Misfit of Demon King Academy

By Lion_Of_Destruction

Greetings Jumper. Welcome to Militia World. The world where the Demon King of Tyranny resides. And Although the Magical ability of the Non-Reincarnators is low there are still many powerful beings capable of giving you a run for your money. Take this and use it to survive in this world. Good Luck.

+1000 CP

Your age and Gender are your choices but you cannot be older than 2000 years old.

Origins

By default you would have the ability to try and join an Academy but getting accepted is another thing.

Drop-In:
You do not have any in verse memories besides what you already know. Maybe through reading the Manga or Light novel or watching the Anime. But you have no In Verse Connections or memories.

Royal:
You are a Royal full blood of your race. You hold some political power within your race and have a large sum of money. But you also have Memories of your “life” in this world and you also have a reputation to uphold. Because making the wrong people your enemies could end with you getting into trouble. Depending on your family they may specialize in a type of Magic. Such as the Necrons and their Fusion Magic <Dino Jekses>.

Student:
You are a Student at one of the Three Academies in this world. You could go to any of them but be wary. Being a Demon in the Hero Academy could lead to trouble. You can pick between going to Demon King Academy, Hero School, Or go to the Spirit school. The Spirit school is the most Open of the three schools allowing anyone to enter. The Demon King Academy is where Anos Voldigoad and his group will be and the Hero Academy is where you can find Evansmana and Eleonore.

Demon King of Destruction (300Cp):
The Twin Brother/Sister of Anos Voldigoad. Maybe even the Son/Daughter of The Demon King of Tyranny. Maybe his Disciple. You are in some way related to Anos Voldigoad. Although you do not

have his raw power and intelligence you hold enough power to go toe to toe with the Greatest Hero of the Humans. Hero Kannon. Not a small feat in itself since he was capable of going toe to toe with Shin Reglia. The Right Hand of the Demon King.

Hero (300Cp):
The brother of the Hero Kannon. You hold skill enough to go toe to toe with heavy hitters like the Seven Demon Emperors all at once and even have the chance of winning. Not as strong as your elder brother but you are still a cream of the crop Hero.

Races

Demon:
A Demon is one of the Main Races of the world. You would be born with the Normal Demonic power. Although you could cultivate it and grow. Demons are usually born stronger than normal humans. There are multiple types of Demons. Choose your species

Normal

Headless demons [Zeylons] (-100Cp): Zeylons are a special breed of Demons born without heads. But they gain immense power from this. They can attach the heads of the person they kill onto their necks and then gain their power.

Human:
The Race is directly the opposite of Demons. You will be born a normal human with slightly above average physical and magical power. Although less than a demon's power Humans all outnumber Demons by a lot.

Spirit:
A spirit born from the Traditions and rumors and beliefs of people.The more widespread that Rumor is the more powerful the spirit is. If your rumor starts to fade, so do you. Choose a New Rumor. Something that isn't as widespread as “Fire”. But not so complicated that it would be impossible to keep alive.

God (300Cp):
A God. Beings that protect and maintain the Order of the world. They are separated into two types. Normal god And Guardian God. A Normal God would be like the God of War having unparalleled ability in both Tactics and Battle. A Guardian God protects that order. Defending any attempts at disturbing it or the god in charge of that order. Pick your order. You may only have one. If you choose one a god already has then you may choose to either replace them or let there be two gods. You do not lose any power either way. You will start at the level of someone like the Hero Kannon. As you grow your strength will too. If you choose Destruction or Creation then you will be their Twin. Although you won’t die.

Any other race (100-300Cp):
There are more races that are lesser-known. The Dragons and Dragonewts. Maybe you want to become a slime, gaining the ability to turn into one and Negate most physical damage. All the species have an ability and personality. It has to fall into the category. A Dragon would be able to Devour a person and Destroy their source in verse. Even species that don't exist such as Angels who would be able to manipulate light to their will as their natural ability. Make the choice. They can

all be as powerful as a God by buying this with 300 CP. But they cannot be stronger. You would be capable of Feats on Par with Shin Reglia and Lay Glandzudlii. Such as destroying a mountain just by clashing swords with your opponent while hiding your true strength. But for just 100 Cp you would be as strong as a normal Demon.

Hybrid (Varies):
Hybrids are born of two or more different species. Such as a Demon and a Human. Combining the best aspects and *nearly* removing the bad aspects (There's a Perk for that). The cost Varies on Species. Such as a Demon + God would equal 500. Adding the totals of the species and adding 100 for each one. You get the Discounts of both species.

Location

1. **Dilhade.** Land of the Demons. You will appear in front of the Demon King Academy.

2. **Azeshion.** Land of the Humans. You will appear in the middle of the market. Nobody will be freaked out at all.

3. **Aharthern.** The Forest of the Spirits. You will appear right in front of the Great Tree Eniyunien.

4. **Magic Forest.** The magic forest right behind The Demon King Academy where the students will do team battles. You appear right smack dab in the middle.

5. **Delsgade.** The Demon King's Castle. You appear right at the entrance to the castle. You can enter and attempt to find your way to the Treasure Room for some loot. No one is stopping you.

6. **Wind of the Sun.** The home of Anos Voldigoad and his two loving parents. If taken with Demon King you go here by Default as their second Child. Pray that no one is home, especially not Anos. Because if he is you have some explaining to do if you are not supposed to be there.

7. **Holy Lake.** The Lake that Anos would eventually destroy to show off. Filled to the brim with Holy water which will weaken a Demons power. You appear smack dab in the middle of the lake in the water.

Generic Perks

UNDISCOUNTED PERKS:

Reasonable Naming (0Cp)
Do these names sound incredibly cringe-like to you too? Well worry no more for Beri shall give you this *toggleable* option that you can keep. Any and all names for attacks, spells and whatever shall now sound more reasonable, or maybe even *conceptually* giving you the meaning of the names. **P.S This would be very good to have in a Cultivation Jump - signed BerialAstral* *P.P.S. True. So very True- Signed Lion_Of_Destruction* *See good chap Lion agrees! - B**

OP Great Harem Protagonist (100Cp): You are capable of Hilarious and Amazing quotes such as "Did you really think killing me was enough to make me Die?" and "Did you Think stopping time was enough to stop me?" as well as being capable of creating a harem for no reason. Even if you had no interest at all in doing so. It just happens. This raises your Charisma to unbelievable levels. And people with immense potential or hidden power tend to flock towards you.

Let the World be filled with Love (200Cp): They can feel it. The people. The feeling to come together with their mortal enemies to protect the world. Whenever an opponent who threatens the world appears then the people of that world will come together. Enemies like Demons and Humans. They all show the capability to come together. Striving just to survive the enemy. Together you can all defeat this enemy. Even if you can do it alone. You could bring Angels and Devils together to fight even if they would never have thought of it.

Not one person died (300Cp): The control of your power is immense. You are capable of destroying an entire Town without having a single person die while half asleep or destroy a superior weapon with one of such inferiority it could break in a single strike with pure skill alone by hitting the exact same spot with every single strike. You could strike an ant from across a mountain range with this type of control. You could throw a knife and only tap someone with the sharp side while being capable of destroying mountains with your sword if you wished. Your control is so fine it should be impossible. This allows you to control your magic at the atomic level as well.

Sword Mystery (400Cp): Sword Mystery. By Nullifying all your magic power you can connect to the sword with your source. Truly connect to it. For instance, Lay Glanzudlii can utilize 5 Secrets.. Although only a few are known. His first is <Heaven Severing Blades>. By using it he can create a sword beam that releases countless strikes that sever the fate of the person or object being slashed. Allowing for a ranged version of Evansmana's ability to Sever Destiny and Fate. Another one would be Looting Sword Gilinojes first secret <Deprivation> which allows it to take on a whip-like form. All swords have a different Mystery and hold many of them. Some are more powerful than others.

Weapons other than the sword can have Secrets. And yes you can LEARN how to use sword Mystery. But this perk lets you activate it instantly and Unlock some secrets instantly.

Lion Of Destruction (600Cp): You are a Lion of Destruction. Unlike all the others. Your entire body is that of the Lion. You are much Like Anos Voldigoad. With enough power, you could in a couple of hundred years and some training alone and maybe a couple of high-end perks be a LARGE threat to the Silver Holy Sea itself. Let me tell you that alone makes you a Fearful fighter. The fact you can make anyone in a Deeper world fearful of you is terrifying. With this, you can fight Deeper world Inhabitants with Ease. **This acts as a capstone booster**

Seven Sources (Varies): The Unique Power of the Hero Kannon. He had 7 sources making it so that even if 6 were destroyed he could resurrect the other 6 so long as one survived. Granting him the power to fight against the Demon King of Tyranny even if he had to die a hundred times. Also grants Unparalleled ability with Source Magic. Surpassing even the Demon King in ability. For 1 Extra source, it's 100. For 2 it's 200. And so on and so forth. But Since I am OH so generous. I shall give you a bundle of 6 for 500 with the one you get for free, you will have 7 in total. All other sources will cost 200 extra. So your 8th source would cost 300Cp.

Capstone Boosted: Now. You are just unstoppable. With your Sources, you can now Sacrifice all but one of them to resurrect any of your allies from source destruction. Although you will have to deal with the Pain of having your source slowly destroyed which is said to be the most painful thing in the world. But with this increase in ability, you gain another. You can now Sacrifice all but 1 of your sources to use an ultimate attack. This attack would be capable of Destroying Shin Reglia in a single strike along with the seven demon emperors and the Hero Kannon. Even capable of harming the Demon King. Possibly even lethally. Every time one of your sources is destroyed it will grant you a minor boost to your power. The more sources you have destroyed, the stronger the attack and the greater the boost will be. Another variation is that destroying 1 source to utilize this attack would shoot 100% of your power out at your opponent. Destroying 6 would release 600%. This is used as an Ultimate attack that could kill nearly anything if you're strong enough. But be careful. Utilizing this variation of the attack will leave you unconscious for about a week at each source.

Unique Source (800Cp): A unique source. One that holds a singular concept. Such as a Source of Destruction like Anos or a Source of Nothingness like Graham. A source of Destruction would make one unparalleled at Destruction Magic and the Closer one comes to their own destruction the stronger you would get. May the Gods help whoever is at the end of your sword when that happens. A source of Nothingness would allow one to Return from the destruction of their source even if it was reduced to Nothingness due to it being the Concept of said source. Returning from Nothingness makes you stronger. Although not as strong as a source of Destruction’s Boost. Using it you could also Manipulate Nothingness. To create Shields to turn anything that touches it into nothing. Literally.

If taken with Seven Sources you pay 100 Cp for every Source you transform into a unique source afterward. So if you purchase two unique sources it will cost 900 CP.

Capstone Boosted: Your mere presence at full power could destroy the Universe; if you had a Source of Destruction. Shaking the Gods with your power and causing them to turn to nothing with but a few half-hearted strikes. Now you must hold back. Offsetting your power with your magic to make yourself weaker. A source of Nothingness would allow you to Increase the Boost from your return to nothingness. Making it slightly noticeable. If you could not take even a strike from your enemy before now you could at least not be turned to nothingness now. Although you would still eventually die from the attack. But not before getting a couple of strikes in.

