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Nageki no Bourei wa Intai Shitai

Saijaku Hunter ni Yoru Saikyou Party Ikusei-jutsu

It's the golden age of treasure hunters! Labyrinths, strange places full of phantoms, monsters, and danger are constantly formed from the interaction between the mana of the world and the lingering memories of the past. However, inside these hazard-filled dungeons, one can find loots beyond imagination, ranging from strange relics to monster drops, to magic artifacts and even items from the far past. Thus, people from all over the world are risking their lives for fame, wealth, and adventure inside these labyrinths.

Ten years ago, a group of childhood friends from the boonies made a promise to be the greatest treasure hunters ever, and a few years later almost everyone succeeded in achieving greatness and becoming renown as one of the strongest part treasure hunters in Zebrudia ...except for the one who proposed the idea, Krai Andrey, who realized that he didn't want to become a treasure hunter after all. Untalented, untaught, unmotivated and quite unstable, he did the most reasonable thing and tried to back out before getting himself or someone else killed… just to then be made into the leader of the party instead.

Now in the present, Krai is still trying to get out of the life of treasure hunting. Even though his previous attempts have instead landed him as the Clan Master of 'Footprints of the Beginning' the most renowned clan of the empire and has him thought to be the strongest of them due to having a reputed wide array of skills. With his accomplishments being the result of his friends being overpowered and people misunderstanding him. Will Krai be able to retire safely without disappointing everyone around him? Furthermore, what will you do in this world full of adventure? Only time will tell.

+1000cp

Background

Drop In

You appear in the middle of zebrudia's capital with nothing but your clothes and a small pouch that contains a few coins and your documents. Hope you're prepared for the madness. Don't worry, the Hunters Association will accept you even if you're a random nobody.

Newbie

The new guys in town, even Strange Grief started like this at some point. Whether you're a total noob just registering as an adventurer for the first time, or just a somewhat lesser adventurer from another rural town coming to the big city, its all the same. You don't have much but some starting gear, a year tops in training and lots of raw talent waiting to be realized.

Veteran

You're not a newbie wet on the ears, you're a damn professional hunter. Years if experience and hundreds of missions under your belt prove it. You have a higher than average level showing just how much the association trusts you and a decent number of contacts and resources amasses throughout the years. Best part is that you're yet to plateau or reach your limit.

Associate

You're not a Hunter yourself, or at least not right now, but that doesn't mean you aren't closely related to their business. You're a member of either the association or fill an administrative role in some clan. The pay is good, but some of these hunters could really use a bath.

Drop In Perks

Menagerieal Guildmaster (100cp)
The leadership skills needed for making a ragtag or downright toxic groups not only functional but effective with you as a keystone. Just as the sun anchors the solar system, you bring light and order to those who follow you with the same irresistible force of gravity. You could take you childhood friends and somehow manage to find the roles that fit them the most and guide them into the path to become the strongest party.

Promises Made, Promises Slept (200cp)
The most important trait of a leader is the charisma needed for fostering deep relationships regardless of the nature of it. You could be a useless, unmotivated, selfish degenerate and overall dead weight, and yet the friends you make wouldn't feel the least bit inclined to cut ties with you. Or your business partners will tolerate your constant slacking and lack of talent. Your bonds once formed and next to impossible to break, and somehow they end up considering your presence in their lives as a solid plus in some way, be as someone that makes the day brighter, or as a luck charm at the very worst.

Failing n' Flailing Upwards (400cp)
You have an extreme mix of luck and instinct that allows you to fumble your way through most situations without knowledge or real capability. It's like life and the world itself work to drag you to success kicking and screaming if necessary. Not to mention you have a knack for stealing the hearts of people on a very casual basis, such as telling a failing adventurer to try another job, just to see them ace it and refer to you as their 'savior' and future spouse. Or try to recruit a secretary just to find out she's talented enough to run the place for you while openly gushing about your genius and handsome features. It's like life is trying to tell you something, but what could it be?

An Abstract Type of Feel (600cp)
Your role has been blessed and now fate, the world, destiny, the maker, destiny and so on ensure that you're set to give those around a chaotic luck. This isn't inherently mortal, however you could go with friends for a picnic and see a dungeon appear out of nowhere, or you fight some bandits just to watch an earthquake throw them to the abyss. Of course, chaos is rarely so predictable, in those cases for example the dungeon would be filled with strong monsters and incredibly powerful relics for the taking, while the abyss could hold a secret passage to ancient ruins. In short this makes life for everyone around a hurricane of danger and opportunity, while you're always perfectly protected at the center of it. You can turn the effects on and off.

