Isekai Monster Breeder

One day, Kazehaya Souta is an ordinary high school student. On the morning of his holiday, he was watching anime as usual... but when he woke up, the scenery of the heavens spread out in front of him. In addition, Aphrodite, the goddess of beauty who summoned Sota in the world of <Adelheid>. At that time, the job given to Souta was a completely unpopular job/profession as "Monster User/Monster Tamer". Sota was at a loss as to what to do, but an unexpected bug occurred! and Souta goes on a journey to subdue the demon king in another world with the monsters he captured with the capsule ball?

When sent to a different world, Souta was given the unpopular profession of "Monster Tamer." However, Souta also got the skill "Absolute Domination" which gives him a 100% chance to capture anything!

Continue to combine Monsters! Monster-raising fantasy!

Within the next 10 years you will be in this kind of world, so to start the jump we give you +1000 CP, use them as you like.

Location

By default you will start in Saint Bell Trade City. This town has an Adventurer's Guild branch, as well as several shops with a wide variety of goods and services. But beware of slave traders.

Gender and Age

Choose the gender and age you want.

Origin

Drop-In

You are a summoned, a simple human who is given some powers by a conceited but clumsy goddess. This new world doesn't have the comforts of your old world, but you can make the most of this opportunity with the gifts the goddess gives you.

Native

You are an inhabitant of this world, someone who was raised and is familiar with the laws and customs of this place. Your species can vary between Human, Dwarf and any other race that is not within the Demons or Monsters.

Demon

Beings of great power but low numbers. These are the famous monsters in any fantasy series. There are a wide variety of species such as Goblins, Orcs, Vampires, Demons, etc. You can choose the race you want but you will not start out as a powerful being, on the contrary, you will have the same statistics as a normal human (the ones chosen in this jump). Any racial ability or talent (that are from this jump) will be limited in terms of your level.
Starting out as an E Rank monster. Normally each Rank has a level cap, with E Rank being level 15, but this time you'll be given the level cap of Level 100. If you put in the effort, you'll be able to take on an A Rank, or even a low-level S Rank.

Perks

All origins receive their 100 CP Perk for free. The rest of the perks of an origin are discounted.

General Perks

System (Free/ 100 CP)
A generic system of levels, Job, stats and skills. You can see your data on a status screen where information such as name and surname, level and gender will appear. You can also see your stats such as Power, Vitality, Mana and Mental.
You can also see all your skills, such as alchemy, dagger mastery, etc. There are also divine protections, blessings that only some people can obtain and unlike skills, they are not

acquired by training. Each ability, divine protection and item has a grade, ranging from G to S, the order being from lowest to highest.
Jobs are like classes, you can level them up and gain skills and stat points. You can only have one Job.
If you pay an extra 100 CP, you can keep this Perk after finishing this jump, even share it with others or integrate it with other systems you have.

Appraisal Eye (100/300 CP)
A well-known skill, it allows you to evaluate the level, stats, skills, and other data of the target you look at. Very useful but normal for this genre.
But if you pay an extra 200 CP, you will have the "Eye of God" skill. This skill is the enhanced version, being able to see the truth of things. You can see through illusions, lies, hidden stats, any private information of the person, you can even see their true form and know their true name. Just like a god, there is nothing that can be hidden from you, even their measurements or the color of their underwear.

Concealment (200 CP)
It would be a problem if when you register for the adventurer's guild your card shows that you have god-like stats.
You are immune to any kind of evaluation of your stats and other data. If someone tries to use the evaluation skill on you, they will not be able to see anything, even a divine being will not be able to see any information.
You can also falsify your data when they evaluate any information about you, be it your stats, skills, personal data and level. It doesn't matter if they use a skill or an item, the information displayed will be whatever you want.

These guys are so stupid (400 CP)
Let's be honest, in most isekai the enemies are very direct when executing their plans. There isn't even good preparation, it's more like attacking with brute force and giving the protagonist an advantage because they think they can beat him.
No matter where you are or who you're up against, your enemies or rivals will underestimate you too much. These guys will use simple strategies like attacking you directly, and the worst thing is that they will be very predictable in terms of their actions. Their strategies will be even worse than any badly written cliche ever seen.
By underestimating you, it doesn't matter if you have a reputation of being the most powerful in the world, they will have several openings or flaws. Revealing their plan in front of everyone or giving you enough time to ruin their strategy will be very common.
Unfortunately, this will affect subordinates or lower positions than executives of large organizations, so one of the Demon King's Executives or a General of an enemy army will not use tactics comparable to those of a neighborhood bully.

