

Yūsha Gojo Kumiai Kōryūgata Keijiban

~Hero Cooperation Union Exchange Bulletin Board~

Welcome to the multiverse, Jumper. You're entering a rather diverse and strange reality this time, one not bound to a single world or even a single plane of existence. In this reality an uncountable number of different worlds are overseen by the Heroes' Association, a broad organization which is responsible for managing and distributing the resources of the “Heroes” within the various worlds. Think of them as a sort of multiversal union for the Chosen Ones of various realities who agree to follow their guidelines and in return receive support and limited assistance. Many of these chosen Heroes inexorably wind up coming into conflict/competition with the Demon Lords, the sovereigns of the Demon race whose personalities and conflicts are as diverse and quirky as can be imagined. It's a multiverse in which traditional fantasy Heroes battle immensely powerful Lords of Darkness, thematic magical girls challenge extragalactic evil empires in the name of love, and smile-powered combining robots do battle with giant monsters so that humanity can live in peace and happiness.

All the while the chosen Heroes and sometimes even Demon Lords complain about their journeys and experiences and endlessly shitpost on a multiversal message board called the Exchange BBS. All Heroes and even some Demon Lords have psychic links to this board and can post as freely as they can think, accessing and managing the system without any need for an interface of any kind.

And now you get to join them. Are you ready? To aid in your time I'll go ahead and give you this.

+1,000cp

Origins

Roll 6d8+10 for your age and retain your gender. Those picking the Immortality perk may instead choose to roll 10d12+100 for their current age. You may spend 50cp to either determine your age (within the rolling range) or change your gender. You may spend 100cp to pick both these options.

Drop-In (0cp): You appear out of nowhere—literally. You've been summoned from your previous jump and retain your condition. You receive no new memories and suddenly find yourself standing in the middle of a big room surrounded by what look like priests and magicians. A stately old man tells you that you're the Hero, foists over a fancy weapon, and tells you to go kill the Demon Lord.

Active Hero (100cp): You're an active Hero. You were born a typical person in your home world yet always knew that you were different. You were stronger, swifter, and more skilled than others. Now that you've discovered your nature as the Hero you're on a quest to defeat the Demon Lord. Your Demon Lord is particularly strong; most ordinary Heroes would've definitely retired by now…

Retired Hero (100cp): You're a retired Hero, a person who fulfilled their destiny, handled their Demon Lord by the sword or by negotiations, and has fallen into a quieter life for the time being. You're relatively well-respected by the people of your world—although this isn't a given—and you burn the majority of your time nowadays shitposting on the BBS with the rest of the retired folks. Maybe you'll be summoned again one day, or even summoned many times, but for now it's quiet.

Demon Lord (100cp): You're the Demon Lord, the sovereign of all Demonkind, the mighty ruler of your people whose power is colossal and whose intentions are unknown and possibly nefarious. Although right now you've somehow wound up being summoned as a Hero, possibly by a mistake or by a very stupid sovereign who believes he can use you for a power grab against his neighbors. You are a bizarre anomaly, simultaneously a Demon Lord and a Hero. A Demon Hero? Dark Hero!

Classes

You may select a single class. This represents your primary affinity in this world, though certainly doesn't prevent you from learning skills normally, and essentially determines your "starting stats." You will also find it much easier to learn new skills and develop existing skills which fall within the purview of your class. This is not limited to the skills in this jump; your learning curve concerning any such skills that fall within your class are raised, offering a high learning rate in your specialty.

Warrior: You're a warrior, a combatant who fights primarily with weapons or just your bare fists. Your physical fitness begins at peak human levels and slowly rises to superhuman levels of ability. Select a weapon (or your fists) with which you are a master, able to challenge seasoned veterans. As you increase in power and skill you'll eventually develop immense superhuman strength which allows you to cut down house-sized monsters with a single blow, heft several metric tons handily, move faster than the eye can see, withstand colossal amounts of punishment, and even do things like create shockwaves with your sword that can slice through metal and shrug off magical effects.

Magician: You're a magician, a typical fantasy magic user who relies predominantly on spellcraft. You start out with a very low level of physical fitness, on par with or even slightly below that of an average fantasy villager, but you display the ability to utilize spells which have a variety of effects. You start out with small abilities such as shooting fire out of your hands or conjuring small objects but as you advance your potential could dwarf your peers. In the higher reaches of ability you can do things like transforming the environment, controlling the weather, and manipulating space-time to remotely transition people between worlds. You have a higher potential but are also far weaker.

Rogue: You're a rogue, a sneak thief who relies on fleetness, guile, and stealth to defeat targets. You're not as strong as the Warrior but are much quicker and quieter, able to move about silently at great speed, scale vertical surfaces, and cut an enemy's throat before they know you're there. At higher levels you can move so fast you seem to teleport, erase yourself from mundane senses, and kill a person many times over before they react. You're also a smooth talker and expert thief.

Perks

Exchange BBS (Free): You have the innate ability to access the Exchange BBS, a multiversal message board where the various Heroes blog, argue, and complain about their circumstances, adventures, and companions and where veteran and retired Heroes offer advice to active ones. The BBS is split into two; 'Active Heroes' and 'Retired Heroes' and each board corresponds to a group of Heroes who are either on a journey or have completed their missions and have retired. You need no interface to access the board; the information is channeled directly into your mind.

Princely Charms (100cp, Discount Drop-In): You're a pretty magnetic person, you know? You're not the sort to stumble over words and you can convince just about anyone that you're right about something given enough time and effort. You have a heightened presence and can read people and situations fairly well, giving you an informed ability to manipulate most people and control the flow of debates and conversations with the experience of a seasoned politician.

Pretty Boys Should DIE! (200cp, Discount Drop-In): No two ways about it—you're pretty. You're utterly, ridiculously, obscenely beautiful to the extent that it's actually kind of excessive. You're so pretty that every eye within a room is drawn to you and members of the opposite sex grow flustered if you so much as look at them. You're so pretty that a less sensible Demon Lord might make you immortal out of an absolute unwillingness to see such astonishing beauty fade.

Damn Harem Heroes! (400cp, Discount Drop-In): It seems that you've joined the accursed ranks of those irritating playboys, those damnable bastards who fill all normal Heroes with envy. One way or another you're going to have a VERY successful love life. You'll unfailingly encounter attractive people of many forms and ages, all of whom will fall for you one by one given even the smallest amount of prolonged interaction. And while you may experience some minor turbulence along the way they WILL eventually work out their personal reservations and agree to share you. As time goes by they'll even come to love one another as much as you, smoothing your relations. It also works on people you target for romance but the effect is noticeably reduced thanks to less ideal circumstances than the random people which fate appears to line up flawlessly in your path. You'll have to actively work to get these people to love you, although once you've managed it the perk's assorted benefits will fall in line where it concerns the newly added member of your harem.

Magnetic Destiny (600cp, Discount Drop-In): There are Heroes who go it alone out there, toughing it out on their own and facing their opponents with just courage and their sword arm. Not you, though. It seems like destiny itself is stringing you along, dragging you down the path which is most likely to build up an army of formidable and competent comrades to help you out. That old fellow who decides to follow you on your journey? He's a legendary retired swordsman capable of cutting down opponents like grass. The orphan boy that you saved from persecution? He's a freakishly powerful half-demon mage who can wipe out armies. That princess you saved? She was born with super strength and can crush Orcs to death with nothing but her bare hands. That jaded old lady who took a shine to your foolish spirit? She's a legendary strategist in hiding. With time and travel you can easily accrue an entire army of people who are strong enough that your individual capabilities almost becomes redundant in the face of what they could accomplish. Before you know it you will end up at the head of an army powerful enough to tear down nations.

Unshakable Resolve (100cp, Free Active Hero): You have a ridiculous amount of willpower and a degree of motivation that would leave the average human mystified. You have the will to not only see your quest to slay the Demon Lord through but to see through 102 additional such quests successively, spend 20 years fighting a one-party war inside of the Demon World, and to battle against and ultimately dispatch a God even when faced with ridiculously impossible odds. This doesn't translate into mental resistance against things like telepathic assaults; rather it's a measure of your ability to keep pressing on in the face of ridiculous amounts of adversity when sane people would've given up in despair or frustration long ago. Wait—isn't this just stupidity?

