

Mamayuyu Jumpchain

Welcome to a world defined by the roles of Hero and Demon Lord. For 18 years, humans and demons have lived in harmony, a recent development after their centuries of warfare, all thanks to the actions of the last Hero and Demon Lord coming together. Heroes and Demon Lords are people with a mark on their hands known as a Sigil, giving them access to special powers. They are oftentimes the center of their people's military force. Today, a Hero from another world appeared in this one. This is only the beginning, as Heroes and Demon Lords from other worlds will begin appearing, each carrying their own power, histories, and baggage. Can peace be maintained on the continent of Persimott?

+1000cp

Origin

With all the people from other dimensions appearing in this world, you'll just be one of many. As such, any origin may be taken as a Drop In, and your age is up to you.

Normal

You are a native of this world, a member of the Hero-Demon Lord Army, the governing faction of this world. Resident of the continent of Persimott, you have a position putting you in the proximity of the newly arriving Heroes and Demon Lords.

Hero (-100cp):

One who vanquishes darkness and brings peace to the world. You are the Hero, the protector of humanity. On your right hand are gold symbols known as Sigils, marking your position.

Demon Lord (-100cp):

One who rules the world through fear, shrouded in darkness. You are the Demon Lord, the champion of demonkind. On your left hand are black symbols known as Sigils, marking your position.

Locations

You may choose your starting location as you please.

Central Persimott: The centerland of the cross-shaped continent known as Persimott. This land has been fought over by the demons of the east and the humans of the west for hundreds of years. This is the area where Elycia Wool Pool first appeared.

North Persimott: A frigid region of the continent, lined with mountains and a smattering of older temples from the time of the war.

East Persimott: The location where Evan and End first appeared in this world, and the former homeland of the demons. The home of the current Hero Corleo and Demon Lord Mamama.

Perks

General

Mighty Warrior (-100/200cp): Whatever your role, with the upcoming conflict, the ability to fight will be critical. You have both talent and practical ability when it comes to hand-to-hand combat, letting you fight at the level of Minerva, the Fighting Idol Demon Lord. For an extra 100cp, you would have the skills to clash with two of the ancient Heroes of this world at the same time, if you had the physical capabilities.

Dimensionally Stable (-100cp): An issue with the power of Sigils in this world is their mutual exclusivity, at least early on. For you, this is no problem. Your presence in a dimension or world will not damage or negatively affect it, allowing your full power to reside wherever it pleases.

Normal

Decorated Titles (-100cp): Are you a notable war hero? Whatever the reason, you find yourself highly respected in the eyes of your coworkers and peers. You taking command in a battle would not be questioned, at least on the spot. It is no challenge for you to climb in rank in your organization.

Taunting Leadership (-200cp): You are a face that enemies of your group recognize. In larger-scale battles, enemy leadership will focus on you rather than any of your allies. Usually, this will result in the enemy's strongest fighter being exclusively focused on you. This adjusts depending on the size of the enemy force, never overwhelming you.

Old Soldier (-400cp): You may be old enough to remember your time in the wars, when your blade was the only thing you could rely on. Or perhaps you were taught by one such person. Either way, you are a master when it comes to the swordsmanship of this world, able to dice apart enemies faster than the eye can see, able to turn a target into dozens of clean chunks with ease. You also have a skill for teaching, able to pass down a level of your skill with the blade to anyone you spend enough time focusing on.

Governmental Body (-600cp): War is no longer how the world is run. You have become more than just a soldier, but a bureaucrat, a master of the arts of organization and management. You have the capability to run a government-type organisation smoothly and successfully, with enough skill to integrate warring factions into a completely peaceful country.

Hero

Heroic Heart (-100cp): Whether through nature or nurture, you have the heart of a true hero. With the loyal self-sacrificing demeanor common among those who bear the Hero Sigil, empowering you when acting altruistically. Your determination and willpower in this state are enough that you could carve off your own arm if you felt that was the best way to save others.

Absorption (-200cp): A Hero's Sigil marks them as such, affirming their position to the people they fight for and themselves. As such, your Sigil, as well as any other abilities stemming from specific parts of your body, cannot be forcefully absorbed, stolen, or eaten; the source of your power belongs to you and you alone.

You Saved Me (-400cp): The job of a hero is not just to defeat the enemy, but to save anyone they can. You now have the ability to cause people to self-analyse, despite how much they might be averse to it. Bringing former enemies to your side wouldn't be difficult if your position were reasonable.

Adaptable Hero (-600cp): A Hero is nowhere near a one-note role. Defeating enemies, protecting the innocents, and healing the injured are all under your purview, after all. As such, you find normal class or role-based restrictions don't apply to you, allowing you to develop abilities from what would be mutually exclusive sources. This doesn't bypass the need for those sources, however. Become truly complete, Hero.

Demon Lord

Lion in Sheep's Clothes (-100cp): A Demon Lord shouldn't be an easy target. You have a knack for hiding amongst your enemies without being discovered. Joining your enemy faction under just mild scrutiny wouldn't be difficult for you.

