

Seres's Resolve: The Battle for Humanity
Jump
by PerfectlyNormalShard

Also known as "my system is very serious", welcome, jumper, to a world like Earth. Well, almost. see, while most things you would find on Earth exist here, there exist other things, mainly demons and magical beasts. Demons and magic-wielding Humans called warriors were at war for millennia, and now, 1000 years after the death of the demon god Satos, a semblance of normalcy. His world follows the story of Seres, who after a tragic accident had the demon god's hearth implemented in him, granting him power but also poisoning him, so now he need to drink the blood of the demon god to be cured and enjoy his new found powers, if only his system weren't so perverted, not that he minded of course, hopefully your resolve might surpass his.
Take **1000 Choice Points** to fund your adventures.

Starting Location

There no real definitive location, mostly because the world is divided in 26 zones, ranging from A to Z, Z is where Seres live, while the S-rank warrior Daphne live in the D-zone, each zones contain cities with a hundred thousand individuals, such as the city of Salem in Z, choose any of them, anywhere the public has access, as a demon, you may wake up in any unexplored dungeons, thought while no other demons are loyal, they are at least neutral at your existence.

Age and Gender

You need to roll your age using a **1d20 + 1d8**.
By default, your gender is whatever you were previously. Feel free to change it.

Origins

All origins can be taken as a Drop-in.

Drop-In [Free]
Perhaps you were a regular human, or some other neutral magical beast; however, you were now involved after the disappearance of the demon god's heart. will this be a disaster or an opportunity is up to you.

Demon [100 CP]
Demons are demons, not necessarily evil but proud beings, innately stronger such that even the weakest F-rank demon could challenge an E-rank warrior. After the defeat of their god, they mostly live deep in underground structures called dungeons, while awaiting their lord's resurrection

Warriors [100 CP]
Warriors are…well, warriors, human soldiers who fight on behalf of humanity against the innately stronger demons, wielding the power of magic. These superhumans can range from F-rank (noticeably superhuman like Captain America) to S-rank (capable of naturally jumping from one region to another in a single jump).

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

beauty [Free]
I rate you 11/10 in beauty, you can follow whatever archetype you wish to follow.

Combat skills [100 CP]
Here is some monster-hunting experience to know how to fight.

Blessing of demons [200 CP]
With this perk, you get two options anytime you enter a new world. The first option is that the beauty standard is raised a few bars, so that a 5 is a 9/10, and ugly people have a very high chance of becoming a 9 after reaching puberty. The second option is to introduce the demon race of this world to other worlds. You could make it so that they spontaneously appeared or make it so that they were always there. You can decide their attitude and culture, their demography, and repartition/distribution.

Outsider

Lucky pervert [100 CP]
You have a supernatural affinity with luck. With this perk, events will always be a bit more favorable toward your survival. This luck is even more effective against females and can create lucky pervert situations that you will never be blamed for.

Your resolve [200 CP]
It takes a special kind of person to continue even if the situation seems hopeless, while this perk does grant you a stronger resolve to overcome obstacles and reach your goals, it differs from other willpower perk in that it is trainable, meaning the more you endure and survive pain and suffering, the stronger your will become.

Weapons of the immortal demon [400 CP]
Activating this skill will spawn Ten cards around you, you don't what these card contain, but picking a card will summon one of the ten weapons of the demon god Satos, these weapons do not actually inflict damage, but each one has a unique echii mechanism you must use, after completing the mechanism 'process, this will inflict an ultimate skill that instantly will defeat the target instantly, knocking them out without killing them, after which the skill is in a 12 hour cooldown before another usage.

