
死んでください！
勇者でしょ？
Please kill yourself!
You're a hero, aren't you?
2
リーフィ
電撃コミックス
NEXT

Shinde kudasai! Yuusha desho?

Jumpable 0.2

A young man named Akito desires to go on his own isekai adventure and enacts various rituals from Light Novels until, against all odds, one of them works. However, he remains a weakling with no worthwhile skills and barely makes ends meet, a fact not helped by his refusal to work with normal adventurers instead of stereotypical harem members. All of this changes one day, when a monk named Lilina Astrolia, a knight named Tia Ludericheand a summoner named Inori Cursed ask for his help, requiring only that he sign a contract to join their party. A contract that will bind him to them through summoning and resurrection, a fact soon tested by the monk with a knife. Dragged along on a mission to kill the demon king, Akito's isekai adventure finally begins.

Background:

Choose your age and gender as you will. Magic can achieve many things, and that's before considering individuals beyond humanity.

Fake Hero (Optional Drop-In)

An avid fan of isekai stories, you've managed to cast yourself into a fantasy world by copying the stuff inside a light novel. Let's hope you're competent enough to not need to become a resurrective meat shield at the behest of a crazy monk.

Adventurer

From the charming heroines to less charismatic warriors, you're one of the locals just living their life with sword and sorcery, or whatever it is that you use to fight monsters with. You may have a party already, or you might still be looking for a group.

Supporter

Going out to fight monsters and raid dungeons is nice and all, but you really just want to make a living. From smithing equipment to running the tavern where parties meet up, you form the backbone behind the adventurer trade.

Bad Guy

From common slavers to genuine demons, this world has plenty of bad guys for heroes to whale on, and you can be one too. Although, things might not be what they seem...

Perks:

What has your life in this world, or perhaps your arrival into it, given you? Discounts are 50% off.

Flower Picking King - 100 CP (Free to Fake Hero)

We all have to start somewhere, but those same starts can often drag our name through the mud in the eyes of the more daring. Luckily for you, shameful tactics like exclusively doing rank D collecting quests instead of risking your hide against actual monsters will often pave the way to better opportunities. The danger will be higher, of course, but you'll get something in return like allies or a special tool that will give you a leg up compared to going wild from the start.

Harem Qualifications - 100 CP (Free to Adventurer)

Being ugly in another world just won't do. From the slender beauty of a pure idol to the thick allure of a reliable senpai, your appearance will be augmented to match your standard fantasy heroine, to the point that you could probably get extra servings from vendors by acting cute or bait young men into questionable decisions by offering your breasts. This could just make you vaguely more attractive, or it could give you plus-size assets. Despite the examples, this doesn't have to be feminine. You can use this to look like a hunk or pretty boy if you want.

Demihuman - 100 CP (Free to Supporter)

Did you think humans were the only civilized people? From elves, to dwarves, to cat sith, all kinds of people live in this world that aren't just mindless beasts. You can be one of them with this option. You can pick anything that would fit in a generic fantasy world, but you're limited to humanoids and the benefits are pretty basic, such as a higher lifespan and enhanced agility or constitution.

His Body Is Weak - 100 CP (Free to Bad Guy)

It's better than beating him up and selling him off, but do you really have to wound a man's self-esteem that much? You've got a way with words that lets you break the morale of others and shatter bluffs with some pretty basic jabs, and a way with looking that makes it so beautiful individuals lose their composure under your orc-like eye-fucking much faster than normal.

Guidance of the God of Knights - 200 CP (Discounted to Fake Hero)

Saving your friend from slavers is easy to get into until you remember you're still an untrained teenager who can't actually fight. That's why it does well to have a friend to save you in turn. When things are going bad, your allies have an incredible tendency to reach you in time to at least take a stand against whatever's menacing you. This doesn't mean they'll win, but hey, it'd take a pretty crummy knight to lose against some bottom feeding kidnappers.

Fantasy Classic - 200 CP (Discounted to Adventurer)

This is a fantasy world, and even if it doesn't run on game rules, the sort of tricks people learn can still be divided like that. Pick a class, or job if you prefer, that you'd play as in a Japanese fantasy property and you will gain the abilities expected of it. Knights will be precise enough to cut a person's thumb with a full swing in less than a second and strong enough to break through stone walls, black mages can wield the elements and place curses at the cost of needing long chants or countdowns, and so on.