Reincarnate (600 CP)
Apparently you are the reincarnation of a powerful being that lived in this world, not as powerful as a god but with the power to rival the Demon Lord himself.
In any jump you start, you can acquire the powers of someone or a being that is dead. You can pretend to be their reincarnation or their offspring, having their abilities as proof. But only their abilities, if you want their raw power, you will have to earn that for yourself. So if you go to a One Piece jump, you can be the "Reincarnation" of Roger and have all of his Haki and

the ability to hear the voices of the world, but you will not have that raw strength and power that the Pirate King had.
If you don't like the idea, you can use this option to replace the protagonist of the jump you are in, so in the same One Piece jump, you can take Luffy's place and be a user of the mythological zoan Hito-Hito no Mi, Nika model, like all of his Haki. But if you want to have the same power that he has in the current manga, you'll have to work very hard.
Keep in mind that all the powers and abilities you get from this Perk will only be usable during the jump you're in, so if you finish the One Piece jump, you'll lose all abilities like Haki and Fruit powers. If you bought them separately or acquired them through another means, this limitation won't affect them.

Drop-In

I am building a Harem (100 CP)
You are a magnet that attracts people you would like to add to your harem. No matter where you are or the situation, you will always find someone you find attractive, and the situation will bond the two of you for some reason.
If that is not enough for you, these people will have a romantic interest in you. Depending on your actions and the impact of them, they will become totally in love with you. A simple help may generate some interest in them as a potential partner, but saving their life will make them swear love and eternal loyalty to you (giving themselves to you body and soul).

The perfect crime (200 CP)
Any action has its consequences, no matter how well-intentioned they are, they may come back to bite you in the future. But luckily this doesn't apply to you.
Anything or action you do will always be seen as something positive and will benefit the majority. You killed an important noble because he wanted to enslave a member of your harem, that guy was scum that nobody wanted, you will even get a reward for your service. You kidnapped a merchant in front of many witnesses who wanted to kill you, this guy was a slave trader so hated that not even the lord of the city wanted him around. You want to add the princess of the kingdom (who is already engaged to the king of a foreign kingdom) to your harem, there will be no problem and it will be accepted by both kingdoms, as long as the princess gives her consent.
In short, no matter how extreme your actions are, they will not have any negative consequences for you, nor will there be any revenge from the other party, as anyone involved will be punished or monitored. But let it be clear that’s as long as you do it to evil people or it requires the consent of some of the parties (such as adding the duke's wife to your harem), in case you behave like a scum, this effect will not activate.

Protagonist´s Luck (400 CP)
Let's be honest, without all the convenience of the plot, many Isekai protagonists wouldn't have such easy lives (at least the vanilla Isekai ones). And just like them, your luck makes your life easier in this new world.
If the statistic luck were quantified, you'd be worth 99,999. Every adventure or encounter you have is a guaranteed chance to obtain great wealth or some powerful and rare item, as well

as meet powerful people (both in power and wealth and influence). A simple mission to drive away a minor spirit will have as an additional reward the possession of the mansion it occupied. A simple excavation of common stones will lead you to find a secret chamber filled with valuable minerals as well as magical minerals such as mithril and adamantite. The stranger you helped turns out to be the progenitor of vampires, and she will swear loyalty to you for saving her life. That powerful enemy, instead of killing you when he can, will send his weak subordinates to help you gain experience and level up.
Basically, you won't have bad days, only excellent days that you can enjoy for all the benefits you'll get. But only if you go out to explore and have adventures, if you're locked in your room, the only thing you won't have is bad luck.

