
Eiyu*Senki
THE WORLD CONQUEST

EIYU*SENKI

In this world full of chaos, strife, war, and broken fate; Heroes fight night and day, drunk on their own cheap ideals, they dance to the tune of a mad god. In this platform for conflict, they try to bring order, they clash until they become twisted and misshapen. Creating nothing but chaos and perpetrating the circle of hatred...

Thus, let me welcome you, jumper, to the world of Eiyuu*Senki. Just one quick look to the map will clue you that this world is geographically the same as the Earth you may know. Historically however…. let's just say this world is a bit strange, to say the least. You could find here several civilizations, countries, famous heroes, influential figures and more from very distinct time periods existing at the same time. Zipang is yet to be unified, King Arthur and her knights are famed across the globe, the Taika empire has Lu Bu and Sun Tzu, while Ivan the Terrible is aided by Rasputin, in the new continent Billy the Kid plays cards with Geronimo, while the European Union is controlled by Napoleon who's aided by Hannibal, Caesar, Nero and more… not to mention that all these heroes are cute girls.

However, despite the number of great figures and diverse cultures in the world, every country is still at war with someone to some extent. Meanwhile, a group called the Illuminati, controlled by Mu, uses mind control to take over certain heroes and use them for some unknown purpose. It's a delicate situation few are aware of.

Beyond that, the fault for this world's state lies with Nyarlathotep, who a long time ago managed to obtain the Staff of Naraya, an artifact that connects with the world's core, allowing her to rewind time, force changes in nature, put advanced technology in different periods, or make every hero into a cute girl and have them fight. Her power is immense, no one is truly aware of her reach, her cruel whims, or even the existence of such a powerful moving from behind the scenes.

So…. once again! Welcome, to a place filled with adventure, historical figures made into young girls, war, civil unrest, magic, weapons that defy physics, bikini armors, ancient conspiracies, world food tour, and probably an Outer God behind everything
You arrive a week before Himiko marches her tropes towards Oda Nobunaga's camp. Take this and try not to die or be driven crazy:

+1000cp

Background

Outsider
From beyond time and space. Most likely not a hero, or at least not a hero of this land and time. You're a wanderer from another world, entering this place in a suitably dramatic fashion. You will appear in this world without any extra memories to help or hinder you in this adventure, but nothing prevents you from forging new bonds. If you choose a faction, then they will scout you shortly after appearing, as a new talent to their ranks, though the treatment may vary between nations.

Wandering Hero
More of a free spirit that helps those in need around you, being tied to bureaucracy is just not how your gig goes. Right now, you don't really belong to any government, but your reputation and skill has earned you invitations from many countries to join them as a high-ranked retainer with many benefits. A tempting offer, but the prospect of serving someone else may not be your thing. You can take on the offer or keep on doing your own thing.

Head of State
You did it. It took time, resources and more than a little blood shed to come here, but you managed it. You're the big guy now, the leader of your own nation, a decently sized country that you control as you please, perfect to install your ideals into reality. The title and power are good enough, but the real advantage here are the assets of your country, and the other Heroes you managed to convince into following your lead. This land is now yours, and the world will soon follow suit.

Ancient Legend (200cp)
You aren't new to this whole 'hero' business, actually you have probably already made a couple of myths from your deeds and adventures in the past, as expected of someone with so much time in the world. You're an ancient hero, of whom many songs were sung. After your deeds were done, you retired to give an opportunity to the younger generations. Older heroes like yourself are extremely powerful, even compared to other heroes, but they also rarely do much. Then again, it looks like a good time to come back into the game and show those kids a thing or two.

Age & Gender
Most (all) heroes are women, and the gender ratio seems to favor females by very large margins, to the point that they make good part of the armies. Still being a guy isn't looked down upon or anything. It's mostly a strange occurrence in these times.
You can choose your gender for free here and pick a suitable age to look like.

Affiliation

Time to determine which country are you fighting for, or at least residing in. You can get the perk of your selected country for free and buy any from a different one for **100cp**. Your origin will most likely determine your position and rank within the government. In case of *Drop In* you can freely choose to be recruited soon after starting or to be *unaffiliated* to any country, in the latter case being able to still select **one** of these perks for **free**.

Zipang

The island-country in the far east, currently divided into 3 factions after the emperor disappeared, leaving Oda Nobunaga, Minamoto no Yoshitsune and Himiko and their city-states in a fight for power. It's an undeveloped country in some ways, but the people are kind and brave. If things go unperturbed, it will also become a unified nation again soon enough.

- **Samurai Soul**:

The will to fight even to death, the determination to overcome your enemies no matter how strong or numerous they may be, these are traits of your people that you embody more than anyone else. Within your chest burns a nigh endless courage able to face death unflinchingly, supported by a will needed to carry out your duty. Fighting for days on end with this alone is not a question, only your body's failure to match your resolve could see you fall.

Taika

The largest and most prosperous country in Asia right now. It's ruled by the empress Qin Shi Huang and aided by the genius mind of Sun Tzu and the martial might of Lu Bu. Despite their massive power, they are in a stalemate with other surrounding countries and the delicate health of the empress does not help much in this aspect.

- **Tactician of Revolutions:**

It seems that, like Sun Tzu herself, you too possess an incredible mastery over the stratagems of war. Grand strategies, ingenious tactics, and military campaigns are your bread and butter. Enough to say that you could easily become the factor that makes an army defeat another that doubles their size. Your talent not only stops at being adept in the art of war, but also on putting your experiences and knowledge into easy-to-understand teachings for others to learn of your military prowess.

Mongolia

Second largest country in Asia, right after the Taika Empire. It's governed by the renowned Kublai Khan and aided by Marco Polo - an assassin from the EU that changed sides after falling in love with her. Mongolia's military uses heavy use of mounted archers to inflict great damage in hit-and-run tactics.

- **Nomadic Casanova**

Seduction is the name of the game and you remain undefeated at it. While finding someone for a night of passion is easy, you excel at getting even your enemies into bed with you. After spending some romantic time with you even the most cold-hearted of assassins would hesitate to stab you in the back and there is a very good chance you could convince them to come to your side instead. Seducing your troops to ensure loyalty is a viable strategy for you.

India

India is led by a hero named Ashoka, but each city is controlled by a lord called the Maharaja, while the country has a strong culture of self-training and Ashoka follows the dharma, the country itself is very poor because of corruption. Their troop excel at close combat. Weird choices for clothing.

- **Dharmic Teachings**

Inner strength is about self-control and self-awareness. It may sound easy, but as you can attest, it's way more difficult. After many months of training and self-reflection, you have managed to control all your impulses and be in full control of your mind and body. This means always being aware of the morality of your, and other's, actions. Good to dispel ethical questions.

EU

The European Union is the resulting collision of various countries brought together by Napoleon and the heroes working for her. They're probably the most technologically superior of all nations and remain as one of the most powerful armies of the world, even when surrounded by powerful nations.