The True Dino Jixes (Discount Hybrids) (1000Cp):
You can combine any two things for a near Indefinite amount of time when these two things should normally be incapable of being combined. Such as Combining the Month of Destruction and Month of Creation. Both of which can never be activated at the same time by the two goddesses. A reason as to why the two sister Goddesses never met each other. You could combine Perks as well. Combining them together for a boost in the effects of both and sometimes even creating new Abilities. Combining two people into one person is also possible in the case of Misha and Sasha combining to become Aisha.

Capstone Boosted:
You can now combine two things for an infinite amount of time as well as split one thing into two. Splitting them into opposites. You can even turn Items into people through this either combining or Splitting. You could split your sword into the “Blade” With immense physical power and the “Abilities”. Giving the being created the ability the blade possessed weather it's the ability to use the Secrets of the Sword or the actual ability such as transforming Venuzdnor into two people, one the Physical power who would be capable of destroying the world with their physical power and one with the Abilities of Venuzdnor the Destruction of all laws. Although there are limits. If you split the weapon of your opponent you will have to convince the two beings to join your side. If you were to split someone like Anos gifted in both Physical and Magical power you will have to deal with two people teaming up against you. So be careful what you do with this ability. You remove all weaknesses of abilities you combine together and distribute or weaken the weakness of an ability you split.

Origin Perks

All Discounts are 50% off for your Origin 100Cp perks are free.

Drop-In Perks:

You Should Prove Your Worth (100 Cp):

Nobody cares where you're from. Only that you can be useful. Don't take this as them only caring about your ability. This is them not caring about your past. The fact you don't exist means nothing to them. Even if you looked like an eldritch horror they would still only focus on what you do. Although don't think you're gonna get too many friends like that.

Magnificent Cook (200Cp):
You are an incredibly talented cook. Even the pickiest of beings will love your cooking. Even beings Like Nousgalia would devour every single bite of a simple sandwich and name you the best chef in the world.

I'm ALIVE (400Cp):
One time revive from Existence erasure. You gain power in proportion to your death and how powerful the person or thing that killed you is. This could easily resurrect you from the destruction caused by Venuzdnor with absolute ease. Basically, if you die this gives you an ABSOLUTE resurrection. You revive in your warehouse and are given up to a 2x multiplier if the Being kills you with absolute ease. Can only be used once per jump or every 10 years.

Weapon Creation (600Cp):
You can now create some pretty powerful and amazing weapons. At least on the level of a weapon like Sigshesta which can change every one of its attributes but the user needs to focus. Or Looting Sword Gilinojes. But the true power comes in when you have a powerful being or Order or such a thing around. You can transform that thing into a weapon or an item even as large as a castle. This is what Anos did to the God of Destruction Aberneyu.

The Sword Saint (800Cp):
Well, maybe not exactly a "sword" saint. You are able to use every single invention, item, weapon, making, and object in existence, fulfilling any and all conditions needed to utilize them to their fullest potential. A sword that can only be used exclusively by the Demon King of Tyranny would easily allow you to wield it, no problem. And yes I said "fullest" potential. You instinctively know how to use any item that you possess or gain access to and wield them to their fullest potential such as being a genius swordsman with skills comparable to the Hero Kanon when wielding a Holy Sword or become a musician so great you could move even the hearts of the Gods when playing a piano. You are immune to any of the negative effects of your items and can use them without any loss in ability while also using them at full power. This protection is so powerful that it can even allow you to wield weapons such as Lavine Girma, which would normally destroy your source from all timelines past, present and future if you unsheath it and would normally require the spell <Venejiara> to use. This does not extend to being able to utilize Sword Mystery because that is far beyond just "Mastering the Sword".

Immutable Existence (1000Cp):

Your presence as a being from outside of this universe makes it very difficult for anyone to manipulate you or alter anything related to you. The closer something is to you the harder it is to manipulate. Altering your history and removing your presence for example would require the one doing so to be significantly stronger than you.

Capstone Boosted:
It appears I was mistaken. It seems you truly can not be manipulated. Your presence seems to create fixed points in reality. Even if a being countless times stronger than you tried to manipulate you they would be unable to do anything This is further brought on by the immunity to your past being manipulated. If a being were to go to the past they would inevitably change it unless it was either minor. Or was not something that could be changed if it was not noticed. As well you are granted a fixed point in time in a jump you can return to with no cost at all. You can activate it at anytime every ten years or once a jump. Whichever comes first. Nobody will notice even beings a hundred times stronger than you. And it effects everyone. It also activates on your death automatically. Taking you back to the start of the jump. Although this deactivates the chain failure and resets the time you stay in jump.

Royal Perks:

Grace of Nobility (100Cp):
Knowledge of etiquette, royal customs, fit in high society, never make a blunder or cause a diplomatic incident. this knowledge updates at the beginning of each jump.

Noble Charm (200Cp):
The charisma of a Noble allows one to easily gain reputation and trust with others. Being a stranger in a new land you would at least be treated more favorably if you talk to some people. Although this won't help if you are blatantly a giant jerk. So don't push it.

Solid Rule (400Cp):
Gives you the power of a true RULER. Your words will weigh heavily on what happens in your territory. With this, you can create a rule or Law. Such as the Law that “Weapons are not allowed onto my territory” And no weapons including your own are allowed onto your territory.

True Royalty (600Cp):
Many of these pathetic whelps cling to the title of royalty as though it empowers them. These individuals need to be shown what a true member of royalty is. With this perk, you can do so. You are a true Royal member of your race. This primarily is represented by your capabilities. If you possess a powerful ability as a result of your bloodline then yours shall be stronger. Every aspect of your being that you possess due to your family shall be boosted. You truly do stand heads and shoulders above the rest, but you actually possess the capabilities to back your claims up. If you

could once only destroy a mountain with your power you could destroy mountain ranges in single blows.

Dominating Will (800Cp):
Your will itself is capable of dominating and causing things to bend to you. You could order Dragons to roll over and lick your boots and they would. Not even Anos himself is immune to it. Taking what you say with some weight. Even the most stubborn people would at least take what you say to heart. And even concepts can bend a little to your will alone. Want to walk on walls. Tell physics and laws to take a hike.

Royal of Royals (1000Cp):
You are just head and shoulders above other royals. Your figure is the stuff of legends and your voice could melt a mountain from how hot it is. You could make a peace treaty after murdering an entire king's bloodline and it would work out amazingly. You could rule a kingdom asleep. Literally. You have the ability to lead a group of complete opposites to war and absolutely dominate. And your regal body has increased its Physical might so that even a normal human could fight the Hero Kannon on even footing with no training.

Capstone Boosted: It's absolutely impossible how regal you are. And your magic shows it. Refusing to give in to any Anti-Magic or anything attempting to stop it. Your body as well. Fate itself has no hold on it and your body is immune to all Debuffs, poisons and most attacks. Heat has no way of hurting you and cold is nothing to you. Hell, not many people would even be able to bring themselves to hurt you. Your body is Nigh Invincible and nothing short of Anos and his Venuzdnor could harm you. That is what your Royal body deems worthy to harm you.

Student Perks:

You're…Alright (100Cp):
You have at least enough knowledge to be seen as a genius. Your knowledge is at least enough to keep you from failing if you at least try a little.

Never Forget (200Cp):
You will never forget ANYTHING. EVER. 2000 years could pass and you would still remember your very first memory as if you were there again. Memory Tampering will be nullified unless they are a being above you by a long shot.

Would You like to Learn from Me? (400Cp):
Something about you calls out to the older and more knowledgeable beings around you. For one reason or another, they seem to think you would be a student. You will likely encounter many experts who want to recruit you. Even if you don't actually have a special talent for whatever it is they know,

they'll at least consider you a valid choice. Maybe if you put in the effort you'll actually be able to go far.

You…Just…Wow (600Cp):
You're a genius. Like it's not even funny how much of a Big Brain 99D Chess master you are. You could make a plan to defeat a being who is supposed to be able to directly oppose you with five minutes and a bit of luck. And you would win. You could plan out and successfully execute how to get through a war and then just let it happen. And win. You could be drinking the hardest alcohol and successfully plan how to defeat one of the strongest beings in the verse and it has a massive chance of it happening. You could plan out how a war that's been going on for 2000 years is going to end in about twenty minutes. And be right.

Parallel Processing (800Cp):
You can think of things without thinking of things. By splitting your mind. Utilizing this you could split your mind into 1,000,000 different pieces and have them think about a different thing for each or think of one thing and easily decipher it with ease because of it. This comes with a massive increase in processing power. Seeing things slower than they are is easy. Light would appear slow but would still move as fast. This means That you need to be physically able to react to something. But if something is inevitable then you can immediately think of a way to mitigate the damage so you can survive the blow. Or you can just think of what you want for dinner while you're doing a test. This could help with the creation of new spells by having a million minds on the project for example. But this is still with its limits. You need to know what you are thinking about, have at least some solid facts and the minds are only as smart as you are. So if you are dumb you cannot do much except for thinking.

The Prodigy of Prodigies (1000Cp):
You, sir. Are the biggest of brains ever in the existence of the world. You could have about a million parallel thoughts running through your head and still be able to do twelve things at once physically. You can copy any technique you see in about 5 minutes no matter how complex so long as you can physically do the technique or spell. In five minutes you could learn how to use a spear from a master and defeat him in an instant. You can learn how to use a complex spell that has 500 different components in ten minutes and use it like a master. So long as you can at least afford the Mana cost and the Physical cost if there is one. A spell that took two thousand years and still hasn't been completed even by someone like a Demon Emperor? How dare they give you a child's problem. You Jumper are too smart for that. Now go and play 99d chess or something.

Capstone Boosted: You can do Anything now. No matter what. And improve on it to cover your weaknesses if you cannot actually perform it. Can't cast Jio Graze because the Mana Cost is too high? Lower the Mana Cost in about a minute and then cast twenty of them alone. Lost to an opponent? Learn how to defeat him in 5 minutes and win. And even better. You improve upon the

spell. No matter what, if you were to shoot a Jio Graze of the same power at Anos's Jio Graze then yours would destroy it and hit him. You unconsciously improve upon the thing you are doing with 0% effort. That's how amazing you are, Jumper. Now go forth and become the King of Wisdom. OR Invent a hybrid of Hot dog and Cheeseburger…Actually don't do that…Please. What this perk means is that you're the Absolute Smartest person alive. Like Literally. To dumb it down a bit.

Demon King of Destruction Perks:

Did you really think that would stop Me? (100Cp):
You are just so damn awesome. Your healing is immense as well. Anything that doesn't harm your source itself can be healed. Although immediately fatal things like Beheading will kill you, your source can still escape and reconstruct your body. Cutting your arm off wouldn't be permanent unless it's a Drawback. You can even cast magic with ONLY your source. Which is a very big accomplishment as a mage. Something we have only seen Anos do on occasion. Something that surprised even the God of Time.

Put Your Faith in Me! (200Cp):
A true leader is someone able to inspire their followers to follow them even into the depths of hell itself. This is a feat that you are easily capable of. The care that you show them will be returned a hundredfold. And just by putting their faith in you, they will grow immensely stronger. If they could not move while time is stopped but they start to truly BELIEVE in you they would be able to nullify it and move through stopped time. Even fight with you and their growth will SKYROCKET. Someone like Sasha at the beginning who starts believing in you would find they could cast Jio Graze alone soon enough. And if you personally taught them then they would get even stronger.