Railroading (200cp, Discount Active Hero): Whenever you are hunting for a person or item you have an inexorable, if somewhat vague, sense of where that person or item will be located. It's not an exact sense—you can't simply follow it until you reach the person or item—but it will pull you towards the area within a range of at least a couple of square kilometers to your target. This sense can be obfuscated with magical means but not entirely—you'll always have at least a small pull towards your target, although it won't aid you in actually finding the thing in question.

Blessing of God (400cp, Discount Active Hero): You've been granted plot ar— *coughcough* the blessing of God. As long as you are involved in a grander series of events, such as the conflict against a Demon Lord or a race for a suitcase holding an AI, you're mostly shielded from dying in inexplicable or undramatic happenstance. If you're one of the players within the rebellion against an evil empire then you're never going to be killed in your sleep by an assassin unless it would be fittingly dramatic from a storytelling narrative for you to die there. It doesn't make you invincible, of course, but it does make it so that being poisoned by a low-class villain or losing a fight with a villain's minions is pretty much a non-issue unless you go out of your way to get caught by them.

Camaraderie (600, Discount Active Hero): When it comes to working with people you're one of the best there is. This greatly boosts your charisma and allows you to easily interact and speak with other people, capturing the hearts and minds of those you meet. But more than this it allows you to easily create strong bonds with others and cultivate those bonds, allowing for you and your companions to practically read each other's minds on the battlefield. Your teamwork is completely subconscious and virtually flawless, enabling you to easily fight alongside others regardless of any differences between your respective powers. You fight as one entity, a unit stronger than its parts. In addition, outside of combat you'll find yourself rising up in strength and skill much faster when you train or spar alongside friends or companions. You will easily pick up their abilities and they'll quickly pick up any skills you decide to teach them if they have the ability to learn it themselves.

Gone Fishing (100cp, Free Retired Hero): Occasionally people become seriously frustrating and you just want to be left out of their troubles. That's where this comes in. When you want to get away from people and you make it explicitly and concisely clear that you don't want anyone following or bothering you then you'll find that most people will take a deliberate effort not to do so unless they have some dire or immediate need regarding you personally. They'll be happy to simply leave you in peace for as long as you want. You could even sit in the middle of the woods for hundreds of years and they'll pass down lessons to the kids not to bother you without reason.

Notice Me Senpai! (200cp, Discount Retired Hero): For whatever reason—maybe you simply exude an aura of reliability or coolness—you tend to receive the immediate respect and reverence of those who are considered “below you” in some capacity. As you gain in reputation within a field, such as becoming a master swordsman or a famous doctor, you will find others within that field of expertise treating you with disproportionate amounts of respect and courtesy. If you are a famous doctor within a major city then you'll find that you can stroll right into a hospital and commandeer all of their resources or convince a surgeon to allow you to perform the surgery at the last second. If you are a master swordsman then you could convince someone to teach you a secret technique despite it normally being forbidden to teach outsiders or convince them to make a change to their whole school of swordsmanship based upon observation. They'll treat your judgments within your field with significant weight and will often not question it unless confronted by some obvious flaw.

Immortality (400cp, Discount Retired Hero): In recognition of your heroic deeds God has seen fit to grant you immortality. You no longer age and your body never decays, although you can still make gains or heal. Your muscles will never atrophy and your health shall never wane. You no longer require food, water, or even oxygen, being able to live indefinitely without them. But you should remain aware that starvation, dehydration, and asphyxiation are all still a thing and remain very unpleasant experiences to handle even if they can't actually kill you anymore. And finally, should you sustain any form of injury your body will ultimately recover back to full health and form as long as you're still alive. You could even regenerate an entire limb or organ, even heal a cursed wound, although your healing rate is only a bit faster than a normal human.

Sage of the Forest (600cp, Discount Retired Hero): It is a tangled web we weave—and in your case a somewhat confounding one. Your actions tend to have great impacts on the future, even minor efforts and contributions tending to snowball into something far greater than you'd ever initially thought or intended. A small act like conjuring some water in the desert snowballs into an entire metropolis or even a whole civilization springing from there. A bridge spanning a poisonous swamp will become a famous, well-traveled highway by travelers for many centuries. Giving some noble a simple magic sword will result in it becoming a treasure of the royal family. Even just living in the woods for a couple centuries will result in a legendary "sage of the forest." The results of all of your actions snowball uncontrollably into tremendous impacts on the future and typically are accredited either to you directly or to a conjured mythical figure based on you. Either way the results will ordinarily be aligned with your personality and your original intention.

Delicious Evil (100cp, Free Demon Lord): You have the ability to directly perceive evil energy, manifesting through one or all of your physical senses as a kind of vague, slightly hazy sensation. You can immediately tell how sinful a person is and generally what their inclination towards sin is; this is based on the seven sins and you're able to tell which one a person leans towards the most. You can scent recent crimes upon them, detecting the general nature of the crime and whether it was done by or against them easily enough, and you can even discern specific details if you want. The experience is fairly enjoyable and comes in your choice of chocolate/fruity scents and flavors!

On The Job (200cp, Discount Demon Lord): It's pretty important to separate your work and your personal life, right? Only crazy workaholics are going 24/7 and even a Demon Lord needs a little R&R now and then without annoying plebeians breathing down his neck for burning down a random peasant village or trying to bring about the apocalypse by becoming the new God of Evil. Because I mean seriously—all of that crap was two weeks ago! Haven't you gotten over that yet? Well you don't have to worry about it! Because now, as long as you're not "on the job" as it were, people just sort of accept it and things rarely escalate into violence as long as you don't initiate it. You'll still get a lot of confused, pointed stares as Tyranniax the Devastator goes grocery shopping, particularly if you happen to run into the Heroes, but as long as you can resist the urge to conjure a giant abomination to suck the life energy out of random civilians they probably won't attack you. You can even interact with them and they won't initiate hostile action as long as you don't provoke them and they have a personal reason to attack (i.e. you recently killed one of their companions).

When You're Evil (400cp, Discount Demon Lord): You feed on the very essence of evil itself, sustaining your very existence and growing stronger by being a huge bastard. You can substitute being a dick for any of your physical or supernatural sustenance needs. Instead of drinking blood as a vampire you can instead go smash some car windows or troll some people over the Internet. But that's just the beginning. You can also replace all of your training with bastardry. I mean sure, you could go spend all day long training your pyromancy to raise your power level and proficiency. But you could also just go set a random peasant family on fire and call it a day. The end result will be roughly the same either way. Be aware; you do have something of an upper limit in that there is only so much evil you can "digest" at one time. So you can't just go bust a city to get hundreds of years' worth of training. You're limited to a few weeks' worth per day, give or take some effort. You can wipe a city, of course, but you would have to do it slowly over years for maximum gains.

Demon Spawn (600cp, Discount Demon Lord): You have the power to use a fairly exhaustive amount of your own strength to form lesser subordinate Demons that are subservient to your will. The amount of spiritual and magical essence necessary for your Demons will rise with their power and you can grant them any of your purely physical or magical abilities (but not fiat-based perks). These Demons can be up to 50% as strong as you are and may possess any or all of your powers up to a similar level of effectiveness. This demonic osmosis is exhausting and weakens all powers granted to them proportional to the Demon's own capacity; a 50% clone of yourself would reduce all of your powers by half for months while a fire demon might reduce flame magic for a few days. You could use this to make multiple Demons at once; a very powerful Demon Lord can potentially produce an entire army of thousands of low-level Demons on the level of a human all at one time. There is no gestation period—they are not physically born but rather formed using demonic power, springing into being out of the boundless darkness of your essence. You may determine the exact appearance, personality, and general function of these Demons when you create them and you're able to psychically communicate with your dark children at will. You're able to destroy or disperse them at your leisure, even across distances and through protection, dissipating them into shadow.