- **Vive la Révolution**

Many of the ideas and strategies that became implemented when Napoleon arose to power were against tradition and should have been met with lots of counterpoints, even in the current situation. That, however, never happened. Regardless of Napoleon's own popularity, her changes, implementations, and reforms were all received without a problem. Such talent is something that you also share, making you able to install all kinds of changes and have them accepted by the locals.

Australia

This place is full of strange creatures and flora, which is why the EU thought it would make a fine country-sized jail after giving up on making it a full colony, sadly the situation became a tad more complicated after the Illuminati took over the place.

- **The Other Cheek**

It's difficult to deny someone's past mistakes and crimes, and yet, locking up some talented person to die in a jail is not always the most efficient of methods. You will find that people you work for or with are incredibly tolerant of your less-than-legal activities and actions, as long as those don't personally hinder them or your work. Likewise, it's a lot easier to negotiate for pardons or such, in case it's ever needed.

Hawaii

This island is known for their happy, relaxed natives and dreamy weather. Also a bit for the amount of strong animals roaming the forests there, but that's a minor thing. This place is ruled by Kamehameha and it's pacific despite everything around.

- **Anthem of the Heart**

Sometimes, the world hits you hard, your mind becomes unable to find an answer, and your heart it's on the verge of giving up. And yet, even in those times, you won't bulge, you won't give yourself to despair, nor let the world wipe that smile from your face. This is not to say that you have an increased willpower, just that you will always be capable of maintaining a positive outlook towards everything, to find hope regardless of the situation. There is always a silver lining.

Macedonia

Ruled by Alexander the Great and her incredible charisma, the nation however, was actually made upon the foundation and guide of Aristotle, who also works as a teacher. Despite their relatively small territory, they're still one of the strongest nations out there, not only militarily, but also economically.

- **Prime Teacher**

Much like certain mentor, you have a special skill for nurturing others and helping them reach their full potential. Holding unparalleled expertise in the art of teaching and guiding others, not only by installing knowledge in them, but to ensure they reach their full potential and then some. It won't be a rare sight to see your most applied students make breakthroughs that surpass even yours.

Russia

The cold motherland is ruled by Ivan the Terrible, a notorious sadist that rules over a country full of masochists, the most egregious example being Rasputin – not only one of the biggest masochists in the nation, but also notorious for being able to soak and survive damage that would kill any other mortal.

- **Full-Time Top**

War is almost like a dance between offense and defense, a ballad of pushing and taking. Almost like two lovers wrestling for control over the land. If we keep the analogy going, then it'd be fair to say that you make your partner give up willingly everything and then thank you for it. You're a total sadist, a pro one at that. This of course manifests in your commanding, governing, and fighting skills. Mostly by how to cause the most distress in opponents.

Babylonia

This country has the best defended ground of all countries in the world right now, however despite their might, they don't seem interested in conquest of any kind. That is because this nation also serves as a gate to old cities that hold the ancient heroes Gilgamesh and Enkidu.

- **Impenetrable Wall**

There's some advantage when defending a place, in comparison to a siege or such. However, no one ever dreamed of having your skill at defensive warfare. Skill only equal to Hammurabi when it comes to defensive campaigns. Even if the enemy had tens of times your troops or be hundreds of years more technologically advanced than you, they would remain unable to breach your walls, penetrate the defensive formations, or launch a proper take-over. The best attack is a good defense.

Egypt

Located around sand everywhere and only the nile as their source of life. Despite that, the population remains strong and united, mostly thanks to their shared worship of the current pharaoh.

- **Builder of Wonders**

There's something to say about the architecture of Egypt, a marvelous feast for the eyes, made possible despite the geographical problems of the nation. Far from a miracle, it was done by amassing knowledge and creativity to create something greater. Likewise, you hold the talent, insight, technical expertise, and creative genius to create urban and architectural wonders on par with these.

North America

The new continent northern parts are divided between the colonists and the native Indians. Despite the completely opposite views and cultures, they still get along for the most part, being best exemplified by heroes like Geronimo and Billy the Kid, who usually get together to drink or play cards.

- **Expert Gambler**

Colonists are known for their thirst, not only for lands, but also riches. Such have led more than a few of them to dip into gambling. Poker especially is one of the most popular games to pass time. Swept away by the times, you also became an avid fan of card games and gambling in general. While your luck didn't improve, your skills at those games, the tricks needed to obtain money that way and your understanding of the physiology of gambling all increased exponentially, making you a 'pro' at it.

South America

Located in the south of the new continent, here are located the Incas and the Aztecs. They came a little late to the party and their culture and technology is largely inferior to those found in the rest of the world. However, the discipline of their troops is first-class and possess a vast supply line. Not to mention that both nations are close allies, with their respective leading heroes being also close friends.

- **Supplies! Supplies!**

South America may be technologically inferior to many other countries, but they are far from outclassed in what food refers to. They got cuisine of all flavors and textures, even those that grow in the most inhospitable places, and many unique to the region. They searched a lot for these. Likewise, you're talented in the art of finding, identifying and farming edible crops from all kinds of places, from deserts or mountains to swamps and underground caves. Ensuring decent rations for your army.

Britannia

Ruled by Queen Arthur and her knights, despite the very pacific stance taken by the queen, this nation stands atop of the world as the strongest military. Her knights of the round table, in particular, are some of the strongest heroes around.

- **To The Divine King**

Some might question the legitimacy of someone declaring themselves king after some watery tart in a pond said so and then threw a sword at them, but not in your case. No matter how you obtain the throne, as long as you rule with a modicum of competency then you will find any criticism or rebellion to your rule to be strangely absent. Likewise, the gains from ruling with decency will be amplified.

Vinland

This is less of a country and more of a bunch of ports and secret locations that have been taken over by pirates. Choosing to affiliate with them also means to become one of the pirates that supposedly rule over the seven seas.

- **Master Navigator**

The ocean is a dangerous, cold, uncaring, and vast place. It's all too easy to get lost or out of supplies. Thankfully, you didn't spend the latest years of your life just drinking rum and stealing from ports. No, you're an expert sailor and a decorated pirate on your own right. Capable of running any ship, training and leading a crew, administrating travel logistics, and properly roam the sevens seas.

Illuminati

I…. I'm not sure how this appeared here. You see, the Illuminati aren't a proper faction as much as they are the mind-controlled heroes and other puppets of Mu, who has been using the darkness and chaos energy of the world for reasons unknown. Well, if you're really curious, I can at least tell you that Mu is far from the biggest evil around. The rest is up to you to find out.

- **Last Man Standing**

There are many powers and beings that could just erase someone's whole existence out of reality, or recreate the world at their image. And yet, none of them will be able to do anything to you. This is the power to ignore those powers and effects that would normally affect your existence, ensuring you stay around even if the world suddenly ceases to exist or if someone alters the past. Of course, it doesn't stop anyone from killing you with the usual means, but you will find this useful here.

Specialization

Choose your main weapon and way to help in battle, it will also become the default style for the troops under you. You can get the perk of your selected weapon for *free* and buy any from a different one for **100cp**.