Demon god's Heart system [600 CP]
The main reason why you came here in the first place, I presume? This is, in many ways, like many systems out there, possessing an inventory, displaying your status, and showing information on people and objects, and overall helping you grow. Unfortunately, this is not your typical system as you do not grow through battle but through lust, first is a map function to help you navigate, next is the instant slash skill that require a weapon on hand and cost mana, letting you teleport to a target location to deliver a swift slash, has a 10 second cooldown that reset every time you switch target,. As for how you grow? first you choose a target, when you lock in that target, the system will inflame its lust, even if the target is normally incapable of feeling lust or has exorcised it, every time you perform an echii act or deliver mental damage to one who is attracted to the target, you gain stat increases, the more intense the acts the better the rewards, once a target reach 100% lust, it will start an affection bar instead, reaching 100% affection, lust or defeating mentally a love rival, give you exp point to level up, each level up unlock new functions of the system, who know where this could end up. Note that the difference in power influences how quickly the target is overwhelmed by lust. Achieving 100% affinity means the target swears eternal loyalty and love. finally, if the target fulfills at least two of the conditions of: non-human, evil, and female. It will bypass all resistance, protections, or immunity the target has, you could seduce even an evil jumpchan with this skill, for example, an F-Rank warrior reached 100% lust in two minutes against an A+-Rank female demon in 2-minutes top, and had her kissing him in 5 seconds, 100%affinity after a meal. Once locked, it has no range limit. This system is loyal and will vanish at your death, unlike the original, should you wish, or return if you are brought back to life.

Demon

Demonic Physiology [Free/exclusive to Demon origin]
As a demon, not only are you innately stronger than warrior, you are also two to three time their size, thought your metabolism is the same, additionally you possess inhuman characteristics similar to animals, like the limbs of a lizard, or the body of a spider as a lower half, or hairs that act as a scorpion tail, finally you bear a distinct glowing eyes with slits sometime and black sclera and sharp pointy teethes and claws, fortunately you possess the magical ability to disguise yourself as a very tall human.

Demonic apology [100 CP]
You are far more likely to be forgiven far too quickly, even for acts that should normally be unforgivable.

Animal form [200 CP]
When on the brink of defeat, you may adopt a cute, tiny animal form to hide; in this form, you lose almost all offensive abilities, but you heal much faster and are more durable. However, you will pass out for a time after activating this perk if injured.

Holy Demonic Blood [400 CP]
It seems that what runs in your veins is called Immortal Demon Blood, much like Satos, you can make it into an aphrodisiac that can smell and taste delicious if you wish, any being who drinks your blood will become bound to you, meaning that you can telepathically speak with them, and if you wish, command the blood to kill the recipient instantly from the inside, you can reflect any of your injuries on them and allow to teleport where the blood was spilled, it has healing properties and can serve as a 1 time big boost of power, or more consistent temporary boost of power, the blood is extremely addictive if you wish.

Conquest [600 CP]
The favored Skill of The Immortal Demon Satos, this gives you the ability to gain the skill of anyone you defeat (not kill or dominate necessarily), unlike the skill “conqueror” of the system, who acquires only the exclusive skill of boss monsters defeated.

Warrior

Power level [100 CP/200 CP/400 CP/600 CP]
Not all warriors are equal when they first awaken. For 100CP, you may be an E-Rank, while those who took the warrior origins are D-Rank,200CP, and you are a D-rank, while warriors are C-Rank, 400CP, and you are a B-Rank, while warriors are A-Rank, finally, for 600CP, you are an A-rank, and warriors are S-rank. Additionally, you gain one skill that is appropriate to your power level, so an S-Rank gains an S-Rank skill.

Pure Of Heart [200 CP]
Well not exactly, but it is annoying when there are conditions like having a pure heart and being good to learn a skill or wield an item, with this perk, which you can toggle at will, you are for all intent and purpose, considered to be Pure and Good, like a fragment of paradise made flesh, no matter how dirty minded you are, for any one detecting, you are as pure as snow.

Purification [400 CP]
You have been initiated into the church of purity, as the highest level, a pope, meaning you gain the ability of purification, you have the ability to purify poison and toxins, cure illness, heal and regenerate missing body parts, and as you paid premium, you do not need to have no dirty thought to use at maximum efficiency, however something like the immortal demon blood and other high-level divine poison are still above you for the moment.

