and aren't separated on races, so I decided to add them in a single option. These demons are usually human-like in appearance, but with diverse skin, hair and eye colors as well as other demonic features like fangs, tails and horns. By taking this option, you'll be one of them, having physical, magical and mental abilities on par with the average human by default, but your lifespan is around the double of a human's lifespan.

2. **Zombie/Skeleton (Free):** Well, you died, but fortunately you were reanimated through necromancy. You have become a lesser undead, more specifically a zombie (or a skeleton if you prefer). Physically, you're strong on par with a human at best, but you need no sustenance and have an endless stamina, as well as retaining your mind unlike most undead..
   Undeads like you have three main weaknesses: first, they decay overtime, but magic can recover your body; second, they become weakened in sunlight; and lastly, they're weak to light attribute magic and holy magic.
   For an extra 200 CP, you won't be some lowly undead like a zombie or a skeleton, but a **Lich** instead, the highest ranking undead. As a Lich, you'll gain an enormous affinity for necromancy if you have magic potential to the point you could easily command an army of thousands of undeads if you have access to enough corpses. Additionally, your soul will be stored in a Phylactery and you'll never permanently die as long as it remains intact, as your body will be restored near it in a few hours if you die.

3. **Werewolf (100 CP):** You were a common human until the day you were bitten by a werewolf and became one yourself. The werewolves are demons of the lowest class that increase their numbers by infecting humans and are forced to be puppets of high class demons until their lives are bled dry, but as you're paying a special price for this, you'll be free from this fate and will retain your free will. Despite being of the lowest class, a werewolf's physical attributes are on par with any hybrid. One last thing, there is no cure for lycanthropy, meaning that it's impossible for werewolves to go back to being human.

4. **Succubus/Incubus (100 CP):** The succubi and the incubi are mid-tier mage-type demons who seduce humans in order to siphon their vitality.
   As a succubus (if you're female) or as an incubus (if you're male), you'll look like a pretty girl/boy, being considered attractive to most people attracted to your gender, and your magical talent is around the level of an elf. Most members of your race avoid building excessive muscle and focus more on magic, but both counterparts have potential to become very physically strong, as shown by one of the four Great Kings, Julius de Lustrod, which is a physically-focused incubus.

5. **Demon Hybrid (100 CP):** Not all hybrids became allies of humankind, just the mammal hybrids. The remaining fish and insect hybrids were accepted in the demon society instead. The demon hybrids are similar to the mammal hybrids in diversity and strength, but having fish or animal species as their basis instead. You can choose which animal will be the base of your form, as long as it's a fish or an insect.

6. **Vampire (100 CP):** You're been turned into a vampire, willing or not. Like all the monsters in this world, vampires were created using as inspirations the stories about vampires from Earth, so they probably have similar abilities to their counterparts. As an incomplete undead, you have an endless stamina but still need sustenance to stay alive, more specifically, you need to drink the blood of the living to survive.

7. **Parasite (300 CP):** You're one of the most bizarre demons that exist, with the only existence similar to you being Pharus de Gluttirod. Like him, you're a parasite-like creature that doesn't require a host to survive, being basically an amalgamation of multiple entities that make up a single consciousness and soul. Your nature allows you to separate and control individual pieces of your body and, by infecting others with your pieces, you'll be initially able to manipulate their emotions and memories, but, as your experience with this ability grows, you'll be able to completely take over the hosts' minds. There are limits to the pieces' size and the length you can control it, so, at your peak, you'll be able to reach a level that rivals Pharus, which is capable of completely controlling dozens of people at once. Lastly, while you don't need a host to survive, you can still enter inside someone to take total control over their body from within, but I advise you, don't jump right in the mouth of the guy that can digest anything he eats.

8. **Doppelganger (300 CP):** You're a doppelganger, a rare breed of demons that, thanks to their unique skill "Metamorphosis", are capable of copying the forms and physical features of other living beings that they see. There are limits to the beings you can copy and the copied abilities may be weaker than their original counterparts, but, with a lot of training, even copying the form of a dragon is possible. You can also partially transform your body without completely taking someone else's appearance, but this is harder to do than a complete transformation and you can't mix multiple different forms, and your shapeshifting ability is by no means as refined as Sir Kim's ability.

Monstrous Races:

1. **Goblin (+100 CP):** From all the monsters that exist in this world, the Goblins are some of the weakest of them, as even mundane humans are physically stronger than them. Unfortunately, you're one of them. Weaker than mundane humans, the Goblins live in small groups and prefer to ambush vulnerable prey instead of directly hunting them. While they're usually less smart than most intelligent monsters, you'll retain your human intelligence even as a goblin.

2. **Orc (Free):** The orcs are a weird case. While they form a society among them, they aren't still classified as humans but just the evil ones are truly classified as monsters, so, depending on your actions, you could even find a place in the human/demon society without being considered a mere monster. Orcs are humanoid monsters, gifted with enhanced strength and vitality, as well as having all-around skills. They usually form tribes and value honor and pride. For an extra 100 CP, you can be an **Onyx Orc** instead, the strongest tribe of orcs in the entire Elmwood continent with red skin that differentiates them from their green-skinned siblings.

3. **Ogre (100 CP):** An ogre's muscles, or better saying, your muscles, are the strongest and most durable muscle fibers that can be found on naturally occuring living beings in the Elmwood, granting you physical attributes way above anyone on the same size class as you, like orcs and trolls for example. Unlike orcs, ogres aren't organized in tribes like them, preferring to live in small groups instead.

4. **Troll (100 CP):** Another species native to the Great Forest, the trolls are also intelligent, to a lesser extent than orcs but they're still organized, and their strength surpasses that of regular orcs but weaker than ogres. Beyond this, what differentiates them from orcs and ogres is their super regeneration, capable of regenerating serious wounds in seconds and recovering within a month even with their brain smashed. Despite this, their regeneration is weak against fire, as wounds caused by it can't be completely healed, and they can still be killed if their bodies are reduced to mere pieces. As a troll yourself, you share all of these abilities, from their enhanced strength to their super regeneration.

5. **Slime (200 CP):** You were born a slime capable of eating anything (well, almost anything) and, not only this, you retained your human mind, unlike the other members of your species. What makes slimes special is their unique Racial Skill, "Consume". This Skill allows you to consume and absorb anything, including the Skills of living beings that you digest, at the expense of a portion of your soul every time you use it. If you overuse this Skill, there is the risk of you being reduced to a soulless berserk monster that will attack

anything in your way, so your potential to absorb others isn't on the same level of beings like Kim and the first Manticore. Fortunately, just consuming plants and non-living things won't consume your soul. You can also evolve into new forms by assimilating ores that you digest, like evolving into a Mistium Slime by consuming a lot of mistium for example.

6. **Mimic (200 CP):** Those that see you may think you're a treasure chest, but this is a grave mistake, as you're actually a mimic, a monster with the ability to morph into other living beings or objects. Unlike a doppelganger, your shapeshifting ability doesn't copy others' abilities, just their appearances but you're still pretty strong despite this, and your transformations won't be perfect, due to them having some details and distortions that you may reveal at will, like sharp claws, teeth and tentacles. It is also hard to notice your true nature until you decide to reveal yourself.

7. **Manticore (300 CP):** The Manticores are some of the most feared monsters that exist there, to the point that the only thing said about how to lead with them in the adventurers' Book of Monsters is "If you meet a manticore, run away immediately. That is the only way you will live". And you, my friend, are one of these feared monsters. As a Manticore, you have a lion's body, a human's head and a poisonous scorpion's tail, together with physical attributes and killing power above any lesser monsters, being just inferior to legendary monsters, like dragons and that dinosaur beast. Your poison is also powerful enough to kill adult humans in a few minutes, but considering your mighty strength, you'll probably not even need it to defeat most adventurers.

8. **Hydra (300 CP):** You're a hydra, an aquatic three-headed monster capable of growing back two heads every time one head is cut, like in the movies. Different than it looks, this regeneration, despite being faster than a troll's regeneration, doesn't exactly recover lost parts, as it just uses the body mass to grow back the heads, so there are limits related to how many heads can be regenerated at once. The average hydra would have its body become so light to the point of not being able to keep itself steady after growing 13 heads while its regeneration would completely stop after growing 42 heads for example. Beyond this, any of your head will be similar to an arm in anatomy, meaning that your brain will be located on your body instead. Fortunately, you still have a regular healing factor capable of regenerating your whole body, but it's considerably slower.
   Lastly, what makes a hydra more dangerous isn't their physical strength and regeneration, but their poison that makes any organism affected incredibly aggressive towards anyone you consider an enemy. Even plants can be affected by your poison and it can spread to a large area around you.

9. **Dragon (400 CP):** You're closer to the top of the food chain than most creatures in this world. You're a true Dragon, being around fifty feet long and capable of breathing fire hot enough to melt metal thanks to the flammable fuel produced in your lungs. Beyond your fire breath, some of your other abilities and features as a dragon includes your scales that grants you a durability unmatched by any natural material, your eyes can see using mana instead of just light, your flying ability is more than enough to make you a master of the skies and you have the "Dragon speak" Skill that can bring down lesser beings. Dragons, despite being intelligent like any civilized race, prefer to live in solitude, but they're still very protective towards their children and seem to love collecting shiny treasures. It's up to you to decide if you're a Red Dragon, like Scarlet Blaze and her child, or a Green Dragon.