Y-YOU MISFIT!!!!!!!!!!!! (400Cp):
A Misfit is one who exists outside the framework of the World. Beyond Order and Reason. Thus they are hated by the gods due to their conflicting Existences as Gods are the Embodiment of Order in the world. Thus so do you. Fate itself has no hold on you thus you can do as you wish. Unless a being can force a fate onto a Misfit you will be immune to all changes in your fate. This makes it easier to resist and go against Reason and Order. But Evansmana can change the Destiny and Fate of things. Even history. So having you removed from the world is not as hard as attempting to affect your fate.

Demonic Eyes of Chaotic Destruction/Thunder Eyes of Destruction (600Cp):
Your eyes, sir. Are Beautiful. Your eyes can destroy all things. Providence turns to dust at your gaze. Order prostrates itself and bows to you as you destroy it. Even the Invincible would be harmed by these Demonic eyes. The world itself begins to be destroyed just with the opening of one of them. If you opened both of these eyes you could destroy God's capable of destroying the Universe with nothing but a glance. A spell that decides fate retroactively through the past would be destroyed at

your gaze. With the opening of both then you could destroy multiple universes just by looking with a small amount of effort. You can also utilize the tamer Demonic Eyes of Destruction. Which will automatically nullify things such as time stop when they try to affect you. Optionally instead of Anos Demonic eyes you can gain the eyes of his Father. Demonic eyes on the same level as the Demonic Eyes of Chaotic Destruction but these eyes can project lightning from them that can incinerate Enemies. If you wish you can weaken your Thunder Eyes to utilize a Tamer version on par with the Demonic eyes of Destruction. If you wish you can have one of both. These eyes activate automatically to negate things that would go against your will. Such as the stopping of time. Eyes like these are the ULTIMATE Anti Magic. Surpassing all other forms of Anti Magic.

YOU ONLY HAD 1/10th OF YOUR STRENGTH?!?!?!?!?! (800Cp):
Your power is immense. Enough that you could fight gods with only 1/10th of your power and you could beat a big number of the heavy hitters of the current age with not even a small bead of sweat. And if you are near death and you are about to die. Your strength shall return to you. If for example, you were at 1% of your power because of a long-drawn-out battle you would suddenly regain your power back to 100% giving you a chance to fight and survive. Giving you this power is not a guarantee for a win. You would have to have been neck and neck and then begun to lose and gain this. And it scales to how much danger you are in. Mortal danger will return you to 100% of your power. Risk of being crippled would give you 80%. And it goes down as the threat does.

The One True Demon King (1000Cp):
You are just absolutely all-powerful with Magic. A spell you could use would be Nirvana Seven-Step <Conquest Gileriam Naviem> which raises your power immensely and Destroys the world in seven steps. Just a few steps can begin to shake the stars.. Anos releasing the sixth step could harm a god who could destroy a universe with a Grega. This is how powerful you are. Refer to the link for spells you could cast. But you cannot use Godly Orders and Dragon magic and most spirit magics. Those are totally different. Your physical strength is nothing to scoff at since Anos was capable of lifting the Weight of the World on his body with ease as he fought. And he could destroy universes in single blows with his fists. Lifting Worlds on your pinky is nothing to be worried about.
https://maou-gakuin.fandom.com/wiki/Magic

Capstone Boosted: Now there is nothing that can escape your grasp. Any form of magic, even the power of the Spirits and Dragons, is something that you can easily Utilize. In addition, your strength is now far beyond what you were previously capable of. At best someone like Anos would only be able to block your blows even if he were to release 3 steps. Even then it would be with great difficulty. You are the only being truly worthy of being called the True Demon King so prove your might. Without Venuzdnor Anos Cannot harm you at least not without all of the boosts he can utilize. And you gain two other abilities. The ability to Deepen your magic, And the ability to utilize Deeper world Magic with nothing but a glance.* Your Physical strength surpasses Anos base form up to his third step. Then he will begin to catch up to you with each step he releases. If he releases the sixth

step he will be on par with you. If he releases the seventh he will be stronger. But Anos releasing one step in a fight with you is already a great accomplishment.

Hero Perks:

Words of wisdom (100Cp):
Not all heroes NEED to fight on the battlefield. Giving wisdom to those who need it is also a Heroic job. You could grant words of wisdom to any who need it so as to help them through their hard times. This gives some insight on what your allies are going through and gives you some ways to help them through it.

Inspire Hope (200Cp):
You inspire hope just by appearing. Just by giving a pat on the head as you head off to defend a young civilian and you would inspire immense hope in them. Just appearing on the frontlines of the battlefield would rally the soldiers fighting. By giving a grand speech you would rally the men and women to take arms and inspire young children who could someday become heroes. You're the hero. Your presence is important as well. Just being next to the leader of a country will cause the people to hope and fight against the things that attempt to harm them.

The Hopes and Dreams of the People on Your Back (400Cp):
You can use Asc. A spell that turns people's hopes and wishes into magic through uniting their hearts. But this is different. You could only have Eight people who truly loved you as a normal human and you could fight against somebody like Lay Glanzudlii himself. The spell's efficiency is increased by 10x in itself. If you had only 20 people who truly believed in you you could destroy even gods to protect them. Against even ten million who do not truly understand and believe you could decimate those empowered by it. With nothing but Grega's, you could destroy mountains with about 30 people. This is only while you have the power of a normal human by the way. If you were already immensely powerful you could destroy universes with nothing but a simple strike with your friend's beliefs and hopes.

Flex those Hero Muscles (600Cp):
You have Glorious And AMAZING POWER. Any strike you throw holds Holy Power. Which is Directly able to affect and weaken Demons. Not only does this give you an advantage over Demons. But it increases your Power by a Lot. Spells comparable to Jio Graze could be cast with naught but some effort on your end. You could cast holy Magic that could weaken a demon so immensely that they could barely have the strength to breathe. Bro you BREATHE HOLY MAGIC. Like just breathing in the same room as a Demon actively weakens them a bit. Although the effect is not very noticeable unless someone as Perceptive as Anos or such were there. You can control this at will and with age your holy power grows. To the level that a single strike of yours could kill a Demon on the level of the seven Elder Demon Emperors

The Will of A Hero (800Cp):
A Hero is nothing without their will. And yours is the stuff of legends. They say that having your source destroyed or wounded is the most painful thing in the world. And that the Hero Kannon had his ripped out hundreds of Thousands of times and still always came back. Your will is that of his own. You could Be ripped to pieces and still those pieces would fight against your opponent. And even death doesn't scare you. Every bone in your body could be DUST and you would still get up and grab your sword. And Your will covers your sword. Granting it Strength from that alone. Your will becomes something you can manifest and shape to fight and defend with. It becomes a Physical Spirit to fight behind you. Any weapon you pick up will be constructed with will and this spirit will fight behind you. Increasing your power and your speed. Covering your body and protecting you. It has a mind of its own and as your will increases so too does its power. If your will could survive years of having your source torn out repeatedly and destroyed as you fought and you still stood against evil you could split a mountain range with a single strike of a wooden sword empowered by your will. This ability is immune to any power nullification due to being your will alone. Although a Drawback will take it away.

The One True Hero (1000Cp):
Your power is that of a Hero. A Hero is a shining beacon to those who need them. A sword that defends those in need of help and a Shield to block the blows that would hit the people. A Hero is one who is ready to Die for those in need. And Fate itself seems to follow them. Fate shall attempt to make it so that any battle you fight in Goes your way. Fighting an opponent stronger than You? Your best friend is the Demon King of Tyranny who will back you up. About to get your source destroyed? Your best friend shall save you. Fighting a battle without a proper sword? Your mother will gladly give her life for her child. And this fate shall bestow upon you blessings so that you may win. poisoned? Your body is apparently so strong you would survive it at least long enough to get through a fight and get help. And you could soon enough bend fate to your will. Your strikes have a larger chance of hitting your target and your sword shall block strikes that you shouldn't be able to block. Fate is with you Jumper. Good luck.

Capstone Boosted:
Now this Fate is doing the impossible and affecting Misfits for your sake. The power of Fate has increased. Now Anos himself would be affected by Fate. And he has commonly ignored it. Forcing a fate onto a Misfit is children's play. Manipulating fate so a strike that cuts you in half doesn't hit is easy. Making strikes that miss-hit your target would be easy. And Through this ability, you can now win nearly every single battle. If Anos isn't releasing his full power to go against you he could very well lose against you. Even if you couldn't defeat him Fate would find you two becoming friends and him training you to get stronger. Enemies become Allies and Allies themselves would find themselves getting lucky where they shouldn't. And pray they do not turn against you because if they

do then they will find those they turned against you for betraying them. Fate will protect you and punish those who go against you.*



Race Perks

All Discounts are 50% off for your race. 100Cp are free for the race chosen.

Demon Perks:

Demon Magic (100 Cp):
You know the basics of old Magic. Grega and the likes. Maybe if you train you can cast Jio Graze on your own. Teleportation is easy as well. You aren't a master but you can use lost spells with some effort.

Demonic Eyes (200Cp):
Normal Demonic eyes that increase one's perception. You gain a pair. They can't do cool stuff like Sasha and Anos and they aren't as strong as Misha's but they are useful. You can at least see a couple of extra miles and they can let you see in the dark.

Castle Territory (400Cp):
You have gained a boost in power so long as you are near your "Castle" with this boost you could fight a large group of Demons as a normal human. It also gives you knowledge of everyone currently in and around your Designated Castle. Meaning you won't be snuck up on.

Castle Builder (600Cp):
Now your gyze can grant more than just "power" you can now grant powers to your allies. For example, if you were a god you would be able to grant each of the people under the effect of your gyze with a less powerful version of your order, at the cost of losing the order yourself (this only lasts as long as the gyze), as well as the effect of a gyze you are the king of is tripled.

It Will Be As Friends (800Cp):
You are now an amazing negotiator so long as you are sincerely trying to reach an agreement with someone, for example if you were to attempt to forge a peace agreement between the humans and the demons at the height of the war 2000 years ago you would have a very good chance of succeeding, if you are trying to negotiate something personally then the charisma boost would scale to how much of a grudge any groups have against you, so that in that example you would have no extra difficulties negotiating as a demon or a human with the humans and demons respectively, if you are negotiating with multiple groups then this will scale with the grudges individually when talking to a specific group, and if you are speaking to multiple it will scale with the largest grudge, this perk also works when negotiating for a party you are not a part of, though it only partially scales such that you would only have a chance to negotiate successfully with this perk alone, as opposed to almost always having a way to succeed. This perk also works when negotiating with only one person, and in fact, scales even higher, such that you would have a chance of negotiating with even Jerga as the order of the world, though it would still be insanely difficult with this perk alone, the chance would be there. Finally, if you say something you genuinely believe to be true, everyone who hears it, even indirectly, will believe that you believe it to be true, though not necessarily that it is true itself.