Day Job - 200 CP (Discounted to Supporter)

The ability to kill monsters isn't everything, even if it is quite useful. Pick a job, or class if you prefer, the sort of thing that merchants or side characters in a Japanese fantasy property would use and you will gain the abilities expected of it. Pharmacists can create potions to do all sorts of things, from healing to repelling monsters to turning the drinker into a slimeperson, while contractors could produce things like contracts that bind their signers to certain terms with punishments such as misfortune when broken and slave brands that compel obedience.

Common Monster - 200 CP (Discounted to Bad Guy)

Give it up to the bad guys who make these worlds go round. From pitiful slimes to giant plants, it's these mooks who give heroes something to do with their lives. Pick whatever you'd like, but in terms of power this option can either give you consistent strength equal to adventurers or the ability to become quite fearsome at the cost of vulnerability. A megaplant would be an example of the former, able to kill in one bite or swing of their vines, while a corpse slime that grows by feeding on the dead but becomes a starting mob like the rest of their kind if deprived of food for too long or some elemental creature extremely weak to their opposite would be an example of the latter.

Parties Are For Helping Each Other - 400 CP (Discounted to Fake Hero)

Even if they regularly use you as a meat shield, that's no reason to be mean to someone, right? You might not have the bland appeal of a harem hero, but you do have a general way of being nice that cuts right through a tsundere's act and brings out the best in the people around you. Whether that's a knight choosing to stay her blade when there's no reason to bother not cutting you down, or a demon of lust limiting her actions to using your head as a resting spot for her boobs instead of brainwashing you, being good to people makes them be good to you in turn.

Are You A Friend of Lilina's? - 400 CP (Discounted to Adventurer)

It would be pretty unfortunate if you took a subjugation quest against something your party can't actually beat. Meeting your rival from school who just so happens to have the skillset to take on your enemy is also pretty unfortunate, but you take what you can get. Call it luck or call it networking, the fact is that people from your past often appear to help when you need them. They'll have their own reason to butt into your life again and generally cap out at the level of a "normal" genius, but you know what they say about not looking a gift mage in the mouth.

Divine Blessing - 400 CP (Discounted to Supporter)

Through the grace of god, you have gained the power to resurrect the dead... in a sense. The process works by creating an image of the target at a temple and storing it. Then, by bringing back the dead body, that image can be used to fix and reanimate the target. This is not a genuine revival, but more like activating a back-up. You could make a lot of philosophical arguments about it if you cared for such talks, but one can not deny that it is a convenient and useful trick when it comes to keeping your heroes in the game.

Succession of Devils - 400 CP (Discounted to Bad Guy)

Every demon king lives only for 5 years. When the hero arrives, the demon king will be 'killed', granting their abilities to their successor. Even if you're not the real deal, you've uncovered how to recreate this passing of the torch. You can expel your powers, be they a single ability or a constructed set of them, in the form of a shining ball that can then be absorbed by another to take on a mantle of your design. This will provide them with a new body appropriate to their station, natural authority over any associated servants, and the ability to pass the mantle to others. Straying from the precepts you've chosen for any given mantle, such as refusing to pass the power on or legitimately trying to exterminate humanity if you copied the local demon king's rules, will cause this power to leave the current holder and return to you. You can also just forcibly take a mantle back at any time, in case someone tries to game the system.

Secret Summon - 600 CP (Discounted to Fake Hero)

Did you really think you somehow managed to cast magic by copying the contents of a light novel? No. You were brought here for a reason. You might have been chosen by the demon king as a reserve for Akito, or another party may have arranged for your arrival. Either way, a new power slumbers inside your form, a sliver of some grand magic that none today could match. It is something that must be awakened with outside help, such as a resurrection spell that requires a special contract to be enacted, or a conflagration that must be called and shaped with a ceremonial wand. Beyond this simple trick, you will find yourself a lightning rod for similar plans, being roped into conspiracies or summoned by beings from other worlds outright while also being granted some manner of power in order to better fulfill your part in their plans. You can toggle this latter aspect, of course.