10. **Dungeon Core (500 CP):** Here, dungeons aren't mere structures, but living giant creatures instead. A dungeon's primary body is the so-called Dungeon Core, a spherical fleshy creature with a circumference of 6,5 feet and covered with many eyes and a few mouths. They grow underground and eat dirt and minerals to create a maze with their spiral-shaped shell, which becomes the dungeon itself. In addition to their ability to turn dirt into hard shells, they can create pheromones by synthesizing chemicals inside their mutated livers. When they grow to a certain size, they open an entrance to the surface to attract monsters with their pheromones. This is where the third main ability of a Dungeon Core enters in action: the overflowing magical power inside the dungeon gruesomely alters the monsters controlled by their pheromones, turning them into biological weapons powered by their magic that protect the core located on the dungeon's innermost level. This magic also alters plants and minerals, granting them unique features that can't be found normally. You're one of these Dungeon Core, starting somewhere in the underground of the Elmwood continent and you'll need to wait some time before opening your dungeon to the surface. As you're paying a special price, your dungeon will be special, so, even if you decide to exit it, it'll remain stable even without your mana flowing on it.

11. **Dinosaur Beast (500 CP):** Like Drakus de Lazroth, you're a giant dinosaur beast, similar in appearance to an Earth's ankylosaurus but considerably stronger and more durable, as well as possessing a flexible tail and six eyes. You start being twice as big as a dragon, but you'll tend to keep growing all through your life like other reptiles, so you could grow to be big like the Wrath of the Seven Deadly Generals in just 50 years. Unfortunately, you don't have any special skills aside from your physical attributes and size, beyond a few quirks in your physiology like a second brain, powerful lungs and heart-like organs attached to your blood vessels, which a certain someone would love to acquire

--=Origins=--

Any origin can be taken as Drop In.

1. **Outsider (Free):** You're not someone native from this world, hailing from Earth instead. There are many ways that a human can end up arriving here, as Earth is adjacent to this world, so, sometimes, errors in the System can lead to people being brought over. As an outsider, you would be the fifth person to arrive in this world in the last twenty years.

2. **Civilian (Free):** You're not a soldier, an adventurer or a noble either, being just a mundane civilian trying to live a mundane life in this magical world, but you might not be able to continue living this life considering the many changes and dangers that are coming to this world.

3. **Soldier (Free):** You're a soldier who makes part of your species' army, either as another knight that fights on the front lines, or maybe even as one of its commanders depending on your choices below.

4. **Adventurer (Free):** Since your childhood, you always dreamed of being an adventurer and going on epic journeys. Now, you finally realized your dream and registered in one of the Adventurers' Guilds. You start as a low ranked adventurer, but nothing prevents you from ascending to higher ranks and from achieving feats worthy of legends.

5. **Noble (Free):** You aren't just a mere peasant, but you have noble blood in your veins, being a member of one of the most powerful families in your race's country. Alternatively, if you're a member of a species that doesn't have a social organization that has nobility, you may have an equivalent social position instead, like being the alpha in a group of monsters.

6. **Disciple of the Temple (Free):** You've devoted your life to be a follower of the Goddess and to serve the Temple as her disciple. Maybe you're a priest, an oracle or even one of the City of the Goddess' paladins, but, regardless of which role you'll have, there are expectations that you do good acts and follow her teachings.

--=Perks=--

Each perk is discounted to their respective Origin or Race. Discounted 100 CP perks are free.

General Perks:



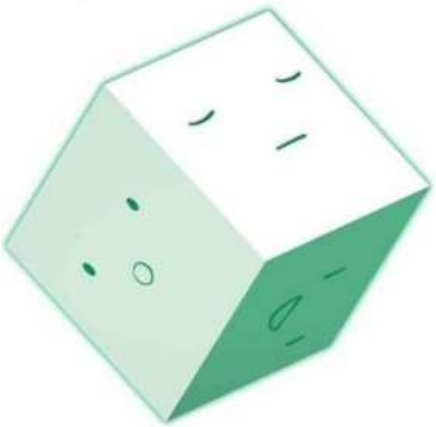
The World System (Free for All/Can't be Taken Together with A Glitch to the System): Every living creature native to this universe is connected to the system that rules over reality, including you, my friend. This enables you to have access to your Status Window by saying a verbal command, allowing you to see five main informations: **Name**, **Species**, **Level**, **Stats** and **Skills**.
Name and Species are self-explaining while Skills are special abilities that are granted by the system to those that own them.
Level and Stats (Strength, Agility and Intelligence) in this case works differently from other game-like systems from other settings you may have seen in your journey, being more just a measure of how strong you currently are and can't be directly increased by means other than the traditional ones, like training for example.
Due to being connected to the system, you gain access to the **Skills and Magic** section and you may purchase any of the options on it.

Mixed Bloodline (100 CP/200 CP): While rare, it isn't impossible for natural hybrids to be born with their parents being members of different species, like Miden, a half-human, half-demon boy. It's even possible to find hybrids of incompatible races around the world, as certain sorcerers have enough skill to create artificial chimera using parts of different beings. Regardless of the exact reason, you're also a hybrid of two different races of your choice, having the strengths and weaknesses of both. For 100 CP, you can choose two races within the same section and, for 200 CP, you can choose two races from different sections instead, but, regardless of which option you choose, you still need to pay the price for both races. For example, you would need to pay 300 CP to be a werewolf/vampire hybrid while an elf/dragon hybrid would cost 700 CP for you instead.

A Glitch to the System (300 CP/Free for Transfereds): Even if the system is connected to every being native to this world, you're not native to this world, so you basically don't exist to the system, being more akin to a bug to it than anything else. You don't naturally have access to a Status Window, to Skills and you won't be able to use the magic from this world, unless you have some other way to acquire them, as well as losing access to the **Skills and Magic** section, but there are also a few advantages that you gain from it. Firstly, as a creature that has no Skills, you aren't affected by Skills that directly target you. A Skill that creates a fireball would still damage you, but a Skill like Incinerate, which burns the target, doesn't work on you. Post-jump, you'll gain the ability to disconnect yourself from other game-like systems in other settings, gaining immunity from the Skills and abilities connected to them that directly affect you. You can also reconnect to any of these systems at any time if you want to. For example, by disconnecting yourself from the system in the world of Updater, you would gain immunity from abilities like Permanent Deletion and viruses would find themselves unable to infect you.

The Divine Warrior (300 CP/Requires Blessed by the G.O.D.D.E.S.S.): Since the beginning, the demons were hostile against the humans, so, to maintain the balance between the two races, the goddess implemented the Warrior system.
If the scales tip to one side, the goddess creates a Warrior on the other side, choosing just the most righteous, the most just and the most good-hearted to this sacred role. The Warrior is the goddess's chosen champion, which receives enough power to be considered the most powerful being in the Elmwood continent. While she already chose the firstborn prince to be her Warrior, as you were also blessed by her, I can turn you into a Warrior too.
As a Warrior, your physical attributes and reflexes are enhanced to at least a superhuman level, little below the strength level of the Saintess if your previous strength was just around human, but not only this, as you also gain light attribute magic and holy magic more powerful than any mortal mage or priest could ever achieve, even if you were originally a demon, an undead or some other dark race. This power is more than enough to allow you to defeat an entire army of millions of undeads (the kind of undeads that are weak to holy magic) with almost no outside help. While the goddess' Warrior would find their power and themselves bound by the Sacred Code, you're free to act as you want to, without needing to worry about having your power weakened if you aren't facing evil beings or needing to be the most righteous, the most just and the most virtuous. As a final benefit, you'll be protected by the grand scheme of life, otherwise known as destiny (or better known by us Jumpers as plot armor), saving you from any life threatening situation you might face, to the point that, even if you would require a one-in-a-million chance to survive, a miracle would occur to save you without fail. The only ones capable of bypassing this protection are those with power on par with you or even stronger than you, so anyone that is weaker than you will be unable to kill you in any possible way.

Blessed by the G.O.D.D.E.S.S. (400 CP): The goddess worshiped by the temple isn't exactly a deity, but instead the system that created this world. Goddess isn't even its name, being an acronym for Great Organizational Design and Developmental Ecosystem Supervisory System aka G.O.D.D.E.S.S., which has as its key tasks the management of skills and status, as well as the creation of monsters and supervision of the reincarnation of souls. It was also responsible for the creation of this entire universe. For some reason, the goddess chose you to be one of the relevant characters in her scenario and decided to bless you and, thanks to her power, your abilities were enhanced to a whole new level, with this perk working as a Capstone Booster, enhancing the power of every 600 CP perk.