Companions & Items

Party Call (Free To All Origins): You're not going alone, right? You may bring eight companions along with you for free or you can use this option to create new ones. They're natives of the world that you begin in and have lived their entire lives there. They receive a free Class but attain no CP. They're fairly competent by the standards of their world but aren't extraordinary—at least not yet.

Canon Companion (200cp): Bringing someone with you—maybe a certain Sage of the Forest? You can do so now. Each purchase nets you one of the canon characters to bring along with you.

Dollarydoos (50cp): That comes out to $50,000 in the local currency. Here you go.

Bag of Convenience (100cp, Discount Drop-In): A small nondescript leather satchel that has the amazing power of instantly creating small non-magical items that the user desires at the time. This could range from anything from a hairbrush to toothpaste to beauty products to hair ties to a small packet of candy. As long as it's not anything substantial or expensive the bag can produce it. It does have its limits—pull too much out too fast and eventually it will stop producing for a while.

Peacemaker (200cp, Discount Drop-In): An old, somewhat weathered but still fully functional Colt Single-Action Army that's been reconfigured to shoot magical rounds that detonate on impact with power equivalent to a high-explosive RPG. The bullets also demonstrate slight homing ability, tracking their targets, although they cannot make anything more significant than 60 degree turns. The weapon also comes with an old journal which holds instructions on how to make more bullets.

Tsundachi (400cp, Discount Drop-In): An intelligent enchanted weapon made of magic steel, Tsundachi has the ability to generate and control elemental powers (fire, earth, wind, and water) based on its emotional states. Its most common element is fire, created by anger or indignation, which is the emotion that Tsundachi is most easily roused to. The strength of its elemental power is quite impressive; it could easily incinerate a small army to nothing but ash with a single swing and inflict damage on even the most powerful monsters. It demonstrates a surprising amount of skill using its abilities, being able to control fire to not hit certain targets within an area or create statues and sculptures out of stone and other materials. Its greatest ability, however, is one that doesn't come to the surface very often and is only available when fully resonated with its wielder. The force of unbridled love, the most powerful of Tsundachi's emotions, is a power which unlocks the greatest of its true capabilities—the creation and manipulation of a holy light with vast power. This light does no harm to its surroundings yet burns impurity and evil with tremendous intensity, washing all darkness and corruption within a range of many miles and completely obliterating all

but the absolute most powerful evil beings. This power is greater when the blade strikes a target; even an evil god would be grievously wounded and potentially killed if it were allowed to hit them. However, the true powers of Tsundachi require not simply being in love but total acceptance of it; Tsundachi, with its troublesome personality, has difficulty admitting and expressing such feelings.

Tsundachi is a hot-blooded and passionate weapon, often being unable to control its emotions or think logically in the majority of circumstances. It wears its feelings on its sleeve yet ironically is unable to show love or attachment without difficulty due to its embarrassment and awkwardness. It's a bruiser first and foremost, rushing into combat with few to no compunctions and relying on its own strength and willpower to carry it through fights. This should not be condemned as idiocy; Tsundachi possesses a razor-sharp warrior's intuition, able to adapt to conditions and an enemy's strategies instinctively and near-instantly, making it effective even against very clever opponents. Tsundachi is one of the most difficult Holy Weapons and will oftentimes squabble with its siblings. Despite this, however, it does care for them and attempts to assist them in its own awkward way.

You may import any weapon that you possess as Tsundachi. If the weapon is already intelligent it will attain a tsundere personality; an illogical, highly emotional, troublesome, and easily flustered personality concealing its inner feelings. Tsundachi wields the ability to speak telepathically to you out to a distance of several miles and to all of its siblings across any distance. It can also assume human form at will and can use all of its abilities while in this form, although it is no more durable than a regular person would be. If Tsundachi is "killed" as a human it will revert back to a weapon and cannot speak or use its powers for 24 hours, an experience it would describe as falling asleep. Tsundachi possesses the condition of counting as either an item or a companion due to its powers. If imported as an item it will possess all of its abilities but will not be able to assume human form. If imported as a companion it will have the ability to switch between its human and weapon form.

Alternatively, if you wish, you may acquire Tsundachi in the form of a purely non-sapient weapon. It is nothing more than an enchanted weapon and thus can't communicate or take a human form. It's additionally unable to utilize any of its holy light due to an absence of the love required for it.

Kuudachi (400cp, Discount Drop-In): An intelligent magic weapon made of some dark metal, Kuudachi possesses the capacity to generate and manipulate a corrosive darkness from its blade. It can enshroud itself in elemental darkness and fire purple blasts of energy which can slice apart or shatter most material, granting it significantly enhanced attack power and some ranged option. The weapon is notably sharp and durable as well as being rather light for its size and composition. The darkness which it manipulates works as acidic miasma, disintegrating everything in its range. It's moderately strong, taking up to a minute to melt through tough steel, but Kuudachi can spew it across a titanic range (a distance of several miles) and it bestows anything touching its hilt and blade immunity to its corrosion and the ability to see across the otherwise impenetrable darkness. The darkness of Kuudachi cannot be pierced through any normal or even magical sensory abilities; it must either be cleared away or Kuudachi itself must be touched to acquire any sense through it. The darkness entirely blocks all sight, hearing, and smell to those trapped within its area of effect.

Kuudachi is a stoic and perpetually calm weapon, even seeming rather cold and sarcastic at times. It is very diligent and has an admirable work ethic, however. Kuudachi is extremely intelligent and possesses keen observational ability, often being able to figure out its opponent's weaknesses and employ its abilities where they would be most effective. It is a highly tactical fighter as opposed to Tsundachi and Kamidachi who are both fighters with little in the way of subtlety or strategic ability. Kuudachi is prideful of their position as weapons of the Hero and will try to convince its siblings to respect the Hero's position and to obey him, a voice of reason that is sadly almost always ignored.

You may import any weapon that you possess as Kuudachi. If that weapon is already intelligent it will gain a kuudere personality; a rational, collected, cold-tempered, slightly sarcastic personality which conceals their inner emotions. Kuudachi possesses the ability to speak telepathically to you out to a distance of several miles and to all of its siblings across any distance. It can also assume

human form at will and can use all of its abilities while in this form, although it is no more durable than a regular person would be. If Kuudachi is "killed" as a human it will revert back to a weapon and cannot speak or use its powers for 24 hours, an experience it would describe as falling asleep. Kuudachi possesses the condition of counting as either an item or a companion due to its abilities. If imported as an item it will possess all of its abilities but will not be able to assume human form. If imported as a companion it will have the ability to switch between its human and weapon form.

Alternatively, if you wish, you may acquire Kuudachi in the form of a purely non-sapient weapon. It's nothing more than an enchanted weapon and thus can't communicate or take a human form.

Dandachi (400cp, Discount Drop-In): An intelligent weapon forged from what appears to be some sort of beautifully crafted magical iron, Dandachi has quite a unique and powerful function. The weapon is capable of healing every sort of physical, spiritual, and mental malady imaginable. It can bring a dying person back from the brink of death, cure things that are normally incurable, and even restore spiritual damage or heal psychological trauma. It can restore virtually anything. The way it accomplishes this is through direct kinetic transfer of healing power—by hitting things. Dandachi heals an amount of damage equivalent to how hard a subject is struck with the weapon, with grievous wounds, curses, psychological trauma, or spiritual damage taking more hits to heal. The subject still experiences the pain and kinetic momentum that would be expected of being hit with Dandachi but does not receive damage—instead they are restored by a proportional amount. Dandachi can heal and restore virtually anything in this manner, ranging from physical damage to diseases to psychological issues to supernatural curses. Hitting them enough with Dandachi even has the effect of very gradually regressing the subject backwards in age as it "heals" their aging.