Genius - 600 CP (Discounted to Adventurer)

Heroes stand above the masses thanks to their blessings, but that doesn't mean the common man can't become a monster in their own right. You have a sheer potential for a class of your choice that leaves everyone else bewildered. Knights could blow away houses or large monsters with one strike and move faster than a normal person can see, while black mages could dispense with chanting entirely when casting normal spells and place a variety of timed curses bearing utility effects like magic analysis that also happen to murder the target. This potential already is realized if your choice here is the same as your choice for Fantasy Classic, and will otherwise requires a few years of work on your part to be made real. Regardless of that, you will find similar potential waiting within abilities from other worlds that fit your choice.

Cycle of Peace - 600 CP (Discounted to Supporter)

It is in humanity's nature to fight. One can not simply accept the other as kin. Therefore, the only path to peace is war. This is the truth that god found, and the truth that has been etched in this world. The demon king is nothing but a figurehead, sending forth his armies to a war they are meant to lose, before finally being 'slayed' by the hero who will take up his powers and begin the war anew. With demons as a constant threat, no kingdom has ever considered fighting their fellows. Those who rule society know this, and it is a secret you are not only privy to, but capable of bringing elsewhere. You can reach the top of the world with your words, be they mortal or divine, and create such conspiracies with ease. Those you manipulate like so will find themselves bettered for it, with peace and prosperity among mortals at the cost of the unlucky few lost to sell the image of an outside enemy. Without the means to create a lineage of demon kings and summon heroes, you may need to alter the specifics to suit the world and your conspirators' resources, but it will work.

Fallen Angel - 600 CP (Discounted to Bad Guy)

A new deadly sin has arrived upon this world. You are not a monster or demon, but an angel of the lord who has descended to fulfill your duty as one of the demon army’s generals. This will provide you with the highest class of power known, though the nature of that power will depend on your chosen sin. Pride would simply be a devil among devils, with great physical and magical strength as well as generic demonic magics such as summoning tentacles and teleportation. Lust would gain a particular affinity for creating parasitic familiars and mind control alongside their various magics at the cost of some raw power. Gluttony, on the other hand, would have the ability to gain the abilities and demerits of whoever they ate. These are just examples, you can pick anything so long as it fits your sin, but the general idea is that you can be broadly powerful, strong with a versatile specialization, or have a truly unfair skill that can prove to be a double-edged sword if you use it carelessly.

Items:

Every hero needs his holy sword, right? Once again, Discounts are 50% off.

Holdout Weapon - 100 CP (Free to Fake Hero)

It's not the sort of thing a proper hero should use, but it'll save your life and bring in the money. It could be a sickle, an axe, or a knife, but it'll be a reliable partner for combat and honest work alike. It won't need any cleaning or maintenance, either.

Fantastic Clothing - 100 CP (Free to Adventurer)

These clothes can either be the standard fare you'd see in a fantasy setting, or the traditional japanese tracksuit given a touch up to look a bit more like the attire of a Hero. In either case, it'll clean and repair itself, though it's not really the sort of thing that could be called equipment.

Business - 100 CP (Free to Supporter)

It could be a tavern, or it could be a pharmacy, either way this place could give you an easygoing side character's life and has a tendency to attract an interesting clientele. Not in the sense that they've got special powers or a secret backstory, but in the sense that they're the sort of weirdos who could star in a comedy manga.

Demon's Box - 100 CP (Free to Bad Guy)

This is an older dungeon, left alone by adventurers and monsters alike due to the absurd amount of traps contained in it. The entrance alone has a spell that decapitates and burns whoever steps foot inside. In any case, you've also got a cheat sheet for this thing, telling you exactly how to dodge or deactivate the various traps. It's got treasure scattered all over it that was never plundered due to a little thing called survival instincts, which could give you a lot of money, but it's no game changer.

Quest Board - 200 CP (Discounted to Fake Hero)

The mainstay of any guild establishment, this board will fill up with Quests from rank D all the way to rank A. Rank D quests usually involve killing basic mobs a healthy grown man could handle or busywork comparable to farming or gardening and give enough money that a steady stream of them would just barely let a hobo make ends meet. Rank A quests on the other hand usually involve fighting giant monsters like the evil worms known for eating entire buildings or high-ranking demons, with a payout in the millions. Your board will fill up with requests from individuals in your zone of influence by itself, letting you make money the adventurer way in future worlds or without the help of the guild. If you're worried about leaving people hanging, don't. They'll handle things as they originally would have if you don't accept a quest.