Humankind Perks:

Human Until the End (100 CP): It's so sad seeing humans failing to control their instincts and eventually having their monster selves growing too powerful to overwrite their humanity. At least, we don't need to worry about it happening with you. As long as you don't want to, you'll never lose your humanity, no matter how powerful you become, no matter which abilities you have, no matter which horrors you face and no matter how much time passes. You'll remain human until the end if you want to remain human in essence.

Ideal Outcome (200 CP): A Warrior must always be righteous, just and good, but, despite these qualities may seem similar, there are times when they clash. It's up to the Warrior to overcome these moral dilemmas and come up with the most ideal outcome. Even if you're not the Warrior, you're talented in quickly finding the best ways based on your own moral code to solve situations that involve similar dilemmas and problems. Obviously, life isn't perfect so there will be times that the best ways can't be exactly considered ideal outcomes, but you'll know you acted right and chose what was right in the situation.

Political Power (400 CP): When Julio Aventuras used his wish that he gained from helping the previous generation's Warrior on defeating the Demon King to be granted with power that would let him fight enemies that he couldn't dare take on before, I doubt that he was thinking that this power would be something similar to this. By taking this perk, you receive the same kind of power Julio has granted from his wish: Political power. In this world and in any future jump, you'll find yourself in some important and influential position. You're free to decide the specific details of which position, but it must be related to your origin, affiliation and/or race. If you're an adventurer here, you would be one of the guildmasters of the Adventurers' Guild and, if you choose Criminal as your origin in the I'm the Grim Reaper Jump, you would start as a leader of a mid-sized gang for example.

Hero of Humankind (600 CP/Exclusive to Humankind): You're the embodiment of hope, at least for the five races that comprises humankind. You emit an aura that makes any being that identifies themselves as humans to consider you as the peak of heroism and make them completely trust you without any doubt, unless you give them a clear reason to not trust you. Just strong-willed people can possibly fight their instinct of inherently trusting you and many times they won't think that there is a reason to do it anyway. As an added benefit, you gain a special talent when it comes to taming irrational animals to serve as your mounts, even mythical ones, like wyverns and griffins.

Demon Perks:

Work Harder (100 CP): I don't know if you have a little sister to care for or not, but, regardless of it, you have stamina considerably above others in the same situation as you. You can work hard for days with poor meals and almost no days off and you would still have remaining strength to continue working and even to run towards a dragon to attack it (what I expect you don't try to do). In a few words, your stamina and endurance are at the peak for your race and, with training, you could even surpass your race's natural limit. This perk is redundant if you're an undead.

Weak Arts (200 CP): Humans like to respect things like honor and chivalry, but most demons and monsters aren't limited to such concepts. As a demon, you're an expert in strategies that many would call cowardly and dirty tricks, but undeniably efficient. Some examples of such strategies and tricks are taking innocents as hostages, using traps, attacking with poison, targeting weak points, implanting sleeper agents to act when needed and many others a creative but cruel mind like yours may think.

Conquered My Sin (400 CP): Four of the Seven Deadly Generals have already overcome the sin that was the origin of their titles. Wrath learned the hard way the dangers that blind rage brings, Lust abandoned his former habits as an Incubus, Sloth doesn't wait before acting when needed and Jealousy overcame the envy that all the undeads have towards the living. Like them, you also hold the potential to overcome your own sins. More precisely, you're a specialist in finding ways to lead better with your flaws and your weaknesses and even completely overcoming them if possible, regardless if said flaws are in your personality, physiology, strategies, abilities, equipment or whatever other flaws you might have. Obviously, some flaws are impossible to be completely removed/overcame, but, if there is a way to lead with them, even if just partially, you'll be able to find it eventually.

Eighth Deadly Sin (600 CP/Exclusive to Demons): The Seven Deadly Generals (and more specifically the Four Great Kings) aren't mere rulers of the demon society, but stand above all other demons, with the only one that may be above them being the Demon King in some cases. While you aren't officially one of them, you're a demon worthy to be one of them. You're considerably above all of the other members of your demonic race in terms of racial abilities and physical attributes, with each one of these being greatly enhanced compared to before. As a lich, you could revive and command an army of millions of undead. As a succubus/incubus, you would gain a magical power worthy of archmages (or physical strength on par with Lust if you prefer). As a generic demon, you would even gain multiple special abilities on par with Greed's or Miden's Skills.

Monster Perks:

More Than a Mere Beast (100 CP): Most monsters are just irrational animals and even the intelligent ones are subject to instincts that makes them more prone to violence compared to demons and humans. Even so, there are monsters that learn to resist said instincts to live in society. You're one of these monsters. You're capable of easily resisting any natural instinct you might have, almost without any effort. Your resistance also extends to instincts that come from unnatural sources, allowing you to resist them more easily, but not to the same degree as the ease to resist natural ones.

Dangerous But Cute Trick (200 CP): Adventurers describe the Dungeon Cores as spherical creatures covered in soft fur and with two big, round eyes instead of describing them as the flesh abomination they actually are. This isn't the adventurers' fault, as this cute visage is the dungeon's last defense mechanism. While you may not be a Dungeon Core yourself, you developed a similar ability. At will, you can project a magical illusion around yourself that masks your true form and shows a considerably cuter form of you, with the goal of triggering people's protective instincts. As the illusion is based on magic, even those with resistance against chemical and mental intrusion would be unable to see past it, but this trick also has a flaw. Once you decide to attack someone or are attacked by someone else, the illusion will fade and reveal your true face, but this will give you a chance of making your opponents hesitate and give you the first hit if used correctly.
Be the reason why you can't judge a book by its cover.

Dungeon-Warped Beast (400 CP): You were bold and entered a dungeon in an attempt of becoming stronger thanks to the magic in there, but it was a mistake, because you were almost possessed by it. Fortunately, you escaped before it happened, but not before your body was warped by its magic in a positive way. While you retained control over yourself, your body was altered in a manner similar to the monsters that are turned into living weapons, gaining some extra physical features (like extra eyes, appendages or even different jaws for example), which grants you some advantages, and becoming slightly stronger than the normal members of your race. You're free to choose the details of your mutated appearance, but you must be at least a little different from your original, unaltered form. In addition to it, your physiology was also altered to survive using just magical energy as sustenance, but you can still eat normal food if you want or if you ran out of magic.

Monster Lord (600 CP/Exclusive to Monsters): You're no mere monsters, but instead a true Monster Lord, a legendary being that is the equivalent to the alpha of your entire race. As a Monster Lord, you've been greatly strengthened, increasing in size to be at least twice as big as the lesser members of your race, as well as all of your physical attributes and racial abilities being greatly enhanced (a Dragon Lord's dragon speak can bring down any lesser dragon and can breath fire fifty times a day with ease, while a lesser dragon can breath fire just a few times). You also gain a special kind of authority over your species, with those of the same race tending to trust you more and being more loyal. You also gain the ability to change into a human-like form and turn back to normal at will, but some of your monstrous traits will remain in your human form, in a manner similar to Sloth's human form.

Outsider Perks:

From Another World (Free and Exclusive to Outsider): Like how I said before, there are many ways that a human can end up arriving here.
By default, you'll be a Reincarnated, meaning you died once on Earth as a human and was reborn in this world in a new body, so there are no real differences between you and the natives, beyond the knowledge you acquired on Earth.
Alternatively, you can be a Transferred instead, meaning you have never died but were transported to the Elmwood continent as yourself, both body and soul. As a Transferred, you must choose Human as your race and you'll receive the **A Glitch to the System** perk for free, due to naturally not having Skills, so you'll be immune to the Skills that directly target you. Sir Kim already showed us how overpower can be immunity against Skills, so I advise you to not underestimate this power.

Living Legend (200 CP): What the titles "Knights of All Knights", "Dragon of Stuccfit", "Monster of Destruction" and "Pet Shop" have in common? They all refer to the same person. Much like Kim, you have a special talent when it comes to building a reputation for yourself, regardless if said reputation is good or bad. Your fame or infamy tends to spread around the masses as a wildfire to the point that destroying a single city and attacking others would be more than enough to make you known as the current ultimate symbol of fear in an entire kingdom in this continent. As an extra bonus, you can turn this perk on or off at the start of each jump, which is useful if you don't want to build a reputation.

Military Specialist (400 CP): Back on Earth, you had hobbies like reading and collecting military memorabilia, like a certain ordinary office worker. Thanks to all of the books about military strategy, you acquired a lot of knowledge related to it and became a true specialist on all of these military affairs, on par with the Demon King of Elmwood. The knowledge you have acquired includes, but it isn't limited to, strategies, war tactics, supply distribution, organization of army's ranks, distribution of command, introduction of new weapons and new training.