A True Demon (1000Cp):

You are a TRUE DEMON. Unlike those pretenders who are not even close to your level. You embody a Sin. Through this Sin, you gain a really cool power. Something on Par with Anos's Source of Destruction since you're buying this with CP. You can choose one of the 7. Wrath, Greed, Pride, Lust, Gluttony, Sloth, and Envy. Choose one and Gain a cool ability. For instance, Gluttony could devour something and give you a fraction of its power and abilities. Wrath could give you the ability to increase your strength as you fight and get hurt. Greed could be used to "Steal" Something from your opponents such as Power or Ability.

Capstone Boosted:
You are now an Embodiment of all 7 sins. Through these sins, you are a being who could at least go against gods with these abilities alone. Your strength is that of a True Sin. And what comes with the title is an increase in the powers of these Sins. Greed could Rip out your opponent's power and give it to you permanently. Wrath could take the power of your opponent's strike and add it to your next. Pride could increase your power in proportion to your opponents. Gluttony could take 80% of your opponent's power and add it to your own and these powers can grow. Sloth could cause your opponent to begin to sleep and get so tired they suddenly die. Lust could cause your opponents that hold a lust for you to turn to stone. Envy could cause those with some envy to lose their power to you for their own greed. These are your powers. Now go and spread it. For the more prominent these sins are the stronger you grow.

Human Perks:

Holy Magic (100Cp):
You know the basics of Holy Magic. Easy spells that are common for Soldiers and the like can be cast with relative ease. You can use them and you can learn more. With some relative ease as well if you put some effort into it.

Absolute Commander (200Cp):
You are an amazing commander. You could lead an army for well over a thousand years and all your soldiers will follow you. And when you are in command then you could do amazing feats such as encircling a force larger than your own. So long as the commander is not also incredibly talented and skilled, and even then you would almost always be able to defeat a force of similar power to your own so long as the commander does not have a supernatural talent for commanding forces on the level of this perk.

The Potential of Man (400Cp):
Mankind might not have any Innate Abilities like other races, but what Mankind *does* have, is Potential. You now Grow faster than before, be it in Magical, Physical, Psychic, or other Discipline If you need a flat number, I think 4x Times as fast should be enough. This can be bought multiple times and is Stackable additively. 4x, 8x, 12x etc.

Castle breaker (600Cp):
Now your Asc can give you even more than just “Power” You gain the powers of your allies while under the effects of this ability. This also TRIPLES the effect of Asc giving you more power than should be given from it. You for instance could gain the ability to use a God’s authority if they were under the effects of Asc. A god of War's powers could be yours if they were willing. This only lasts for the effects of the spell.

Counter Master (800Cp):
You have an amazing talent for creating counters for specific groups, and the power of any technique you use designed to counter a specific group is now vastly increased by up to 100x (depending on how the scaling is worded) scaling to how specific the technique is based on how much of the population of the world you are currently in is in the group the technique is targeting specifically it is 100 minus the percentage of people who express the specified trait, for example in our world if you were to have a technique that only affected people with blue eyes then the multiplier would be 92x as 8% of people have blue eyes and 100-8 = 92. In the case that you use an effect that targets multiple groups the percentage for the calculation is the total people who express either trait, so if an effect explicitly targets people with any eye color then the multiplier may be less than one, in any case where the multiplier would be less then one it is replaced with one. You can have up to Five counters at a time and with training this can be raised. You don't need to actually know the % of people who have your thing. This perk does the Calculation and gives you the number you're boosted by.

A True Human (1000Cp):
You are a Human. HUMANS have limits. Unlike many of the members of your race, all the other races have innate abilities and Superior strength and basically zero actual limits. But you sir. You have no Limits. Through training, you could become able to crack mountains in half with nothing but a pinky and utilize the magic of every race because of the human’s innate ability to grow. They have the power to grow faster but they have to work harder to break their limits. But unlike the other races, you can work the least and still grow beyond them. And not to mention. You will never hit a wall. You could learn all magic and never struggle. And if you work so hard you have a hard time growing just fighting an opponent stronger than you and losing would still let you grow massively. You have no limits, sir. Go as far as you can.

Capstone boosted:
Now you are truly limitless. By lifting 5-pound weights you could split mountains in a couple of months. And in a couple of weeks of lifting a hundred pounds, you could throw hands with someone like Anos. Even if you feel you cannot grow anymore you still could. Just by Reading a Magic spellbook you could gain massive amounts of knowledge on Magical Theory and can even invent new spells. That’s how amazing your ability to grow is. By reading a simple math book you could solve immensely complex problems in seconds. And by casting a little fire spell you can now use flames hot as the sun

in but a couple of days. You sir. Are now truly Limitless and Struggle-less in your growth. Just doing nothing can increase your power even if it's only a little. Mulling over it while you rest would give you new insight. All things keep you growing. This is the Power of the Humans.



Spirit Perks:

Rumor's and Traditions (100Cp):
As a Spirit, you are born of either a Rumor or Tradition. Rumors and traditions are things such as "The Boogeyman will steal you from your bed if you aren't good" or some aspect of nature. As well as something involving nature. The broader and more Cemented your Rumor and Tradition is in the world the stronger you will be. Liniyon the Water Spirit defeated by Shin Reglia was Born from the Legend about the Tears of God which poured into the Spirit Forest Ahartherun and were the very first drops that brought water to the world. Something like that made her a Great Spirit. You have a Legend, not on this level but just enough that you will never run out of power. The more you spread it the more powerful you grow.

True Form (200Cp):
Spirits have a True Form. And it is IMMENSELY more powerful than the form they take to interact with people. Liniyon the Great Spirit of Water's true form was that of a Dragon made of water and it was powerful enough to wipe away a small army with ease. Sheila Glanzudlii's true form was that of a spirit sword. Which was strong enough it withstood Beno Yeven. Which split the world into four including the Realm of the Gods. And she was a weaker half spirit. Usually, they aren't human but if you were a Rumor based on something more Human you would have a Humanish True form.

Grand Legend (400Cp):
People tend to Believe your legend. If you said it in a bar people would spread it and in about a day it would be taken as truth by a couple of people. And they will spread it around the world as they travel and meet new people. And this legend will never change for the worse. Only changing to help you grow in strength without changing the base of the legend. If you were for instance the legend of "The spirit of War that rides through the battlefield" It will grow to make you stronger in battle and such.

Spirit of Avos Dilhevia (600Cp):
You are born of the Rumors and Traditions of Avos Dilhevia. Much like the Spirit herself, you can use the Powers of the False Demon King. Making you the Actual Demon King. And because you are the Demon King you have the right to use the Sword of Destruction Venuzdnor and Delsgade. Meaning you have a High amount of power alone and since these are the rumors and Traditions of the false demon king who is recorded in History you are already a Powerful opponent through Rumor and Traditions alone. Not Comparable to Anos himself but at least if you fought you could hold out for a long while.

King/Queen of Spirits (800Cp):

You are not just a spirit anymore. YOU JUMPER ARE THE KING OF THE SPIRITS. You can use all the power afforded to the spirits through their rumors and traditions and have the power to give birth to spirits through a special tree that once it bears fruit shall reveal a spirit. These spirits are totally loyal to you and shall do all you ask. Viewing you as their master. Their KING. You can use all spirit magic and even heal any half spirit who is dying by giving them some of your Rumors. You know the Rumor of every spirit to exist and be born. And you have a Glorious Wife/Husband to go along with it. They are just as strong as you and are totally loyal to you. And if you die you can Reincarnate even if your source is destroyed by using them as an Anchor. Your magic is impossibly powerful and you have an immensely large amount of Magic. You Know immediately what Rumor, Tradition, Or Legend they are born from.

Spirit of the True Demon King Anos Voldigoad (1000Cp):
OH YEAH. Now, this is a True Spirit. Jumper you were born from the Rumors, Traditions and Legend of Anos Voldigoad. And since you were born from his legends you get some cool ass perks that come with this. Near Bottomless Magic. A Large arsenal of Spells. And the Right to wield Venuzdnor and summon Delsgade since the sword is “The Sword of The Founder '' And you are his spirit you gain that right. You also gain Demonic eyes of Destruction and immense physical strength. Able to contend with the God of Gods Nousgalia. But Spirits are not as strong as the ones they’re made from. So you are not on his level…yet.

Capstone Boosted: You are Now just like Anos Voldigoad. Nearly all his power and Abilities are yours to command (Save his Unique source and True Demonic Eyes). Although you are not as strong as him you are still the second strongest being in the Militia world due to Anos being the strongest and you being born from his Rumors and Legends. Now. Nobody can contend with you. And although your abilities are not AS strong as his they are still near exactly as strong. Only his Abilities would be able to beat them unless a being capable of doing so themselves is fighting you. But they are hard to come by. Even if Nousgalia attempted to kill you with the spirit of Avos Dilhevia as they wielded Venuzdnor you could still slay them. And so long as Anos exists you will be able to reform in at most a week.



God Perks:

The Grace of the Divine (100Cp):
There are intrinsic differences between a mortal and a god that can not be denied. As a being that exists on a higher tier of existence others will recognize this. Beings that are weaker than you will

feel a sense of respect and are when they gaze upon you. This effect will be greater as the gap in power between you and other beings grows. This will only have a minor effect on beings of similar or greater power than you, however.

Divine Eyes of Genesis/Divine Eyes of Apocalypse (200Cp-600Cp):
Militia's divine eyes, which allow her to create anything she desires and channel her creation powers. She is able to use them to perceive the entire world and everything that is happening in it. These are stronger than Misha's Demonic Eyes as these are the original power returned to them. Instead of these Divine Eyes you may instead purchase the Divine Eyes of Apocalypse which destroy all things when they are caught in their gaze for 600Cp. Not even the gods could stand against them. The only person who could do so was Anos Voldigoad Himself utilizing his own eyes to offset its power since they are opposites and go against each other. If you wish for both you may instead pay 400Cp for one of each to get both. Although they will not be as strong as having both it may help in the long run. The Divine eyes of Apocalypse are equal to Anos true Demonic eyes of Chaotic Destruction.

Aura of the Divine (400Cp):
Your aura is that of Divinity. It protects you like a form of Passive Antimagic. A Jio Graze of the current Era would not be able to pierce through it and it is capable of nullifying a large amount of damage from Anos Jio Graze itself if not all of it. With this, you need not worry about the worm's spells and must only focus on those worthy of your glorious divine gaze.

Six Flowers of Disobedience <Levihelluota> (600Cp):
You can now Utilize this very overpowered Authority. It allows you to nullify other gods' orders/Authority. Yes. You heard me. This can nullify other Gods' orders making you the Strongest God through Authority alone. And because you bought this with Cp you can use it in other Verses nullifying the Concept or Actual Divine Ability of The God you're fighting. And this does not take the place of the Order you are the God of. Meaning you can nullify a God's order and still use your own. With this ability you can even nullify the negative effects of Lavine Girma which if pulled from its sheathe would remove your source from the past present and future.