Protector of Men [600 CP]
You must have been fated to be the protagonist, no? a mix of a blessed sturdy body, a harsh work ethic, a sharp mind, a charismatic disposition, and a pinch of good luck to stand above others. Additionally, anytime you take a perk that is stratified into levels of power, such as the above perk "power level", take the level above the one you brought for free. Finally, you also gain a skill for every rank you have surpassed of equivalent power, meaning that as an S-rank, you gain an S-rank skill, an A-rank one, a B-rank skill, a C-Rank skill, a D-Rank skill, an E-Rank skill, and an F-rank skill.

Items

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.
All origins get their 100cp perks for free and all other purchases for that origin discounted by 50%.

General [Undiscounted]

Basic equipment [Free]
Some stylish steel sword and armor, along with a cool coat, cape, or scarf that comes with it.

Money [100 CP]
Who would say no to a bag of money? You've got enough cash to buy an apartment. Can be purchased multiple times

Warrior guild [200 CP]
If you ever plan to gather warriors to your cause, a guild is what you need, a building with all the administrative to organize a chaotic group of warriors into a fighting force divided into teams, each with a captain. sadly, it is empty, go recruit or something.

Outsider

apartment [100 CP]
a cozy place, far from the loud sound of the city, without leaving it. Furnished with groceries and essentials each month, scale with your degree of wealth.

Miracle herb [200 CP]
This herb is similar to the mustard mushroom, save that it works exclusively on full humans.

Great demonic garden [400 CP]
Also known as the family garden, this space is an ever-expanding garden that changes to suit its inhabitants. All your conquests can be transported there, and all afflictions will be suspended, finally. While there are magical nannies to take care of any children, there is a distinct lack of ageing here.

Spear to kill [nemesis] [600 CP]
The greatest weapon in the system's arsenal, this spear resides in your spirit, inert, until it is activated, and locks on someone or something it perceives or is within its large radius. Once locked, the user is immune to all forms of harm from the target, regardless of power level, then once extracted, will be thrown at the target at a speed equivalent to the user's peak at least, it cannot be diverted from its path, once its hit its game over, no immortality, no resetting the universe, no clone no hive mind no "technically two people', no damage immunity or reflection, NOTHING, not even remote control will save the target from permanent obliteration. Regenerate usage once a century or every new jump, whichever is sooner.

Demon

Mustard mushrooms [100 CP]
A rare type of magical mushrooms that only once sprouted in the dungeons can nourish and rejuvenate any non-human sentient (such as demons), but cause Diarrhea to any humans that eat it. Gain a batch of them (around 20) every week.

Soul stone [200 CP]
A fragment of your essence, anyone who consumes this stone will have its powers enhanced, but also be susceptible to being possessed by you.

Dark castle sword [400 CP]
This sword, once activated, bonds with an area. Once the area is bonded, you can use it to switch the right and left paths of the area, activate or deactivate traps, put a timer on them, and unlock unsealed doors.

Cauldron of boiling blood [600 CP]
Here is a cauldron/altar full of green blood. by sacrificing around 100 life forms, the life force will make the blood boil, creating a red curtain that will rise where you will reemerge from after your death. This 1-up works only once every 10 years. You can also use it to revive someone else.

Warrior

Magic ear piece [100 CP]
This magical trinket allows for telepathic communication with anyone you have marked and can hijack radio communications.

Sacred heart curtain [200 CP]
This nifty little treasure is a gate, a gate to a specialized space, anyone who enters will be shown their most wild fantasies, or the girl of their dream, however one must not be led by immoral thought as this space measure one's purity, if it reach a threshold you decide, they will be kicked out of the space, immoral thought are measured in percentage.

Draconic weaponry [400 CP]
S-class armor, the Indestructible Soft Dragon Scale Armor that negates damages below a certain point, absorbs a percentage of damage received up to a certain percentage. Alternatively, there is the Dragon Slaying Sword, an indestructible sharp sword that can cut through any material and prevent wounds inflicted from healing, purchasing both would require buying this item twice.