Sword
Swordsmen are a classic for a good reason. Some might say that you can find a dime a dozen, but truly strong sword-wielders are worth their weight in gold. A vanguard position by nature, your troops will mostly be infantry and knights.

> ***Dazzling Fighter***
> If you are here, then you must know some amount of direct fighting or leading skills. However, that doesn't mean you know how to fight or lead while looking damn good about it. There are the basics to the art of doing stuff and looking awesome in the process, because you know, the damsel in distress is going to fall for the hero-like warrior, not the one that fights like a psychopath.

Magic
Ah, the power that magicians wield in battle vary, capable of buffing allies, making enemies weaker, and unleashing mighty spells across the battlefield, the only demerit of mages are their rather lackluster specs in direct combat.

> ***One of Each Kind***
> To put it plainly, you're talented at magic and other esoteric arts. You're no genius with this alone, nor you will revolutionize any school of spellcraft mere hours after starting. Yet, you can learn and use any type of magic, easter, western, and even non-human. Some teacher or reference books will be needed still, and your learning curve is only somewhat higher than the average.

Gun
Sure, sure. Blades and all that looks nice and dandy, but they all fail to realize you can just whip out your revolver and put some bolts on those losers. It may be time to show those old timers that war has changed. You and your troops are trained in the use of various firearms, mostly handguns and rifles.

> ***I Got Two Hands, Loser***
> Fuck having to use just one weapon. Warfare and fights aren't so forgiving to allow whole battalions of idiots using the same arms without support. You are trained and have trained your troops on using multiple weapons, even at the same time, without any loss in power or accuracy. Most powerful when used to handle even more guns. Because what's stronger than a bullet to the head?

Throw
Rather broad category if I may be honest, from people using boomerangs to just throwing stones, or giant pillars, or giant axes, to the enemies. Still, they do damage and that's what truly matters in warfare.

SEQUENCE

Have you heard of ricochet shoots? Hope so, because your style is all about that. Throwing a rock will not only hit the head of some dumbass, but then bounce off to hit the face of another. If timed well, you could take entire battalions with just one shot.

Cannon

Ah, the cannons, the bigger, meaner cousins of the handguns. They see more use in sieges or in battleships than in field combat, but few are strong (or stupid) enough to get in front of one. This is mostly a rearward position.

Keep It Up

Normally you would get a decent, but overall mundane weapon as your partner as well as some normal teaching skill to train your troops how to fight with it. But now we have exponentially increased those two advantages. Your weapon is a magical one, way stronger and deadlier than any mundane work, while your teaching skill is increased tenfold.

Bow

Many people underestimate bows, mostly idiots who have never been on the receiving end of an arrow rain. Fighting from a distance, they deal a bit less damage than a gun user, but they are silent and have more reliable strategies.

Echo of the Lonely Ocean

See that asshat a few miles away? Yeah, you do. Now your eyesight is the very pinnacle of what a human could theoretically have, seeing farther, better, clearer, and with more detail that most can. Furthermore, your overall aim and shooting skills are heightened so you can shoot as far and accurately as you can see, last part might vary depending on your health and body strength.

Bash

Take a cub or an axe, and now hit the enemy bastards with it until they get up no more. Bashing assholes until they're not it's the rawest, most primal form of 'fighting' and one that gives constant results.

Attack Of the 50ton Pillars

Dude, you were born to preach. You can preach like the best of them. Able to detect evil and wickedness, then use long-ass sermons to beat those ideas and pollution out of their being. There's no being you can't purify o brainwash with enough sermons, although some may take more time that it's viable in practice. Being a Buddhist monk is not necessary but still encouraged.

Brawl

See, a lot of this nonsense is about weaponry – who actually needs that? You can defeat anyone without just your body, kill them too, and your body is the one thing that will be with you until the end. Now, why don't we get close and personal?

Parry This, Fucking Casual

Nothing like the thrill of making your enemy suffer under your firepower, and by firepower, I mean your fists. Mostly because they always seem to damage whatever you hit, even massive steel doors, water, or someone hiding behind a perfect magic barrier – if you hit, they'll get some damage at least. Maybe not much, of course, especially if they're stronger than you, but with enough hits that shouldn't matter much.

Spear

The less sexy and romanticized, but weirdly more popular and reliable cousin to the swordsmen, the spearmen. Your troops can be infantry or cavalry, and it's easier to get more troops since the costs of getting a decent spear and training someone to use is way less than with some other weapons.

Familiar, This Is

After a bit of experimenting with magic (and quite a few too many margaritas) you discovered a nice little trick to aid you, the ability to create little familiars like Semei's shikigami or Vlad's little bats. They can't do much damage directly, but they can spy, transfer what see or sense to you directly and annoy enemies in battle. How many you can use at once depend on your concentration, but there's no upper limit.

Heal

Healers are something similar to mages, except a bit more specialized, while they might have some magic prowess, their priority is to heal the troops, so the army is mostly composed of doctors, shamans, or the likes with knowledge or power to restore others. Their use in direct combat is a bit limited.

Final Frontier

There are many abilities and skills that could aid the war effort, something to compensate for your lack of direct combat abilities. Instead, you became good at cooking. Not to undermine your efforts, but why cooking of all things… Yes, you're quite good at it, perhaps even better than Hammurabi or Columbus, but are you a hero or a housewife?

Advantages

Outsider

Novice Hero (100cp)
Have you ever heard of beginner's luck? Well, you have taken the saying to its extremes and then some more. Every time you start something new, like training in martial arts or practicing drawing, you will find yourself mastering the basics at an amazing rate, enough to make others think that you were born for the task. This boost will continue until you reach a level slightly higher than what can be considered as the average in the craft, afterwards the rest will depend on you.

Everyone's Best Friend (100cp)
Despite their strength and easy-going attitude, heroes aren't usually the type that would believe or befriend the first murder-hobo that talks to them. Thankfully, you have a talent on that vein, not quite charisma, but close enough, as you are naturally able to strike good first impressions in everyone you met. Even the most close-minded or cold-hearted of veterans will hear you out and give some thought to your words. While the effect is only for the first meeting, you will find that furthering those positive impressions is easier than it would normally be.

Fruit of Knowledge (200cp)
Oh! The brilliant minds of our time, here you can find geniuses like Copernicus, Galileo, Archimedes and Aristotle. Erudites, scholars, altogether revolutionaries whose ideas will reverberate throughout generations, of inventions capable to change the world to come forever after. Few are capable to match such extraordinary brainiacs, to the point that only those in their circle could ever vaguely comprehend each other. Now, you're one of those geniuses, or at least, you have the mental capabilities to be so. With enough study or with a capable teacher, you will soon become part of the circle of intellectuals in this world.

Right of Conquest (200cp)
When people look at you, they see more than just a person, they see the possibilities that the future holds. When people look at you, they're able to see the unlimited potential that you possess and the impact you could have in the world, the light of hope that can change the inevitable, even if they normally wouldn't be able to tell such things. As such, they are more willing to help you out. How much depends on their own personality and goals, veterans will feel inclined to pass their skills to you, mercenaries may end up joining your cause, civilians may fight under your banner, and enemies will try to not kill you, if only to recruit you later on.