Divine Order (800Cp):
As a God, you have an Order. So choose one. Destruction, Creation, Time, Disobedience, Falsification, Etc. Choose one and figure out its specifics. A God of Destruction would Destroy What must be Destroyed and would be capable of things Venuzdnor can do since its made of the Order of Destruction. Gods of Time could control all of time through the past, present and future. Stopping Reversing or speeding it up. Take your pick. Choose if you replace the god of the order you have or not. Your Order raises you to the Level of Aberneyu and Militia themselves. Two of if not the STRONGEST Gods. Aberneyu's Order is Venuzdnor by the way. So take that as you will...This can raise a God of Barriers onto the level of defending themselves from Deeper world Attacks from an Inviolable water. Who would have to be considered strong by the entire Silver Holy Sea to gain the

title. A god of War would be capable of fighting against one such being even if they are from a shallow world. If taken with God this will increase your power to a High Deeper world God. Although you're still weaker than Anos himself, your Order will be as strong as the power of Venuzdnor and you have absolute control of it.

God of Gods (1000Cp):
Now Jumper. Magic will bend to your words and you can cancel all of it. Nature is yours to command and your voice can cause people to Prostrate at your words. You can kill beings much weaker than you with your voice alone and have the ability to control much of the world's order. You can also Create New Gods. They will replace any of the Dead Gods who have fallen and you can summon glorious wings that can transform into a powerful sword. And just to show you how powerful you are, Anos Voldigoad's Magic itself can be controlled with a large amount of Effort and some Magic. As long as he isn't fully putting his all into it. And your sword can destroy sources and damage the soul of beings. Your magic is near Bottomless as well and if you die the order of the world could be destroyed.

Capstone Booster: NOW WE'RE TALKING. Jumper when I said you were a God of Gods now you are the God of Gods of Gods. You can take Control of Orders like Destruction and Creation. War and Time. You could use them at your will. For You are the TRUE ORDER OF THE WORLD Granting you a "True Form" So to speak. You would become as large as a mountain and you would gain a large suit of divine Armor made from the World's Order along with a sword or any other weapon of your choice. Magic cannot even attempt to harm you without the person being on the Level of Anos True power. And pray that whoever dares to use magic can survive their own attack because it will turn right around and strike them if it does not just refuse their call. And You can now destroy sources with a simple graze of your sword and your wings increase your speed so immensely that you could dodge strikes from even Venuzdnor and Eges Blood Spear. Which shouldn't be possible. Not to mention you can move beyond even time and space. You are as formidable an opponent as they come, even a match for Anos himself. Your skin is glowing radiantly with your divine power and you are a 20/10 on the handsome meter. And not to mention your skin is damn near invincible. Nullifying most strikes that come from weak hands and even Anos blows will be weakened to near nothing to you unless he were to boost his power to the max he would not be a fight.



+Other Race Perks:

True Form (100Cp):
You have a True form. If you were an Angel it would be that of a Being made of Divine Light itself. If you're a Dragon you have a Dragonic form. This can also if you take a race such as Demon give you a Demonic form. This gives you a human form that seals part of your power if you wish and when you release your true form your power skyrockets and you change form. Optionally if you are a Dragon or something similar you could get a Dragonoid form so that you can still fight as a Humanoid.

Your Culture (200Cp):
Many other races have their own culture. Humans and their seashell reincarnation. Demons and their Royals and such. You have no problem adapting and or having others adapt to your culture. They will be totally fine with anything that you can reasonably say is part of your culture and they will not have a problem. Although if you said you need to bathe in the blood of 72 virgins then they will have a problem. Drop-In's will get Knowledge of their respective Racial Culture, Hybrids will get all Racial Cultures they are part of.

I Know everything About You (400Cp):
You can see things others cannot. And do know this isn't something like seeing ghosts or something. No, you can see both the Power somebody HAS and the Potential they have. Their power will show up as a red Aura that spreads from their body. How strong they are depends on how see through the red is. If it cannot be seen through at all they are at least Anos level. Now for the Potential. Potential shows up as Blue. And how dense it is and how widespread it is will show you how strong they can BECOME. You will instinctively know how strong they are and how much potential they will have by looking. You can use this on Items as well. Venuzdnors Power would be so Dense and Red that it can be barely seen through it. Its potential on the other hand will be a lot lower. Although you can still release secrets from it since They have not been released yet. You can also view any skills, abilities and secrets of these weapons as well as view the skills and abilities of people. If the person's Aura is Purple then if you attack them it's borderline Suicide. So do with that what you will.

Magic Eyes of <Blank> (600Cp):
Magic eyes on the level of the Demonic eyes of Chaotic Destruction and the Divine eyes of Apocalypse. Maybe they are Dragonic eyes that can create Destructive flames that burn with the power of a thousand suns onto both physical and non physical things. Or maybe its the eyes of a Beast of Ice. Capable of freezing things to Absolute Zero in an instant even non physical things such as time. Maybe they are Magic eyes of time. Capable of Freezing a Misfit in their tracks for a while so long as you can look at them. Although if you were to face Anos Voldigoad in a battle of Eyes you would be Neck and Neck.

Through All Possibilities (800Cp):
You can now not only manipulate possibility and bring the possibilities into the world. But you can now bring in even crazier possibilities. If you didn't know lightning magic you could summon a spell from the You that Knows Lightning Magic. Though this is a costly ability, as the possibilities are endless. This also grants you fixed points in time for every Planck moment. So that even if you were to be killed in the past, the you in the present would be fine. As well as giving you the ability to summon You's from all different possibilities and Points in time. This starts at about a Hundred Clones. But as your skill grows so too does the amount. But summoning a You from the moment before if they were to use Magic you would also feel the drain due to them being "The You from a moment before" So summon yourself from years back or days back so as to not let it have an effect on you. Also, this makes you immune to a weapon that strikes from the moment before. Such as Shins Edgeless sword

The Progenitor (1000Cp):
You aren't just a run-of-mill being. It seems you are an ancient member of your species. Perhaps even the first child of your race's creator. As a result of your birth, there are two main effects. First, you are among the oldest beings in existence. You have witnessed the eve of the history of Militia World. This has granted you an immense amount of wisdom and knowledge if only due to the sheer

amount of time you have lived. Second, due to the near unrivaled purity of your blood, your abilities will be countless times stronger than other members of your race. Using demons as an example, if a normal individual was comparable to Sasha or Misha then you would be one comparable to Anos Voldigoad or Shin Reglia or the Hero Kannon. Every ability related to your species will similarly be boosted.

Capstone Boosted:
It seems that you aren't an elder of your chosen species, you are the original. You are literally the so-called Progenitor or original ancestor of your species from which are all descended. The powers mentioned above are also boosted by a factor of 100. First regarding your age, as the original member of your species, the number of beings older than you can be counted on one hand more than likely. You may even have witnessed the creation of your universe itself. There are very few secrets that have escaped you. You may be one of the most knowledgeable beings in existence due to how long you have observed reality. Lastly, as the progenitor, you are unmatched by any other members of your species. You are now on the level of beings such as Anos. Only the strongest members of the other races would be capable of matching you in combat. And those of your level could be counted on one hand. You also lessen all weaknesses of your race and your true form is far larger and stronger. If you were a dragon for instance and the strongest Dragon was the size of a mountain you would be the size of a mountain range and if their scales could protect them from Anos blows yours could nullify them. If you were an Angel you would be able to not only create light constructs you could become light itself and your wings could fly you from one end of the universe to the other in seconds. If you are a demon your Power would be increased to the level of Anos Voldigoad.

Items

Gain 2 discounts for any Item that is not Specified to be discounted. Such as Unique Weapon. Discounts do not stack

Generic Items:

"Misfit of the Demon King Academy" Content (100Cp/300Cp)
You now get the *entire* Misfit of the Demon King Academy content be it the Novel, Manga, Anime, and *any* art, costume, dakimakura pillows, and such as you want it will also update as the Novel, Manga, Anime updates. 300Cp - Oh My. You now get the *entire* Misfit of the Demon King Academy Wiki downloaded in your mind. Yes, you only need to discount this once. Yes, the Wiki is *entirely* accurate and *very* detailed. And it updates with the ripples of your actions if you start before Canon.

Useful Item (200Cp):

You have a Useful Item. It is something like the Pheonix robe or the Lily Pad Ice Ring. Take your pick. It has to be well below something like Sigshesta. But it is still Useful. It has maybe one to three useful powers but the more of them you have the lesser the effect. The Lily Pad Ice Ring has only one ability but it can give a very noticeable increase in the power of ones Ice Magic. But the Pheonix robe has two. The ability to heal so long as one has Magic Power and the ability to use the phoenix Fire. But it does not have the limitlessness of the Lily pad ice ring due to running on ones own magic power. And it does not grant the boost the Lily Pad Ice Ring does.

Unique Weapon (400Cp-500Cp Discounted for Hybrids and for Drop-In):
A unique weapon with a powerful ability. A weapon such as Sigshesta can change each and every one of its qualities so long as one has the Focus this includes granting it Holy power and Demonic Power. Or looting sword Gilionojes which can steal your sight if your eyes are cut or steal your voice if your throat is cut even if the wounds heal the Stolen thing will not return. Or Free Sword Garnest which can change its shape material and color to the user's will and its number is unlimited. You have a weapon that is either one of these or a similar one. It has to have a power that is not Almighty like Venuzdnor But is powerful in its own right if used correctly. For an extra 100Cp you can buy a god slaying weapon with a special ability. Such as cutting the opponent from the past. Cutting them from the moment before. Any item of your choice can be imported.

Legendary Weapon (800Cp Evansmana Discounted for Hero and Lavine Girma is Discounted for God and Royals get a single discount of 25% off):
This is where weapons such as Evansmana fall into. Evansmana has the ability to Nullify even Destiny with its blades and is the strongest holy sword that is capable of killing Anos himself. Using this blade could change even history itself. Or a weapon like Gaudgimon which holds immense amounts of High Lightning Magic capable of disintegrating even high-ranking opponents and it is required to utilize the Destruction type Lightning Magic Destruction Exhaustion Ten Purple Electric Field Thunder Sword <Lavia Nold Galvarizen>. This blade was used by Celis to fight and he was Labeled a *Misfit* Another weapon that falls into this category is Lavine Girma. Which can cut anything no matter how indestructible but if pulled from its sheathe the wielder's source would disappear from the past present and future. One gains the spell Wavy Body Possibility Manifestation <Venejiara> which would allow one to embody the possibility it is in the sheathe and out of it at the same time by encompassing all possibilities this can be used for multiple different purposes so you can wield it. Any item of your choice can be imported.

Divine Weapon (1000Cp Venuzdnor discounted for Demon King of Destruction and Befenguzdogma is Discounted for Drop-in.):
A weapon on the Level of Venuzdnor is now in your hands. It is capable of destroying all things no matter what. Order and Laws are destroyed at your will and even complex Laws can be destroyed. You gain a Weapon on this level. A Sword of Divine Fire would be able to Burn to ash Laws and Orders. A weapon of Falsification would be capable of making strikes that should not possibly strike

hit no matter what by warping reality. And a weapon of Creation could create New Laws and even Orders themselves. This weapon is strong enough to harm even inhabitants of deeper worlds along with Orders and Laws in them. It can be anything from a sword to a Gun to a chainsaw to a whip to an entire Castle itself. Any item of your choice can be imported.



Origin Items

You get two Discounts for your Origin. 100Cp items are free to their respective Origins

Any land or businesses can be connected to your warehouse or alternate dimension you own.