Monster Tamer (600 CP)
The job gives the user the ability to control any monsters they catch inside this special Capsule Ball. They can turn them into their familiar or slave. This job is one of the weakest, but it wouldn't be worth 600 CP if we didn't add some extra stuff to it.
This job is not much different from that of a Pokemon trainer, like them, they throw a capsule to catch their familiars and summon them by throwing the capsule. The amount they summon is at your discretion. The benefits you will get are the following:
-「Capsule Ball]
By throwing and hitting the〈Basic Species〉of a monster, there is a chance of the enslavement skill occurring. Once the enslavement has been activated, the monster can no longer cause harm to the master.
Once trapped inside the capsule, the user can see all the stats of the captured target. Also, within the capsule, the target recovers from all status problems as well as heals its wounds instantly. The captured target will be loyal to you and obey all your orders from its master.
The capsule can serve as a storage space for any object not attached to the ground, and there is no limit to how much it can store (except for the capsule space). It is perfect for use as an Item Box.
For every 10 levels, you can capture another target, with level 1 being the only one you can have. If the captured target dies, you lose it forever. The space within the capsule reaches 10,000 cubic kilometers, so you can catch colossal monsters if you want to. Within this space, the targets have no physiological needs, as they are in a relaxed state without worries. Although if they wish, they can train within the capsule to become stronger.
One disadvantage is that in order to catch the target, the ball has to have hit it. So intangible beings like ghosts or spirits will need to be sealed or enclosed in an object in order to capture them.
By capturing a target, the user gains experience equivalent to if they had killed it, so you can catch powerful beings and increase your level.
-「Absolute Domination」
Dominate (100%) anything in all creation. You can catch any species you want, even gods.
-「Monster Merge」
Skill to merge monsters. Merge two creatures to create a more powerful one.
-「Contact (Passive)」
A skill that enables mental communication with enslaved/familiar. The effective scope is within a radius of 50 meters of the user.
-「Mental Manipulation」

A skill that takes over the soul of an enslaved target. The skill《Mental Manipulation》is very versatile, but there is one disadvantage, and that is that when it is in use, the body is left in an unprotected state.
-「Transform」
A skill that allows the user to change their appearance to one of their familiar for a limited time. Their status isn't changed.
-「Borrowing」
A skill that allows the user to borrow the skill of a familiar they have under their control, but it can only be one skill at a time.

By purchasing this option, you can choose an additional Job.

Native

I need a Hero (100 CP)
The cliché of a kind-hearted person saving a helpless person from thugs is a common one, so it's okay if you use it to your advantage.
Whenever you're in some kind of dangerous situation like being attacked by thugs or being trapped in a dungeon, you'll receive help from a person. There's a 50% chance that this person will be able to defend you or resolve the situation, but while they're distracted, you can take advantage of the opportunity to escape.

I am the descendant of a Hero (200 CP)
Appearances do matter, and you are a person who takes advantage of that. You have a natural ability to fool people into thinking you are a nice guy/girl. Accompanied by your innocent or trustworthy face, you can make people believe that you are the descendant of a hero and scam people. If you are more unscrupulous, you can use novice adventurers as bait or cannon fodder, so that they can weaken high-ranking demons and deal the final blow, gaining fame and experience points.

Prodigious Blacksmith (400 CP)
Your blacksmithing level is on par with renowned masters of this world. You can use common and low-grade materials to create a decent weapon. When it comes to top-grade materials, you can create masterpieces second only to weapons created by the gods.
Your knowledge in the use and handling of various materials for blacksmithing is vast, allowing you to create weapons of all kinds. And thanks to your technique, it will only take you a third of the average time.

“X” Hunter (600 CP)
Demon Hunters are a force that is in charge of killing dangerous demons that may threaten humans (in theory). This force is very famous, even more competent than a kingdom's army.
Each jump you can choose a particular species. But only the particular species, you cannot choose monsters or demons as a whole. If you choose demons, subspecies such as Succubus or Imps do not count.

You are the ultimate hunter of a certain species that you choose. Your knowledge of that species is extensive, and you may know more about them than they do themselves. Your knowledge varies from weak points, distinctive habits, natural habitat, food, etc.
Another advantage is that your attacks do 300% more damage than a normal attack, so you are the predator of that species. The same goes for your resistance, they do only a third of the damage they would normally do. In case your prey is a hybrid or has another element, such as instead of being a dragon it is a divine dragon or a demonic dragon, that attack power will be reduced by half and the damage received will be 50% of the normal damage.

Demon

The Perfect Maid/Butler (100 CP)
You have everything it takes to be the perfect butler/maid. You're an excellent cook, there's no room you can't clean, and your manners are comparable to those of a noble. Getting a job in this field will be a piece of cake for you.

The Strong Commands (200 CP)
Demons have a simple but effective rule, the weak follows the strong. This rule is implemented in all demons, as well as in all monster races. The concept of betrayal does not exist when they strictly follow this rule.
In short, whenever you show your superior power or defeat someone or a group, they will submit to you and swear loyalty to you. Because of this rule, if you show weakness or become weaker than your subordinates, they will abandon you, and in the worst case they will kill you to take your place.