Magic Analysis Lenses - 200 CP (Discounted to Adventurer)

These special glasses are enchanted to observe and analyze the residual magic of any individual you behold. At minimum this can give you an idea of the power and skill of a person by the aura left on their body, but it could in theory also be used to diagnose curses and the like. Another facet of magic is its color and wavelength, however. Each type of magic has its own coloration, with the purest human magic being white and the foulest demonic magic being a sickening aurora of darkness. Likewise, studying the magical traces of a person would let you identify their magical signature later on.

Spirit Helper - 200 CP (Discounted to Supporter)

They may be part of your business up there, or they might just be following you for reasons, either way you've got the companionship of an elemental spirit. The default assumption is that they help you with your job, like a water nymph in an onsen or an ifrit in a forge. One thing to note is that while spirits are genderless entities spread across the element they influence, this one has made a hobby out of manifesting a body that you would consider attractive. Take that as you will.

Poppet - 200 CP (Discounted to Bad Guy)

This is nothing but a shy child's doll, through which she converses with the world. There is no way it could be a vessel for a fearsome demon, right? Well, we both know the answer to that. This small doll of your design can contain you and your power very well, hiding all of it so long as you refrain from wielding it. You can even walk around and talk if you want to. Once you do use it, the power will be filtered through whoever has the doll, making it seem as if that power belongs to the holder rather than the held. Entering and leaving the doll is a quick process.

Plot Rock - 400 CP (Discounted to Fake Hero)

This is a magical stone whose true potential waits for the arrival of a worthy opponent. In other words, it's a deus ex machina that can provide you with the means to defeat an enemy once per Jump, or once a decade after the Chain ends. The catch here is that it only provides the means and is rather narrow in its scope. It could gain the ability to disrupt your enemy’s connection to their power base, but actually hitting them would remain entirely your responsibility. It could nullify a special aura you just can’t deal with, but would do nothing else about the target's remaining abilities. It’s focused, but if you need to end the story in two chapters, it'll certainly prove helpful.

Hero Contract - 400 CP (Discounted to Adventurer)

This is a special contract that could make even a useless bum into a great hero. When a person signs it with their blood, the summoner named in it will gain the ability to summon them from any distance at any time. This summoning could even bring them back from death, something that is normally possible only with the demon king's ancient magic.

Crossroads Town - 400 CP (Discounted to Supporter)

This is a town located between multiple countries, such that it is within reach of various lands and civilized while still being nominally lawless. As a result, adventurers and merchants gather, making it possible for one to acquire all kinds of rare items ranging from divine swords to cute girls. Yes, there's a slave trade by default. You are the effective ruler of this place and quite liked by the locals, so you can do away with such wares despite the lack of laws if that's a bit much.

Levatin - 400 CP (Discounted to Bad Guy)

The dark sword of Lucifer, the demon king's right hand. It looks more like a gnarled stick than a proper blade, but it holds the fearsome power to shatter divine blessing. That is to say, it ignores powers granted by outside sources such as god, and negates the resurrection used by the church due to its role in eliminating heroes that are no longer aiding in the cycle. Purchasing it here will extend that particular quality to divine or holy forms of resurrection in general, although neutral and outright demonic or evil methods will work just fine against it.

Devil Heart - 600 CP (Discounted to Fake Hero)

The fundamental truth is, heroes aren't summoned to kill the demon king. Rather, they're summoned to replace him. You weren't part of the current batch, so it makes sense that you'd break the system one more time. This orb of light before you is the power of a demon king given form, granting the physical and magical power to create craters as deep as a man is tall and as wide as a forest clearing, alongside a unique ability of your design upon being absorbed. It could be something like the power to resurrect the dead, authority over demons and fallen angels, or maybe just levitation. Very good levitation.

The Organization - 600 CP (Discounted to Adventurer)

The adventurer's guild may be the ones who provide all the quests and unite the party, but who do you think trains the adventurers? At your command is an institution across the land that gathers students and teaches them in the ways of a class of your choice, defaulting to whatever you've chosen via Fantasy Classic. The teachers and clerks who keep it alive are under your direct control, and while the various adventurers who graduate from it are a fair bit more free spirited, even the slightest bit of subtlety would give you incredible influence and reach.