Pet Shop (600 CP): You were born with a special talent that set you apart from others. This talent is divided into two parts. The first part is the ability to eat and digest anything and how much you want without becoming ill or other consequences, as whatever you swallow doesn't end up in your stomach, but instead disappears somewhere else. Despite this, you still get any sustenance and nutrients you need to survive and maintain your condition.
The second part is the ability to apply any body part you've eaten directly to your body with some limitations. It must be the same body part in order to change that part of your body. For example, you can change your hands into dragon claws, but you can't change them into crocodile jaws. Furthermore, you're unable to apply body parts from creatures like lobsters or centipedes that have vastly different body structures and you can't apply overlapping skills, so you can't speak while using an animal head for example. You can even transform a portion of your brain to that of

the creatures you've eaten to access their memories and knowledge, but, if you change the entirety of your brain, your mind will collapse.
There are some ways to overcome your limitations. For example, you can recreate the nervous systems of a creature and use body parts freely that were unique to them with zero prior practice, but there's the danger of losing control of your body to the original owner of the brain. Another way is by increasing your compatibility with other forms. Some examples of this are: by consuming a lizardman, your compatibility with reptilians will increase and you'll gain the ability to speak even with the head of a reptilian; by consuming a werewolf or a mammal hybrid, your compatibility with mammals will increase; and by consuming a part arthropod demon, your body will become partially compatible with the body parts of other arthropods, like the front claw of the mantis shrimp.
The greatest limitation of your talent is magic, as your body can't replicate it or any creature whose physiology is based on magic. As you're paying a special price, your body won't reject magic, like what is to Kim due to the fact he doesn't have any magic at all, and will be able to absorb it, just won't be able to replicate it.
As a last bonus, you don't need to worry about any unnatural instinct coming from your abilities, like an unending "hunger" or a tendency to become a psychopath for example.

Civilian Perks:

Mundane Talent (100 CP): Even in a fantasy world like this one, there are many other occupations that aren't related to adventures, combat, magic, exploration and/or monsters. Choose a non-combat related profession, like bard, blacksmith, lumberjack, cook, builder, archaeologist, minstrel or even maid/butler if you want. You'll gain all the needed skills and talent to become part of the top 10% of your chosen profession. You may even gain some magic abilities related to your choice if you have **Magic Potential**.

Wiser Than Anyone There (200 CP): Many times, it isn't the strong that survive, but the cowards instead. You learned a few things with a certain wise and unlucky (or maybe lucky depending on your point of view) wandering minstrel. You have some sort of sixth sense that alerts you when dangerous situations can escalate and end up affecting you somehow, allowing you to run away and save your life while you still have time to do it.

Vengeful Deathblow (400 CP): Someone wronged you, and now your thirst for revenge is what fuels your attacks. You have the special talent of channeling any anger, hate and desire for revenge you might into any of your attacks, physical or magical, increasing your power directly proportional to how strong their emotions are, as well as using them to increase your own endurance and durability, allowing you to survive from serious wounds even when most people with the same power level as you would have already died from these same wounds. Obviously, there is a limit to how powerful you can be using just your emotions as a basis, but the power boost granted by it can even make a poorly trained soldier strong like a true elite adventurer.

Transfiguration Technician (600 CP): You were exposed to a very dangerous situation that was the trigger to the awakening of a special power that was dormant within you for a long time. You have awakened the power of "Transfiguration", which allows you to copy and use abilities you know of (being limited to just Skill-based abilities during your stay here, but working on any supernatural ability post-jump). There are some limitations to your copying power, as you need to have at least a basic idea of how these abilities work and about its effects, and a copied ability will initially be considerably weaker and just will be good as the original at best, but with more knowledge about the original ability and the more familiarity you have with it, the more perfectly you'll be able to copy it. Furthermore, it'll be far easier to copy an ability if you're already have access to similar powers (it's easier to copy Full Counter from Nanatsu no Taizai when you can use magic, but it's harder to copy Spiritual Fission from Dragon Ball when you can't use ki or spiritual energy for example). You'll also have a limit to how many copies you can use at once, but this limit can be increased with training.

Soldier Perks:

Guts Befitting a Knight (100 CP): Many will try to intimidate you, but none of them will actually manage to do it. You're basically immune to any and all forms of intimidation, regardless of how powerful those that are trying to intimidate you may be and how they're trying to do it, as well as having immunity against the effects caused by the aura of some powerful beings whose overwhelming and intense presences induce fear and other psychological side effects in those that are nearby them.

Friendly Fire Won't Be Tolerated (200 CP): Imagine accidentally throwing a fireball right in your ally's face and accidentally end up incinerating them? Fortunately, this is just hypothetical for you, as it'll never happen with you nor with your allies. Every time one of your attacks will accidentally hit one of your allies, you'll see said attack losing strength until it becomes completely harmless, preventing it from causing any damage to them. The same happens with your allies' attack when they'll accidentally hit you. Additionally, this also protects them from any collateral damage that your powers may cause.

Mental Resistance (400 CP): Your mind is yours and only yours. Unlike your fellow knights, you're completely immune to any and all forms of direct mind control, be said control caused by chemical substances, biological parasites, advanced technology, magic, possession, psychic abilities, among many others a Jumper could encounter around the Omniverse. You can laugh in the face of those that think they can brainwash you by contaminating the water with parasites.

Great General (600 CP): You may not be officially one of the generals of your race's army, but you definitely have all the talents needed to be one in battle. First of all, you gain all the combat skills of a veteran knight, granting you expert level skills on swordsmanship, archery and wielding other weapons like maces, spears and shields. Second, you have acquired the talent to inspire others in battle, with your speeches being great incentives to your fellow soldiers and brothers-in-arms to not give up and continue fighting until victory, as well as raising their morale, regardless if the chances are against them. With the next war between the humans and the demons already visible in the near future, you'll probably be an important figure to allow the armies of humankind to stand some chance against the demon army.

Adventurer Perks:

Choose Your Own Class (100 CP): You just recently became an adventurer, but even legends must start somewhere. There are many different combat classes that an adventurer can specialize in, from swordsmen, lancers and archers to mages, martial artists and rogues, as well as many others. As an adventurer, you can choose one of these classes to gain all the basic talent and abilities related to it. For example, if you choose lancer as your class, you'll become proficient in wielding spears and your agility will be enhanced and, if you choose swordsman as your class, you'll gain basic swordsmanship skills and even novice level of aura manipulation. Obviously, you need **Magic Potential** if you want to choose a magic-focused class. You'll just gain basic ability in your class with this perk, so there is a long way to evolve and become stronger.

Symbol of Freedom (200 CP): Using the power he gained from his wish and the enormous influence of the Adventurers' Guild, Julio constructed a narrative that an adventurer symbolizes freedom itself. While this may be just a narrative to increase the adventurers' rights and extend the guildmaster's influence, one thing is true: most adventurers travel a lot and are akin to explorers too. As an adventurer, you have learned all the needed skills to be a traveler. Some examples of these skills are building shelters, doing basic first aid, foraging for food, tying knots, building a fire, mapmaking, tracking traces, trapping and fishing.

Monster Hunter (400 CP): Before the adventurers became known as the symbol of freedom, they were known just as mercenaries who specialize in monsters. You have decorated the entire Guide to Monsters, becoming akin to a walking encyclopedia about all the monsters that exist in the Elmwood continent, from basic goblins to mighty beasts like dragons and manticores. But, aside from just raw knowledge, you also know the best ways to fight each one of them, as well as being able to easily detect their weak points and gaps in their fighting styles. While your knowledge is limited to this world only, you'll still be able to quickly analyze new monsters that you find in other jumps to discover things like behavior and unique traits, as well as needing just a few minutes of observation to discover how to best fight them.

SSS Ranked Adventurer (600 CP/Requires Choose Your Own Class): Well, I was wrong, because you're not a novice adventurer, but you have already rise through the ranks and became the second adventurer to ever Rank SSS, with the first one to reach this being another legendary adventurer, Julio Aventuras himself. The abilities of your chosen class have been enhanced to be worthy of legends and your physical attributes would be enhanced to the natural peak of your species. As a swordsman, your ability with a sword could only be rivaled by the Warrior himself and your aura would be powerful enough to cut even dragon scales as if they were paper. Other classes would have a similar increase in their power, with elemental mages being akin to nature forces and archers on par with modern snipers when it comes to range.

Noble Perks:

Enhanced Senses (100 CP): There are many schemes ruling the world of nobles, politicians and other influential people. While most times this is just politicking and manipulation, some more unscrupulous people may decide to remove their opponents of their way using more aggressive methods, like sending assassins after them. Fortunately, you're prepared for this. All of your senses have been enhanced, allowing you to even perceive the presence of elite assassins with some effort, as well as being able to easily wake up every time someone tries to attack, allowing you to react even if an assassin attacks you in your sleep.

Potential Detection (200 CP): Potential and talent are things very hard to find and many times the ones with more of them are also the most improbable ones. After all, who could imagine a simple girl with almost no politeness would have potential to become her generation's Saintess (~~well, Edward and the Temple perceived it, but that's not the case now~~)? What matters is that, while a situation like this could fool many people, it wouldn't fool you, as you have a knack of reading someone's potential just by looking at them. This knack is also limited by your own abilities. For example, you can discover if someone has a good potential to become a knight or to learn how to drive a car, but you can't measure someone's potential with a specific supernatural ability if you don't have this same specific supernatural ability.