Walking on Sunshine (400cp)
This might be a bit sudden to ask, but do you know how there's usually an expected order for things? For example, how one would usually fight increasingly stronger enemies rather than jump straight towards the bosses? Or how there are some steps to follow when courting someone you're interested in? Well, let's forget all about that idiocy. In your case, better results appear whenever you forgo all preconceived paths

and go around problems with different methods than the expected. Going for the stronger enemies rather than the ones around your level, for example, would reward you with powerful artifacts or let you recruit superior troops and heroes.

The Hand of Fate (400cp)
Almost as if destiny itself bends backwards whenever you're around, constantly putting powerful items or talented subordinates in your way, making it easier for you to find what you seek, and even increasing your overall luck. You could say the world itself is giving plot armor and protagonist privileges. Go to a casino and run it dry, go shopping and find an ancient sword, take a stroll around the beach to find a new general for your army, and so on. Likewise, you can stop worrying about dying from stuff like poison or assassins, as the threads of destiny keep such matters away from your eye. While you can always count on this helping, it's far from a perfect power.

World's Mirror (600cp)
Your potential is immense, perhaps enough to tilt the scales and change the fate of the world from the jailer that has it prisoner. Thus, the world itself has decided to give you power. It has blessed you to be a mirror of others. To be more precise, this blessing has a double effect, the first being that you can wield and use any kind of magical artifact or weapon that, in normal circumstances, would be heavily restricted in its use, like needing a particular wielder or having to clear certain requirements, while ignoring nay drawback or curse from its use. The second effect is an unlimited ability to learn skills and techniques from others, at a boosted rate. Even if those techniques would theoretically require certain dispositions, physical traits, or exceptional circumstances to be obtained. While this would work better with someone teaching you those moves, even without any instruction, you can still copy the core of the techniques. Modifications of such are, of course, more than possible.

Eiyuu Senki (600cp)
This boon is as paradoxical as its useful, given by the world itself as an act of trust in your talents. You see, there's a light in your soul, one that attracts others like a beacon of hope to the lost and frightened. Heroes and such becoming much more amicable to you, to that point that it wouldn't take long for friendship, camaraderie, and love blossoming from even the most hostile or antisocial of them. However, that's merely a side effect of this. Your true power lies in being able to inspire deep, undeniable, and unshakable feelings in the hearts of others. Your words, actions, and gestures being able to shake someone to their very core, surpassing even a lifetime of opposite beliefs. The sight of you fighting in the battlefield will boost your whole army's morale, a dashing smile will lift the heaviest of moods, heartful pleads could even give hope to someone that lost it thousands of years ago, and you could seduce someone with a few words of recognition for their efforts. Needless to say, you're quite 'persuasive'.

Wandering Hero

Scion of the Night (100cp)
Vampires here are rare, might it have to do with their multiple weaknesses, including being unable to cross large bodies of water by themselves. Then again, this one won't make you a vampire, just give you certain ability they have. Yes, I'm talking about the power to mind control those they have bitten. The control you can exert on those you bite is ample, but the link can be broken by external stimuli, like being defeated soundly in a fight or by someone knocking them out.

With Allies Like These (100cp)
In times of strife like now, there are few countries that would allow for powerful individuals to roam free around the globe, it's a bit too dangerous to allow them in their cities without knowing of their affiliation or where their loyalties truly lie. It's not like you're completely immune to such suspicions, but the rulers that you meet or that hear about you feel rather unnecessary to disrupt you without a good reason, treating you more like a passing guest or a target for recruitment than a potential enemy. Effect becomes weaker if you're affiliated with someone else or fighting for another country, and will stop working if you go around fighting them directly.

Avid Collector (200cp)
It seems that fate has given you a hand, at least when it comes to finding rare, useful, or powerful items. This is not to say that you will find a legendary sword lying in the ground every time you take a stroll around the neighborhood, but it's fair to say that if you want some item, it wouldn't be long before you found it, even if it's a precious treasure lost to time. It may be that you hear rumors or find interesting maps to places that hide those items. Likewise, you're very prone to find treasures or important loot during, and after, important fights. Looting has never been so profitable.

The Explorer (200cp)
So sly! You're one sneaky little scouty spy, or ninja, one gifted in the ways of buffing, subterfuge, disguise and more. Overall stuff to steal information from your enemies, sometimes by posing as a random merchant to get the enemy commanders to lower their guard and chit chat secrets; sometimes just travelling in disguise to scout the terrain for the next battle and prevent the enemy from having a field advantage; sometimes just hiding in the room to protect the boss from any possible attacks or assassinations. Every leader worth their salt wants someone with your skillset in their ranks, and defecting is always a huge blow to them.

Classic Insights (400cp)
Michelangelo is capable of creating sculptures that borders on the divine, able to sculpt replicas undistinguishable from the real deal. But the immortalized stone is far from the only thing this renaissance woman can do, as her genius is only comparable to the one of Da Vinci… and you. Of course, much as those geniuses, you have some fields in which you're more comfortable, but in what artistic pursuits refers, your products are the best possible. As expected, this doesn't apply only to your workspace,

but you're also capable of putting your creations to use in battle, even if they're but songs becoming spells capable of doing damage or buffing allies.

Honey Lips (400cp)
Ah, alchemy. Somewhere between science, magic, and art; a dangerous mix with even more dangerous results. Some believe that alchemy is just mixing up random things to make potions or chant some latin around a circle to summon monsters. It's way more complicated, from herbalism, chemistry, occultism, demon summoning, dark arts, magic, and even mathematics are needed to be a fully create what you want to. While you aren't as powerful as Faust right now, you're pretty close and you have quite a bit of room to grow in the future. Perhaps a demon mentor would help.

Zantetsuken (600cp)
You didn't wander for years, going from bloody battlefield to bloody battlefield without anything to show at the end. Those experiences that shaped your fighting style, and more specifically, a certain technique that encompasses your strengths to the maximum. What this skill is will depend on your weapon of choice and your way of fighting, someone that uses a sword and prioritizes speed will get something like a iai capable enough to cut down trees or stone like butter, or someone with a spear and also speed could use a move to attack various foes at the same time.

One Outs (600cp)
They say a single man can't archive much, that cooperation is needed between equals to archive greater things. Those are the words of the weak, nothing but mongrels that can't do anything without relying on numbers. You are strong, strong enough to beat an army by yourself, to take down a castle by ripping the stone walls with your bare arms, resilient enough to take the punishment of a whole army and still keep fighting as if you were in your prime. To put it other words, you're anomaly that can only be matched by an entire elite squad of heroes… or an ancient one.

Head Of State

Of Young Blood (100cp)
There's the most basic requirement for someone to be at the forefront of a country in these turbulent times, the charisma and skill to not only rally an army, but also to make the bunch of other ~~weirdos~~ heroes work together for your cause. While this won't cause random heroes to gather around you, it will make significantly easier to convince those your find to work under your leadership. Subsequently, also finding ways to ensure that they become a proper team that highlights their individual strengths while minimizing their weaknesses, rather than some random group of misfits that only follow your orders at times.