Dandachi is a very shy and introverted weapon, hardly ever speaking and even then very quietly. It tends to clam up when dealing with people it doesn't know very well and it conceals its feelings from other people for the most part. While it can come off as stoic or even cold the reality is that Dandachi is merely very shy and socially awkward; it's clumsy with words and thus doesn't speak out of fear of embarrassing itself. It reacts very strongly to any criticism, particularly from people it trusts and is close with; a small compliment can make it glow while even a minor criticism can make it miserable, reducing it to near tears. It's the least troublesome but oftentimes the source of discontent; Tsundachi upsets it by trying to help, which upsets Tsundachi, Kamidachi bullies it, while Himedachi and Kuudachi come to Dandachi's defense. The fighting only makes it feel worse.

You may import any weapon that you possess as Dandachi. If that weapon is already intelligent it will acquire a dandere personality; shy, introverted, silent yet emotional, and sensitive to criticism. Dandachi possesses the ability to speak telepathically to you out to a distance of several miles and to all of its siblings across any distance. It can also assume a human form at will and can utilize all of its abilities while in human form, although it is no more durable than a regular person would be. If Dandachi is "killed" while in human form it will change back into a weapon and will be unable to speak or use its abilities for a period of 24 hours, an experience that it describes as falling asleep. Dandachi possesses the condition of counting as either an item or a companion due to its abilities. If imported as an item it will possess all of its abilities but will not be able to assume human form. If imported as a companion it will have the ability to switch between its human and weapon form.

Alternatively, if you wish, you may acquire Dandachi in the form of a purely non-sapient weapon. It's nothing more than an enchanted weapon and thus can't communicate or take a human form.

Himedachi (400cp, Discount Drop-In): An immensely beautiful and elegantly detailed weapon forged from magical silver with a mirror-like sheen, Himedachi wields a devastating ability to alter and manipulation the perceptions of those it strikes. Himedachi's blade secretes an extremely fine oil which is actually a magical toxin. This toxin, upon entering the bloodstream of its future victim, will spread through their bloodstream over the course of a minute. It's virtually undetectable and it lacks any obvious symptom. The toxin grants Himedachi the ability to control a person's senses completely down to the tiniest details and ultimately, after roughly 20 minutes, it will develop the

ability to magically reproduce any injury originating from Himedachi's illusions on a victim's body. This effectively grants Himedachi the ability to instantaneously kill the person or inflict all manner of horrific injury upon them at will. The toxin can be cured using high-level healing magic but has to first be detected as it lingers within the person's bloodstream indefinitely until it is removed or until the subject dies. Himedachi can secrete extremely small quantities of its toxin from its edge, meaning that an intelligent user could potentially poison their enemy in advance of fighting them. In human form Himedachi manufactures the toxin in the form of bodily fluid—ordinarily its saliva.

Himedachi is haughty nobility—strong-willed, extremely demanding, with a dominating presence. It holds itself above the common people and even many of its own siblings. It completely refuses to acknowledge the Hero, at least initially, as anything more than a peasant and a necessary evil. It expects you to obey its orders without hesitation and to treat it with the reverence it deserves as a legendary holy weapon. In its eyes you're just a monkey swinging a priceless treasure and it's going to treat you as such until you prove yourself to be more than that. It's likely to cause a few arguments since it constantly criticizes the other weapons for not acting with the elegance of the legendary holy weapons they are, sparking much conflict between them. Beneath the surface, however, Himedachi is much softer and kinder than it lets on. Underneath its harsh exterior it will care about your life no matter how much it criticizes and insults you—it just won't show it initially. Once Himedachi warms up to you it'll become much more open to its feelings and treat you nicely, although achieving that point may take a while and a lot of suffering. It's worth the effort, though.

You may import any weapon that you possess as Himedachi. If the weapon is already intelligent it will develop an himedere/oujidere personality; vain, prideful, haughty, and self-righteous yet with surprising depths of kindness and affection. Himedachi wields the ability to speak telepathically to you over a distance of many miles and to all of its siblings across any distance. It can also assume a human form and can utilize its power while in this form, secreting its toxin from its bodily fluids, although it's no more durable than an ordinary person. If Himedachi is "killed" in this human form it will change back into a weapon and will be unable to speak and activate its powers for 24 hours, a condition that it describes as falling asleep. Himedachi has the condition of counting as an item or as a companion due to its abilities. If it's imported as an item it will wields all of its powers but will not be able to assume human form. If imported as a companion it can switch between forms.

Alternatively, if you wish, you may attain Himedachi in the form of a purely non-sapient weapon. It's nothing more than an enchanted weapon and thus can't communicate or take a human form.

Kamidachi (400cp, Discount Drop-In): An intelligent enchanted weapon forged of some sort of beautiful white metal inset with translucent crystals, Kamidachi demonstrates absolute power. Unlike the other holy weapons it doesn't have an elemental power or one that lies outside itself; instead its power lies in its "absolute condition." Kamidachi is completely invincible. It cannot be damaged by any force nor can it be stopped by anything. It cannot be moved by external forces, including any magic, unless it allows it to happen and can't be harmed even by the power of God. The most powerful of reality warping or space-time manipulation does nothing—it simply ignores these effects as if nothing happened. No effect can harm or hinder Kamidachi in any way or form and its will is equally indestructible—it functionally has an infinite amount of ego and thus cannot be influenced, corrupted, or altered using any force or power regardless of nature or power level. A universe's collective evil would have about as much influence as one ant trying to shift an anvil.

At the same time Kamidachi is unstoppable. It can't be blocked or altered with any force or power; Kamidachi simply slides through all defense like it doesn't even exist, defeating the most powerful materials, the strongest barriers, and opposing forces like it's thin air. Nothing can stop or deflect Kamidachi's course, even divine intervention—the only defense is to move out of Kamidachi's way. Finally, Kamidachi cannot be moved in any way, shape, or form by conventional or magical means unless it wills it so. It must consciously permit things like gravity to affect it; otherwise it just sits there suspended in the air slowly moving as the planet rotates past it. There's no force which can

move Kamidachi if it does not will it—even trying to move the space around it would fail because the space which Kamidachi itself occupies can't be affected or influenced with any force or magic.

Kamidachi is troublesome—by far the most difficult of the holy artifacts—potentially best described as "unimaginably arrogant" although that undersells it. It cares absolutely nothing about anything anyone else thinks—including you—and whole-heartedly believes it's quite literally above God and that anything it says or believes is 100% accurate even if confronted by evidence that it is wrong. It is an existence that is fully outside of influence and is by far the hardest weapon to debate with. Unlike the others, who have their own quirks and hidden depths, Kamidachi has almost none of it; it is what it is and it cares nothing for what you or anybody thinks about whatever it says or does. If you can impress it, however, then it might just come to like you. That's when the trouble starts. In any romance there's little doubt; Kamidachi is the main character and you're a side character. It will want you there all the time and will constantly drag you to various antics and shenanigans. It doesn't really get along with any of its siblings yet indisputably "wins" every argument it gets into by sheer merit of never, ever relenting until everybody else simply gives up and goes home.

You may not import any weapon as Kamidachi—there is only one Kamidachi. Kamidachi has the ability to speak to you out to a distance of several miles and to all of its siblings at any distance. Kamidachi may assume a human form and use its powers in this form, although its abilities are somewhat weakened while in human form. It isn't completely invincible, instead "merely" taking the equivalent of a high-yield nuclear weapon to harm it, and its implacability is diminished to a level where it can walk through steel like it was thin air but doesn't have the conceptual backing that it possesses in its weapon form. If Kamidachi is "killed" in this form it will revert back to its weapon form and retain access to all its powers—because of course it does. It cannot transform back into a human for 24 hours, however. It can still communicate to you telepathically as well. Unlike the others Kamidachi counts only as a companion. It isn't available for import as an item.

You may not acquire Kamidachi as a non-sapient weapon. You either get Kamidachi or you don't.

Magical Map (100cp, Discount Active Hero): An enchanted map that possesses the ability to immediately etch on its surface the geography of everything within 500km of its current position. The bearer can zoom in and out by sliding their fingers across the map and can create or remove markers and notes onto its surface by drawing with their finger. It can also show subsurface data.