Devious Snake (400 CP): If you're willing to enter into nobility (or maybe even in royalty), you'll need to get used to all the schemes and politicking that is constant among politicians and other influential figures. Most people would find themselves lost among all of these schemes, but not you, as this is completely natural for you. Much like the second eldest prince, Edward, you're very cunning and manipulative, with things like political maneuvering, acting and shaping public opinion being simple for you. I could even guess you received training from the CIA and/or the international police on Earth if you were an outsider.

Royal Bloodline (600 CP): You're not just a mere member of nobility, but a part of royalty instead. You're a member of the royal bloodline of your race, the family that was chosen and blessed by the goddess herself and thus has the divine right to be their rulers, which grants you a much higher social status than that of mere nobles, and not only this, as you're also an immediate family member of your race's current ruler, whether as their child, nephew, cousin or even sibling if you want to. Regardless of which is your relationship with the ruler, you aren't currently the highest in the line of succession, but the throne isn't out of your range. This also grants you a greater magic affinity, reflecting the fact you're part of a blessed bloodline, allowing even a mundane human to have magic affinity on par with an elf. Alternatively you can choose to be from another branch of the royal family, one that has abdicated from the right to the throne many generations ago, if you don't want to be part of all of that mess that is the competition for the crown.

Disciple of the Temple Perks:

Devoted Disciple (100 CP): Since your childhood, you're a devoted disciple of the temple, having already read the holy scriptures again and again to the point of having decorated most important verses, passages and teachings. Even the Saintess herself will recognize you as a true devoted disciple after talking with you about the scriptures. Your faith also grants you a greater affinity with holy magic, making it easier for you to gain access to this power.

Blessed Words (200 CP): From simple priests and missionaries to the goddess' oracles, all of them have in common their good oratory skills and their silver tongues, like most cultists that like to spread the teaching of the deities they worship. This isn't different for you. You also have a silver tongue, having pretty good talent when it comes to being eloquent and persuasive in speaking.

Faith of the Foul Creatures (400 CP): Demons are considered unholy beings while undeads don't fit the criteria set by the temple to be considered natural forms of life, then both are considered as foul creatures that the goddess would never bestow the power of holy light upon them, but Richmond and his army proved this as false. You also share this same characteristic: you're able to handle any kind of power, even if your nature would be opposite to it, as well as wielding opposite powers at the same time. You could use holy magic even if you're a demon from Hell without being smited by your power, use demonic magic as an angel from Heaven without being corrupted, use water bending as a fire elemental without extinguishing your own flames and wield both light and darkness magic at the same time.

Man-Made Holy Weapon (600 CP): One of the City of the Goddess' asymmetric powers are superhumans known as Paladins and you're one of them. The Paladins are modified humans forged from magic and blessings. To create them, the city utilizes a simplified manufacturing process of the Saintess, which is considerably more effective and less time consuming. The resources required to create a single paladin is 1/200 those of a Saintess, and they need only a 2/5 the time a Saintess does for deployment in battle. As a Paladin, your physical strength is superhuman, considerably stronger than a mundane human, but still ridiculously weak when compared to the Saintess and the Warrior, and your modifications grants you a greater magic affinity, especially light attribute magic and holy magic. In addition to it, you also received the standard training for every paladin, which gave you expert swordsmanship skills and taught you how to fight using your abilities as a modified human to the fullest. Lastly, as all Paladins are women, if you're a male, you can change your gender to female for free, if you want, or stay as a male, if you prefer.

--=Items=--

Each item is discounted for their respective origins. Every item is fiat-backed.
Discounted 100 CP items are free.

General Items:

Fantasy World Jumper Travels (50 CP): It's almost certain that you'll have many adventures in this world. This item is a book you'll receive at the end of your jump, which will tell the story about all the adventures you lived during your stay here, as if it were written by an extremely good writer. If you decide to publish the book, it'll probably be a success, but I don't guarantee it will be a bestseller or something like that. Post-jump, you'll receive a new book at the end of each jump to the stories you lived there.

Holy Sword of the Goddess (300 CP/Free with The Divine Warrior): Mundane weapons and even lesser magical artifacts wouldn't be able to endure a Warrior's full power, so the Warrior also receives a unique sword that is the only weapon worthy of being used by them and, somehow, you receive a copy of this same sword, regardless if you're a Warrior or not. At the first glance, the sword looks just a high-quality sword with details made of precious metals and gems, but this isn't what makes it special. The holy sword is unbreakable to any power weaker than a Warrior, as well as remaining forever sharp without needing any repair, and it'll repair itself over time if it's ever damaged somehow. It works as a perfect conduit to any supernatural ability you might have and also has its own reserve of holy power you can use at will. Additionally, unlike the original sword, your holy sword isn't bound by the sacred code, so you don't need to worry about its power being sealed if you aren't fighting evil beings or about it becoming just a mundane sword if you don't fulfill the qualifications of being a Warrior. If the sword is lost or destroyed, it'll reappear in your Warehouse next year.

Outsider Items:

Guide to Monsters (100 CP): You have acquired your own copy of the definitive Guide to Monsters, one that combines the contents of the guide written by Julio to adventurers and other encyclopedias written by explorers and researchers. This book contains almost all of the known, important information about each type of monster that exists in the Elmwood continent, like their behavior, Skills, habitat, unique traits, intelligence level, dangerousness, among many others. Post-jump, you'll get a new book in each jump you visit that explains the monsters that exist in the setting.

Earth's Poison (200 CP): You receive a vial containing around 10g of tetrodotoxin, a poison produced by a symbiotic bacteria that live in pufferfishes. This substance is up to 1200 times more poisonous than cyanide and just 25 milligrams is enough to kill a 75kg human. The best part of this poison is that it comes from Earth, meaning that it isn't affected by Skills, so any creature in the Elmwood continent that would normally be resistant or outright immune to poisons will be vulnerable to its effects. Post-jump, the poison will be altered to bypass any supernatural immunity against poisons, so your opponents will only rely on their own biological resistance to resist it. Obviously, the poison won't affect any being that can't be poisoned in any way. The vial's content is replenished at the start of each jump, so use it with caution.

Enchanted Armor (400 CP): You receive your own enchanted suit of armor, one especially tailored for you, with an appearance of your choice. The armor, in addition to being of high quality, has a special enchantment that allows you to summon and unsummon specific parts of the suit at will. This is especially good for those that have the ability to modify their bodies and don't want to destroy the clothes/armor they're currently wearing. If lost or destroyed, you'll be able to summon the armor again the next day, fully repaired.

Weaponry Blueprints (600 CP): You receive a special set of various blueprints of most weapons that were used in combat on Earth or on the Elmwood continent, from swords and plate armors to basic firearms used during the 1600s and cannons to automatic rifles, armored vehicles and combat drones. This doesn't include any kind of mass destruction weapon, but the weapons that can be built through these blueprints are more than enough to completely destroy the balance between different forces. Post-jump, you'll gain new blueprints to the weapons of each setting you visit.

Civilian Items:

Return of Basic Necessities (100 CP): Regardless if you have appeared in this world in the middle of nothing or are just a poor civilian, life isn't easy and many people starve due to their living conditions. To prevent it from happening with you too, you have a basic set of clothes, together with an amount of whatever currency is used in your starting location, so you won't need to sleep on the street or die of starvation. The clothes are fiat-backed and the currency is replenished monthly.

Mistium Alloy Reserves (200 CP): You gained a reserve containing around 1 ton of mistium alloy, the Grand Contine kingdom's secret resource. Little is known about the properties of this metal, but what is known is its durability above any other mundane metallic alloy and its possible magic affinity, like others mythical metals that may have been the goddess' inspiration to create mistium, which makes it good to be enchanted and to be used in the creation of magical artifacts. This reserve is restocked yearly.

Pre-Industrial Factory (400 CP): You managed to acquire one of the many factories that were being used by the demonkind during the preparations for the great war. This factory is basically a workplace that contains all the needed equipment and structures to mass produce the weapons used by the demon army, from basic armors and swords to even things complex like 7.92 mm caliber mauser pistols and rudimentary assault rifles. If you manage to find enough manpower and resources, you could even produce several of these weapons daily. Post-jump, the factory will be upgraded with all the needed equipment and structures to become able to mass produce any weapon you have the blueprints of.

Kraken Eggs (600 CP): During many wars, the demons used krakens as very powerful weapons in naval battles and many times these monsters left eggs in the places they attacked. Somehow, you managed to find twenty of these abandoned eggs that will hatch in a month if left underwater or stay in stasis for an indefinite period of time. Each one of these eggs will hatch an adorable baby kraken that will imprint on and be loyal to the first person they see, by default you or one of your Companions. It'll take around a year for the babies to become fully mature. As adults, the krakens will be as dangerous as they were cute in their baby form, being extremely powerful creatures capable of destroying entire fleets with ease, but they'll continue being loyal to you. The krakens and any possible offspring they may have count as your followers and you'll receive a new set of eggs at the start of each jump.