The King of WAHAHAHA (100cp)
Such optimism! Such charisma! An optimistic view of life that few fully share, but none can deny its allure. Combined with that killer laugh of you, there's no shortage of people that want to follow your lead or become your friends. Your bright outlook keeps you energized and maintains certain boost to any activity you engage into as long you do it with that attitude. Likewise, it lets you acclimate quickly to new places, people, and cultures. Great for making new friends!

Lovely Economic Tyrant (200cp)
Administration is something that changes according to the size of what's being financed. Many fail to understand that, trying to use the same methods of a small company when managing a country, nothing can be more shortsighted. Much like certain blonde in the EU, you do know how to properly administrate the big numbers that come with a country, from buying in bulk, funding projects with multiple uses, making strategies to minimize any possible drought or famine, dividing costs among time, etc. Something so seemingly 'basic' and yet with so much power…

The Great Game (200cp)
Military campaigns can be very flashy and productive to have your name known across the lands, but the true value of a leader is shown in how they deal with internal affairs, the sheer amount of paperwork to process, and the matters too far away to properly deal with in person. At least you do know how to do it, from simple selection and comparison of registered and real expenses for finding notable swindles in the system, to most advanced things, like making the legal and official documents to implement new laws or applicate new reforms. What's best is the sheer speed and number of documents you can process. Any country would be happy to have you.

Glory's Reckoning (400cp)
Let's get it out of the way; you don't need peasants armed with mass produced weapons like many 'armies' are. No. What you need a true elite force, composed of capable and trained soldiers to fill any required role and minimize loses when clashing with other countries. Rather than waiting for such recruits to magically appear, you decided to take matters into your own hands. The payoff couldn't be better, as you can easily create programs and training regimens to make even the most talentless of

civilians into a premier commando for your military forces; while a general focus would make them capable of filling any role that might be needed and strong enough to defeat anything short of a dragon or hero, more specialized programs and better base soldiers would speed up the process and gains.

Ladies, I Love War (400cp)
There's a difference between the usual war between nations and the conquest machine that's your army. It's not because of the quality of their weapons, the number of rations, nor the skill of their soldiers. It's a matter of their leaders, of their virtues. It's a matter of how good they are as commanders, how much they can inspire, how good are their strategies, how good they are at making things run smoothly. And damn you know how to make an army work like a clockwork, good enough to make Napoleon feel inadequate. You're quite adept at making everything and everything in your reach somehow useful into battle and perfected for military purposes.

Tomorrow We Will Be Killed (600cp)
Just like certain miko-wannabe in zipang, you have the gift of prophesy, the power to peer into the future, receiving visions of what there is to come and a general idea of how to either avoid or ensure such outcomes. While this gift starts not much stronger than Himiko's own, vaguely telling you to quickly do something or that something bad will happen, it will grow in accuracy and capacity the more you use it, eventually giving near-perfect forecasts, or detailed calculations of the consequences of each possible action you can take. Be careful, for the knowledge of what awaits tomorrow can change a lot of things, and be prepared, as an ounce of preparation is worth a pound of cure. Also useful for matchmaking for some reason.

Passion Pit (600cp)
How come Egypt maintains itself in one piece when the land is a giant desert with one big river? How does Yamatai managed to stay afloat under Himiko's utterly incompetent administration? What about Russia? The answer lies in the heart of the people, united by their feelings towards their rulers, as they managed to become idols of the populace. Whenever you take over a position of rulership, those under your control and care begin to grow infatuated with you, or at least the image you project. While you can control how exactly they see you, it can be trusted that sooner than later their affection for you will become overwhelming in nature. With your subjects sending whole full cargo ships of love letters for you weekly, or every single one of them declaring war towards whoever insults you. While having them be so… fanatical can be a bit awkward, it makes ruling a bit easier.

Ancient Legend

Storm of Steel (100cp)
In myths its easy to spot a hero. Smooth skin, flawless features, balanced frame, nice body, graceful movements, regal aura, the list goes on and on. While not all heroes nowadays are like this, you certainly exemplify the rumored 'breath-taking hero' figure. Your perfectly balanced body is also finely tuned inside, giving you a flawless metabolism, near-perfect reflexes, incredible flexibility and more without having to bother training to keep it up. Not so good for sneaking around unless you completely cover yourself, but more than enough to attract some followers.

Listen Here You Little... (100cp)
There's a vast array of skills and powers that a being like you could learn and master in the time they have been alive. Some went for more magic, or just to ensure their skills were at the absolute best, you… you learned how to talk to animals. It can be useful and there's no real limit to what kind of animals you can talk to, although some might not be leaned towards civilized discussion even if you can understand them. Still, maybe you could bond with Sigfried over this?

With the Old Breed (200cp)
You're not just some hero from old times. You're a walking myth, an initial legend that persists to modern day, the one that set the bar for other heroes, who are called that because they come close to your example. Nonetheless, the copy is but a derivate, an imitation unable to surpass the original, much like none of the modern heroes is able to match you in your specialty. Perhaps raw strength, speed, skill with blades, or even some special magic; whatever it is, you can be assured it's unquestionably atop of this world and will continue to be so.

Circle of Life (200cp)
No matter what, everyone is equal in dead, as it takes the life of all without distinction. Except you, because you are not some random mortal scrub – you are a damn legend. Being immortal is one for the most classic moves for a true hero and it's within your repertoire. More specifically, you are ageless and possess a regenerative factor above what most could dream of. This is not to say you can't be killed, and your regeneration, while stronger than any mortal, is still slow, capable of regrowing limbs over the course of a couple weeks or so. Furthermore, you can still be sealed or die if losing your head, taking a hit that kills you instantly, or other such scenarios.

Biting Past (400cp)
Atlas is a wonder of the lost technology from bygone eras, a combination of magic, woman, and machine that hasn't been replicated until now and took several sleepless nights alongside heavy funding for DaVinci to be able to activate it, even further resources and planning to actually use her properly. Now, if there only was some ancient hero that knew how to create these beings, or the technology that merges such different fields into one seamless creation, someone that could still make those wonders… wait, there's someone just like that. You.

The Army of One (400cp)
You wouldn't be much of a legend if you weren't a monster on the battlefield after all. Your skill in combat is unmatched in your style, and effective enough to take on full armies by yourself and win. When someone has some idiotic powerlevel discussion about what hero is the strongest, your name always comes as the one that no one could ever outfight. Even near death you could tie yourself to a stone to keep yourself standing and still fight with the same ferocity and skill as if you were in perfect health, lose all your weapons and keep the killing spree with nothing but your hands, or other similarly reckless feats.

As Above So Below (600cp)
A King is not just some random tom with a crown over his head. No, a king someone that goes far beyond the normal, someone who is larger than life itself, someone with the wits to find and take the golden opportunities, with the boldness needed to act at the decisive moment, the charisma and force of personality to make everyone want to believe in him and follow his footsteps, with the leadership necessary to lead a whole country into a cohesive force. Yes, that's the utter ideal of a king that was left by you. Not only you are a hypercompetent force when it comes to being a leader, you are also the embodiment and representation of 'kingship' and 'majesty'.

