

Priest of corruption jump
by PerfectlyNormalShard

Welcome, Jumper to another fantasy world, it sadly has no name, not even the name of the game this world is based on, but it is a world of fantasy with magic and dragons. if a dark low magic level fantasy world, you see in this world we have two major factions, the “good” gods factions, which include all the orthodox deities and the “evil” gods faction which contain the forbidden and unorthodox deities, with the demons stuck in the middle, soon however a prophecy will be revealed, about the doom of the gods, wearing the skin of false life and serving the Mother of Corruption, whether that matter to you or not is up to your actions. Take **1000 Choice Points.**

Starting Location

In the middle of nowhere, literally, not too far from the capital, if you ran to the west, you will be picked up by a kind priest of preservation, whose job is to take care of the graveyard.

Origins

ALL origins are drop-in, age, and Gender are up to you.

Demon contractor
You are a true unknown, having been dropped without fanfare into the world, still, such life, such desire is bound to attract other outsiders. Perhaps you might wrestle some power for yourself, contractor.

Expert
For all the powers of a mage, they all eventually fell by the might of Expert; it is not just a class, but also a status, someone who broke the limits of the mortal body through sheer might alone.

Mage [100 CP]
To become a mage, there is only one requirement: you have to be born one, as mana fills their soul and the ancient languages fill their brain, ancient secrets and spells slowly unfurl from your being. Normally, this makes you a cunt who refuses to learn new things, but for you, I will waive that drawback.

Priest [400 CP] [may take additional Origin]
You are the supplicant of a god, be it orthodox or unorthodox, this allows you to call upon an authority and have the ear of a being powerful enough to rule the world, should they descend, but as it may, no priest is purely a priest just look at the Son of Corruption or the Expert of the Flame, any way take another origin for this jump only.

Perks

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

General [Undiscounted]

The Ancient language [Free]
You are foreign to this world, still, that confers some advantages, mainly as a player, you can read and understand the ancient language; in future jumps, you can read, speak, and understand an ancient, dead, or fading language. Also, as a bonus, you gain an inventory power space that can store 9 human-sized objects that you can lift.

Attractive [Free]
Much like the manhwa, you have the type of beauty that seems so common there, be it the pretty type of a priest or valiant type of a knight, I'm sure you will make a fine Eye candy.

Demon Contractor

Demonic negotiator [100 CP]
To be a demonic contractor, you need to be able to make contract, you may contact any demonic creature in your current verse, or any spiritual being you perceive and negotiate powers with them, the power force them to not attack unless provoked and treat you like an equal, once a contract is established, neither can break it, and they may gift you the ability promised but not rescind it.

By your will [200 CP]
Its well and good to be able to make a contract, it another when you also need to contact them, this perk does three thing, make you more charismatic, make outer creatures and demons like you more, and give the ability to contact those beings with no fear of repercussion regardless of their location, until you spark, that limited to your current verse.

Immortalium master [400 CP]
The greatest invention of the Age of the Old Empire wasn't their many artifice and artifact, but a unique metal immortalium, combined through ore, magic and divinity itself, you too have the ability and knowledge to create the miracle metal, but that's not all, you can combine other energies with ores common and uncommon to create new and unique miracle materials, such as combining mithril, adamantine and chaos energy, and ki for example into one miracle metal.

Ingenuity beyond divinity [600 CP]
For countless years, divinity and magic were clear and incompatible forces, until Cillon came, and now you, too. You are a genius of engineering and crafting, being called an expert even during the height of the Old Empire, but where you truly shine is the ability to combine incompatible and sometime opposite work and force them to work in synergy for greater effect than they were separated, this isn't just in crafting and machinery, you could use holy and demonic energy at once in spells no problem, but it work best when you implement this unique attribute of yours into your creations, and as a bonus, those creations of yours when applied this methodology do not rust or deteriorate, working essentially forever unless completely destroyed beyond recovery.