Soldier Items:

Trustable Horse (100 CP): You gain a specially bred horse to be your loyal friend. This horse has a top speed of 75-80 Km/h and enough stamina to run for half a day without stopping, as well as having a trained temperament that makes it quite docile and don't normally frighten in battle, regardless of who you might be fighting. It also counts as your follower.

Royal Insignia (200 CP): As an official knight working for the throne, you receive a special medal-shaped insignia that shows your affiliation with the current ruler. This insignia will be recognized by almost anyone that sees it, including nobles and other influential people, even if you aren't an official knight yourself, allowing it to be used to trick them into believing you're working for the throne if you want to pretend it. Post-jump, the insignia automatically updates itself to take the form of any symbol used by the main security force, or similar organization, in the starting location of any future settings.

Continental Map (400 CP): You gain a unique treasure that can change the directions of a war if used correctly. This treasure is a map that shows the entire Elmwood continent and even specific details, including villages, cities, forests, emerged dungeons, ports, the capitals of each kingdom, roads, waterways, geological features, hidden ruins, supply distribution routes and trade routes. The map will automatically update itself every time to add new modifications to the continent. If you have one of the two below items, the map will be upgraded and gain new features.
If you have the **Guide to Monsters** item, it'll also show the habitats and sightings of the monsters mentioned in the book.
If you have the **Mistium Alloy Reserves** item, it'll show ore veins, including both mundane ones and magical ones like mistium.
Post-jump, you'll receive a map of your starting continent in each future jump.

"Ancient" Ruins (600 CP): You've found yourself in the possession of a copy of the same "ancient" ruins originally located hidden on the demon territory. These ruins are actually an aircraft carrier, probably from another world, which contains some lost technologies, including a large scale cloning factory, capable of growing an enormous army formed by battle-ready soldiers in just a few days. There might be other forms of technologies hidden there but it'll be up to you to discover it. If the aircraft carrier is somehow lost or destroyed, you'll receive a new one at the start of the next jump.

Adventurer Items:

Basic Gear (100 CP): Every adventurer needs decent equipment to do their work right. You receive your own set of basic gear, which contains traveling gear like a tent, a bag, a map of the continent, a water cantem and some food. If you also have the **Choose Your Own Class** perk, you'll also receive basic gear related to your chosen class, with a swordsman receiving a suit of armor and a sword, an archer receiving a bow, arrows and a light armor and a mage receiving a staff for example. The equipment is also fiat-backed and self-cleaning.

Magic Pouch (200 CP): This item should be a must to any traveler that has conditions to have one of it. You receive a magic pouch, a small bag created by a high-level spatial sorcerer from the kingdom of Grand Contine. The pouch looks small on the outside, but it boasts tremendous capacity on the inside. Its owner, in this case you, can stash and remove your possessions at will. The storage inside isn't infinite, but it's very hard to ever reach its limits. If lost or destroyed, a new magic pouch and your possessions will reappear in your Warehouse the next day.

Personal Dungeon (400 CP): Apparently, a group of sorcerers decided to make an experiment using a dungeon that was fully cleared from monsters by adventurers and this is the result of said experiment. You gained access to a dungeon that had its core removed and replaced by a giant magical stone capable of maintaining it even with the absence of the core's magic. This dungeon have has an area of about 1 km² and still have the precious gemstones and minerals that the Dungeon Core had eaten before, but as it lost most of its original magic with the core's removal, it doesn't attract monsters anymore and just its innermost level retained its property of mutating monsters, minerals and plants. As two added bonuses, you, your Companions and your followers are immune to any side effect of staying too long here and the monsters that are mutated due to the magic located here will become loyal to you. Post-jump, the dungeon will follow you along your chain, appearing somewhere of your choice in future settings.

Your Own Guild (600 CP): You have been promoted to the position of Guildmaster of a branch guild of the Adventurers' Guild. You'll have all the influence that commanding a guild may grant you and will be free to register adventurers and receive and assign quests to them, as well as having permission to buy and sell monster parts and other rare treasures that adventurers may find. You'll also receive a big building to be your guild headquarters with loyal staff skilled enough to command it even without your attention. Post-jump, the guild, its HQ, its staff and any of its registered adventurers that are willing will follow you along your chain, appearing somewhere of your choice in future jumps.

Noble Items:

Luxurious Carriage (100 CP): As a noble, you have your own stylish carriage that, in addition of being made by a talented artist using fine materials, also carries a set of enchantments that increases its durability, speed and maneuverability, as well as having a magical barrier that grants it a greater defensive power. Alternatively, you can import any vehicle you have to receive these features instead.

Mansion (200 CP): You receive your own state-of-the-art mansion, with all the luxuries that the nobility and royalty have access to. Your mansion will be located somewhere of your choice, as well as you won't need to pay any taxes due to having it. All the resources that come together with it, like luxurious food enough for a month for example, are restocked monthly. Unlike other properties you may find, this one doesn't come with people to serve you and clean the mansion like maids and butlers, so you'll need to go after them if you want.

Moarte Mesagers (400 CP): The Human King has been training orphans nationwide as they reach ten years old to become his own loyal assassins. For some reason, he decided to train a group of thirty assassins to be specifically loyal to you. They were trained in many tasks, from basic servant tasks as maids/butlers to gathering intel and assassination, as well as a few of them are also elite assassins, being more skilled than the others and having some ability with shadow attribute magic, which grants them basic teleportation and invisibility. The assassins will obey each one of your orders and will never betray you no matter the circumstances, as well as counting as your followers.

Brainwashing Parasites (600 CP): There is a parasite in this world similar to the Earth's *Leucochloridium paradoxum* that, instead of targeting snails, infects and controls monkeys. The current human king saw potential in these parasites and decided to start a research with the goal of evolving them to become parasitic towards humans. Even if his research is far from completion, you receive the finished product, in the form of parasite samples that can infect humans and allow you to brainwash them as you wish. Unless someone actively searches for the parasites, there will be no visible signal from the infection and, as a safe measure, they're just capable of reproducing in specific artificial conditions that you can replicate in a laboratory. Species similar to humans, like elves and dwarves, can also be affected by them, but it'll need some modifications to the parasites to become able to affect other more different races like lizardmen and hybrids.

Disciple of the Temple Items:

Holy Scripture (100 CP): As any disciple, you receive your own copy of Temple's Holy Scripture, which contains all of the verses, passages and teachings taught by the goddess, saints and other holy men. The book can also be used as a conduit to holy magic if you don't have a staff or something similar too. If lost or destroyed, the scriptures will reappear in your Warehouse next month.

Tracking Spell (200 CP): You receive a special grimoire which contains the needed knowledge to teach you how to replicate the tracking spell that is used by the City of the Goddess to track each one of its paladins. This spell can be applied on anyone with a few minutes of preparation and your own mana (or magic stones if you aren't able to use magic yourself for some reason) and it'll constantly keep you informed of their location (or you can bind the spell with some magic artifact, like a mirror or a map, to show their location instead if you prefer). If someone that is currently with this spell is slain, the spell will transfer to its attacker. Lastly, the grimoire also contains information about how to remove the spell if you need to.

Altar of the Temple (400 CP): You receive a copy of the altar in the shrine located inside the Temple's dungeon. Your copy retains the altar's property of opening portals to other worlds, but unlike the original version that would be limited to Earth and would requires a specific sacrifice and/or ritual, yours just requires a lot of magical energy and can open portals to any world within the local multiverse, with more "distant" and isolated worlds requiring more energy.

Modification Capsules (600 CP): You've acquired twenty special capsules that are used in the modification process of the paladins and the Saintess herself. These capsules maintain the subject stable during all the procedure, as well as coming together with the instructions about how to create these two types of modified humans and some other experiments that have been done in some paladins like Lionhands. If you want to create your own paladins, another customized type of superhumans or even your own version of the Saintess, you'll still need to go after the needed resources, but the knowledge and means to do it you already have.

--=Skills and Magic=--

Magic Potential (Free for All/Incompatible with A Glitch to the System): As any native being to this universe, you were born with an innate reserve of magical energy and the potential to wield magic. Some races are more or less compatible with magic, so the exact extent of your potential varies according to the average of your chosen race.

Magic Attribute (50 CP/100 CP/Requires Magic Potential/First Purchase is Free): In addition to your magic potential, you were also born with a specific elemental attribute, which makes it far easier for you to cast magic related to your element(s). For free, you receive one attribute of the four classical elements (Air, Water, Earth and Fire) and can purchase more attributes for 50 CP each. Alternatively, you can purchase rarer attributes for 100 CP each instead. The rare magic attributes are: Light, Shadow, Space and Time. If you have the **Blessed by the G.O.D.D.E.S.S.** perk, you also receive one of these rare attributes for free. The Light attribute is free with **The Divine Warrior** perk and the Shadow attribute is free with the boosted version of the **Eighth Deadly Sin** perk.

Identify (50 CP): Every living being native to this world is able to see their own Status Window, but those with the “Identify” Skill have the ability to peek at someone else’s Status Window. You have the “Identify” Skill as well, which will continue working post-jump and even in people that are connected with other game-like systems or aren’t connected to such systems at all.