Newbie Perks

Promising Cub (100cp)
The path to becoming a Hunter is quite difficult, they're a mix of mercenaries, adventurers, monster exterminators and even idols. This little thing will do three things for you, the first is a stunningly good figure, with smooth flawless skin, silky hair, gorgeous face, and a plump derriere, because looks matter. The second is a sort of boost in luck when it comes down to searching mentors, you will easily be able to find and convince them to guide you, although while they're likely to be very effective, nothing says they will be nice about it. Lastly, a basic grasp on the core skills needed for a Hunter job of your choice, such as Magi, Swordsman, Paladin, etc.

Dog Eat Dog (200cp)
Look, to become a Hunter is a bit more than just learning to swing a weapon and throwing yourself to the first dungeon on the road. You need proper training and he willpower to keep going over an over without losing optimism. This is exactly that, the will that lets you become better the more you struggle and earnestly fight for it, seeing noticeable gains with each encounter. It also comes with the side-perk of being able to largely ignore fear, hunger, fatigue, and a lack of headpats when on missions.

Eat Cat Too (400cp)
The will to become better is good, but you also need some crazy innate combat potential to reach the actual big leagues. This gives you a talent such that fighting effectively becomes natural and intuitive, even against those of strange or different builds like monsters. Comes with a killer instinct packaged with the natural sense to make the best use of it, lacking the usual hesitation or guilt that would lead to you becoming lunch. As a bonus, you can pick a style to go over your class and gain basic proficiency with it.

Alpha of the Pack (600cp)
Every dog has it's day but you have your years. Very much like a stray learns every trick to stay alive in the underground of the city, you possess a bizarre omni-talent that advances leaps and bounds in anything you try while skyrocketing when you focus on a particular niche. Almost as if adjusting the rate of learning as appropriate. With this, alongside a decent teacher, you could easily take on professional hunters after a few months, defeat experienced veterans within the year and stand as one of the best in a couple years, only behind those with similar genius, for now.

Veteran Perks

Big Dick Walking (100cp)
While Levels aren't a perfect indicative of someone's strength, they're still a very good way to see the competence of the hunter. In your case years as a promising rising star have left you with a Level of 6 by the association, complete with a nickname of your choosing – the highest honor of a hunter, proving their popularity and capabilities. Of course, you have all the power, skill and knowledge expected of someone with that level in your job.

Licensed & Bonded (200cp)
Its time to show what made you survive for so long while other hunters perished like dogs. You have an extended training talent that makes you rapidly develop skills and abilities related to your job using what you know to rapidly increase in competence the more you know by drawing on existing knowledge. A nature of yours that made you able to compete with seasoned professionals when you had barely a few months of training under you belt, and now has you as one of the best on your field.

High Life Himbo (400cp)
Years of being a top dog in this business have given you a level of political clout and resources that few can match within a single generation. More than capable of creating a legacy, maybe not as big as the Rodan family, but more than enough to create a Clan as big as Footsteps on your own. This kind of connections and resources somehow manage to find a way back to you in future worlds, giving you the same level of leeway there.

Sketch of a Hero (600cp)
Level 6? Forget about it. You're a Level 8 – the top of the top. You're HIM, the protagonist of this world, or at least someone who fits the bill in terms of skill and importance. You come from a distinguished family, either from a long line of powerful hunters or even part of high nobility. You were born with such talent that multiclassing came as easily as breathing, able to master several skills at once without loss. A powerful body immune to disease that absorbs mana material fast while keeping it for longer. Beautiful looks and a charismatic demeanor that charms those around you. And finally, a strange prophecy that indicates you will be key to defeating some unknown evil that will threaten to destroy the world.

Associate Perks

Vexed & NEXT (100cp)
Pretty, punctual, and particularly good at your job. No matter how insane or psychotic the contractor or coworker may be you have a knack for getting along with anyone who comes to the guild desk. Pleasing to the eye and phasing through the work load like it wasn't there to begin with your counter only has a line if you want to wait for the conversation. With that unbreakable business smile you're bound to be employee of the week, every week.