God's Circle - 600 CP (Discounted to Supporter)

This is a special magic circle carrying the power of god. Even if you lack any knowledge or power at magic, the circle can summon individuals from other worlds. You can set the exact parameters far as personality and attitude goes, but it defaults to impressionable japanese teenagers that will play the part of summoned hero with little prompting on your part, though only three can be active at a time in any given world. If you want to reroll, you'll need to wait for one of them to die. The circle is also limited to summoning mundane or at least unimpressive individuals. This is because the circle itself will grant them a divine blessing. The fabled Cheat Skill, some might say. These will be superior to the average powers of whatever world they are summoned into, but not unbeatable. That's why you summon three of them at a time.

Demon King's Castle - 600 CP (Discounted to Bad Guy)

Well, I can't fault you for wanting it. The place is quite luxurious despite the intimidating and classic appearance, with modern amenities and junk food like potato chips available thanks to the influence of the successive demon kings. More importantly, it's got enough magical energy to destroy the world. Or at least end all life on it. Using that power for anything other than a cataclysmic meltdown is a completely different story, but if nothing else, you could refill your stores of energy pretty easily.

2,000,000 Fran – 50 CP

A lump sum of this world’s currency. It would take a dozen or so rank C quests to get this much, which isn’t a lot in the grand scheme of things, but it’s more than many people will ever see. You could build or buy a few establishments, such as an onsen or tavern, if you felt like playing monopoly in a fantasy world. Or you could live it up for a while. You’ll get similar amounts of buying power in the local currency at the start of future Jumps.

Companions:

Whether you're looking for practical fellows to reap the spoils with or a harem of beauties, all adventurers can benefit from allies.

Companion Import / Creation / Export - 50 CP

With each purchase of this option, you will acquire one companion. If they are an Imported companion, they will be granted 600 CP to spend on Perks and Items alongside a Background of their choice. Created companion gain the same, but their choices are yours, as you will need to design their appearance and personality as well as their history in this world and their relationship to you. Exports can either give you an empty slot to be offered to a local of this world, who will become a companion if they accept, or twist luck and chance to give you positive interactions with a local of your choice who will also become a companion if they accept.

The following OC Companions can be purchased for 100 CP each. You may receive one for Free. The written description is simply a starting guideline, and you may fill out the rest of their character as you so desire.

Adventurous Aniki

This young man will meet you soon after your arrival in this world and request to join you. With a mind as sharp as his muscles are strong, and various worldly skills that could manage any estate, he will prove to be a great ally. Still, the looks he sends your way when he thinks you won't notice are quite telling, as is the way he blushes when your rock hard bodies crash together during friendly melee spars. He will remain a simple retainer if you reject him, but will grow the heart of a true hero - that is, your hero - if you accept his secret love. Resolving matters will convince him to reveal his secret backstory either way, that he too came from another world, and his newfound resolution will cause the power hidden within to finally awaken.

Perks: Flower Picking King, Guidance of the God of Knights, Secret Summon

Items: Holdout Weapon, Devil Heart

Bright Breaker

This muscular young lady will pretty much force her way into your party soon after your arrival, either finding you cool as heck or wanting to give the sort of help only a heart can give if you're the gloomy and edgy sort. She's honest about the fact she was dragged here from another world, with the demon who did it having already given her its powers. She was a pretty skilled pugilist to begin with, but combined with her newfound strength, she's become something else. Her unique ability is a healing factor that allows her to fight long past the point her body should have given out, something that pairs well with her determination. It should be noted that she insists in being called a breaker rather than a brawler, for she throws those hands to break the walls around people's hearts.

Perks: Flower Picking King, Fantasy Classic, Are You A Friend of Lilina's?

Items: Holdout Weapon, Devil Heart

Bushido Babe

Returning from another continent, this crimson-eyed raven-haired beauty swears her sword to you soon after you enter this world, sensing great things from you thanks to her honed warrior's instinct. With the traditional katana at her side, she will be the deadly hand which slays all that stands in the way of your ambition. Her insistence on being with you at all times and wearing what she claims is her order's traditional armor, really just a bodysuit with mostly ceremonial greaves and gauntlets, is something for you to judge. In any case, while it'll be stuck in the eastern lands regardless of where you take her, the order she talks about actually does exist and can be tapped for help.