Lie Detection (100 CP/Free with The Divine Warrior): Thanks to this Skill, you’re able to detect when someone is telling some lie, even if said lie is a half-truth. This Skill just detects that someone is lying, so it’ll be up to you to discover which is the truth, and it won’t work on those that actually believe what they’re telling.

Life Detection (150 CP): Your “Life Detection” Skill enables you to sense the location of living beings (or being with souls) around you as if they were blue flames. Initially, your sensorial range will be limited to a few meters, but, with training, your range can grow to even a few kilometers.

Holy Magic (200 CP/Discounted with Devoted Disciple): Your faith in the goddess was rewarded and she bestowed her holy light upon you. You have gained access to the power of holy magic, one of the non-elemental forms of magic in this world. Holy magic is similar in appearance to light attribute magic, but it has a divine attribute that makes it especially deadly against foul creatures and can be used to heal living beings, as well as being able to be powered up by faith in conjunction with your own magical reserves. While you can get this power in-jump, by purchasing here your access to holy magic will be fiat-backed and you’ll be able to use any form of faith to fuel it, instead of just faith on the goddess specifically.

Necromancy (200 CP/Free for Liches): In your search for power, you went after one of the darkest forms of magic known in this world. You have gained access to the forbidden magic that governs death, necromancy. The basic feats of necromancy are the rise of corpses into zombies and skeletons, as well as the creation of curses and life draining spells in counterpart to the holy magic's healing power, but it can evolve to the creation of higher undeads, like vampires and liches, and many other feats that weren't explored in the canon story.

Mind Domination (200 CP): You learned one of the cruel spells used by the human king's executors, the Mind Domination. This spell is arguably less ethical and more cruel than necromancy itself, but it isn't forbidden by the Temple. The Mind Domination spell allows the caster to turn animals and other irrational beings into their puppets by controlling their minds, but the price of this feat is high, as the minds of the targets may be damaged in the process. As your mastery over this spell increases, you'll learn how to reduce the consequences of your control and your power may extend to even allow control over even intelligent beings.

Barrier Arts (200 CP): This is another form of magic that isn't exactly an aspect of magic itself, but rather a set of similar spells, a set of spells that you have extensively studied about. You have become a specialist on magical barriers and seals, from basic seals that block a book from being opened to mighty, giant barriers that incinerate any being that dares to try to cross them. Your knowledge also gives you the ability to counter and even disable seals and barriers made by other people. Unlike the magical barriers in-jump, yours will also be able to affect people without Skills and/or without magic.

Absolute Execution (300 CP): You receive the first of the two Greed's unique Skills, "Absolute Execution". This unique Skill carries out an agreement made beforehand, no matter what, basically allowing you to create unbreakable, supernatural deals with other parties that willingly agree with said deal and all of the related conditions. This even enables you to steal someone's soul if they lose a game or temporarily gain someone else's power if you go after a specific target. Regardless of the nature of the deals, you must always be one of the parts involved.

Complete Zone of Peace (300 CP): You receive the second of the two Greed's unique Skills, "Complete Zone of Peace". This Skill allows you to define an area with the size up to a small building as a zone of peace. While the zone of peace is active, any violent act made by people within the area of effect, intentional or not, will be fully nullified, regardless of their power. This Skill also applies to you, so caution when using this power. As a last piece of advice, the effects of the zone of peace is applied directly to the people within the zone, so people that are immune to Skills won't be affected by it.

Power of Going Wherever You Wish (400 CP): Much like Eleanor Grand Contine, you've been gifted in birth by the goddess with the power of going wherever you wish. Initially, your divine power manifests as an aura that unlocks any simple physical lock you want, but the more you use it, your power will grow to be able to affect more complex locks including digital and even magical ones and will start affecting magic barriers and seals, but it'll be harder than opening mere locks and you'll need time and effort to finally bypass them. At peak, your blessing will become powerful enough to give you the abilities of flight and teletransportation to any place you're aware of, including other dimensions within the local multiverse, and allows you to effortlessly pass through any kind of barrier weaker than the power of a god or even break said barriers with some effort, but reaching this power level will take several decades of training and usage even for someone like you.



--=Companions=--

Companion Import (50 CP for Each One): You can import a companion for 50 CP each, with an origin of your choosing and 600 CP to spend on perks and items. For 300 CP, you can import all eight companions. They get 600 CP to spend anywhere in this jump.

Canon Companion (50 CP/100 CP): For 50 CP each, you can choose to bring a single canon character that you can convince to follow you in your chain. You can start with some pre-existent relationship with them, like friends or even rivals, if you prefer.

--=Drawbacks=--

There is no drawback limit, take as many as you think you can handle. Remember the rule: Drawbacks always override perks.

Incestuous Little Sister (+50 CP/+200 CP): You have a biological half-sister (or half-brother if you prefer) who is slightly younger and unfortunately romantically in love with you, in a manner similar to how Eleanor is in love with Edward. Regardless of what you would normally think about this situation, it's guaranteed you'll feel more or less sickened about her affection to the point you having goosebumps sometimes she watches you from a distance. Post-jump, you may bring her as a companion if you want.
For an extra 150 CP, your half-sister will still be romantically in love with you, but now she has several traits of a Yandere. To make things worse, she was blessed by the goddess and received powers on par with Eleanor's unique skill, as well as great magic ability. She's more unstable now and will tease and mess even more with you and it's almost guaranteed that she'll try to kidnap you and/or try to hurt people around at some point. Again, you will have the chance of helping her mentality and instability at the end of your stay here, letting you take her as a companion for free.

Scarred (+100 CP): You suffered a horrible accident and now your whole body is covered with scars that can never be recovered by any means during the duration of your stay here. Not even a Saintess' healing powers and a Troll's regeneration are capable of recovering you from these scars.

And Now That Bear Can Fly (+100 CP/Exclusive to Reincarnateds): As I said before, you were killed once on Earth, but you were more affected by it than I previously thought. You were traumatized by whatever killed you on Earth and now you developed a sort of PTSD that will be triggered every time you see something similar to it. It's up to you to choose what it is, but you can't choose something that at least something similar doesn't exist in this world and the more specific your cause of death was, the stronger the trauma will be. Death by a knife would make you pretty anxious when close to blades, while being one of Kim's victims on Earth will make you pass out the first time you see him again. Fortunately, it's possible for you to eventually overcome your trauma, but it'll require a lot of time and effort on your part.

Stink of a Vicious Villain (+200 CP): You stink like evil. Any person capable of reading someone's nature, be it through experience, an innate talent or even through some supernatural ability, will sense that you're a vicious villain with no morality or goodness in your heart, even if this isn't true. Fortunately, it's possible to convince some people to believe that you're a good person through your actions, but this will take a long, long time. At least, actual villains will trust you more due to them believing you're one of them.

A Bard's Bad Luck (+200 CP): Much like a certain wandering minstrel, you're cursed with a kind of bad luck that makes a magnet for dangerous situations. These situations vary from less problematic ones like sharing a carriage with the world's two most dangerous people to truly dangerous ones like being attacked by river pirates, being in the middle of a one-sided fight between a monster and a group of mercenaries or finding yourself awfully close to the rampage of a berserking paladin. These situations will usually be a weekly occurrence, but there is still hope, because, as Felina showed us, it's possible to escape alive from these situations if you act right.

Righteous, Just and Good (+300 CP): You may not be the Warrior, but now you and your out-of-jump are also bound by the Sacred Core. Maybe your Benefactor decided to teach you a lesson or the goddess made a deal with her to try to limit your powers. You must obey the Sacred Code and, if you break any of its rules, you'll feel an excruciating pain and, if you insist on breaking it, your out-of-jump will be gradually weakened until you temporarily lose access to them. The Sacred Code wasn't fully revealed, but some of its rules include not lying, always revealing your identity when asked, not having favorites, not driving vehicles (living mounts are still ok despite it), and not attacking innocents.

Nullified Connection (+300 CP): Something went wrong during your entrance into this universe. You're reduced to just your BodyMod, losing access to any out-of-jump perks, items and even to your Warehouse. This also affects any of your companions, restricting them to their original power. You also maintain anything purchased from this jump.

The Monster Within (+300 CP): The monster within you grew powerful enough to completely overwrite any sense of humanity in you. You're no longer a human, becoming sort of a psychopathic monster like Kim and Lionhands Purecreed, and will just feel any kind of empathy towards those that you consider the same species as you, that is, Jumpers, Benefactors and other dimensional travelers (which may or not includes your Companions and followers). You'll be basically heartless towards anyone else and it'll be considerably hard to resist any kind of instinct you might have.

Experiment Stage (+300 CP): The goddess is currently developing transcendental creatures that have Earth's Cthulhu Mythology as their motif, but these are just in their developing stages as the cultural and technological capabilities of the Elmwood continent are unable to counter. But your arrival changed everything. As a being of extra dimensional nature like a Jumper, some bugs in the system made the goddess advance the creation of those creatures to their Experiment Stage. In this stage, she'll produce one of these transcendental creatures yearly during your stay here. These creatures, while they won't actively target you, will be complete wild cards, as

their minds are so alien compared to mortals. Some of them will just stay at the bottom of the ocean, others will start cults and drive people to madness intentionally or not and others will hate life more than everything and will want to destroy every living being in their ways. By taking this drawback, the danger level of this setting will increase considerably, even more considering that a certain monster would love to consume these creatures to acquire their transcendental properties.