Leg It Logistician (200cp)
Hunter work isn't as simple as go from point A to point B even before getting into magical bullshit. Throw in a hostile environment filled with monsters and it becomes a messy headache for even veterans to stock up how much they really need while accounting for contingencies. Adventurers can thank their lucky stars if managed by you, as with the rough details of a roster and descent you can estimate their needs with eerie precision and down to the exact number with more concrete details. Non-dungeon moving comes to mind without a thought by comparison. The biggest danger you'll have to face is overwork when your reputation spreads.

Egalitarian's Eye (400cp)
Cut and dry is how things look to you despite how others might try to obfuscate matters. Judging the difficulty of a request, the true depths of a dungeon's danger, or an adventurer's actual worth and measure only requires a glance from you. Even those with abilities focused on obscuring the truth or innate luck only require a bit of interaction and thought to come to the right conclusions. Rest assured that with you handling the matter there will be no unexpected surprises in store when the reports are reviewed.

Stockhome Sealed (600cp)
What do you mean you want to go home? This is your home now, Guildmaster. The curse of competence has left you with the management of the guild itself, and innate ease at applying your administrative talents to the macro level. Where before you managed big names and branches you can now manage regions and nations worth of such individuals provided you had the subordinates and infrastructure to delegate. They in turn find themselves blessed with a measure of your abilities able to swiftly carry out matters as if you were there in person to handle it. Now if only you could escape from your office or find free time....

Items

(100cp) Shooting Ring
Shooting Rings are small time relics that work by shooting small mana blasts that are very flashy, enough to temporally blind enemies when hit on the face. Sadly, not only they don't make that much damage, but are unable to kill. Meaning its more of a trick one can sometimes be useful when dealing with enemies that are too strong or bothersome to face directly. Unlike other relics, this one slowly charges itself with the mana around so its unlikely to go be out of ammo unless you overuse it.

(100cp) Safety Ring
Safety Rings are Krai's most valued rings and even used by royals that don't go to dungeons. You see, a Safety Ring works by nullifying any attack once. What counts as 'attack' is literally any external physical or magical force that would hurt the user in any capacity, so it might trigger when you stab your toe, or shake hands too hard, but it also can protect you from a sure-kill attack or some magic nuke with no issue. In short, it will take one hit for you no matter how small or big, before needing a recharge. Unlike other relics, this one slowly charges itself with the mana material around, recharging roughly once a day outside dungeons and far faster in places with lots of mana. You can buy more of these but the discount is only for the first one.

(200cp) Mantis Eater
This….chimera, is a similar creation to what Sitry Smart made during her days in the Akashic Tower. A combination of several beasts, its comparable in aspect to a magical winged lion, not only extremely tough but also capable of flight and magic. It's as loyal as a dog, which is very loyal, and able to understand human speech. Good for mauling people that try to rob your place

(200cp) KillKill-Kun
Want a chimera but prefer something more human? Say no more, we got what you're looking for. Loosely based on the creation of a certain pinko psycho alchemist, this is a fully functional, human-looking, ready for action chimera. I'll leave the details of how exactly it looks up to you. It's designed to do whatever a normal human can do, plus has the combat capacities of a top Level 6 Hunter, and it even regenerates slowly from any damage as long as you let it rest enough. It has human level intelligence, but not much of a sense of self, meaning it will mostly obey your orders and act like you want it to. Eventually it might learn enough to anticipate your will and act accordingly, but even then its loyalty is assured.

(400cp) Elemental Blade
Now we're getting something with a bit more bite, this relic is actually one of obviously quality and use, it's a weapon of your choice that its embodied with the power of a classic element (such as fire, water, electricity, light, etc) and the expected effects from it. It could be a great asset, but you need to fully master it to make complete use of all its abilities and hidden uses. Unlike other relics this one can recharge itself with the mana material in the ambience, which allows for extreme use in high level dungeons.

(400cp) Research Center
This research facility used to belong to powerful mages, they were a bunch prone to gather in a single place to further advance their knowledge of magic and pool resources for research. Now they're all dead but their whole research, resources and experiments are still hanging around here for you to take. Comes with several secret laboratories aside from the main research facilities and a weekly cache of new materials that are perfect for your current project.

(600cp) Tower of Druaga
I heard you wanted a more "stable" dungeon to train yourself. Well, look no more, this giant tower that extents to the sky and beyond is just want you want, perhaps even more. Spawning more than hundreds of floors with all kinds of enemies and treasures inside. They range from weird creatures that any mortal could take down and start scalating from there. There higher you on the tower, the more challenging are the enemies, and the most enticing the rewards they hold. It also works very well as a training facility for obvious reasons.