Expert

It's the mind [100 CP]
The basic requirement to become an expert is, a body pushed to its limits, swormanship honed to its peak, and a most importantly a voided mind, your descent at the first two, but mastered the third, which allow you to slay anything, including the intangible, you also can enter a void state, that is filled with nothing but will, to be perfect a combatant.

Absurd Talent [200 CP]
You possess an absurd talent when it comes to martial arts. What a decent talent can push someone to become an expert in 30 or 40 years of nonstop training, you achieve in 3, you just get weapons and violence comes like instinct, and knows the flow of battle.

Your own mind [400 CP]
For all their powers, an expert is a master of their body, soul, and mind; they can instantly recognize the most subtle and insidious influence and resist it, even if it should be impossible to.

True Expert [600 CP]
Being an expert isn't just a class, it's a level, someone who broke the limits of their own body, now so too can you train your body infinitely, there is no limit for the growth of your strength, so long as appropriate effort and sufficiently dangerous enemies exist, you will grow, additionally the skills and power you earn do not degrade, you could spend a century lazing around and be just as dangerous. Your body also gains a healing factor that regenerates everything given time, and the more soundly you are beaten, the stronger you bounce back.

Mage

Elemental spells [100 CP]
Mages here don't learn new spells, they unlock them, now in this and future worlds, you can gain spells by gaining experience defeating enemies and increasing your proficiency with the spells you already have, the higher the level and the more you unlock, the more powerful, secretive, and forbidden the spell, the only spells you can't get using this are spells that are divine in origins, or never even witnessed by a mortal creature.

In Distress [200 CP]
For all the supposed powers of the mages, what ended their age is due to superior numbers, so lets fix that, this a luck enhancement that make you are more likely to meet people who would allies with you and likely to be save by wandering passerby, whether they can actually save you is another debate, you also are more likely to have them accept your personality and develop deep bond with your companions. toggleable.

Enchantment [400 CP]
Amusingly, while mages are known for their destructive spells, that does not mean they were without subtlety, you can use the ancient language as a magic language, like a programming language for spells and the laws of nature, of course you can choose to use other languages including English, but each language has its specialties and strength, it depend on their composition and history, you can use these language to add permanent effect to create enchantment and artifact like the bloodline finder, but higher tier of powers require bigger strength and more delicate manipulation of mana as well as understanding words and their symbolism, you also known several utility spells like mage hands and oath of magic.

Dragon prince [600 CP]
You share the Bloodline with the Dragon Magus, marking you as something more than human. Not only does this boost the effect, powers, range, and malleability of your spell, but it also boosts your talent and abilities in general massively, particularly your reserves. But it also confers you a stronger body and the ability to partially or fully shift your body into a dragon (humanoid or not, it depends on what you want for the situation). This form is always objectively better in everything than your base form. Finally, you can access and use spells regardless of their restrictions or prohibitions, such as spells that can only be cast by demons or only with pure hearts.

Priest

Infiltration [100 CP]
You know how to be discreet, very discreet, you know how to put on a role and play the fool or whatever mask you fancy, you can even impersonate orders and those orders can notice imposters with supernatural means, you can flair out imposters that try to infiltrate your group(s) and punish them with a seal of punishment, something those members of your orders can see.

Convenient possibility [200 CP]
Where there is a will, there is a way, as long as you are looking for something, no matter how few they are, how unique the object, or how fortified, there is always a non-zero chance for you to get it, of course, provided you can take it from its current owner.

Divine comprehension [400 CP]
Somehow, someway, you can understand eldritch and divine beings; the more alien and incomprehensible it normally is, the more you comprehend, the more it should break your mind perceiving it, the easier it is to talk with it.

Son of Corruption [600 CP]
Whatever god you chose as a priest, scrap it, you are a son of corruption, her only son for that matter, this gives you two thing, a modified body enhanced by a cocktails of magical drugs, making you immortal to anything without divinity, and the ability to gain new authorities by extracting divinity from artefact and once living corpses, the rarer and more powerful the more divinity extracted, forb every 10 thousand divinity, you can gain a new Authority or enhance a new one, the first one you gain for free is the Line of corruption that the living and the dead cannot cross, trapping them and hiding the release of the power of corruption from any scrying.