The Monster of Destruction (+300 CP): Something, or someone, sent information about you and your powers directly to the *protagonist* himself, Mr. Kim. Thanks to it, he decided that devouring you to take your power and role as a Jumper is his main goal. He's willing to do anything in his power to eventually eat you and, as he isn't an idiot, he won't attack you directly if he knows you're too strong, but will prefer to trick powerful beings into fighting you or finding some way of countering your abilities. Kim is also protected by plot-armor like any protagonist, so it's sure he'll live for enough time to become strong enough to be a threat to you. You can't negotiate with him, you can't rationalize with him and he won't stop until he eats you.



--=Ending=--

Go Home: Return to your home, with everything you gained until now.

Stay Here: Continue in the world of I Get Stronger The More I Eat, ending your chain.

Move On: Go to the next jump and continue your adventure.

--=Capstone Boosted Perks=--

Hero of Humankind: You're even above a mere hero, being more akin to the rightful King/Queen of the entire humankind. Any human, or any being that identifies themselves as humans, that look upon you will get the feeling that you're the one destined to rule over humankind and consider you as their true, rightful King/Queen. will know that the only right thing to do would be to follow your orders as if you were their ruler in oath, instead of just feeling. This authority over them is not mind control or domination, as this is just human beings realizing that they want to follow you and your kingdom, so they will retain the ability to deny orders that would result in things they absolutely disagree with, at least until you get to know each other better or are able to change circumstances. This authority can only be counteracted by other highly charismatic, strong-willed, and powerful leaders.

Eighth Deadly Sin: Unlike what is in most settings, the Demon King of the Elmwood continent isn't usually a fighter, but a ruler with authority over all the demons, with the current king having little to no combat capacity. But if the Demon King/Queen were the strongest demon, it definitely would be you. You were already a being that stood above all other demons, with the exception of the other demon generals, before, but the goddess chose you to become an existence even above your previous state and blessed you with a power opposite to the Warrior's. Thanks to this, your physical attributes and reflexes are enhanced to at least a superhuman level, with your strength being slightly below the level of the Warrior, and you also gain shadow attribute magic and become the world's first user of demonic magic that works as the polar opposite of Holy Magic in both properties and effects, which can be fueled by user's negative emotions and malice in contrast to how holy magic can be fueled by faith. Unfortunately, the Warrior will continue to be the most powerful being in the Elmwood continent, as your power level will stay around the same level of the Saintess, and you won't be protected by the grand scheme of life like him, but, in turn, you gain a special authority over demons, making them to tend to trust you more and be more loyal towards you. Many may even think you're the chosen champion of some demonic counterpart of the goddess when you were actually blessed by the goddess herself.

Monster Lord: You're an existence even greater than a common Monster Lord, because you're one of the First Generation Creations, having been created personally by the goddess to recreate a specific myth from Earth. Besides also having your strength slightly enhanced again, the main benefit of being a duplicate is the unique abilities you can gain from the myth that was the inspiration for your creation and you're to choose which myth it was, but you need to choose one that is at least close to your race. For example, if you're a Dragon Lord which is a Jörmungandr duplicate, you would have a more serpentine appearance and would gain the ability to blow a very deadly poison, as well as being considerably larger than you would be before, and, if you're a Dungeon Core Lord which is a Daedalus'

labyrinth duplicate, you would gain the ability to manipulate the layout of your dungeon instead of the basic spiral-shaped form.
Alternatively, instead of being a duplicate of a myth, you can be the duplicate of a monster that existed on Earth. As a Pet Shop duplicate, you'll gain a more limited form of the ability granted by the **Pet Shop** perk, which allows you to tooks parts of those you consume and replicate these parts, but being limited to your default physiology. A dragon will be limited to reptile parts and will be unable to get rid of the wings, a slime can only perfectly copy other slimes and partially mimic other parts and a troll will be limited to mammal, humanoid parts that aren't related to fire. Obviously, by becoming more one of the goddess' attempts to replicate Kim, you'll become a target to beings like the first Manticore and later Kim himself, which will want to devour you to get stronger.

Pet Shop: Sir Kim's ability is mysterious even for the goddess, so her power can't actually enhance it. So, in turn, I can grant you one other thing instead: Experience. This experience allows you to use the characteristics and the memories of the organisms you've eaten, which means you're able to become a person you've consumed through both thoughts and actions, thus making you capable of replicating completely different personalities. Even when you swap your brain to another's, you'll still be able to naturally switch back to your own as well as remaining somehow aware, removing completely the danger of your mind collapsing and you losing control to the brain's original owner. This also allows you to replicate parts unique to certain beings without the need to replicate a second brain before. It would be possible to gain these abilities normally by training, but this would take thousands of years to gain equivalent experience.

Transfiguration Technician: Normally, your copied abilities would cap out at being as good as their original versions, but this isn't the case any more. Once you become able to perfectly copy an ability, you'll be able to train them to surpass their original versions. You'll also gain the potential to eventually unlock the capacity of fusing multiple abilities you have copied. Fused abilities will inherit most of the properties of their components and will cost a single "slot" to use regardless of how many abilities you used to make them, but remember that isn't every power that can be fused together.

Great General: With the upcoming Great Demon War, it's almost sure your name will be remembered for centuries as a legendary general that commanded your forces until the end. Your very presence in the battlefield is more than enough to inspire and give hope to any soldier that you're currently commanding and your speeches can motivate them to fight with a supernatural fighting spirit burning hot in their souls. As long as you don't surrender, your followers will never give up and will fight until their last breath. But the opposite is also true, as the enemy armies will sense your presence as an overwhelming, intimidating aura that is powerful enough

to make simple soldiers tremble in fear and make veteran warriors anxious about the incoming battle.

SSS Ranked Adventurer: After reaching the highest rank as an adventurer, your power has already reached the limits set by the system, so, instead of just being bestowed more power, you wished to be released from these limitations and the goddess accepted your wish and blessed you. Thanks to it, your limiters were removed and now you and every one of your powers have a truly limitless potential, allowing you to keep growing in power and evolving without ever becoming stagnant. But not only this, as you can also share this blessing with others, granting them the potential to eventually release themselves from their limiters. Unlike how it was with you, breaking their limits won't be instantly for them, so they'll need to achieve this feat through hard work and their own effort, but even those with little talent would be able to break their limits in a few years if they put real effort on this task.

Royal Bloodline: You truly have king/queen potential written all over you. You have all of a perfect ruler's innate talents, from being strong-willed, highly charismatic, patient, fast learner, calma and centered, as well as every one of the other qualities and skills that a good leader and a good king must have. But, even if you have all of these qualities, what makes you above other candidates to the throne are your special talents as an extremely good strategist, negotiator and administrator, on par or even above Ellemia who was able to solve the elven kingdom's problem faster than anyone else, all at once, when she was just a child.

Man-Made Holy Weapon: The Saintess can be described as a Warrior created by the Temple. The process to create a single Saintess requires ten long years and with a cost equally high, so, even with donations and offerings from all over the world, the Temple can just create one every decade. Apparently, the Temple was bold this generation and decided to create a second Saintess in addition to Angela. This second Saintess (or Saint) is you. As a Saintess, you had your bones infused with blessed magical metals and your muscle mass condensed to its extreme, as well as having magic flowing through your veins instead of blood, granting you superhuman physical abilities, with your eyesight and reflexes surpassing those of ordinary humans and your raw strength surpassing even a Warrior. But a Saintess isn't just a fighter, but a healer too. Your healing abilities might as well be called a miracle, as you can even heal someone that has been turned into minced meat at your peak. Your durability combined with your healing powers makes you sort of immortal, due to the fact that the only way to kill you is to completely destroy your body.

--=Notes=--

1. Any abilities related to Skills in this world will become completely yours post-jump, becoming independent from any game-like system;
2. The **Eighth Deadly Sin** and the **Monster Lord** perks are similar, but the former's power boost is more versatile and focuses more on special abilities and grants new abilities depending on your races, while the latter's power boost is more powerful but it's focused mainly on enhancing your already existing abilities;
3. If you have taken the **Pet Shop** perk, you'll count as being as the same species as Kim, Lionhands and the first Manticore, both for good and for bad;
4. Eleanor's Power of Going Wherever She Wishes wasn't explored in the story yet, so I added it in the Skills and Magic section the way I think it would work as an actual power;
5. The boosted version of **Royal Bloodline** perk can counter the effects of the boosted version of the **Hero of Humankind** perk, and vice versa;
6. **Drawbacks** are removed after the end of your jump;
7. The series is still ongoing, so I probably will update this jump to add new content at some point.

--=History=--

V 1.0: Released