Frostflame (200cp, Discount Active Hero): A pair of powerful enchanted weapons that ended up in your possession somehow, Frostflame are beautifully crafted gold and silver weapons which possessed the power to manipulate fire and ice. The material and magic enchantments utilized in their creation rendered them supernaturally sharp and hard, allowing the blades to slice through even the toughest normal material. They could slice through steel with the force of gravity alone. More importantly, however, Frostflame possesses the capacity to generate and control incredible amounts of fire and ice. Their edges sear and freeze everything they touch and they can unleash massive blasts of flame and frost out to ranges of dozens of meters with every swing they make, turning anyone and anything within that area to ashes and/or statues. Their real power is tapped when they are wielded together; Frostflame demonstrates the ability to fuse into a third weapon which combines the elemental power of flame and frost. This weapon can be completely different from Frostflame's separate forms as the fusion magically combines the two into a singular whole. This new weapon possesses the ability to generate and manipulate a torrential silvery frost which spreads like pale transparent fire to freeze and disintegrate everything it comes into contact with.

Frostflame was said to be forged with the fangs of a legendary beast slain by a great Hero many thousands of years ago, its magical tusks melted into the molten metal to bestow it great power. The spirit of this beast still resides within the weapons and manifests as an ethereal force which possesses the ability to manipulate and control the frostfire. It can direct and guide the ethereal scorching frost to form intangible shields and barriers around its wielder which sap the energy of magical spells and attacks, halting any conventional directed magic or passive magical influence.

It cannot completely stop magical attacks and sufficiently powerful enough spells can penetrate through its barriers but the protection is automatic and entirely independent of your awareness.

If you wish you may import TWO (2) melee weapons of your choice as Frostflame's components. These weapons develop the capacity of these components, including their sharpness, toughness, and the ability to produce and command fire and frost. More importantly, they can be fused into one weapon which possesses the sum power of the two weapons as well as Frostflame's powers.

Divine Charm (400cp, Discount Active Hero): A small cylindrical charm with the silver image of a praying goddess, this item has the property of saving the bearer from death a single time by taking that death upon itself. The charm breaks in the process and becomes unusable thereafter. You acquire one every jump and you must have it "equipped" (i.e. carry it on you) to protect you. You may stockpile as many of these charms as you wish and you may give extras to other people.

Magic Box (100cp, Discount Retired Hero): The culmination of a century of magical research and uncontrollable boredom on the part of a centuries-old immortal magician. It's a weird-looking metal box with a crystal window in one side and half a dozen skinny poles sticking out at all ends from the top, all of them forged of alchemical silver and etched with runes. By turning that brass knob on the front you can tune it to magical signatures, creating a space-time connection which… Okay look, it's a mini TV that lets you watch people in this and other planes in real-time. Alright?

Magical Index (200cp, Discount Retired Hero): You have a thick leather tome that's covered with various arcane and runic language. This tome contains the common magical knowledge that exists upon any planet which you visit, ranging through the very simple to the incredibly complex. It appears to have infinite pages and only lists common magical styles and not lost or secret ones, always opening to the page that you want. It continually updates itself in response to your travels with the sort of magic which could be learned in any repository of knowledge or magical academy. The tome is enchanted to empathically restructure itself so as to maximize your learning potential, starting with the page you would learn the most from and easing you into more complex concepts.

Reserve of Star Alloy (400cp, Discount Retired Hero): A large amount of magical star alloy, an ancient, powerful alloy made by a utopian civilization attacked by the malevolent Ev-Ul Empire. It's a secret material that conducts positive emotional charge and uses it to reinforce its integrity; in short, it's an alloy that becomes stronger as more positivity and willpower is pushed through it. It achieves its true potential when others genuinely cheer for it, releasing the true form of justice. There is theoretically no limit to its justice power; it channels such positivity to grow, harden, and transform without limits in response to the support and cheering of people throughout the galaxy. Maybe with time one can forge emotion-powered robots or even an ultimate champion of justice!

Demon Crown (100cp, Discount Demon Lord): This elaborately designed crown is wrought of some dark metal and inset with large flawless rubies. It looks frickin' cool, yeah? But not just that; in the honorable tradition of the Demon Lords from time immemorial it also bestows upon you the magical ability to shoot fire out of your eyes—an ability which I assure you is absolutely necessary for holding Demon Court with any expediency. The potency of the flame will scale in proportion to your own magical strength with no real limit, although the area is limited to the actual beam itself.

Dragon Edge (200cp, Discount Demon Lord): This black-edged weapon, resembling a strange mixture of sleek organic and metal components, is a formidable and intelligent enchanted weapon. It is said to be the remains of an ancient Demon Lord born from a legendary Hero penetrating the dark dragon's heart with a magical spear creating what is the weapon's handle and metallic spine. The Dragon Edge possesses incredible magical power imitating the ancient Demon Lord's breath; it can generate and manipulate an all-consuming darkness which is capable of rending all matter down into less than dust on contact, enshrouding its black-scaled blade with the void energy and acquiring cutting power that stands among the greatest of all weapons. The black void destroys mundane objects and materials immediately, although magical weapons and armor of incredible

power and durability are capable of resisting its effects somewhat. The weapon's edge trails the black abyss along it, creating a flowing stream that extends the reach of the weapon past its tip.

The Dragon Edge possesses an intelligent mind—the withered, cognizant remains of a primordial Demon Lord whose scaly flesh still clings to the broken spear that defeated it. It lost much of its memory long ago and now recalls little of its previous self, although it has an astounding amount of knowledge concerning the history of its world and tidbits about magic and lost arcane secrets. It's also quite intelligent and wise, having once been the most powerful Demon Lord in existence. In addition to the ability to manipulate its abyssal power it has the ability to protect its user from harm by expanding its own demonic power to grow and manipulate its flesh. This enables it to do anything from forming tendrils and blades to attack, produce long scrawny arms and legs to move around and interact with its environment, form eyes or ear holes to see and hear its environment, and even rapidly grow and subsume its user within a scaled carapace of solid organic armor many times harder than steel which is articulated to strengthen a user's movements by applying its own muscular system to enhance their actions. This is tiring, though, and cannot be kept up for longer than a few hours at a time before it would have to rest for a bit. It can also communicate with its wielder telepathically across distances of numerous miles around itself even if they are separated.

You may choose to import any melee weapon you own as Dragon Edge in which case the weapon becomes the core and host to a living mass of black-scaled flesh. If the imported weapon already possesses intelligence it will attain tens of thousand of years' worth of memories and a great deal of knowledge concerning history and esoteric magical lore as well as all of Dragon Edge's powers. If it does not Dragon Edge will simply recall your imported weapon as the one that struck it down.

Demon Castle (400cp, Discount Demon Lord): An enormous, lavish castle which is tastefully furnished and equipped with every sort of comfort and luxury that a Demon Lord could ever need. The castle itself is absolutely massive, almost as big as an entire town and large enough to house thousands of people comfortably, with an immense crenelated bulwark, massive defensive towers, and numerous outlying buildings and defensive structures flanking the obsidian castle at its heart. The castle has unique properties; it's almost like a quasi-sapient Demon itself, devouring the very essence of evil from the land and air around it. This has the influence of twisting the environment and strengthening the castle and its grounds; it slowly grows, its obsidian walls becoming tougher, its influence growing steadily more potent. It exercises a direct effect on invaders, diminishing any hostile forces within its boundaries and sapping their strength and will to a degree that scales with the castle's evil influence. Its power is such that it can instantly slay weaklings and demonstrates the capacity to possess corpses and reanimate them as puppeteered horrors to protect and serve as the slaves of its master. If it is harmed it will swiftly heal over time, cracks mending and debris pulling itself back together as it regenerates. You have the power to not only command the castle, reshaping the interior of the fortress to suit all of your desires (at least within the laws of physics), but may also summon the castle to you at any time as it is conjoined to your own demon essence.

Drawbacks

You may select any number of drawbacks but may only acquire a maximum of 800CP from them. You may choose to take additional drawbacks if you want but you will receive no additional points.