Manipulator (400 CP)
High-ranking demons have been able to survive after the fall of the previous Demon Lord. Many chose to hide and live peaceful lives, others preferred to manipulate humans from the shadows using their power and cunning.
You are a dangerous manipulator, being able to control an entire kingdom from the shadows for several decades, going completely unnoticed.
You are an expert at finding weak points (corrupt people in important positions) and manipulating them to suit you. You also know how to shift the blame onto a scapegoat, being responsible for a national crisis and framing someone else for it.

S Rank (600 CP)
S-rank demons are those that are considered a danger to an entire city, one of them can wipe out thousands of regular soldiers with ease. And you are in that group. You are not a third-rate demon, you are a high-level S-rank demon.
When you enter this rank, with just 1 level, each of your stats are in the 1000s. This is considered cheating, since most A-rank species can, with luck, exceed 300 in one stat.
As an extra, you can choose three of the seven elemental magics (Fire, Water, Earth, Wind, Light, Darkness and Lightning) to have them at an advanced level, the second most powerful level. As well as some racial abilities unique to the species, such as vampires' immortality and control of familiars.
Last but not least, unlike other monsters you do not have a level cap. No matter how many experience points you gain, you will not have any level cap.

Items

All items are discounted to the appropriate origin. Discounted 100 CP ítems are free instead.

General

A Comfortable Bed (100 CP)
The most comfortable bed you can find. It is made of 100% angel feathers, giving a comforting and relaxing effect that can help someone with a serious insomnia problem sleep. The bed is stain and sweat proof, and is sized so that four people can sleep comfortably.

Little Fortune (200 CP)
You have a small fortune of 400,000,000.00 cal. 1 Cal is equal to 1 Yen, so it is a considerable amount of money. Each jump you enter will give you an amount equivalent to the currency of the place you are in.

Prison (400 CP)
If you are the type of person who doesn't like killing his enemies, but also doesn't trust how safe a prison can be, this option is for you.
This prison is made of a mysterious material, but so powerful that you can lock up powerful beings like Demon Lords or Gods, tangible or intangible beings. Any being locked inside this facility will have all their powers and abilities sealed, being as powerful as an average human. Escaping will be impossible, and they can only leave with your authorization.
You can lock up to 100 prisoners, but how you are going to neutralize them to lock them up is your problem. This facility can be attached to your Warehouse.

Great Army (600 CP)
A powerful army of 5000 soldiers. This group is made up of pure elite. It has 60% of its troops with B-rank monsters or humans with similar power, 30% with A-rank monsters or

humans with similar power and 10% with S-rank monsters or humans (summoned or talented beings) with similar power.
This army has several divisions, each of which specializes in a specific task such as logistics, infantry, etc. Within each division, there will be S-rank leaders in charge of commanding the soldiers.
Within your S-ranks, you will have about four generals, the most powerful with total stats of at least 8000 points, who will be in charge of leadership and any administrative work that is bothersome to you. But if the situation warrants it, they can enter the battlefield and ensure your victory with their power.
To stop this army, the intervention of several united kingdoms with all their war potential will be necessary at the very least.

Drop-In

Comfortable Clothes (100 CP)
Going on an adventure is exciting, but wearing school clothes can be very uncomfortable on your trip. This basic outfit is ideal for use on long trips and in combat.
The outfit will be simple and unremarkable, but it will conform to your body measurements and can self-clean and repair itself.

Monsterpedia (200 CP)
A complete encyclopedia of all monster types, their combinations, subtypes, weaknesses, abilities, etc. Any general information you need to know about a species or subspecies of monsters or demons can be found here.
Post-Jump, this will be updated with data on new species from the jumps you are in, as well as adding new information on already registered species.

Mercenary Group (400 CP)
A party of thirty level 30 people. This party is made up of at least A-Rank adventurers. Each one has a rare job, specializing in each area to fulfill a specific function in the party.
You can customize each member to your liking. These guys/gals are extremely loyal to you, so there is no risk of them betraying you.

Legendary Weapon (600 CP)
The weapon created by the gods themselves. It has a power that can harm the Demon Lord, as well as divine beings such as gods. A unique weapon that can only be carried by the chosen one.
You can choose the weapon of your choice, both swords, magic staffs, etc. This weapon has the ability that its attacks pierce any type of defensive barrier or any type of resistance. Also the power of the user's attack (both magical and physical) increases 1000%, so any attack you launch will be ten times more powerful.
Being a legendary weapon, it is indestructible, as well as it can only be carried by its legitimate user (that is, you).