Perks: Harem Qualifications, Fantasy Classic, Genius

Items: Fantastic Clothing, The Organization

Skeptic Sorceress

This sharp-eared lady who's definitely as young as she claims to be will force her way into your party soon after you arrive, and will grow quite the crush on you if you don't boot her out for being an annoyance, as she's the sort of person to proclaim her euphoria at knowing no god has blessed her and is quite happy to insult any faithful in her sight if left unattended. Despite that, she's weirdly good with children, and will use those same skills to capture you if you're careless. Her scholarly nature has caused her physique to deteriorate, although her natural beauty is enough that some would claim the plentiful padding is a bonus... if she ever took those heavy blue robes off in public, anyway. She carries a doll around that she can escape into, her exit strategy in case the church ever takes exception to her creed.

Perks: Harem Qualifications, Demihuman, Fantasy Classic, Genius

Items: Fantastic Clothing, Poppet

Galpal Goo

...Eh? That was just a dream sequence, why is this- whatever, roll with it. What we have here is a slimegirl of your preferred color who’s also a rabbitgirl and likes you a lot. To the point that she might suffocate you by accident while trying to cuddle. She's pretty good in a fight due to being able to ignore a lot of physical harm and attack without being restrained to a single morphology. However, she's the quiet type and a very simple soul regardless, so people could mistake her for some weird familiar instead of a real person. Despite that, she's got a talent for alchemy, being good enough to brew potions inside her own body while out on the field and run a successful pharmacy. She's childhood friends with a similarly amorous water nymph that helps her with said brewing and often uses her body to manifest, creating the illusion that they're some type of slime colony.

Perks: Harem Qualifications, Demihuman, Fantasy Classic, Day Job, Common Monster

Items: Business, Spirit Helper

Crazy Clown

This young man will hawk his wares to you soon after your arrival, delicious pies and some type of sweet drink, and strike up a fast friendship. He has a shop of his own and is helped by a fire spirit whose preferred form is a frightening goat. While pleasant at first glance, it will become obvious to you that dark ambitions lie in his heart, a trait hinted at by his command of magical jests that inflict all manner of ills upon the innocent and sinful alike. Soothing him will lend you a friend for life, but igniting the spark will give shape to a true monster capable of speaking into the ears of the mighty so as to cover the world in the dark carnival that haunts his nightmares, atop which he will dance madly with you.

Perks: Harem Qualifications, Fantasy Classic, Demihuman, Cycle of Peace

Items: Business, Spirit Helper

Funny Fiend

As you arrive, a beauty dressed in high-heeled boots and very little else appears before you, with a face to match a goddess depicted only in the finest art and a mane of lustrous pink hair that accentuates breasts larger than a man's head as it cascades from narrow shoulders to wide hips bearing a similarly large booty. However, the ebon wings and spiked tail dripping poison hiding a ravenous mouth within prove this to be a terrible encounter, something no starting adventurer could hope to survive. The fallen angel's personality is similarly dual, protective yet playful to loved ones and clinically heartless to the masses. It is a good thing that this rogue demon officer will fall in love with you at first sight, for you just so happen to be everything he wants in a partner. If his appearance isn't enough to claim you, he will probably try getting you through food, as he holds a secret passion for baking that is reflected in his fake identity's job.

Perks: Harem Qualifications, His Body Is Weak, Common Monster, Fallen Angel

Items: Fantastic Clothing, Demon's Box, Business

Wise Worm

This evil worm has lived for a terribly long time, watching the world turn, until it eventually began to ask “Why?”. Why the demon army does what it does, why individuals from other worlds dragged away into a life of danger would be happy at their lot, and other such matters. It eventually realized the true nature of this world, such that its divine rage drew the power of a long-dead angel into its body. It has resigned itself to the life of a wiseman, dispensing counsel to those who journey to its lair, but after long years it has grown to desire being someone’s lifelong partner rather than a step in their journey. Using its angelic powers to manifest a humanoid body, it learned the way of the housewife among humans. It sees you as a chance to escape this world, and perhaps, something more…

Perks: Harem Qualifications, Day Job, His Body Is Weak, Common Monster, Fallen Angel

Items: Demon’s Box

Drawbacks:

The life of an adventurer isn't as glamorous as some think it is. You may receive up to an additional +600 CP by taking on hardship.

Character Replacement - +0 CP

If your build in this Jump matches their abilities, you may take the place of a character of your choice. There's some leeway in this. Akito would require Secret Summon at minimum due to being groomed as the next demon king, even though the rest of the Fake Hero line is needed to truly match him, for example. Whether you simply replace or literally become them, gaining their appearance as an Alform, is your choice. In any case, Imported and Created Companions may take this Drawback if they so desire.