Senior Citizen (+0cp): You want to be one of the old folks, eh? Well, alright. By taking this you will instead begin 200 years prior to the timeline of the manga—approximately when Sage retired and retreated into the forest to escape the nobility. You will be remaining here until 10 years after the manga, meaning you will be here for around 210 years. I hope you're immortal or something.

Needs More Restoratives (+100cp): You have a… problem. Specifically, you've got a ferocious drinking problem that refuses to be denied. You'd put even hardcore alcoholics to shame and you

will use every excuse to bust out the good stuff and get to it. As if this wasn't enough you're also prone to becoming drunk very easily—you can get smashed in 30 minutes flat regardless of your biology or how many resistance perks you've got. It takes superhuman willpower just to restrain yourself from busting out booze at the first sign of trouble, inconvenience, or vague uncertainty.

Go To Jail (+100cp): Instead of waking up within a convenient place that's not in a bleak prison, you instead wake up within a cell in a bleak prison. You're fed just enough to get by every day and none of your powers or abilities can allow you to escape this place. But don't worry, there is hope; you've got everything you need to escape from the place right inside of your jail cell. But it's quite well-hidden and its applications aren't really obvious. The difficulty of using this tool to escape will scale with your intelligence and skills, meaning that no matter what it's going to take you roughly three months to bust out of prison. If you do, though, nobody will stop you from just walking out.

Jumper Super Fan (+100cp): You have a fan, someone who shows up on the BBS every time you post anything and agrees with everything you say. This might seem nice at first, except that this guy's kind of scarily persistent and not a very good person. You can expect him to leap at all chances to defend your honor from aggressors and dissidents, ferociously arguing with everyone that says anything negative about you—even jokingly—and generally devolving every thread you visit into an argument and dick measuring contest. His negative actions will reflect poorly on you, although most posters will realize that you're not really at fault for this guy's overzealous actions.

On The Lam (+200cp): You've been branded a heretic by the world's largest religious institution and they're hunting relentlessly for you now. They've got magicians scrying your location and the entire army sweeping the countryside for you. They're backed by the royal authority and refuse to listen to reason—in their eyes you're a heathen blasphemer. If they catch you they'll execute you. Or at least they'll try to do so any way they can. There are two main options to escape this mess; either find a way to leave that world behind for a new one (which requires some high-level magic) or alternatively take up your sword and start a one-person conquest of the entire kingdom to fell the church and put an end to their hunt for you. Nobody's going to argue with a world conqueror.

The Ride Never Ends (+200cp): This drawback comes with two effects; first, it enforces a kind of compulsive effect on you which means that when summoned you can't refuse to finish the task. If you're called to defeat a Demon Lord then you're going to have to fight and kill the Demon Lord. You can probably find a loophole in this clause with enough effort but it's going to be aggravating. The second effect is that you're going to be summoned. A lot. Every time you complete your task, a few weeks later you'll be summoned again to a different place. You can't avoid these summons and you'll wind up being summoned and forced to beat foe after foe and complete task after task.

This Is Why Earth Prime's Jumper Is... (+200cp): You just have no self-control whenever it comes to people and their problems. Whenever somebody on the BBS has a problem you almost inevitably become roped into scheme after scheme, applying your powers to ridiculous and often hilariously misguided attempts to fix the problem. You just can't help yourself—you're like a moth to the flame when it comes to people posting their personal issues on the BBS. It's uncontrollable.

Obsession (+200cp) [At least three intelligent Holy Weapons]: As the most recent heir of the Holy Weapons, the famous intelligent weapons forged by an ancient Hero in the distance past, you are being targeted by an enigmatic scarlet-cloaked woman utilizing a wicked crimson weapon. Her speech patterns are strange and she seems immune to pain. The weapon in her hands wields the ability to feed on blood and manipulate it, often intentionally allowing her body to be wounded so that it has access to it. No matter how much you damage her she seems absolutely implacable and the scarlet weapon she wields seems to grow significantly stronger every time you combat it. The crimson blade is absolutely indestructible and the corpse—assuming there is one—disappears shortly after it has been defeated. If there is nothing left of the body the weapon will vanish and return shortly used by someone else. Even traveling into other worlds doesn't seem to hinder it. On the last day of your time here you will be confronted by it one last time and it'll demonstrate

incredible power eclipsing the Holy Swords working together. Even with your own skills as a Hero combined with theirs it will prove a very difficult battle. If you manage to beat it then you will be able to leave from this place alive. In addition, with a great amount of work, it may be possible…

I Want To Go Home (+300cp): There's no two ways about it; you're stuck in a party of dicks. They fight and argue constantly, shout at you and each other, always threaten to leave the party (but they never actually do so), and oftentimes actively try and sabotage one another in combat. It's an entire party of the worst kind of That Guy you can possibly imagine but magnified tenfold. And they're inescapable for the duration of your stay here. Even if you dump them you'll find an equal number of horrible people everywhere you go. And Heavens forbid you try and go it alone; everyone you meet will be a titanic bastard to you until you meet the 8-man quota for the team. There is some small glimmer of hope; if you can manage to work through their individual issues (an absurdly difficult feat that would likely demand years) you would finally rid yourself of them.

The Long Haul (+300cp): "You might have defeated me, but…" It is a phrase you will come to hear more times than you'll ever want. For one thing, the Demon Lord is now substantially more aggressive and will target you personally. And if you manage to kill him then with his dying words he'll tell you about the True Great Ultimate Supreme High Demon God King Lord who you'll never be able to defeat and will take vengeance for his death. Thus begins a long, exasperating cycle of slaying innumerable Demon Lords. You can't escape them—they WILL find some way to screw you over unless you are actively hunting for and trying to destroy them. If you want any kind of peace then you are going to have to find and defeat each and every one—all 103 of them, each of whom is successively mightier than the last with the final Supreme Demon Arch-Overlord being as great as you were when you came here—including all of your outside context powers from other worlds.

Curse of Veggievorn (+300cp): I hope you're not real big on self-esteem. For your entire time within this multiverse you're losing all of your powers—ALL of them—and they're being locked up behind a transformation wall. Now this might not sound too bad—I mean who doesn't like heroes who transform to challenge the bad guys—but there's a catch. Your transformation is, uh… *corny*. Unless you shout a stunningly dumb phrase, undergo a flashy transformation into an unbelievably humiliating superhero with a mind-blowingly stupid theme you aren't going to have powers at all. And God help you if anybody sees you—*anyone*. Because they'll all laugh at you—zero exceptions.

The End

You made it, eh? Did you have a lot of fun? Good! I guess I should get some stuff out of the way. All of your drawbacks are revoked, of course, and you keep all of your perks—the standard stuff. But what about your friends in the BBS? Whether you choose to keep jumping or go back home they'll still be around—at least in spirit! That is to say that you can still shitpost on the BBS and communicate with them through your fiat-based connection to the board. However, they can no longer directly interact with you or assist you with anything other than moral support or advice. But hey, sometimes that's all you need. And at least you won't be bored in your off-time, right?

Now it's time to make your last choice while here:

Send Me Home: You could always go home amirite?? Seriously no one ever picks this option—why do I still bother offering this?

Retirement: Hey—this multiverse isn't too bad if you want to throw in the towel, right?

Into The Sunset: What are you, a little girl? No—Eternal Loli, pls go. Pack up those perks and get moving!

…

…Huh? You're not happy with just being able to talk with your friends on the BBS? Well, I guess… Uh, I guess I could throw in something extra. You still won't interact with them in-jump, naturally. But I suppose meeting up with them in your off-time's fine. If you want, after you've completed a jump, you could choose to attend a meet-up with your various friends on the BBS. To sweeten the deal a little I'll even extend this to all of your friends from your other adventures! It isn't anything especially amazing, of course—simply a one-day party—but you can choose to meet and hang out with your friends and previous companions from the BBS and the various universes you've visited. Don't worry about the timey-wimey stuff—I'll handle it! So then, are you satisfied with this? Good!