Counterplan (-200cp): Even a mighty demon lord has weaknesses, but the smart ones know how to minimize such things. Countermeasures for your weaknesses come to you naturally, like having a lighter to make more shadows for your shadow power. This can manifest as carrying extra equipment and coming up with versatile uses of your abilities, among other things.

Behind Everything (-400cp): Everything is going according to plan. You're good at coming to an agreement with people who would otherwise be in conflict with you, as long as you have something to offer them, to the point of building a super team of people who all have their own interests.

By Any Means (-600cp): You'll take what is rightfully yours, no matter what you have to do to get it. Similar to how certain Sigils can absorb others, you can take the body parts of other people into your own form to strengthen yourself. Once integrated, the flesh becomes part of your body, under your control, like it was always yours. With this ability, you can take on any abilities belonging to the body parts as long as you retain them.

Sigil Sorcery

A Sigil's power is influenced by the bearer's belief in their objective; if the bearer starts to doubt that belief, the power of the Sigil weakens, while visualizing and believing in a clear-cut goal will strengthen the Sigil.

Hero/Demon Lord Sigil (-300cp, Free Hero/ Demon Lord): The mark of a Hero or Demon Lord, found as five black dots on the left hand of a demon, or four crescents surrounding a circle in gold on the right hand of a human. Just by wielding this power, the user gains enhanced physical capability, enough to shatter walls with simple strikes, and speed and stamina to spring across a city.

You also gain access to Sigil Sorcery, a special power each user has. This can be nearly anything; you select one of the sorcery powers already shown in the series, or create your own on the same level.

Additional power (-200cp): Your Sigil is not limited to the single sorcery that is commonplace. You have an additional Sigil Sorcery on top of your first, starting at the same baseline level.

Hungry Sigil (-100cp): A strange power only found in End's Mother Sigil, and now your own. You can absorb other Sigils to increase the power of your own. The specifics of this process are up to you, be it a simple touch on the hand wielding the Sigils or requiring one to devour the Sigils.

Endless Stocks (-300cp): You can now use more powerful exertions of your sorcery multiple times without issue, never losing stocks from use. You can choose to customize the design of your Sigil, adding as many stocks as you wish.

Mother Sigil (-500cp): Your Sigil is a mother Sigil, a power that can bring the entire world to catastrophe. This drastically boosts the breadth and power of your ability, making your sorcery a threat to the entire world.

For example, a mother Sigil would bring a perception manipulation and sealing ability to remove concepts from the entire world. For another example, an ability that controls the dead to have control over all phenomena related to death, allowing for healing, regeneration, the creation of zombies whose size and shape can be changed, the summoning of the dead and spirits from other worlds, and the creation of warp portals that can carry one across the continent.

Items

General

Warriors Outfit (-100cp): An armoured combat outfit in a style from one of the worlds intersecting with this one. This could be anything from a knight's armour, to stylized adventurer's gear, or even a reinforced idol outfit.

Advanced Prosthetic (-100cp): A sign of the growth of technology since the end of the war, this prosthetic limb is advanced enough to be used by almost anyone, restoring full functionality of a limb. It seems to be able to handle the use of any of your abilities, and can even replicate abilities that were once held in the limb it replaces.

Burn Heal (-200cp): Modern medicine has come so far. This medicine can be easily applied to help mitigate the effects of 'status effects' from attacks, like burns, electrical paralysis, sleep, poison, freezing, among other, more esoteric effects. The medicine only helps to mitigate the effect rather than break it completely, and won't do anything if the effect is still actively being applied.

Hero's Blade (-200cp): Firearms don't seem to be common around here, with blades being the primary weapon of choice for fighters. This sword is a durable masterwork, maintaining its sharpness, quality, and form under just about anything you can put it through.

Setup Cave (-400cp): This place is seriously off the map. No government or legal power will know about it without you exposing it yourself. This place also seems to be receptive to your power, allowing you to build up your strength easily, improving any growth methods you use, mundane or supernatural.

Graveyard of Heroes (-400cp): Rest in peace. This graveyard is a serene place with a few graves. The neat thing is that here, you can speak to and interact with great heroes or villains of the past of whatever world you find yourself in. They won't be able to interact with you in any way other than communication, but beyond that, all residents, in spite of alignment, seem to be amicable as long as you don't overly commit either Heroes or Demon Lords, where you can talk to heroes past.

Government Branch (-600cp): The power to make change. You are now the leader of a wannabe government organization, similar to the early Hero-Demon Lord Army. This group includes 30 soldiers, veterans of this world who wish for change, notably skilled in swordsmanship. Your headquarters can take almost any form suitable to your organization, no larger than the Hero-Demon Lord Army HQ in Central Persimott.