Native

My Workshop (100 CP)
A humble but well-equipped workshop. This place has everything you need to forge any type of weapon or armor, as well as its accessories. It also has a warehouse where you can store the materials and your creations.
This will be attached to your Warehouse.

Store (200 CP)
A simple business that sells quality items. You can choose a certain range of products that your store can specialize in, such as books or clothing.
This business will generate you the equivalent of ten million a year. You have a few employees, which you can customize to your liking, who will take care of the operation of the business.
Just sit back and enjoy the profits.

Guild (400 CP)
Congratulations, Jumper, you are the owner of your own branch of the Adventurer's Guild. Even though it is only a branch, you are not limited to the rules and regulations of the guild, so you will not be in trouble as long as you do not do anything illegal.
As the owner, you can set whatever rules you want, such as the percentage of commissions, which quests are to be published, etc. Any rules, as long as they are not illegal, will be respected without objection.
But the most important thing about this establishment is not the money you can get, but the connections with powerful adventurers or influential nobles who can be your sponsors. An excellent place to recruit powerful followers or Companions if any of them merit it.
The guild will have several employees who will take care of its operation, so if you do not want to work, you can just be a visible face. Your employees will be loyal to you and you can customize it to your liking.
Due to the nature of its activity, this guild is exempt from paying taxes. Post-Jump, you can use this place as an employment center or something similar, in those more mundane jumps or those that do not have the concept of guilds.

Valuable Minerals (600 CP)
You have a wide variety of valuable stones and minerals. These include: 100 tons of platinum, 300 tons of gold, 700 tons of silver, 1000 tons of copper, 400 tons of precious stones (ruby, sapphires, emeralds, etc.), 500 tons of mithril, 300 tons of orichalcum, and 100 tons of adamantite.
You can make a fortune selling these materials, or you can use them to forge powerful weapons and armor. For every jump you start, you will receive a new supply of these materials, in the same amount as mentioned above.

Demon

My Personal Library (100 CP)
Well, not a library, but a bookshelf with about a hundred books. Don't expect magic books or technical books, but rather fiction books like novels and poems.
Not very useful, but it helps to kill time.

Casino (200 CP)
An unethical but legal establishment. This place is an endless source of money, as long as there are gamblers willing to risk their entire fortunes for a minimal chance of tripling it.
This casino is equipped with different types of games, so simple that anyone can understand the rules. Although these machines do not have any mechanism for you to cheat, they do have mechanisms for your clients to do so.
You will have a large staff that will take care of the operation of your casino, loyal to you and professionals in their area. Your participation in this business will be reduced only to receiving the profits.

Heralds of the Demon Lord (400 CP)
A squad of thirty Level 40 S-Rank soldiers. This elite group is the special forces of the Demon Lord's army. Each one will have a total stat of 5000 points. Each one will also have one elemental magic that is at the advanced level and three at the mid-level.
They will be completely loyal to you and can be customized to your liking. These guys are pretty tough. The only record where they were defeated by an enemy was by a hero with a powerful class and weapon. They were also defeated by the second-in-command of the Demon Lord's army, so they are no weaklings.

Demon Lord's Castle (600 CP)
The large floating fortress where the Demon Lord resides with his subordinates. This floating island has an area of one hundred square kilometers. It is covered by a magical barrier that protects it from enemy attacks and invasions.
Within this island is the royal palace, where the Demon Lord's army's base of operations is located, as well as his headquarters. Aside from facilities for the subordinates and the functioning of the army, there is also the throne room and the chambers of the Demon Lord.
This place is equipped with top-notch equipment, such as the Demon Lord's chambers and his throne room, which are decorated with the most luxurious and beautiful objects you can find, worthy of displaying the greatness of his majesty.
Aside from all of the above, there is also a control center to control the island, as well as the barrier that protects it. You can control the course of the island's journey, as well as deactivate the barrier if you wish.

Companions

Import (free/100 CP per or 400 CP for eight)

You can import up to 8 people for free, but by paying 100 CP for each, they will receive 300 CP to spend on this document.

Canon Companions (free/100 CP per)

If you manage to convince them, you can recruit any character from the series as a partner. If you pay about 100 CP, you will have a favorable first meeting, which in a short time will turn into friendship.

DRAWBACKS

You may take any amount of drawbacks you like.

Crossover (+0 CP)
Are there any manga, anime, game or novel that you are interested in and want to add to this jump?
You can add other series to this world, as long as they are medieval fantasy. You can add as many series as you want. In case they have different power systems, they will adapt to the magic and class system of this world.
If you are only interested in some characters and not the plot, you can bring only those characters. As for powerful items that exist in those plots, such as magic or very broken powers, these cannot be incorporated.