(600cp) Thousand Tricks' Collection
Around a thousand of relics. Most of them are at first glance useless relics, but a decent percentage are very useful if a bit niche, and a smaller group is composed of straight up great relics such as magic bags or flying carpets. All of these seemingly gimmicky relics have a hidden function you can unlock after messing with them for a bit. For example a water gun with adjustable strength that's actually pulling drinkable water from an unknown source, after a bit of fiddling you could change the source to other liquids such as poisons or medicine stored somewhere else.

Companions

Canon Companion (100cp/200cp)
Pay 100cp, get a free canon character, I'll edit things as much as you want to, from making you already lovers or childhood friends, depending on background. Hell, I can do random love at first sight if you ask for it. If you truly wish for it, you can pay 200cp instead and I can alter some details about their background, such as changing their party or affiliation. Just remember that they need to agree and be alive at the end for you to take them.

Import/Create (100cp/400cp)
Wanna get all your friends here? Sure, for 100cp to get up a couple or 400cp for all of them. Each gets 600cp to use as they will. You can also use 100cp to create up to two of your own companions using 800cp as base for each.

Bottom Boss (Free)
Disgustingly competent but hilariously unlucky guildmaster whose luck inverts when you enter her life. Prior to the meeting, everything that could go wrong would went wrong until she fell to the bottom. With you in her guild she made a comeback that swiftly saw her becoming the head of a group of hunters that shined like stars amongst the top of the world. Hopelessly fell for you as you made her life worth living again, thus wants only the best in life for you and has the skill along with the capital to do so. A genuine sugar momma who has luxuries and the best women sent your way on the regular, and a knack for managing them into a proper harem.

IncElf Date (Free)
This is a 300 year old spinster elf who is desperate to find a husband. For all of her knowledge, talent, and seductive witch facade she is a complete girlfailure when it comes to romance and always manages to fumble romance becoming a stuttering mess, more so if her affections are returned. Always putting herself in your path as a powerful and hyper-competent ally she becomes putty in your hands with even a bit of kindness, becoming a sickeningly sweet and devoted lover if you accept her. Still hopeless at romance even so.

Slithering Sensation (Free)
A perfectly pleasant engineer who doesn't approve of such crass insults like mad scientist or hubris heavyweight. This understandably pale woman is as blessed in appearance and researching ability as she lacks in the combat department, unable to fend for herself against a house cat. Capable of pushing the world into a new age on her lonesome, she much prefers to pursue her

newest obsession; you. To the point you've come across rather disturbing plans to "wipe clean the slate and reset this twisted game" so it can be remade in your image. Maybe try getting her out of the lab a bit more, she'd love it.

Simp Supreme (Free)
Your biggest fan, some girl you helped a while ago and ever since she made her life goal to stand beside you as the epitome of a hunter. Mainly recognized by her distinct white hair, deep red eyes, pale complexion, and cute face. Her simping has launched her to the top of her hunter bracket, to win your attention despite you barely knowing her name. Pure as the driven snow, she would do anything for you to notice her and pushes herself daily to be worthy of you. Somehow manages to keep coming across your path and helping you out directly or inadvertently, a good luck charm in all your endeavors.

Drawbacks

Please Let This Grieving Soul Jump (+0)
I mean, if you really want to. You can freely choose to replace one of the established characters of the setting for free. You gain their memories and relationships, but not their talents, powers and skills unless you purchased them first.

Wailing Ghost (+100cp)
You are very popular jumper, very popular with the wrong crowds, that's it. From now on all they powerful weirdoes, obsessive stalkers, mentally ill powerhouses and so on will be into you as much as the average gacha player is into ignoring sound financial advice or avoiding taking showers.

I'll Take Care of This, You Go On (+100cp)
You are now compelled to do and say things cliches that imply that you are going to die soon, such as holding off on confessing until after a big battle, declaring your need to get revenge, finding new purpose in life, going off and fighting the enemy on your own, or just being the mentor type, you might even get lucky and have a wandering prophet come by and give you one or more. This won't make you more likely to die or anything like that, but everyone around you will be aware of the implications and thus act like you're very close to death. These misunderstandings might get annoying.

Role Playing Gaming (+200cp)
Damn son, I know its part of your whole 'schtick' but please have some common sense. For the duration of the jump you're going to choose a general theme and aesthetic and run with it no matter what. Noble knight? You're always wearing that damn armor, perfectly polished, acting up all posh and refusing do anything that isn't 'honorable'. Very stupid and very dangerous.