Drop-In Items:

Anos Stick (100Cp):
You have a stick. It's nothing special. It’s called an Anos stick. It's a nice stick. It's just a stick. No blessing. No Weapon Capabilities without Enhancement. You have an unlimited amount of Anos Sticks. It's a really Really nice stick though. Maybe you can hand them out to your friends. Everyone knows they are called Anos Sticks though. Might be a bit weird. Maybe you can use them for a game. Or maybe you can make a stick house. Anos Stick house. I dunno. It’s a stick.

Nice Mask Bro (200Cp):
You have a really cool mask. It will completely hide your face and it looks awesome. It can block a Jio Graze right to the face without a scratch and it is impossible to remove from your face without it being destroyed or with your permission. It also completely hides your Power and your presence unless Someone was looking for you like Anos specifically trying to find you and it would still be hard.

Big Book of Secrets Magic and Sword Stuff (400Cp):
A book of secrets and Magic and Sword Stuff. Detailing how to do things and what to do and other things. Such as how to perform Jio Graze or how to Unlock Sword Mysteries. This book will not immediately give you knowledge but it will help you find things and do things that are a lot harder than they should be. Such as casting Jio Graze alone. You will be able to learn that in about two or three weeks. And that is how long it would take to master it at the Baseline for a Prodigy like Sasha or Misha.

Jumper's Forge (600Cp):
Simply. A forge. But a forge that instantly gives you the knowledge to do something. So long as you have enough potential to DO it. But it is still awesome. If you were given the right Materials. Such as say the Sun of Destruction <Sargeldonave> And The body of the God of Destruction you could even make such a weapon as Venuzdnor. While you can only access the knowledge in the forge you can still mass-produce weapons of a weaker level. Such as the Magic Swords used in the Sword Tournament. Pretty Useful.

The Greatest Army to have ever stood (800Cp):
You have an army. Of 70,000 People. A mismatch of races. They are all about as powerful as Sasha before she became whole. And they all have a personality. This gang of Misfits and Outcasts. Maybe even a couple on the level of a Demon Emperor. This group is split into 7 groups and they all follow you. You can choose the theme that these groups follow. Maybe one group specializes in fire magic while another utilizes support magic and creates Demon King's castles. Or maybe they have no rhyme or reason to these groups. Either way. These groups will follow you to the end. And maybe. Your giant army of Misfit weirdos will grow. Into a Nice big Kingdom. They have the personality of the Black Bulls. A bunch of Wierdos. Drunks. Losers. And totally insane and mentally unstable teens. But they are all useful and when you hang with them a bit you will all become one. Totally crazy. And Huge. Family.

Jumper Town (1000Cp):
You have your own Town. It's the same size as Azeshion and Dilhade. It has a small number of people who will be totally loyal to you and as your town grows into a kingdom more people will start to come. People from all over the world. Play your cards right and you might get a couple of spirits and Gods in there. You get a relatively nice castle with about 50 rooms. It has no magical powers or

abilities but your power when you are in your castle is doubled and you can sense when somebody enters your territory. Good Luck.

Royal Items:

Wealth (100Cp):
You have a moderate amount of wealth. Enough that you could live your life with much leisure without any trouble. Although do not spend large sums every single day for the entire Ten Years. You do not hold infinite amounts of wealth. About 2 Billion in U.S. Dollars.

Royal Clothing (200Cp):
You have Glorious clothing. Clothes that are as comfortable as they are beautiful and they have a moderate amount of defense. You could at most take a Jio Graze from Anos and survive it as a normal Demon with this kind of defense. Although you would be severely hurt from the strike.

Royal Scepter (400Cp):
You have a Glorious Scepter. A scepter of a True Royal. It is capable of Creating Grand illusions and can control the minds of those weaker than you. Although it is not without its weaknesses it is still a Royal scepter that can be used as a good weapon to fight an opponent with. It increases the power of Asc and Gyze. As well as lessening the cost of some spells.

The Noble Works (600Cp):
While being royalty does imply that you already have this it’s good to have some physical proof. This grants you a royal title for whatever the equivalent of a duke is in your kingdom. It will grant you a certain level of authority, the Rights to land, and whatever local benefits nobles receive. Post-jump this can grant you a similar position if you desire. You have a large sum of money in that world’s Currency equal to about 100 Million in U.S. Dollars. You also get Three Businesses that come up to a total of 300 Million in U.S. Dollars each. So you can keep that cash flowing. If you take an Active hand in the businesses you may be able to grow them. Any growth from them carries over to other jumps. You might even be able to grow an army if you use your businesses for making weapons and stuff. You can even possibly create modern technology if you can find resources. Giving some Businesses a blueprint and resources they can create Hoverbikes and stuff.

My Kingdom Come (800Cp):
You don’t actually have a Kingdom. You have LAND. LOTS AND LOTS OF IT. About the same size as Dilhade. This Land is basically yours. But it's empty. No cities or towns. It's up to YOU to grow this place. There are a Variety of Resources here, some that shouldn't even be HERE. Stuff that belongs in the land of the spirits or Demons. This place is rich in Mana as well. So any major damage will be repaired in a day or two if it was a natural thing. So if a mountain goes missing it's fine. Standing on

your land boosts your power by 2. And people will want to come and help you make a really nice town or even a Kingdom.

Royal Castle (1000Cp):
As a Royal of Your race, you need a Home that is capable of housing you. It comes with about 200 rooms and has about 300 maids or Butlers and also comes with MASSIVE amounts of Magical and Physical defense that could allow it to withstand a large-scale war as the Base of Operations back in the Age of Myths. The Maids and butlers can Act as soldiers and are all interested if you want to know. This comes with a Treasury, A Magic Room for Using Natural conditions for magic, A Master Bedroom that can double as a medium-sized house, A Servant Dorm room, A Forge, A Bunker, And other such rooms. You can add any other rooms that are similar if you want. Otherwise, they're relatively empty.

Student Items:

Infinite Quills and Ink (100Cp):
You now have an infinite amount of Quills and Ink for writing or whatever else you would need it for. Use it however you wish.

Uniform (200Cp):
If you're going to be enrolled in school then you'll need the uniform to go along with it. This is a uniform that shifts to match whatever institution you are attending. In addition to this it's also enchanted to resist common types of damage. It won't be as good as real armor, but this could save your life in a pinch.

Student Organization(400Cp):
You are the leader of a student organization such as a combat group or even something like Anos's fan club. This will contain a few dozen students who are both talented and devoted to you. You get a small tower with a large amount of things dedicated to the topic of the group. Such as Swords for a Combat group or Anos Fanfiction if your club is about Anos. Take your pick of the topic. All things that you try to learn are effectively doubled when you are in that club room such as trying to learn a sword move that takes 2 months would take 1

YOU CAN'T JUST GO AROUND DOING WHAT YOU WANT (600Cp):
Or can you. Yep. This is a written note. That says that you can do whatever you need to. To accomplish your mission. WHAT THAT MISSION IS? Is up to you. This note allows you to pretty much utilize it to go through any checkpoint or murder anyone or burn anything. And with a ONE TIME USE. You can basically pull a Venuzdnor and use it to destroy a single reason law or order like this for instance. "Destroying the reason that having imperfect test scores meant you could not legitimately have a perfect score" Basically giving you a perfect score. Which does not change your

answers. You can just get a perfect score because you can. This is not permanent but it does get you through some stuff. You get one note every jump or every ten years whichever comes first. These do stack up to ten notes at one time.

Book of Absolute Knowledge (800Cp):
This book is basically a You need to Know something? Well it knows it. Whenever you need to KNOW something. This book will randomly pop up in front of you and give you the answer. It has unlimited uses. It can be summoned at will. And it will ALWAYS arrive at the page you need. Its about the size of a normal 300-400 page book. This book will always be the ultimate teacher. It will always be able to teach you what you need. But this is not an ALL knowing book. If the thing you need hasn't even been explored or thought of or you don't know a piece of it then it cannot help you. Need to learn High level math. Well as long as you know what 2+2 is then you can get to that level in like a day or two as a normal human student without any perks. Need to find out the way to beat some Guy who is really strong? Well so long as you know his name you can figure it out. Need to find the Head of some secret Organization? Well so long as you know the name or symbol of that organization then you can find it here. This book can get you through some harsh stuff. And if you want it can be an Ipad instead.

Grand Academy (1000Cp):
You are the proud owner of a famous and powerful academy equal to the Demon King and Hero academies. It has thousands of talented students and is extremely famous throughout the world. It will come fully staffed with expert teachers who are talented in whatever subject you choose. By default this is a new academy though you may optionally purchase one of them instead of creating a new one. Lastly if you do not wish to actively care for the school you may have a stand in principle and simply be known as the founder/owner of the school. Every 4 years a prodigy will appear. This prodigy will be on Lay Glanzudlii's Level before he revealed himself as the Hero Kannon. So capable of manhandling a Demon Emperor with a weapon of dirt quality in a couple of minutes. Even if you do not run the school you will still be the one to make the major decisions if there are any. You get a large sum of money to run the entire school and to pay the teachers.

Demon King of Destruction Items:

UNLIMITED MUSHROOM GRATIN (100Cp):
They say that when Anos Favorite food was found out by the Demons they began to overharvest Mushrooms. Some did so for offerings or Luck or even thinking it was why he was so immensely powerful. You now have an unlimited amount of Mushroom Gratin. Of which will taste just like how Izabella makes it. Anos Mom. It may not give you ultimate power. But it tastes DAMN GOOD.

Awesome Clothes (200Cp):

You have cool Clothes. Much like Anos Voldigoads clothes when he was the demon king or Celis Voldigoads clothes. These clothes are heavily enchanted with high-level magic and can survive relatively powerful spells. Anos at the end of Season one utilizing Jio Graze could not scratch them unless he got serious and Jerga's Attack that damaged Anos would not be able to even hope to harm them. If destroyed they will reappear the next day in a place you will immediately find them.

Demon Kings Secret to power(400Cp):
Basically. It's food. This is a nice big fridge. With food. Lots and Lots of Food. And this food. Has a LOT of benefits when eaten. It's got all the nutrients you need as well as provides a boost in power to you or anyone else who eats it. It has every food ever and it all is healthy. Some boosts from this food are. 2x the speed. 2x the physical power. 2x the Magical Power. Increase Casting speed. Think of it like food buffs from games. It can even make some potions and some non-magical cures for poison and illnesses. Hell every ten years you can get a single food that when eaten grants invincibility (Actual invincibility without any way to bypass it) for 10 seconds. THAT IS GAME CHANGING. You only need a single bite of the food to get the power. But it tastes great so you might just eat it all.

Demon Kings Army (600Cp):
OH YEAH JUMPER. LETS GO TO WAR!!!!! This is a HUGE ARMY. Of ten thousand Demons peppered with a couple ont he level of Demon Emperors. This army is armed with a Demonic swords like the ones used in the Magic Sword tournament. Such as a Fire Sword or Water sword or Wind sword. And ones like Initio and the Diamond Iron Sword. Especially strong members might have one like Shigshesta. They are all Totally loyal to you and are all cool to hang with.

