魔王なオレと

不死姫（グール）の指輪



柑橘ゆすら
イラスト・しゅがすく

Maou na Ore to Fushihime no Yubiwa

The magical world of Demons and the modern world of Humans, two sides of the same coin that weren't supposed to ever fuse. However, the gate separating these two worlds has been weakening continuously, thus leading to certain mix between these worlds. As such, the 'Monster Tamers', special humans with natural boons, are the keepers of peace by making contracts with monsters to help them maintain things in order, while keeping things hidden from most humans. For demons, this partnership grants several advantages, for Tamers, it means the extra legwork needed to do their job.

However, a new group of 'Dark Tamers' have raised to cause problems. Born from terrible experiments to create artificial Demon Tamers, they now seek revenge and a place to belong in a world that caused them incredible pain.

Meanwhile, Kusumi Chiharu, a seemingly normal teenager, will soon receive a text message informing him of his recruitment as a Demon Tamer, in a fit of stupidity, his actions will lead to many changes and the discovery of his true heritage.

But enough about that. This is your story, have this to get you started:

+1000cp

Background

Drop In
New to this world and the business around. You could change the balance of the world or just stand aside while minding your own things. Regardless, you get a room paid for the week in a nearby hotel and the necessary papers proving your identity.

Monster Tamer
You were born for this job; Demon Tamers are humans with natural 'magic cells' that produce magical energy for a myriad of purposes. Naturally stronger, faster and more resistant than the normal folk. You also have a monster partner to kick the ass of the demons causing trouble.

Demon
Also called 'monsters', beings of myth and magic, at least by human standards. Demons are basically a multitude of Magical Creatures, from Zombies, Ghouls, Nelphims, Dragons, Behemonts, Minotaurs, etc. You get the idea. You're one of these. Taking a Tamer partner is not necessary, but encouraged.

Dark Tamer
Oh, such a sad backstory. This group was formed by certain tamer of renown, when she released a bunch of kids that were experimented on to create artificial Demon Tamers by injecting monster cells in normal humans. Since then, new people and better boosters have been added. You are stronger than normal monster tamers, but also hated by many of them.

Age & Gender:

Believe it or not, neither your gender or age will affect too much. Well, outside the usual trouble with it. Feel free to choose any age plausible and/or change your gender for free.

Perks

Drop In

Blend In (100cp)
Travelling, so fun until you realize the air pressure is a bitch and getting new jobs sucks. Not for long, however, now you can say goodbye to those small problems. You easily adapt to new environments, in the sense that your body naturally accommodates to it inside the extend of reason. Besides that, you also have a knack for finding whatever odd jobs around that pays well and take advantage of your talents.

Just Passing By (200cp)
With all those monsters and tamers going around the place, it's a wonder that people don't get caught in incidents more often, and nothing short of miraculous that most of the human population remains in the dark. Such trade secrets to keep things under wraps are now yours to use, enough to maintain a masquerade similar to the Demons and Monster Tamers from the general public. Keep it mind that while it works on a grand scale, some slips are bound to happen if you don't have any subordinates or get careless.

Well, That's Convenient (400cp)
There's lucky and there's you. For some reason, fortune seems to smile at you at worryingly numerous times. Lack some item? The baddie of the week has it and is a weakling too. Need some vacations? You just won the local lottery for a paid resort next to the beach. This won't resolve all your problems, but it will make them damn easier to deal with. If everything else fails, just go to the casino, this ensures you will be winning almost any game of chance.

This Is MY Resolution (600cp)
Call it musk, pheromones, or simply the byproduct of being as awesome as you are. You're charismatic, hell, that's probably underselling it. You just attract people of your opposite sex as flame attracts moths, like the sun has planets orbiting it. Not only that, but you find it easy to win over the hearts of those you're attracted to, furthermore, once they fall in love with you, the deal becomes pretty much eternal, they never stop loving you, no matter the circumstances or time that passes. Beware yanderes.

Monster Tamer

Enchanted (100cp)
Demon Tamers possess a great amount of internal energy, is kind of a must when you're in this business, a part of this energy is transferred to your monster partner, one of the boons they get. On your side, you have learned to channel this energy to heal at accelerated rates and enchant your physical performance for small periods of time, slow down your aging, increase your healing rate and other tricks that may come useful in the future.

Battery (200cp)
Remember that internal energy thing I talked about before? Well, for normal tamers the amount is nothing to scoff at, making otherwise normal humans in a match to the weaker monster races. In your case, this leans towards 'fucking impossible' levels of energy, easily a match for a hundred normal tamers if not more. Likewise, the regeneration rate for this energy is a hundredfold than normally would be.

Best of Both (400cp)
It seems that you are a bit of a special case, normally the offspring between races would be one of the parent's races, but instead, you are a perfect hybrid of both. You have the innate energy production and grow rate of human tamers mixed with the magical powers of the demons. Likewise, this effect can be passed down to your descendants, ensuring that they will always get the better traits of their parentage each generation. It will be a little difficult for people to categorize you, but the advantages of this are incredible.

Bond Between Us (600cp)
The relationship between Tamer and Demon is something that goes beyond mere friendship, it's a bond of mutual trust and the conviction to keep going together 'till the bitter end. Such is the power you have, to forge unbreakable relationships with others and draw power from it. Boosting your willpower when helping a friend or your speed to arrive to save a comrade in time. Likewise, this goes both ways, giving boosts to your allies when it comes down to helping you or a mutual friend. Don't ever underestimate the power of bonds between people.