Flawed - +100 CP

There's something about your personality that's just bad, from being enough of a pervert to sign shady contracts if it means you get to touch a pretty girl's breasts or being arrogant enough to waste an hour or two just to prove the path you chose was right. It's the sort of thing that will make you a pain in the ass to the people around you or be easily exploited by people every so often, but not so extreme that you'll legitimately alienate your friends or throw away your life entirely.

Bad Lucker - +100 CP

There are certain individuals in this world who suffer from a frightening malaise, a curse of fate and destiny itself that brings unending suffering during their darkest days. Being soaked in medicine or wine, having flower pots strike their heads, losing their money to the gacha, all such terrible things happen as if certainty during those days of their lives... and you are one such individual. This isn't enough to actually hurt you if you don't force yourself into danger despite damn well knowing what's happening and won't activate when lives are on the line, but it'll seriously bring the mood down and derail things once a month.

Eater of Sloth - +200 CP

Drink your fill, for the sin of gluttony begets the sin of sloth. Much like Inori, you've inherited Belphegor's legendary indolence, something that has combined with your natural gluttony to render you quite inept. You sleep for at least half the day and eat thrice as much as a person twice your size would need, and must feast on the magical energy of others to remain active. This part isn't too troublesome if you can find someone willing to let you suck their thumb like a baby, but eating the corpses of magically capable entities works too. Anyway, your personality is also shifted in accordance to those sins, meaning you'll often put minimal effort into anything you do.

I Want To Be Needed! - +200 CP

There's someone in this world who means everything to you. It could be love, or it could be a level of devotion even deeper than that. It's the sort of obsession that would drive a person to end the world if being with them was no longer possible. Unfortunately, they don't want to be with you. It might be that they want to retire from their job, which is the sole reason you're even together, or something more metaphysical. It's possible for them to be replaced, something the target of your affections will likely try to set up themselves, but their rejection will drive you into a rampage at least once during your stay and you will find your judgement shot to hell for the remainder of the decade even if you do find a replacement who accepts you.

Days of Ruin - +300 CP

Akito isn't here. The demon king found what seemed to be a suitable replacement. However, rather than take their place in granting the world peace, they have chosen the path of conquest. The demon army will be again assaulting civilization in full, with the corruptive magical power of the demon king's castle blanketing the world in a darkened miasma that negates holy power and heals his servants. God will not intervene, but has taken back his angels, depriving the army of their original leaders. Even so, the world has little chance to survive without help. Something the demon king is aware, for he knows that you too come from another world and are the only one capable of stopping him. Expect attacks from legions of demons and assassination attempts if you actually try to help the world. You should expect that even if you just run and hide, too. He's not taking chances.

Dies Irae - +300 CP

The day of wrath has come. God is angry on this world, that needs endless carnage to gain any manner of unity, and has sent forth his angels. The hero summoning rituals and resurrection methods used by the locals will cease functioning and the various kingdoms will be assaulted by divine heroes summoned from other worlds that have been driven berserk by the power they were granted. Each is an equal to a fallen angel, strong enough to destroy a large city in a day, and have unique powers beyond any local spell. There will only be a trio of trios at first, but more waves will be summoned with every year that passes. Combined with their ability to resurrect a day after their death, and the world will fall under the tide. You, in particular, will be marked for extermination as something that should not have existed here.

The End

After 10 years, your adventure in another world comes to a close. Will you **Stay Here**, **Go Home**, or **Move On**? If you've died, the first two are your only choices.

Notes

This is a pretty short manga, so the world building is sparse. I recommend fanwanking.

Secret Summon or Devil Heart can be used to get Akito's resurrection power and it'll work as advertised for Jumpchain purposes, meaning resurrecting won't end the chain. I imagine it wouldn’t help much against people who can hurt souls and stuff though, let alone some wacky “I destroy your existence” type of thing.

Changelog:

0.1: Made the Jump.

0.2: Clarified Plot Rock. Added 2,000,000 Fran Item. Added Bright Breaker, Crazy Clown, and Wise Worm OC Companions. Swapped Fantastic Clothing for Demihuman in Galpal Goo’s build to make her a Supporter.