Disarmed (+200cp)
You are missing a limb, maybe an arm, maybe an eye, or possibly your favorite leg. The real key part here though is that you are missing a body part that is required for your class to work properly, forcing you to change into something else. Starting worse than a complete newbie, as you need to kick out previous instincts and training for your new stuff. You can get replacement parts or try to regenerate but the damage will be felt until the end of the jump

Bitchless & Powerless (+300cp)
The one and only way to deal with these interdimensional jumpers that enter on people's backyards without persmision. This drawback strips you of your

access to the Warehouse and any perks you've previously acquired. You will be left with your Body-Mod choices and your purchases here.

Bad Place To Work (+300cp)
Sometimes, hunters manage to find parties were they get along flawlessly and have matching skillsets. In your case, it's the opposite, your coworkers will be nice and friendly, but they will always be completely incompetent. As a hunter your party will always be less than you expected from them even if they're nice and accommodating, and as a bureaucrat, all your coworkers will be meatheads or dumbasses.

Solo Player (+400cp)
Your teamwork skills suck and there is no much hope of them ever improving. You just work with others for shit and having your around actively makes everything worse for everyone. Because of this, no one will want or allow you in any position of a party, knowing that you're more likely to drive everyone's efforts to the ground rather than help at all. If you try to go solo this will instead make random people you interact with just hate your guts.

Menagerie the Orgy (+400cp)
Hey, remember about those dungeons I told you about? Well, turns out I did an oopsie and now tons of them are spawning all over the world, not only that but many of them are experiencing stampedes – which means the phantoms inside are getting out and taking down everyone they can. This is obviously bad news for everyone and the situation won't be getting any better until your time here is over.

Final Choice

I'm tired of this...
So, you want to go to your original world? I can't believe you're really choosing this, I really can't believe it. Well, it can't be helped then. Whatever. Go back with everything you gained until now. Are you sure? Don't think you can get back on this, you know!? I'm being serious! We're going to be done if you go through that door! Jumper! Come back here!

This is where I belong
...Really? You want to stay in here? What? Why? We were having fun, weren't we?! There's no need to stop here, you know? I mean, why don't you try a few more worlds and then decide? This place can be fun, but it's not that much fun! Eh? Wait, don't ignore me!! Jumper!!!

Further, I still want more.
Yay! That's what I wanted to hear! Let's go to the next adventure! I knew I could count on you, jumper!

Notes

I'm using "job" and "class" a bit. These are interchangeable terms that refer to the position of a hunter in the party and to the skillset they bring. Thieves do rogue stuff like opening chests or scouting, Healers use magic to heal and have medical knowledge, Magi are the mages regardless of what magic they practice, swordsmen,etc. You get the point.
This is basic RPG stuff, but because of how mana material works, the job one takes affects their growth and also somewhat limits what you do. For example, after certain point (early on) Magi don't get any get physically stronger no matter the amount of mana material they absorb, as all goes directly to their magical prowess instead. This kind of thing is what makes hunters have set jobs instead of all being all-rounders.

Mana Material is something that exists everywhere in the setting and it's how they use magic, also how magic stuff works in general. Dungeons are basically mana material reacting with echoes of the past and it reacts creating a dungeon based on it, sometimes with drops and relics related.

Hunters and mana material work in tandem. People can get stronger just by being in areas concentrated with mana material as their bodies absorb it (with different degrees) and the mana material enchants them. A Thief like Liz or Tino will get faster, for example. Since it also reacts to desire, you get odd cases like the paladin who wanted to protect the party and became a 3 meters tall himbo build like a brickhouse. Again this is why hunters tend to stick to a single Class. The only multiclass we see are Rodan (magic swordsman) and the members of obsidian cross (they all can do healing to different degrees regardless of their main job, tho they aren't that good at it). There are some jobs that are close to it, like Paladin (who does tank/frontline stuff and heals)

Mana material are the reason for this and if a Hunter spends too much time away from dungeons the mana material will stabilize and eventually leave them like any civilian (sans their own training).

Fanwank when needed because this only covers the anime and the first volumes of the series. I should update it at some point after there's more content and the side stories from "Let this grieving soul adventure" are out.

All OCs have big tiddies, slim waists, and fat asses

Made by Ricrod