The Age of Great Regret (600cp)
Turns out you're not just an ancient hero, but something even older, more powerful. A God. I'm not exactly sure how you managed to stay around while that one is on charge, but it only adds to your strengths and wits to manage such a feat. As a God and proto-hero, your power is immense, and your appearance most likely inhuman. It would take a whole roaster of powerful heroes and ancient heroes to take you down when you aren't particularly invested in the fight.

Items

Outsider

Goes Well With Alcohol (100cp)
This Japanese bathtub was made with the finest materials possible, the iron, the cypress wood, even the coals to warm up the water are top tier. Aside from being a slightly luxurious item, whenever someone baths in here they're guaranteed to obtain maximum relaxation, the water temperature being always the perfect for the moment. There's enough room for two to soak in at the same time without cramping.

Assortment of Gems (200cp)
This is a small bag filled with all kinds of gems, including rubies, diamonds, amethysts, jades, alexandrites, emeralds, and many more. All of them have small effects when worn, be a slight increment in luck, accuracy, resistance, and such. The effects aren't particularly strong, but the bonuses provided stack with each other. If anything, they can serve as a decent source of income. In the hands of a skilled craftsman or alchemist, these can be used to create powerful items or artifacts with greater effects.

Cheat Item, Son (400cp)
This little toy here is a relic from another world, something like a tank, a modern battleship, some jetpack, etc. Cutting edge technology that you wouldn't find around these lands despite the strange mix of cultures from different time periods. Try to not think much about it. If you're good enough (or get the help of some egghead hero) you could crack down this technology and gain the upper hand in battle. Or you could cherry-pick some inventions to have a more comfortable life here.

Peek at Tomorrow (600cp)
Well, enough of toys. It's time to move to the big leagues. These papers and books are a collection of blueprints, instruction manuals, and explanations about the inner workings of, well, quite the variety of modern inventions. From trains, automatic cars, super computers, nukes and such. Not to mention it also has the know-how of many other inventions throughout history, varying from things related to agriculture, architecture and education, to warfare, politics, and urban development. This is far from a comprehensive guide to recreate modern amenities, however, as it's mostly a bundle of information on how to make stuff and how that stuff can be used, being up to you to actually make it and find a use for it. This collection will self-update to match other worlds you visit, for example, in a modern world would show how to make space battleships, android waifus, and the likes.

Wandering Hero

The Things We Carried (100cp)
Battlefield after battlefield, duel after duel. No matter what, you always came back alive, and whener you won you got a prize. The weapon from the loser. Nearly a thousand of those lie in your possession, a collection similar to Benkei's in size. The quality of the weapons vary greatly, from well-crafted iron swords, to magical spears that you're sure it belongs to some dungeon tomb left by certain emperor.

Who Even Eats Quinoa? (200cp)
The final result of several cartographers and heroes working together, these are not just a simple collection of maps of the world, but rather a complete encyclopedia of the geography, fauna, flora, history, exploits and cultures in it. The set comes with an assortment of cartography tools and guides to properly keep on updating these maps. If you manage to create a complete world map or compendium, I shall enchant it so it updates in each world you visit with the same amount of information and detail.

Hero's Best Friend (400cp)
There's no complete wandering master without an appropriate steed to accompany him in his journey. A beast capable of aiding in battle, obeying commands and even acting on its own to help you out. By default, this little one is a lion big enough for you to ride on, but it can be another animal like a horse, a dragon, or a giant snake that breathes fire. They will be intelligent enough for its species, but not fully sentient.

Call of the Void (600cp)
Beings of unnatural origins, with strange inclinations. Darker than night, deeper than the ocean, the true reach of these mystic spirits is anyone's guess. However those that have tamed one are granted great power or knowledge, for example Rasputin whose 'friend' lies in her shadow and soaks damage for her, of the demon that Faust made a deal with for all kinds of alchemical knowledge. This artifact takes the form of any kind of jewelry you want and it's the catalyst to call a similar supernatural being to negotiate with. What they can grant is similar to the previous examples and they won't ask for much in return, probably even giving a bit more or taking no payment if they come to like you or your goals. Can be take multiple times or be given to others.

Head of State

Padded Life (100cp)
When you own a country, you have to stop looking like a damn murder hobo and start using clothes befitting your status. People, especially diplomats from other countries, will judge you for it. Thus, here's a wardrobe designed to have any and all dresses and clothes you might need. Some are befitting of a king in his greatest height, others seem more befitting of a cheap whore, it would be an understatement to say that they're varied. Each of them have some minor effects when worn.

Do You 'member? (200cp)
'… and beyond the back of the hero, the citizens couldn't decide if to cheer for the one capable of such deeds, or to be ashamed of their own inability to live up to such standard…' Or so it narrates, these are the chronicles left by a friend of one of your ancestors, detailing the life of the hero that was before you. More so, it also details the location of the last gift they left to the bloodline, a treasure trove with untold riches and legendary weapons waiting for you to claim.

From The Past (400cp)
Nothing very impressive here, only your personal Shambala Dungeon. By itself, it's a ten-floor deep labyrinth without much to offer. Except for that bit where you constantly fight clones of yourself and your allies. This place is not one for you to plunder, for there isn't much material gain, but a place for you and yours to hone their abilities while practicing with the enemies that knows them the best – themselves. As said before, the dungeon has ten floors, with each floor having more and stronger versions of yourselves, and will gain more each time you beat it – as an extra prize, you get some nifty power up and artifact befitting how many floors you have beaten.

To The True King (600cp)
There are many legends about it, the famed sword that chooses its wilder, the blade that gives the user the right to rule the land where it was. These weapons all contain incredible powers, or grant special abilities to the wielder, they can host souls, create powerful lasers, magically empower the user, and so on. The most famous example is perhaps Excalibur, who chooses the King of England, but even Zipang has an ancient sword that's used by the true emperor alone. You should know where I'm going with this. Here is such a weapon for yourself, one that only sees you as its rightful user and that grants you rulership over a country. Using this weapon will have the citizens of that country see you as the rightful ruler of the land, giving you preference over any other kind of leader or rules. This shall be still in effect in other worlds, given that the country and legends of the weapon are a thing in there. You can import another weapon you have into this role. Taking an already existing weapon is similarly allowed, but just know that there could be consequences by taking that responsibility.

Ancient Legend

Beacon of Hope (100cp)
Some other, younger, heroes have some city-state or some minor country as their lands. Some newly constructed place with barely a century or two of history. You are a goddamn living myth, and your lands are equally marvelous. This is your kingdom, with enough land to hold a few robust large towns along with your freakishly and decorated castle-town that is totally not compensating for something, with thousands of years within its borders. Your power and authority are absolute here, capable of administrating or passing laws as you want. Even without you being there to manage the kingdom everything will seem to go right. You gain income from this, how much depending on taxes and how well-run the place is.