Supplement (+0 CP)
If you are not in the mood to spend 10 years on this jump for a Perk or Item, you can use this jump as a supplement and buy whatever you want. But you will not have the benefits of discounts. If you wish, you can combine this jump with another one you are doing, being able to take Drawbacks from this jump, but without discounts.

Extended Time (+100 CP)
If you want you can spend an additional 10 years in this jump. It can be taken multiple times, up to ten times.

Chuunibyou (+100 CP)

You are a person with cringeworthy attitudes. You have a habit of giving strange names to your attacks, using phrases that seem cool but are cringe, and using ridiculous poses in the middle of important conversations. Inside your head all this seems great, but in reality you act like an idiot.

Lady in distress (+200 CP)

If you thought that getting members for your harem would be a simple thing, I'm afraid you're wrong. Any member you want to recruit to be part of your harem or any kind of team, before recruiting them, you will have to solve some problem that this person has or help them in some situation they are in. That vampire girl you found is very pretty, unfortunately she is pursued by one of the most powerful slave traders in the city where you are and he spares no resources in capturing her. Or that cute dwarf girl you found at the blacksmith's shop, she has a million-dollar financial debt, running the risk of having to sell herself as a slave to pay it off. In short, if you want to add someone to your team, you will have to experience a story arc related to that person.

There is always something to do (+200 CP)

Generally, the stories of a series or novel don't last more than two to five years at most, and in this type of work they can only develop in a few months. Once the plot is resolved, there isn't much to do. Luckily for you, this option will give you something to do.

Every time you finish some kind of work or come back from some adventure, something new will arise, requiring your presence to solve it. These problems won't always be things that endanger the world, but rather jobs that are assigned to you and for the sake of plot convenience you have to do them.

The good side is that you will at least have three days of rest before there is a job to do.

There are many hooligans (+400 CP)

I don't know if you're a magnet for people of your preferred gender, but you are for thugs. At least once a month, you'll have some altercation with these guys. The situations can be diverse, maybe they want to extort you for just having bumped into one while walking, or they want to enslave someone in your group, or they want to steal some rare item you got on a mission.

At first these will be the typical small-time thugs, but as time goes by, this can escalate to corrupt but powerful nobles. Unlike the previous ones, these will not only use violence, they will also use legal means or influence to ruin you.

Too Many Monsters (+400 CP)

You are a magnet for monsters. Every time you go outside a city or village, some low-rank monster will attack you, and that's if you're close to civilization. When you go into more isolated places like forests or other places, the number of monsters will increase, as well as their rank. In the worst case, you might run into an S-rank.

I suggest you don't do escort missions, because anyone who is by your side on a trip will be exposed to a monster attack.

The Hero's Mission (+600 CP)

Your arrival at this jump was not only the will of your benefactor, but also that of a goddess who entrusted you with an important but dangerous mission. The mission is one but very difficult, it is to defeat the Demon Lord.

Before you finish your jump, you will have to have defeated the Demon Lord. If you thought he is just an enemy, you are wrong, since this guy controls a large army. Apart from having subordinates at least of Rank B, he has an elite group of Rank S, as well as executives who can destroy a city with ease.

If all of the above seems little to you, the power of the Demon Lord is a force to be feared, being a divine being the only one capable of killing him with one attack. As for his statistics, each one exceeds at least 30,000 points, and his magic is at the top, having a mastery in all types of magic. More than a final boss, he is that secret boss that is almost impossible to kill.

The good side is that you have time to train and become stronger. If you fail or die, it is a Chain-Failure.

Power Loss (+600 CP)

Lose the Perks, Powers and Items from previous jumps, and can not import any companion or access your Warehouse, at least you still have your Body Mod.

Choices

Go Home

Stay

Continue

Notes

Stats
Vitality: Refers to defense and resistance. As well as HP.
Mana: The amount of magical energy you have.
Power: Physical strength, as well as any physical attribute except defense and resistance.
Mental: Magical power, that is, magical attack.

Divine protections are not something that is often mentioned, so I don't think we should go into it too much, but I'll leave it here in case anyone is interested in getting creative with their jump.

TV Tropes Page

Special thanks to Jason Owens, Jonathan Gay, Dark Aeon999, Domar7431, Антон Соколов and everyone for fixing my grammar and helping me make this jump.