Church of purification [600 CP]
Congratulation, you are the pope of a new religion, however, rather than worship a god, they worship purity of mind and body, you have one church to start with, but whenever someone meet the requirement to be a priest, they gain a lesser variant of purification perk, the higher ranks are granted even more effective and powerful purification skill.

Companions

Companion Import [200]
import a single companion into any origin for 200 CP each? Each one has 600 CP to use, up to four companions.

Canon Companion [100]
So you want to take any other existing character from this world. Well then, this option is for you.

Demonic conquest [free](require Demon god's Heart system, or conquest perk)
It would be a shame to leave your demonic consorts after such efforts to acquire them, take this and take them as followers.

Scenarios

[Demonic heart] (exclusive to outsiders)

You have been bound to the original heart of Satos, meaning he is very interested in taking it back, not only that but the heart's blood is poisoning you slowly, you have at best a few month to live, only by drinking the blood of Satos can you survive, the more you use your power the quicker you dissolve. Should he be too weak or you killed him, he will split himself into thousands of soul stones that will empower his previous conquests.

Reward
Defeating Satos and his minions, drinking his blood will grant you the Demon god's heart system on the same level as the perk. if you already have it, take 600 CP and the Demon physiology perk. If you already have it, gain an additional 200 CP

Drawbacks

Self-Insert [+0]
So, you want to be one of the Named characters, huh? well, if you take the appropriate background and perks as closely as possible, then you are free to go in as any character you would like.

Plot is King [+0 CP]
You may leave any time after the main plot is complete, unless any drawbacks or scenarios are still in effect and incomplete.

Extended Stay [+100 CP]
For each purchase of this, your time here is extended 10 years. Can be bought multiple time, up to 10 time if your lifespan allows it.

Unfortunate fetish [+200]
Not every fetish is there, and certainly not every fetish is for everyone. the type of harmless fetish you will frequently encounter here is just not your cup of tea.

Roulette [+200]
Every time you use a skill, you must use another one. Only after using all of them can you do it. After each full rotation, you must perform a task or risk being sent to the reversed advanced paradise or some other horrifying penalty.

Unfortunate fate [+400]
Any scheme you try to make will almost always backfire on you, sometimes in an embarrassing fashion.

Annoying Rival [+400]
You have an annoying rival, of relatively equal power, except they want to make your life as miserable as possible, compete in everything, try to steal your crushes, defame or frame you…The work. No, you can't kill them.

Love Problem [+400]
Who said a harem was easy to manage? Conflicting personalities, jealousy, obsessions, and more await your complicated love life, even if you try to be single, love will throw problems at you.

F-Rank [+600]
Regardless of what you brought, you will be brought back to the level of an F-Rank and must grind to unlock all of your powers.

Giant dragon Beagle [+600]
The ancient giant dragon Beagle wakes up every hundred years to destroy a city, leaving it a pile of rubble and transmuted gold in its wake. seemingly invincible, this S-rank monster has set its eyes on you; no matter where you go, survive or kill it is the only way to go.

Lockdown [+600]
You have no **out-of-context** items, powers, or warehouse.

Decisions
You have three choices …

Go to next Jump
Continue onto the next jump

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log
v1.0
Initial Template Creation

Notes
As of right now, only three weapons of the Immortal demon have been revealed:
-The clothless sword: which removes pieces of clothing after each hit, its ultimate is unlocked after it has removed all clothing, called holy sword fall, dropping a massive sword of light that explodes on contact.
-The silent finger: a pair of gauntlets that cause the target to experience a displacement of their body's sense unto the surroundings with extra sensitivity, its ultimate is unlocked after it has caused the target to let out enough criying value(loud enough or enough quitter cries), called the silent cry, creating a shockwave that remove the target magic power at the same time.
-joyful angel: a single gauntlet that releases an electric shock, the more sensitive the more powerful, touching the most sensitive part(s) will trigger its ultimate, releasing an enormous shock, and a shockwave from the gauntlet.