Legacy of Wonders (200cp)
Oh, time is one cruel mistress. Days, months, years, eras all come and go without notice. At least the wars and adventures you had were a bit fun. In between those, you could only satiate your avarice with the occasional looting and trading. Over the years they have amassed quite the collection. This 'warehouse' containing it, is far too many floors tall to be considered such along. It holds all kinds of items, from magical tomes, forbidden scrolls, mythical weapons, lost crowns, official documents, rumored lost records and more. By itself its pretty impressive, and probably enough to arm a whole country if you really tried, sadly it's also a disorganized mess and will take a while to actually find the worthwhile powerful and legendary objects from the trash, rubble and rusted artifacts. Have fun, you might find something *really* good in there.

To The New World (400cp)
Sing, the joys of travelling are well known to the adventurous, and to the wealthy. There's nothing quite like it when it comes to amassing new experiences, learning more about the world fist-hand, or invading the coasts of enemy countries. For such just reasons, here I bestow upon you a whole fleet, 300 strong in warships. Boasting galleons, galleasses, garays, lancarans, frigates and such. You may import or add any other of your ships should you have them already. All are enchanted, thanks to some ghosts, to be self-repairing, so they will always be in top shape unless you let them fully sink. They will automatically recruit some sailors if you don't have anyone to sail in them, but those shall be from the local populace and thus somewhat limiter in skill.

Battlefield's Sovereign (600cp)
The Swords of a King is not the same as a Sword a Conqueror. True, for those flimsies, overhyped, oversized toothpicks can't even begin to compare to an actual weapon of war. This 'blade' may take the form of whatever weapon you favor, for the form is inconsequential in the long run, for it will be one made for the bloodshed of a true war. Simple and efficient, this weapon will have two powers, the first is that it can't be destroyed or broken; the second is a more flexible one, you can choose it and should it be in the same tier of healing the user when damaging an enemy, having an edge that can cut through any material, being able to store souls inside, or such. In the hands of a veteran hero, this is the way to ensure victory in each duel, but even a novice with some vision could use it to propel himself to greatness.

Companions

Create (100cp)
There are hundreds, if not thousands, of recorded heroes, of mythical figures, famous characters, and even fictional creations. Most of them just aren't around at the time you will jump into this world; others won't be around because certain Outer God decided it was funnier that way. In any case, with this you can add a new hero to the roast as a companion. Your history with them so far in this world being up to you, unless you take Drop In of course. They get 600cp to spent in this document, discounts are on.

Import (100cp/400cp/600cp)
Sometimes an adventure is more enjoyable with your friends around. This option lets you import a companion for 100cp, or have the whole roast of eight of them for 400cp. They gain 600cp to spent in purchases here. If you're feeling really lonely or need some extra punch in your army, you can import all your companions for 600cp, they also get 600cp each for purchases.

Canon (100cp)
Oh, so you took fancy of a character from this world? I suppose is to be expected to find these heroes of myth to be alluring, in more than one way. For 100cp you can have any of them as companion, as long as they agree and are alive by the end of the jump. I will make sure that there are plenty of opportunities for you to get in their good side, which might be easier if you make the right choices.

Black Forest Cake (Free)
"This is my hundredth autumn as far as I can remember, but I know it has been more. There is something wrong here. Something causing more calamities, more death, more despair. I'm not strong enough to fix this mess… but at least I can save you, little one. I promise that."
This sourface is an ancient hero, a forgotten legend that still remains. Her power was enough to realize about the loops, but not enough to remember more than bits or do anything of help. She wasn't the most optimistic person before and this realization kinda broke something inside of her, probably being called a witch and remembering being burned to death didn't help. Now even more cynical and pessimistic about the world, she stumbled upon you, someone that shouldn't exist, something new and untainted by it. Needless to say, she started clinging to you like a dying woman to her last hope, a statement that's more literal than figurative. In any case, you got a powerful mage as an ally, depressive and sassy attitude notwithstanding.

Tres Leches (Free)
"Hope is unnecessary and doubt superfluous. Victory is but a natural consequence of our alliance. As long as we stick together, the world will be ours for the taking. Now, let us see which country make ours next. Oh, what about this one? I believe you would enjoy partaking in their heroes, the food isn't half-bad either."
Your… partner (self-proclaimed). A genius strategist and well-rounded hero with dreams of marriage and world conquest. Not gonna smooth this one, pal, she's weird. Got a thing for watching you get with other women, also for cheesy romantic dinners. Don't be fooled by her hourglass figure, notorious assets, or cute eyes; she's a devious

negotiator, with heavy stalkerish behaviors. Why, after catching a glimpse of you she will follow you around in secret, trying to set up a 'perfect' meeting between both, becoming your right-hand woman afterwards. Well, her talents and skills are the real deal, so she ain't dead weight.

Crema Catalana (Free)
"That's the thing about the nature of man, if you can't hide it then might as well embrace it. Why, such as curious thing, after all there's no need to reject what you truly are. Personally, I do find you more charming when you are openly indulging in your desires without restriction."
An unrepentant enabler, a sly manipulator, and a deceptive genius. This young woman is trouble for those with a strong moral compass, as she enjoys nothing more than to push you towards extremes. The most hedonistic pleasures, the cruelest punishments, the highest peaks and the lowest lows. The words 'mediocre' and 'average' being the greatest sins in her eyes. She will sneak up in your ranks, becoming an invaluable asset for your group before you know it. For some reason she's completely convinced you have the potential for extremes beyond anything else and will only more secure of it the more she gets to know you. A complete master of any mundane skill, extremely gifted in supernatural powers as well – letting her influence anything yours will be a bit of a gamble, for example her extreme training methods might make everyone in your army an elite, or might break their minds, her chances of success will increase each time however, until it's all but secure.

Vanilla Flan (Free)
"I've heard that you got hurt while training again. Milord, please have a bit more care with yourself, you are the most important person in this country, we can't let you be in any danger- oh! I've received a message form the Goddess! She tells me to 'relieve your stress' with my body! Well then milord, let's start right now… H-how should I proceed? A massage…?"
Hope you don't have a problem with mikos, for this one is very into her job as one. A very innocent girl, in a lot of ways, with talents in the strangest fields. Claiming to hear the voice of her goddess, who gives her advice – you can't be sure if that's a thing, but she sometimes emits a fax-like sound and suddenly get bizarrely useful information. You will meet her shortly, as she got a message of your whereabouts and the order of working for you from now on. As a servant of certain love goddess, she's fiercely devoted to spread the word around, although that mostly comes down to have you romance as many young women as possible. Sensible and empathetic, she's almost unable to hold a grudge or dislike someone, although if you dig deeper, you might find that she's might just be a lonely girl. She's very distanced of love and romance herself, which is befitting her status as a goddess' mouthpiece, but highly ironic when you see her body without her robes. That body invites sin. A virgin field waiting to be plowed. Fertile as the world itself. Breedable as fuck. Sensual if she's purely meant for night battles.