Items

You get 300 CP for this section only.

Demon Contractor

Ritual dagger [100 CP]
A simple dagger that can cut flesh and bones effortlessly and enhance any ritual, especially demonic ones and those involving live sacrifice. In future worlds without magic, it guarantees some measure of success for a ritual's effect, the more blood flow, and the more precious that blood is.

Great mask[200 CP]
A mask that can shapeshift and hide the identity of its user, not even magic will pierce through; it also hides any evil and demonic characteristics or energy.

Treasure map [400 CP]
This map shows the location of every relic, treasure, secret, and whatnot in the world.

Number 1[600 CP]
An immortalium bracelet that turns into a gauntlet with a mana canon, it can store three charges, and it takes 20 minutes to get a charge. It doesn't consume the user's mana, and it also fixes itself. It can integrate with other numbered weapons and upgrade them. In future jumps, it can absorb other numbered relics into itself.

Expert

Divine Blade [100 CP]
A large blade, a great sword meant to be used as a one-handed sword, eternally sharp and indestructible, it can channel energies well and disperse foreign energies, and it can also wound spiritual enemies.

Twin rings [200 CP]
Allow the wearers to know the status of the other and the general direction, each one can create a barrier once a day, without using the wearer's energy.

Divine Relic [400 CP]
This trinket, if being of the presence of a current target or a desired type of target, will glow bright, providing immunity to any of the target's nonphysical powers; this explicitly ignores disguises, possession, shapeshift, and proxies.

Complete immunity privilege [600 CP]
This document allows the bearer to avoid punishment once per jump or every 30 years, whichever is sooner. This work is both legally and divinely/conceptually.

Mage

Magic ring[100 CP]
This ring allows you to enhance and better control mana.

Magic collar [200 CP]
This collar can turn into a half mask (hide lower face) and allow the wearer to better control mana, in fact it doesn't have a limit on how much mana it can control, so long as you can shape it, it will assist for truly monumental spells.

Bone Weapons [400 CP]
Weapons made enchanted by the god called the Trumpeter of rest, beyond just being exceedingly sharp and indestructible, are efficient against evil and undead, even ignoring some, if not all defenses of those types, and negate regeneration.

Nobility [600 CP]
Congratulations, this makes you the direct child of a Nobility equivalent to a duchy, which includes a sizable amount of riches in gold, political influence, and no responsibility.

Priest

Fragment of divinity [100 CP]
A piece of the god you worship (in this world), by default, this is the hand of the Mother of Corruption. This isn't for anything but communication. Additionally, as you accrue power and divinity, a human form is more unlocked, allowing for greater freedom and power. It can also show them how much divinity is in a body.

Seaker of flow mirror [200 CP]
A mirror that acts as a massive inventory space, anything placed inside will be cleaned, repaired, and refilled.

Number 6 [400 CP]
A chainsaw sword made of immortalium, hampering the regenerative abilities of those it wounds, and it needs no fuel to spin.

Old Empire facility [600 CP]
A facility of the Old Empire hidden away in a pocket dimension, manned with hundreds of machines and commanded by a loyal AI, can produce enough soldiers to destroy a city in a week, provided they have the materials. Well defended with turrets, it has a constant supply of regular materials like steel, but nothing unique like immortalium.

Companions

Companion Import [100]
Import a single companion into any origin for 100cp each; they gain 600CP.

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

Scenarios

You can only take the Scenarios that are assigned to your origins. After the jump, you may take the remaining scenarios any time you wish, but you will not receive additional CP; it will be treated as if you had taken a gauntlet in terms of rules. Each scenario taken this way gives 600CP instead.