And finally…

If you've successfully managed to assuage the lunatic infatuation of a certain bloodthirsty weapon and have acquired the romantic affections of the other Holy Weapons you will attain the chance to make it an offer—to end its centuries of wretched exile and cast away the wrath which drove it to murder its creator in a fit of jealousy. You would accept it—if it's willing to come—and redeem the crimes that it has committed. And with its presence finally unify the Six Holy Weapons once again.

Yandachi (0cp): The notorious Incarnate of Hate, redeemed by your mercy and act of kindness. A wickedly sharp weapon with a serrated edge, made of some crimson-stained black alloy that is surprisingly heavy and oddly warm to the touch. Yandachi possesses the capacity to inflict cursed wounds which cannot be restored with magic or items and bleed profusely as long as Yandachi is within a few miles and continues to exert its influence. Yandachi can also control blood with great power and precision, able to control spilled blood to create weapons such as razor-sharp tendrils and volleys of supersonic droplets which can penetrate steel with ease. It can even solidify blood into a form of very dense subdermal armor as well as keep blood flowing and clot injuries to seal up any internal damage inside its wielder. Its most formidable power, however, is the capacity to control the bodies of others by manipulating their blood. Those with a sufficiently strong life force (in comparison to Yandachi, beginning at around level 5) can resist this but weak victims become enslaved to Yandachi's power immediately. It can control their bodies, albeit with an unnervingly deliberate posture, and can even reinforce them to superhuman heights. A level 1 peasant could be made comparable to even a level 3 Hero, with more powerful figures becoming even stronger. Yandachi can even manipulate corpses, although to a much more limited extent due to their lack of living muscles, transforming them into ghouls that are still stronger, faster, and vastly tougher than even the greatest ordinary human. Yandachi's control extends over an area of several miles.

Yandachi was driven by blind hatred and jealousy that had twisted into a kind of obsessed “love” which caused it to lash out at the Heroes of its world, inheritors of its maker. It wants to be with them and to fight once more but due to its past sins it was cut off from the minds of its siblings, banished into exile after it murdered its maker in a fit of jealousy. If convinced to share, though, Yandachi becomes much more passive—yet still darkly obsessive, its love distorted towards you. Its love for you eclipses into obsession and protectiveness which causes it to lash out at anyone who harms or insults you even slightly, often with vicious and terrifying violence. It's unlikely to murder anyone as it once did but it will despise them with an intensity that few can understand. Those who damage you greatly or inflict significant emotional duress may find themselves being targeted even after you've made peace with them, suffering horrible but non-lethal “accidents.” Its relationship with its siblings is complicated—they want to forgive but find it difficult to do so, remembering the many crimes it has committed in the past. It'll be a long road to reconciliation.

You may not import any weapon as Yandachi. Yandachi is able to speak to you telepathically to a distance of several miles and to all of its siblings at any distance. It can assume a human form at will and use all of its powers in this form. If Yandachi is “killed” in this form it will revert back into a weapon and be unable to speak or use its powers for 24 hours. Yandachi counts as an item and

a companion due to its nature. If imported as an item it will retain all of its abilities but will not be able to take on its human form. If imported as a companion it may change between forms at will.

You may not acquire Yandachi as a non-sapient weapon.

Notes

The Heroes' Association ranks Heroes and magic items on a simple numerical scale from 1 to 10. An average Hero at the end of his journey is ~level 5-6. It's ordinarily believed to be impossible for a non-Immortal to reach level 10 due to the sheer amount of time and effort that it requires. As an example; Sage is ranked at ~~level 8~~ (>power levels) despite being a 200+ year old magician who has spent nearly two whole centuries studying magic and performing experiments. The level 10 Heroes are legends who are capable of destroying Gods and smashing armies of Demon Lords without effort.

A note concerning Demon Lords: they come in a variety of shapes and forms. There are the cliché Demon Lords who are the dark lords of their monstrous legion, there are handsome Demon Lords who retain their power through meticulous scheming and political machinations, there are cheesy Demon Lords who try to dominate the universe in magical girl and super sentai realities, there are battle maniac Demon Lords who do what they do solely to find strong enemies that they can fight. There are organo-mechanoid Demon Lords who fight giant robots of justice to conquer the galaxy. There are even Demon Lords who are just really bored and Demon Lords who are invading due to their race/kingdom lacking commodities that the other empires have or in retaliation for prejudice. It's generally up to you what kinds you face and what their appearances and personalities are like.

Your starting class determines what you're intrinsically good at. You'll grow noticeably faster than normal within this category, roughly equivalent to the kind of growth an RPG character possesses. You could go from level 1 to level 5 within that category in less than a year where it would take a normal person an entire lifetime to reach that level. Because of this “protagonist growth” you can reach levels that would be completely impossible for normal people and reach superhuman levels.

All origins save for Drop-In begin at around level 5. Drop-Ins begin at level 1, although since the difference between levels becomes much greater in the higher levels this means that it shouldn't take very long for Drop-Ins to reach the same level—it'd take a normal Hero a little under a year. It will take them 2-3 years to reach level 6, 25-50 years to reach level 7, and over 100 years to reach level 8. Further increases take significantly longer and the gap between levels grow much greater as the levels increase. The gap between level 9 and level 10 is almost the same as the gap between level 5 and level 9. Most level 10 Heroes are well over 1,000 years old as a result, virtually all of them having been granted or acquired Immortality.

A level 6 Hero is generally considered to be as powerful as they can naturally become using the resources available in a typical fantasy world. A magician, for example, would be roughly level 6 after they've mastered their world's magic. Once that's done growing in level demands traveling to other realities to study all magic there. A level 7 magician might have mastered about a dozen magic systems, a level 8 magician might have mastered over 50, a level 9 magician might have mastered hundreds of forms of magic, and a level 10 magician might have mastered a thousand.

You may decide the exact specifications of your world, within reasonable limits. As long as it is a general “fantasy” themed world where a Hero and a Demon Lord wouldn't be out of place feel free to come up with whatever kind of setting you want. The geography, politics, and technology types are up to your discretion. It can't be a modern setting with ordinary technology but something like a fantasy setting with magitech comparable to modern convenience is completely within the rules.

You may also determine the exact magical system that exists within your world. This can be any kind of magical system that would not be out of place within a fantasy setting, ranging from the standard sorcery and Vancian wizardry to physical enhancement magic to artificer magic which relies entirely upon creating magical items. It could be a magic system that relies entirely upon the power of crystals, tapping into the elements, or anything else. It's up to your discretion.

The "Magical Index" item contains enough knowledge and study material to bring you to around level 6 on the Heroes' Association scale. This is the maximum level of a typical dedicated Hero by the end of his journey to beat the Demon Lord. If you want to go higher then you'll need to travel to other universes to learn that magic although this process is greatly aided by the Magical Index.

The Index only catalogs instructions and material on the common magic, not secret or lost magic. It's essentially a compendium of the research books and material which would be contained inside any decent-sized magic school and could be realistically obtained by a dedicated enough magician. It's the culmination of the "common" magical knowledge within a setting, the stuff that magicians everywhere could access. If you want to acquire secret or lost magic you'll need to find it yourself.

The people that are attracted to you via "Damn Harem Heroes!" are normal people. But if you also picked up "Magnetic Destiny" these people will be unique and very powerful in one way or another. You'll end up surrounded by a group of superhuman lovers. It can't lure canon characters though. You can use this perk on specific targets, including canon characters, but the effects are reduced; unlike the random people that you pick up you'll have to romantically pursue these people to get them to love you, although the perk will notably enhance your chances of gaining their affections.

Note that SOME of the people lured by this perk will be love interests—not all of them. So you can have both your harem and normal comrades with this combo. Or I guess you could go for them all being love interests. Do you really want a hundreds-strong super harem—you know what, that's a dumb question. If you want that then go right ahead—don't let me stop you. Just, uh… Good luck.