Scenario
-The World Conquest-

Doesn't seem a bit too convenient? This world, I mean. No matter how exiting it is to have Napoleon, Hannibal, Caesar, Nobunaga, and King Artur in a single room, they still shouldn't be cute girls, or get along, one of them wasn't even real. The whole set up is not something that would happen under 'normal' circumstances.
And that's because it isn't.

You see, an untold amount of time ago, certain Outer God managed to find this world and after a while she got her hands on the Staff of Naraya, an artifact connected to the world itself and used to regulate it. She took it and started using this world as her personal playground. Rewinding time, throwing technology to different eras, forcing the birth of certain countries outside their proper time, making heroes fight each other, breaking the minds of the Gods (proto heroes), and much, much more. It would come to the point where the world itself would gather its light and desire to protect the heroes in it to create a sort of avatar to help.

With you here, however, the premise changes a bit. The world won't have to strain itself so much to be able to help its heroes and free itself from Nyarlathotep's control. Now you will appear instead of Chihaya in front of Himiko when she and her troops are being attacked by bandits after a lost battle with Nobunaga's forces.

Your objectives are clear. You must gather allies and start the unification of the world under one banner. Make each and every one of them fully collaborate with all others. You can do that as Chihaya would have, by defeating each, making friends with the rulers, and letting them maintain their position – or you can take other kinds of approach to it. Doesn't matter as far as the result is the same.
Likewise, you need to stop Mu, an ancient being that was drove to despair and madness by Nyarlathotep and is now using black magic to control heroes and the Illuminati into a death march against the Outer God. This has no chance of ever succeeding, so you must either put an end to her foolishness or convince her to help you out in your quest. All options will be a bit rough.
Lastly, after the world enters peace and Mu stops being a problem, Nyarlathotep will reveal herself to you. She's your last challenge, take the Staff of Naraya from her and make sure she can't do more damage to the world. With the Staff her reach is unfathomable, and even without she's extremely powerful, but she sees everything as a game solely to amuse herself with, and that's a great advantage for you.

Lastly, if you have managed to do all this. To unify the heroes under the same banner, to make the Illuminati stop making problems, and take out that Outer God, then the world shall give you it's greatest reward: the world itself. You can now take this world to other places you visit, as well as any and all your allied heroes as companions. Finally, a female version of Chihaya will act as an avatar and helper for all your future endeavors. She's a very capable girl, if a bit weird with her acting more like your maid than your friend, or her worrying amounts of devotion to you.

Drawbacks

Recruit (+100)
How pathetic for a man on your position to be so utterly helpless in battle, barely knowing which end of the sword to hold. All of your combat skills have taken a nosedive straight into nonexistence. If you want to do any fighting this world, you'll have to relearn everything from the ground up. Training boosts and such still apply so this might be just a timedump for you.

Forgotten History (+100)
Welp. Things went a bit awry. You have sustained a large injury that crippled you somewhat. Nothing fully incapacitating, but stuff like a missing eye, a large scar that keeps your neck stiff, your dominant arm being barely more than decoration. Can be taken up to 4 times for a new problem each time. You can mitigate the effects if you really try, but these will always be and make you noticeable weaker.

King of Lust (+100)
Seems that someone has been spreading rumors about you around the community. Nothing major or completely off putting, but they might think you're some sexual deviant or some special sort of degenerate. This won't completely cripple your name in politics, but it might make a lot of thins unnecessarily difficult and create a lot of 'expectations' with other Heros that have heard of the rumors.

You Sick Fuck (+200)
Much like certain empress of Taika, you have a weak body, unlike her you haven't been administrated poison and mercury as 'miracle cures' so your body isn't in that bad of a shape just yet. Still, you're far weaker than the average person, to say nothing of the actual heroes and warriors that one will meet in the battlefield. While you can get completely cured and back in shape, it shall take time, and the 'cure' part especially will need quite a bit of rare ingredients and a skilled healer to help.

I am Alone (+200):
What is jumpchain? Why are you here? What is this place? What is happening? For the duration of your ten years, you will not be able to remember JumpChain or any metaknowledge regarding this world. As far as your memory goes, it was the 'you' before this adventure started and then you were here. Not even memories that you should have of this world remain. You can still bring companions here, they will still remember you, but you will not be able to remember them. You still have your powers, just that you can't remember how to use them.

Jumperlin (+200)
Just like certain magic fluffball, you're now unable to use any offensive attacks or magic. From now on, until the end of the jump, you're restricted to healing magic, seals, and other supportive roles. Needless to say, this applies even if you are being attacked, and if you try to be a smartass and use your abilities in a creative way, they will get banned as well. Unlike her you ain't immortal. Not anymore. Dumbass.

Revolting Leadership (+400)
You do understand that most heroes lead their (wo)men into battle, right? Forget that. Your leadership skills suck and there is no much hope of them ever improving. You just can't lead others for shit. Because of this, no one will want or allow you in any position of power, knowing that you're more likely to drive everyone's efforts to the ground rather than help at all. If you ever get into a leadership position expect betrayals, coups, rebellions, and such. In case you're a wanderer or some other thing that doesn't lead, this only makes everyone hate working with you.

Little Dark Age (+400)
Kinda obvious, given certain Outer God's influence in the world, but things are kind of balanced right now. While there are many heroes, there aren't enough to plunge the world into complete anarchy and the ones that exist are capable and willing to engage in civil discussion. Not anymore. This makes so there are many, many more heroes, also making it easier for them to come into conflict and rising tensions to the point that conversation, let alone diplomacy will almost never be on the table.

Crawling With Love (+400)
Turns out Nyarlathotep and I are good bowling buddies. So, I talked a bit about you to her. She liked what she heard and decided to look at your adventures, after which she *definitely* liked what she saw. You should already know this, but she's a monster that played with this world and destroyed countless lives just for the lulz, crazy doesn't even begin to describe her madness. She's also basically indestructible and crushing hard on you. Her love is deep, twisted, strange, and utterly incomprehensible for the minds of mortals. You can keep her as a companion if she doesn't murder you before.

Where to From Here?

I'm tired of this...
What? Going back? Waitwaitwaitwaitwait!! Are you really really really suuuure? Eh, you know you shouldn't take decisions like this so lightly... huh? You're determined then... uhhhh. I hate this. Just go back. You can keep your stuff. I don't want it around here, it would only remind me of bad memories.

This is where I belong.
Of all places... Are you perhaps trying to make a bad joke? Don't you see that there are even more places to visit?! Are you really leaving me- your chances here? Uh? You are really sure of this? Ah...

Further, I still want more.
Huh? You wan to keep going? Are you really so starved for power and adventure or are you just trying to run away from something? Ufufu, well then! I'll keep you company for a bit more!

Notes

-Beacon of Hope: Kingdom is about the size of France.

-To The True King: Yes, technically this also gives you a country. You can take Tsurugi or Excalibur if you want, tho you would be basically replacing some characters with it, or at least taking their position. Taking it to be something like the king of Vinland only makes everyone consider you the King of Pirates on sight, rather than giving you any actual country. Both types of recognition over your position carry over to future worlds, although the details will depend on you to fill.

-Made by Arthur