[Cillon's Legacy][Demon Contractor]

During the Era of the Ancient Empire, Cillon was the greatest blacksmith, having invented immmortalium and managed to fuse mana and divinity. She also made 10 artifacts of great powers. Your mission is simple: collect all of them and make a contract with all current demons to use a fragment of their powers.
Reward
Achieving such a feat grant you 1000CP and the ability to become a Demon, as a demon, you have pretty much infinte power and can anything as long as it is limited to the outside of all univeers or the void between spaces, not any actual realm or dimension, but inside to use your powers, you need to make deals with the inhabitants or pay a price (usually its corpses), you may also take an animal form that is titanic in size, a sort of battle form.

[The STRONGEST][Expert]

Naturally. There exist many exceptional existences, beyond just experts; there also exist fallen gods. Your mission is VERY simple: become the strongest and defeat everyone who claims such a title, defeat every expert and hidden monsters, once you are acknowledged as the factual strongest. The quest will be complete after challenging the god of combat and wounding him.

Reward

Achieving such a feat grants you 1000CP and the divinity of the god of combat. You can also kill anything now, including spells and concepts, as long as there is a symbolic link. You also grow stronger with every kill, gaining their abilities and skills.

[The Ancient Era][Mage]

Before the Age of the great empire was the Age of great mages, but no one knows what came before. Not only that, but no one also knows the history and origin of mages or why or how they gain their knowledge. However, there exist all around the continent preserved ruins of all the eras, find their secrets, and complete all of them.

Reward

Achieving such a feat grants you 1000CP and the knowledge of every mage in history, as well as the creation of ruin. You will receive the title of magician or Child of Magic and be universally competent in all magic, regardless of how unique or exclusive it is, as well as access any magic system you come across, regardless of how exclusive it is, and fuel them with mana, even ki techniques, and vice versa.

[The Divine Resurgence][Priest]

Normally, you would be simply inserted as the only son of the mother of corruption, here by taking this perk, you will instead be trigger the end game as every religious order receive the prophecy of the end time “the End will wear the husk of life and come to fall upon the world”, your job is simple, collect all 13 relics from the upcoming free for all and collect enough divinity to free the mother of corruption.

Reward

Achieving such a feat grant you 1000CP, you will also be able to take your freed and grateful mother with you as a companion, who always has at least 1000CP when inserted in a jump, she is the strongest god of this world and can cast the equivalent of a wish spell indefinitely, you will also be turned into her true son, gaining divinity and a similar domain.

Drawbacks

Take as many as you want

Extended Stay [+100 CP]
For each purchase of this, your time here is extended 10 years. It can be taken 12 times.

Mage's pride [+200 CP]
Much like a mage, your personality and social skills are the equivalent of a death sentence, to say the least.

Merchant mind [+200 CP]
You are greedy, you love gold, and this will impact your thought process and decision-making abilities.

Funny guy [+200 CP]
Much like a certain servant of the dragon prince, you are the butt of many jokes, generally through no fault of your own.

Murder! [400]
You cannot speak with any word besides "murder" and "kill." With time, you may add "I" and "will," but that's it.

Evil spirit worshiper magnet [+400]
All who worship the evil gods are batshit crazy, and they wish to be able to worship without being persecuted. It sounds nice until you see their "worship"; most of them believe that capturing you for a ritual will put them at an advantage. Good luck convincing them the opposite.

Compulsive justice disorder [+400]
A type of disorder that stop from ignoring injustice and forces you to right the injustice with the most immediate solution available.

Corruption's cost[+600]
You can't taste anything, nor can you actually feel anything beyond pressure on your skin; your other senses are fine.

Fresh start [+600]
You have no memory of what you got or what you filled for this jump; this is a regular isekai for you.

Lockdown [+600]
You have no **Out of Context** items, powers, or warehouse.

War of the Gods[+800]
The apocalypse is arriving, so why should the gods not put their fingers on the scale? Now it's a no-holds-barred war between the gods; all that is limited is direct interference, but authority and divine servants are a different matter.

Decisions

You have three choices ...

Go to next Jump
Continue onto the new mysteries.

Stay
Stay and enjoy your current life.

Go back
Tired of all of it? Take this and go home.

Change Log

v1.0

Initial Template Creation