The "Magnetic Destiny" perk attracts people who are unique and powerful inside of their setting, meaning that the strength and nature of the individuals in question will vary substantially based on what world you're actually in. They're high-level compared to the setting, enough to beat the majority of ordinary opponents, but are not top-tier in comparison to the strongest in their world. While in a normal world, for example, you may end up with a master swordsman or sharpshooter but not somebody who could beat a whole battalion by themselves. In the end they're upper mid to mid high tier in terms of ability based on their setting's scale. In this multiverse, for example, they might be ranked from level 4 to level 6—not top tier but incredibly strong to normal people.

No, "When You're Evil" isn't going to make you explode should you be exposed to too much evil. No matter how hilarious it would be. You just can't consume all that evil. All that delicious evil…

By using "Demon Spawn" you are essentially splintering off a part of your soul to produce a new entity who possesses a percentage of your ability. As a consequence of that the recovery time is not affected by physical regeneration perks but can be reduced using spiritually restorative ones. The recovery time is directly proportional to your creation's strength in comparison to your own.

It's possible to generate a very powerful servant with little recovery if you're extremely powerful. It's likewise possible to simply pull entire armies of lesser Demons out of nowhere. If you are as strong as 100,000 men then you can obviously pull 50,000 human-tier Demons out of nowhere.

A Demon Lord can easily create many things with Demon Spawn, not simply sapient humanoids. The only real limit is that it must be some sort of living thing. It is in fact much easier to produce many weak things than to create a single strong thing; producing a massive swarm of poisonous Demon insects or growing a huge Demon tree which drinks the blood and consumes the souls of those who go near it are entirely within the realm of possibility. Even esoteric things like a living,

symbiotic suit of Demon armor or a quasi-sapient organic Demon sword that corrupts and takes over the person holding it are entirely within possibility. The limit is that it must be a living thing.

You are weakened after using Demon Spawn. The amount that you are weakened and the areas where your weakness shows is equivalent to the nature and strength of the Demon you created. So if you make a Demon that has a specific type of fire magic at 30% your strength your ability within that particular kind of fire magic would be reduced by 30% and would recover over time.

The corpses possessed by the Demon Castle are controlled by its pseudo-sapient will, working in eerie synchronicity and speaking with a distinctive inflection. They work to maintain and protect the castle (which is largely unnecessary) but will follow any order and will throw their lives away without any hesitation to prevent invaders from reaching you. The corpses are maintained by the castle's power and do not rot; they even slowly heal themselves similarly to the castle but cannot regenerate from severe damage (i.e. decapitation, incineration). While they can't regenerate from certain injuries (such as losing limbs or decapitation) they could still function, although losing their head would mean losing their senses and losing arms or legs would cripple them. Any significantly damaged bodies are fallen upon and consumed by the functional Possessed for unknown reasons.

The Possessed cannot venture far from the Demon Castle's grounds or they'll simply stop moving, although committing atrocities on or near the Demon Castle to “feed” it will slowly strengthen its influence and allow it to possess corpses within a larger area which could expand for many miles.

You may not buy single Star Alloy robots. If you buy them then you get all five of them for 300cp.

The space-time magic within this multiverse is extremely advanced; a sufficiently strong magician can remotely transposition someone from one reality to another while themselves being in a third. For the purposes of Jumpchain, however, the Jumper can't access other fictional media as it exists on Earth Prime; that is to say that you could use it to travel to a reality with generic magical girls but not to Sailor Moon or Madoka Magica explicitly. In essence, you are limited by fiat to the local multiverse and cannot access the larger omniverse which contains every potential existing reality. This restriction is removed when you gain your Planeswalker Spark, of course, wherein you're able to utilize it to not only transport yourself but also remotely transport others to and from all places.

If a setting already has an established local multiverse of its own then you can access it as well.

If you take “The Ride Never Ends” and “The Long Haul” then you get to fight 103 Demon Lords every time you're summoned, one of whom will be as powerful as you were when you got here.

The Supreme Demon Arch-Overlord is level 8 at an absolute minimum so if this is your first jump he's still going to be an extreme challenge and it'll take you a long time to approach his strength. But by the time you managed to slay the 102 other Demon Lords you should be able to fight him.

After this jump is over you retain access to the Exchange BBS. You can still communicate with all of the people who post there but you can no longer interact with them (unless you brought them along as companions) and they have no power to actually assist you. But you're still fully able to shitpost about your travels to them and receive advice on what you should do in given situations. In addition, while you're in other jumps you may grant temporary access to the BBS to anyone in that jump for the length of your stay. They can communicate with you or anyone connected to it.

The post-jump meet-up is just a one-day party held in a space large enough to accommodate all of the people involved with it. The people involved can bring food and objects from their realities when they come but none of it can be carried with you. The people who come are from universes that you have visited, not simply the ones before this jump. So you can invite people from jumps after this one to the meet-up if you want.

The Deredachi were originally designed and built by a legendary Hero in the ancient past.

The Deredachi can be acquired as any melee weapon you want, but you may only acquire them once per weapon. However, you may acquire an unintelligent version of the same weapon if you wish, like buying Tsundachi and a non-intelligent version of Tsundachi. The Deredachi don't scale with you and are human-sized to begin with, although there's certainly nothing preventing you from giving them that ability via magic or importing in later jumps.

The Deredachi can imported (with the exception of Kamidachi, of course) as either an item or as a companion on a per-jump basis. This essentially means that you can choose whether you want to import them as an item (in which they'd acquire any new abilities from being imported as an item) or as a companion (in which case they'd acquire any perks from being imported as a companion).

The Deredachi's inability to assume human form as an item is purely in reference to their innate power to become humans and does not affect any future transformation abilities they might gain.

While the Deredachi can acquire new abilities as items or companions they can only use any new abilities in either form. They can use abilities acquired as an item in their weapon form and perks acquired as companions in their human form. The rules would get way too complicated otherwise.

You may buy any number of the Deredachi to bring along with you. You can retcon the others to make it so that they don't exist. You could buy only Tsundachi, for example, and say that it's the only weapon in the collection and there are no others. Or you could buy Tsundachi and Kuudachi and say that they're the only two holy swords. You can buy some without separating the siblings.

Himedachi's toxin takes about a minute to take effect. Once it's taken effect she can control her opponent's senses completely. After 20 minutes have passed the toxin begins reflecting damage inflicted upon them in her illusions upon their body, meaning that her illusions can now kill them.

The merged form of Frostflame counts as a single weapon, meaning that both weapons could be imported as a single item. However, if you do this, the powers acquired from importing it will only be available in its fused form. If applicable and sensible the individual weapons would acquire the imported ability at half of its normal strength.

The core and all organic components of the Dragon Edge are impossible to destroy as long as the weapon it is bound to exists; they would regenerate any damage within a matter of seconds even should the entire structure be obliterated to nothing. The core likewise can't be extracted as long as the host weapon still exists; Dragon Edge is bound too powerfully to the magic of the weapon.

The Dragon Edge possesses the ability to grow its organic components into weapons and forms, the size and strength of which are determined by the amount of demonic power that it expends. The weapon is capable of growing anything from razor-tipped tendrils to organic blades to limbs, including scrawny arms and legs, to eyes and ear holes to see its environment without difficulty. It's able to produce larger, more complex shapes—including articulated organic armor which can enhance a wielder's strength and durability substantially—by expending more concentration and demonic power to sustain this extension. It can theoretically produce large and very complicated organic constructs, up to and including an entire body to wield itself, but these would necessitate much greater expenditure of effort and demonic power—it wouldn't be sustainable for very long.

The Dragon Edge demonstrates a substantial memory of history and magic which spans countless thousands of worlds it has seen. It knows the location of ancient lost cities long forgotten by time, the probable location of artifacts, repositories of wealth and arcane knowledge, and a tremendous amount of lost or ancient magic that was forgotten by ruined civilizations thousands of years ago. This knowledge could be drawn upon, although it may take Dragon Edge some amount of time to

shake the cobwebs out of its mind and it is unlikely to remember everything. It could easily assist you in growing faster, however, and you could accumulate a fortune the world has never imagined.

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Changelog v1.7 FINAL This Is, In Fact, My Final Update Edition

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