Hell Flame Annihilation Mortar (800Cp):
An actual Mortar or Cannon or a Gun or something. But it is a Physical weapon. It is about the size of a castle and it can launch 72 Jio Grazes without rest. You can attach it to a Castle and have it stay there as a cool weapon that can be used for war or summon it to yourself and utilize it. These are Jio Grazes on Anos Level. Capable of Damaging Gods and these cost NO Magic on your part. So basically you can use it whenever you want and even use it to set up a sneak attack with your comrades who are weaker than you. You can get another every ten years so that you can start volleying these things. Imagine it. 10 Mortars each launching a Jio Graze at an Army. And these are HUGE. These are Jio Grazes that are big as the one that destroyed that holy lake. So that would turn a country away real quick. It reloads every hour and twelve minutes. So one Jio Graze a minute. And it fires a Jio Graze every two minutes.

Demon King's Castle Delsgade (1000Cp):
A Three Dimensional Magic Formation that could last 2000 years without changing due to magic. It is capable of being used for magic and it comes with a Treasury, A large maze beneath it that leads to the Treasury, An Arena, Various Rooms, A Magic casting room, And large amounts of Weapons

and Maids it also comes with Soldiers…All those of the preferred gender are also interested…It comes with Massive amounts of Magical defense and was able to withstand years of war and attacks. All your power used while in Delsgade's vicinity is doubled. You can summon it freely if you wish. Can take a different form to the current Delsgade. As well. You can utilize this as a school if you wish. To train not students but loyal warriors to fight against your enemies. The teachings of this school could raise a rare Prodigy to the Level of Shin Reglia or the Hero Kannon. A prodigy would be someone like Sasha at the start of the series. Who could get a team who was just formed to utilize a Jio Graze in less than a week when that spell was so rare and hard to use that it had less than a 20% chance of actually working in the current age. And with a bit of a push and some hardcore training She was raised to a level where she could start to use high level magic alone. And soon enough she was nearing the realm of the gods.



Hero Items:

Holy Shell Necklace (100Cp):

A Holy SeaShell Necklace. When two lovers were in love and they were to die they split the shell in two in the hopes they would find each other when they reincarnated. You have a large amount of these shells and when you split it with someone if they die they will reincarnate no matter what even through source destruction. And you will meet again. And this gives you another power. They can split this shell and it will instantly summon you. No matter what. Even if there were a barrier meant to

prevent teleportation. This shell will guarantee you the chance of protecting your loved one. Good luck. P.S. Splitting the shell also means you are proposing. Which is really cute.

God Summon Beads (200Cp):
Beads that can be used to summon a God. Celis and Anos have used these before although they are different. These can SUMMON a god. But actually having that God do something for you and actually not murder you on sight is an entirely different thing. This works in other verses.

Holy Armor (400Cp):
Armor that the Hero Kannon wore in his fights with Anos Voldigoad. It can take any form you want but it will be able to survive some CRAZY stuff. Multiple Jio Grazes. Multiple large blasts from Jerga in his paladin armor. Some Deeper world Strikes. Possibly even world destroying Magic. This armor has various failsafes to keep you alive if you were injured fatally. And it can teleport you to a safe place if you were to fall unconcious.

Army of Zeshias (600Cp):
You have an army of Zeshias. They are all relatively powerful, able to fight against many people at once and one Zeshia was considered the strongest in the school. So you have a relatively powerful army. You have Ten Thousand Zeshias. They cannot speak without training and it will be broken speech for a long long while. They are relatively emotionless and if you wish you can have each one's appearance be different and they may have different names. They come with Originals of the Soaring Scarlet Light sword <Enhaletia>. Which can create copies of itself that all act as if they have wills of their own. If any of them die they will return in 10 days fully healed and with all their weapons if they were broken.

Holy Lake (800Cp):
You get a Lake. Not just a Lake. A holy lake. With cool Holy Powers. And you can manipulate it at will. Its about 4 times larger than the one that Anos destroyed and its far more potent. If a normal weapon is dipped inside it becomes a mid level holy sword and it refills every day. You only get one but its potency can even effect Anos himself with enough of it. And you can even cause the water to rise up or teleport to you so you can use it as a weapon. Creating spears and Monsters and Using it as a rain to weaken unholy beasts. Out of verse it can affect anything that is attempting to harm you. Such as humans. Also it has potent healing effects on Allies. So thats nice. It can also dispel powerful curses.

Azeshion (1000Cp):
You have a large city as large as the Azeshion of the past with only ten thousand people. But there is a large difference between the past and the future. Whenever you use Asc on the people the effect will be far greater than even that of Ten Million. These People view you as their leader and will willingly follow you into battle. With the backing of these people, you could go toe to toe against the

Demon King of Tyranny. Infusing your body with immense power as you fight for them. They will willingly give you all of their hope and will fight for your sake if you need it. As time goes on and the city grows so will this power. You're their Hero. Act as such and they will always love and protect you as you do them. You can use Asc anywhere and when you are leaving the city shall be placed in your warehouse for your use to power you up. Remember. With only Ten thousand of these people, the Hero Kannon was able to fight against Anos Voldigoad. Compared to the ten million that the humans of the current age utilized Asc on it could not compare to his.

Companions

Import Companions (Varies):
Depending on how much you pay you can import a number of companions into this jump. For 50cp you can import 2, For 100cp you can import 4, for 200cp you can import 8, and lastly, for 400cp, you may import all of your companions. Each companion receives 600cp each and gets to pick an origin.

Canon Companion (0/100Cp):
You can recruit anyone for free, but if you pay 100Cp you guarantee that they will accept. Characters like Anos, Graham, Lay, Shin, or any of the comparably powerful characters will need to be bought with 100 cp and it is not guaranteed they will join you.*

Wholesome Family (Free to Demon King of Destruction and Hero. 100Cp to everyone else):
You have a wholesome family similar to Anos. A Mother. A Father. And maybe even a Brother or Sister. Possibly both. You can take the place of any of these. They gain 1000 Cp to spend on the same race as you. I'm Generous and Don't want them to die. So good luck. Your family can have up to three people. Your parents if you are a hybrid will split your species. So if you are a demon human one parent will be Human the other Demon. If you have a sibling they are a hybrid like you. Your family gets all the discounts afforded to them for race origin and Items. If you are a Hybrid of more than one species then one of your parents will be a hybrid of two and the other a full blood. And if you are a hybrid of five then this will bring in your parents' parents or some long dead descendant if you don't want grandparents. They don't get the CP that the Main family would get but they get perks up to the 400 section for free.

Seven Elder Demon Emperors (100 Cp Free for Demon King of Destruction): Seven people of the Same Species as you made out of your blood and some magic. They are each capable fighters. Able to destroy Mountain Ranges at the least and each one with a large amount of political and social power. They each started a bloodline that has now grown into a powerful family. Each of them

will produce many talented individuals. Each generation you will likely see one or two especially talented members appearing. They get an Origin and a Race and they get 800 each to spend.

Sister Goddesses (200Cp):
You have two Goddesses. Both oppose each other and are complete opposites. Much Like Aberneyu and Militia Both of whom represent Destruction and Creation. Such as Fire and Ice or Life and Death. They get 800Cp each to spend and they get discounts for the God Section and the Royal section.

Brother in Arms (300Cp):
You have a BEST FRIEND. They are your greatest companion and the complete opposite of you. If you are a Demon King they are a Hero. You two would vow to always follow eachother and they will risk everything to stand by your side. This means that they will ALWAYS be either nearly as strong as you or AS strong as you. They get 1000 Cp to spend on anything and get 2 discounts that can be used in another section. They get a Unique Source and a Legendary Weapon.

Phantom Knights (300Cp): The Phantom Knights. You gain a Large Group of around 100 men and women, or just men/women your choice. Each one is capable of fighting against high-level spirits and you have Four as your most powerful. Two are Comparable to Shin Reglia and Lay Glanzudlii both of whom get Unique weapon free. The other two are Comparable to Eges Code and get Legendary weapon free. They hold little Emotion. Many only call themselves Phantoms. They are all totally loyal and would willingly die for you without question if you asked. If you want you could combine all four for a being on the Level of Graham. A guy who could fight against Anos until he got serious. And a guy who Defeated Celis with relative ease. They get Unique Source and Divine Weapon for free and that's it.*

Demon King/Queen (500/1000Cp): For 500Cp I will make a King/Queen for you at 50% of Anos' Level for you. They get Unique Source and Legendary Weapon for free. For 1000Cp I will make a King/Queen at *full* Anos' Level for you. They get Unique Source, one extra Source and Divine Weapon for free. No matter what you pay, they will be Absolutely Loyal and Devoted to you. Not even your Benefactor/Jump-Chan could change this. You decide their Origins, Age, Looks and Relation to you. For example; Your Brother/Sister you never knew you had or Your Daughter/Son from the Future. You can buy them things with your own CP to give to them yourself at a 1:1 ratio.

Drawbacks

Take as many as you want

Time of the Demon King (Mandatory for Demon King of Destruction, +0Cp):

By default, you will start at the time when Anos joins the Demon King Academy, but perhaps you want to start a bit earlier. This drawback will allow you to choose any point up to a couple of days before Anos' Birth. If you choose Demon King of Destruction then this is Mandatory. You appear right at Anos Birth alongside him if you're his brother/sister.

Rule 63 (+0Cp):
Sigh I know this shouldn't be done, but fine. So many already love Anos as a male, well with this option picked Anos now becomes a *She*. There! Ya happy now? Don't answer that. Have fun with the Demon *Queen*. **Ugh, these Jumpers. Always wanna Lewd some*thing *or some*one*, well not my problem anymore**

No Memories (Drop-In Only, +100Cp):
You have no In-Verse memories, no memories of the WN or Anime or Manga. You have nothing. So good luck.

Added Time (Varies):
You may take this as many times as you want and it adds 10 years onto your stay. Every 10 years gives 100 Cp.

HOW DARE YOU!!!!!!!!!!!!!!!! (+200Cp):
You are just a large giant ball of rage. If someone harms someone you care about you would murder their entire family in front of them and then slowly crush their source. If you stubbed your toe and get pissed you might accidentally destroy a couple of buildings. You can do your best to contain it. But not forever. You might end up being called the Demon King of Furious Anger. Try not to kill too many people.

Wounded Source (+200Cp):
Your source has been damaged. It is going to cause immense amounts of pain and unless you can get someone on the level of Anos and ten others of his level himself to heal you which would take a large amount of power you're gonna be feeling the pain for a long time. And a wounded source is considered the most painful thing in the world. And until the end of this jump, it cannot be healed.

Crippled (+200Cp):
You are crippled. You do not have something. It could be a Sense such as sight or sound or it could be a limb. You do not have it and cannot replace it but you can mitigate it such as using telepathy or some other sixth sense.

Naught but a Phantom (+200Cp):
You are Emotionless. The feeling of making love would feel as if you had gotten a c on a math test in comparison. Anger from the murder of your friend would feel as if you had simply been insulted. Sadness from the death of your family is naught but as if you failed a test. Fear that should cripple

you would be nothing. And this is not Courage. You just feel nothing. You are nothing. Nothing but a phantom…

You are Garbage (+400Cp):
At magic. You really really really suck at magic. Although there are some characters who don't use Magic much they still have access to it to help increase their power. YOU don't have that option. All you have is a sword or something and you now have to go through this world with only Physical Power.