Companions

Import (-50cp): Import or create a new companion with an origin they pay for with discounts and freebies, as well as 600cp

Canon Character (-50/200cp): Unlocks a slot to choose a canon character not otherwise buyable to bring along with you. Guarantees a positive meeting in your first year, and at least two more meetings after that. Higher purchase allows you to choose your relationship with them from the start, and guarantee they follow you on your Chain.

Faction Import (-100cp): You may import all your followers into this world, with the standard choice of species, as well as a unique identity and history.

Princess of Peace (-100cp): This girl is a warrior princess of an island off the coast of Greece, where female warriors hone their skills. She journeyed off her island to protect the world beyond her home shores and found herself in this world. Her Sigil Sorcery: Twining Truth, allows her to create strands of string and rope that glow coloured in the same gold as the Hero Sigil, with the ability to draw the truth out of things, an esoteric power that reveals what she values. It serves her well in battle, combined with her armoured bracelets, and her bona fide mastery in almost all aspects of both war and diplomacy.

Dragon Soul (-100cp): A young Hero, the son of a great martial artist and raised as a scholar, this boy was trained in the harsh wilderness by a powerful demon, his father's greatest enemy. He is helped by his Sigil Sorcery, which allows him to project his life energy as large, destructive blasts. Owning just an ornate sword and the purple gi, he finds himself in a new world, lost and confused, but willing to fight as a protector.

Lily Out of Time (-100cp): A Demon Lord from another world, this dark-haired young girl has been fighting for years. Her sorcery allows her to stop time, as well as store weapons and items in a pocket space. Driven by her will, her sorcery forced her to repeat the events that ended her world over and over until she could save the Hero of her world. After years of looping, she appeared in this world. A dedicated, hardworking, loyal, but aloof person, she seems to have no patience for small, tricky animals.

Brave Soul (-100cp): Despite the Hero Sigil on her hand, she still did her best to live the life of a normal villager. Her home world was still in a medieval era, constantly stifled by the ravages of war, not between human and demon, but between conflicting human kingdoms. She's experienced enough to basically run a farm and house by herself, and has been trained by her parents in using polearm weapons, as well as hand-to-hand combat. Her Sigil soccer; Sparkling Shapecraft allows her to create simple shapes and constructs of light. She most commonly uses this to create armour, platforms in the air, or weapons, with her special technique: giving herself a sword that can change shape and length. She's a hardworking go-getter, but deeply misses her family and home world.

Democratic Heir (-100cp): Hailing from a modern world, the Daughter of the President of the world government. A hybrid of human and demon, to this young one, even the land of Persimott is technologically behind and divided. A natural when it comes to business, politics, leadership, and most usefully, the manipulation of other people, they manage to find allies among those normally against the opposing species. Lacking a Sigil and much combat training, they have kept up practise with the sidearm they keep on them, an almost nonexistent sight in this world.

Drawbacks

Supplement Mode (+0cp): You may use this jump as a supplement for another Jump, causing the incursion of multiple Heroes and Demon Lords, as well as a History of their own Hero and Demon Lord on some other unfortunate world. The plot will begin as planned, and without intervention will proceed as in canon.

Monstrous Face (+100cp): As the owner of a face only a mother could love, your face looks like you've been beaten to death and came back. Biases mean you will be treated slightly worse than anyone else for your time here, the trauma of the face of a brutalized soldier being an almost universal aversion around here, more so by the shallower individuals you interact with. Maybe you should cover up?

Ground Down (+200cp): Time has taken its toll. Unfortunately, your experiences from the conflicts and battles of your previous world have left you permanently scarred. Your emotions are repressed, and you have a jaded attitude, not believing in the peace that exists here.

Strange Sigils (+200cp): Your powers are obviously special, not of this world, or even any of the ones that have been sending over their Heroes and Demon lords. Distrusting people like Evan or Grisha may target an oddity like you on sight.

Deprived (+400cp): Maybe you aren't from somewhere else. Maybe for the first time, more than one Hero or Demon Lord has popped up, dimensionally native to this world. Of course, this anomaly would have no powers or items not originating from this world.

Tortured Past (+400cp): You had it rough, huh, jumper. Like the one called End, you suffered horrible, torturous trauma at the hands of the ones who should have protected and fostered you. This has rendered you extremely emotional and quick to overreact in both the positive and negative. Even worse, since Sigil Sorcery works best through one's wants, it will follow the trend your mind already sets. Your abilities will tend towards having you cope in ways harmful to others around you. This danger would be mild if your power were simple and weak, but a Mother Sigil could possibly put the world at risk with enough power.

Hard Mode (-600cp): We're not in Persimott anymore. Now you truly are an isekai'd Hero or Demon Lord. You start in another world, one actively embroiled in warfare rather than at peace, like in Persimott. This is now dealing with the Canon issue of Demon Lord and Heroes appearing, and the main plot will play out more or less the same, although the Hero-Demon Lord Army is not nearly as dominant a force. Good Luck.

Notes

Companions are expys of Wonder Woman, Son Gohan, and Homura Akemi. The other two are OCs