Hated (Varies):
You're hated by a lot of people. You can take this multiple times. For each species you take, you will gain a varied amount of CP. Many won't actively try to kill you but they won't like you either. You would need a SHIT TON Of Charisma perks and luck to make nice with all of them. If Taken with Silver Holy Sea War everyone gets boosted to at least 10x their original power.

Outcast - Demons (+300Cp): Although Anos and the other important characters won't come after you. You are still very disliked. Some people might try to jump you. Others might try to screw with your grades if you're a student. And The Royals ESPECIALLY hate you. Although the Seven Demon Emperors won't take part in this hate their families and descendants are still quite powerful when it comes to money and political power.

Outcast - Humans (+200Cp): Although not many humans are strong like Demons, many of them are still strong. And these are what we call heroes. Normal soldiers cannot compare. And the Humans HATE YOU. What did you Do? Piss in their cereal? Well, now they won't even consider you a person. Some will try to jump you like the demons others will just refuse outright to even sell you stuff. Jerga himself is gonna try his best to Murder you.

Outcast - Spirits (+300Cp): Oh no…Spirits are REALLY POWERFUL. They are basically watered down gods. Due to being made from Rumors and Traditions some of them are even AS STRONG as gods. Some of them will actively try to hurt you due to being troublemakers. Spirits are fickle. Many of them are neutral towards you. But the ones that hate you are gonna be strong. So be careful. Some of the more important ones that are needed for the story won't try to kill you. But unless you convince them they NEED you they will kill you.

Outcast - Dragonewts (+300Cp): Dragonewts and Dragons are also powerful. Dragons can devour you and by doing so your source would be destroyed. Although they aren't the strongest race they still are powerful. Stronger than humans at least. Hope you don't get eaten. Because they are actively gonna try to kill you. But some of the really really important ones like Sylvia and Ahide are gonna leave you be. Considering you neutral.

Loveless (+300Cp):
You cannot be loved romantically by anyone. And if they do love you they will never show it till the end of your jump. You can never get a girl to truly love you and if she begins to. Something horrible will happen because of her involvement with you and she will either die or will continuously be put in danger. This will have a large toll on your mental health. Not to mention hers.

I'm the Demon King (+300Cp):
No one appears to take anything you say seriously. Whether you're proclaiming yourself to be the god-like entity that they worship or maybe something of a less important note. Even if you had irrefutable proof no one would believe you. This will greatly lower your reputation due to the fact you seemingly lie about so much.

Misfit (+600Cp):
Oh, no Jumper. It seems that the gods themselves are after you now. And that's a terrifying thought. Considering Gods are very hard to actually kill without harming the Order of the world. If you destroy too many you could actually destroy the world. After a couple of low gods go after you then the heavy hitters are gonna start coming. And then Nousgalia. The God of Gods is gonna go after you. He can control magic with his voice alone. So unless you're Anos level you should be careful. And you cannot kill him without destroying the world. Unless you are willing to do so you should attempt to seal his power. Or hide. You could always hide. But after you defeat Nousgalia the Deeper world Gods will be after you. After you enter the Holy Silver Sea you will be meeting many powerful gods. And just so you know. In some deeper worlds, boats are as durable as the Militia world Universe. If taken with Silver Holy Sea war the gods get boosted to incredible levels. A militia world low god would be at least Universal in power.

Out of Jump Lock (+600Cp): The classic. Everything Out of This Jump is locked except your body mod. You cannot use your perks from other jumps and also cannot open your warehouse.

HOW DARE YOU!!!! (+1000Cp): Oh no jumper. Anos and his gang are now after you. No matter how far you run you cannot hide from him. He will hunt you and try to take your life in the most painful way possible. No matter what. And it's not just him. All of his group are after you. Sasha Misha Lay Misa Shin and all the others too. You will need this Cp Jumper. Because he is angry. If you take Silver Holy Sea War then Anos is boosted as well as his companions to the level they are on in Deeper worlds. And beyond. If they could only scratch deeper world inhabitants now they can full-on kill them. Anos is especially stronger. His base form would be equal to his sixth step. When he had utilized six steps he could harm a god who could destroy the Militia world and could fight even with Inviolable waters Yzak.

A worthy Opponent (+1500Cp):

Opponents start to appear at least once a month. And they are strong. You could lose people to them. Because they want your head and they are going to take it. It will start with relatively weaker opponents but near the end of your jump beings a bit above you will appear and it is up to you to attempt to defeat them. Although you could grow from this you could also die. Be careful Jumper. Because if you take the Drawbacks below they will be even stronger. And I don't know if the reward is worth the risk. So be careful.

Craving of Destruction (+2000Cp):
You crave Destruction. And you cannot control it. Your loved ones. Your enemies. All of them are in danger. You destroy everything with no thought. You are a monster. And people will attempt to stop you. You do not get any boost from this. All you want is to destroy. And if taken with Silver Holy Sea War you are possibly going to Die jumper. You have lost all reason and float through the Sea destroying everything. Very few would be capable of bringing you out of this destruction but even then the slightest spark will cause you to burst into anger and attempt to destroy everything

Silver Holy Sea War (+3000Cp): Oh No. NO NO NO NO NO! **JUMPER!!!** You must be mentally unstable or powerful as all hell. Because if you really want this you had best be prepared for the battle. Because Now the ENTIRE SILVER SEA IS AFTER YOU. I don't think you understand what this means. You know-how in the silver sea some universes have boats as durable as Universes. Well, those aren't even the deepest worlds. The people in the deepest worlds are on whole other levels. And you're facing ALL OF THEM. All the Demon Kings. All the Gods. All the People. You are gonna be waging actual war. You get a small world that is indestructible for this battle just as a base of operations; it is just flat and with nothing but a steel-like ground. You get hunted as soon as you get into the world. And everyone is going FULL POWER. Not half power. Not 80%. 100%. Absolutely insane. Jumper everyone is coming for you. And you have ten years to survive. Hope you Survive Good luck and don't die. And if they were crippled in the series now they are ALL in their prime.

Ending

Go Home:
Guess this is at the End of our Journey, Jumper. It was nice meeting you, you get sent back to Home or other Verses if this isn't your first Jump. I hope you will not regret your choice Jumper.

Stay Here:
I guess something caught your eye? Was it Love? Power? Adventure? Whatever it was, this is where we part Jumper. You forfeit the Jumpchain and stay here. I hope you will not regret your choice Jumper.

Continue Onward:

Ah, now we're talking Jumper! There's more to Jumpchain than just this place. We've got tons of places to visit, explore, fuck with, and do whatever you wanna do!

NOTES

Sources: A bit of an explanation of what a "source" Is. A source is the basis of your existence. Much like a soul but different. A good magician would be capable of utilizing Magic from just their source as well as storing their memories in their source so that they may reincarnate with their memories. Utilizing Magic with only a source is a high-end skill that very few would expect. Anos himself utilized it in his fight with the god of time and Ivis both of whom did not expect him to be able to do so. A source is the basis of existence and when it gets totally destroyed you're gone. Only very few people can regenerate from this (They can be counted on your hands alone) And the wounding of a source is considered the most painful thing in existence. A Unique source of which we have seen only two of are immensely powerful Sources that have a unique concept tied to them. The Voldigoads Source of Destruction and Grahams Source of Nothingness. Anos Destruction itself could if fully released end up destroying the universe with his presence while Graham was capable of returning from the Destruction of his source from a weapon like Venuzdnor because his source was Returned from Nothingness. Graham with his source was able to go toe to toe with Anos until Anos just ripped his source out and shoved it into his own. Continuously fighting him even now. A source of say Creation would give one an IMMENSE affinity for Creation Magic and abilities on the level of even the gods of Creation and beyond. Although Anos's source isn't his greatest power it is a powerful ability combined with all his other ones. Basically. Your source is your Soul but more important because if it is destroyed it's impossible to come back from it unless time is reversed on the world and people that can cast <Rivide> AND beat the Guardian god of Time can be counted on one hand. Your source gets stronger as you are about to be destroyed as the Last Burst of flames in an attempt to save itself.

The silver sea is a sea with 99+ layers and the deeper you go the stronger everything gets. Including concepts and People. In one Deeper world, a boat was equal to a Universe and there are people who can fight Anos to a draw in Some deeper worlds. And what's worse is that the Layers are effectively infinite. So if you take the Silver Holy Sea War, be prepared for a war lasting every day for 10 years. A bit more of an explanation. So allow me to explain. Fire Dew is what flows and basically gives power to the silver sea. Deeper worlds take Fire Dew from Shallow worlds and make even Items and Order stronger than Shallow worlds. This is why Deeper world inhabitants are on another level. And Anos hasn't even reached the Deepest level.

Canon Companions: Companions you need to pay 100 Cp for. Anos, Lay, Shin, Misa, Sasha, Misha, Aberneyu, Militia, Reno, Nousgalia, Graham, Eges, Celis, and many of the Main Deeper world Inhabitants. This is them at their PEAK

Phantom Knights explanation: The Four strongest of the knights are powerful. Shin and Lay are equal and Shin was able to fight Lay with a weapon that can strike the opponent in the past. Eges Code is a guy with a spear that has no concept of distance and time. Meaning. Speed is nothing to it. The two on his level are equal to him and have a weapon of similar power. If you want you could combine all four for a being on the Level of Graham. A guy who could fight against Anos until he got serious. This guy stomped Eges Code by the way.

Deepening your magic is to make it suitable for use in deeper worlds. Because of the Fire Dew going down, Deeper worlds are naturally stronger and so Shallow world magic wouldn't even compare and that means after you leave your magic can be deepened still. In verses with impossibly powerful characters, you can deepen your power and make your weaker spells stronger. At least as strong as their weakest spells if they aren't already.

Gaudgeimon is a weapon Celis himself used. Celis was labeled a Misfit by the gods because he was so strong and Gaudgimon is the Weapon he used himself. Celis himself is from the previous world before Militia world. Elenesia world. His ultimate attack is:

Extinct Ten Purple Electric Lightning Sword <Ravia Neold Galvarizen>:
Thunder magic rains down huge amounts of purple lightning from the heavens. It is activated using Heavy Thunder Sword Gaudgimon and is used by Celis Voldigoad in combination with <Venejiara> to make 9 other possible magic circles along with 9 possible swords which add even more firepower. 10 swords pierce 10 magic circles, and a huge amount of purple lightning falls onto them turning into a giant sword connecting the heavens and the earth. It is so powerful that it destroyed the barrier of Rhinoloros, the God of Barriers, which could withstand the end of the world and put Hero Graham, protected by the Protector God Sword Rolostoarm and Sanctuary <Asc>, in a dying state.

Lavine Girma is a Legendary weapon because it is not as strong as Venuzdnor in its Ability to Destroy all laws. It's a powerful weapon in its own right but I don't want to put it on that level. It can cut through anything though so it is a useful ability. But not game-changing like Venuzdnor.

The One True Hero Capstone boosted. The reason that being able to force a fate on a misfit like Anos is so powerful is that Anos himself was able to destroy a spell that created fate that even going back in time could not stop it and it affected Misfits. Anos did so with one of His Demonic Eyes of Chaotic Destruction and he did so with ease. Being able to force a fate onto him would be Nigh Impossible without this perk.