Monster

Poker Face (100cp)
Some races have a natural human-like appearance, like zombies or ghouls. Others, are very much not like one, such as dragons or gazers. In both cases, however, a good human disguise can go a long way. For that, you have learned a mastered a minor version of shapeshifting, one that gives you a human form to your likeness. It's perfect in almost every way and people won't be able to notice your true nature with a simple glance, no matter how inhumane or strange your real body is.

Don't Underestimate Me! (200cp)
All demons are weak sauce when they just start, lacking experience from battles and the energy from a Tamer. That doesn't mean they can't get stronger, however, and you are the perfect example of such. Your learning and growing rates are off the charts, letting you overpower older and more experienced foes with a tenth of the time others would need to get into that level. You will still need to train and study, just far less than others.

FREEDOM (400cp)
Ah, the inner energy of the Tamers, when channeled to a magical creature, it increases greatly their powers. Alas, depending on others for boosts is not your style. Luckily, you are a bit of a weird case, being a monster capable of producing your own inner energy to boost yourself to the same level of a master tamer. This ability will be passed down in your bloodline should you desire, making you a sought individual by many. Just in case, this doesn't prevent you from making a contract with a Tamer, if you wanted more power.

Demon Lord Candidate (600cp)
The previous Demon Lord was a bit of a manwhore, you see. He had a ton of children with various races, one of them being you. This alone means a tenfold increase in all your natural specs, as well as the ability to use the magic exclusive to the demonic royal family and their precious artifacts. Furthermore, you can fight for the rank of Demon Lord, a title that will carry to other jumps, even if only to impress.

Dark Tamer

Great Chimera (100cp)
The modifications done to your body left more than the simple ability to generate inner energy to become a Tamer, indeed. It also greatly increased one of your base stats, something like your endurance, strength, speed or such. The power from it is probably enough to meet head on some of the weaker species of demons out there. It may not look like much, but you would be surprised.

Zen Master (200cp)
Those artificial powers didn't come free, alongside the mutations done to you, Dark Tamers also have to deal with the destructive impulses, some even went mad from it. Not you, no. You have trained yourself and obtained a perfect control over your instincts, emotions and impulses, letting you always act with a cold head. At the very least, you don't have to worry again about strange influences directing your actions.

Mad Genius (400cp)
After a while, Dark Tamers started to mess with their biology themselves to improve and empower their abilities. You are one of the pioneers that took what others did to you and refined it to near perfection. Now, with just a small sample of any being, you can selectively choose some of their traits and apply it to another. They called you mad, but let's see how's the real madman when you perfect your genetical modifications.

Not a Failure (600cp)
They called you trash, they called you ineffective. It's time for payback. Between the use of extremely dangerous experiments and a lot of research, you finally managed to obtain a power to obtain your vengeance; the ability to fuse yourself with monsters, taking up parts and powers of them to make them temporarily yours. The breath of a dragon, the strength of a Minotaur or even simply taking over the gargantuan body of a giant snake, all is now in your reach. You have waited long enough.

Items

You get one discount per tier and one 100cp item for free.

Unbreakable Umbrella (100cp)
A folding umbrella at first sight, an extremely good shield on closer inspection. This lightweight umbrella has been made with the most expensive and rare materials from the monster world, making it light, durable and extremely tough. Its more likely for an attack to blow up a continent before making a dent in this one. Feel free to import another weapon into this role.

Infinite Knifes Collection (100cp/Free Drop In)
This seemingly endless collection of knives is connected to your pocket. Defying the laws of physics, you can just put your hand in the pocket and take out whichever you wanted. From kitchen knives to cleavers, including swiss ones, karambits, throwing ones, combat knives, etc. They are all of decent quality but not magically enchanted or anything.

Contract Rings (100cp/Free Demon and Monster Tamer)
Ah, the rigs, proof of a contract between a Tamer and a Demon. It has many effects, from transferring energy of the Tamer to boost the Demon, and as a way to know where each one is at any time, to summon the Demon at the side of the Tamer and give some level of control to their actions. You have a pair and can but more. Comes with the paperwork needed.

Enforcer Ring (100cp/Free Dark Tamer)
This ring is a modified Contract one, whose purpose is to give the Tamer far more control over the contracted Demon while reducing the amount of energy being transferred. It can still work as a normal contract ring, however. This gives you a pair but you can purchase more. These things are illegal, so you know.

Weapon bracelet (200cp)
This cute bracelet is actually a magic item that works by taking the form of any weapon you want, mostly melee-oriented ones, but other types apply, as long is within sense. Very useful if you don't want to go around the human cities with a giant halberd. You can import another weapon into this role.

Shiden (200cp)
The weapon of the Demon Lord, magically made so it curses anyone who touches it, sans the Demon Lord or someone sharing his bloodline. This one is a copy you can use without fear, however. A very good weapon that appears when the user wills it.

Crimson Drinks (200cp)
Turns out, dragon blood is kind of a big deal. Here's a whole set with ten vials of the stuff. It can be used to increase the natural talent and magical power of

the drinker or be used in alchemy to make cool things. You will get another 10 vials every year.

Sensual Blueprints (400cp)
The secrets behind the Contract Rings and their function to share energy are now a literal open book for you. Really, this is a book containing all the information needed to create more of those and even to modify them to some extent. Some people may not be happy about you having these, so try to keep it a secret.

Mansion (400cp)
Well, we can't have you and your Demon in the street, can we? No, of course not. This is a mansion, exactly what you would expect from the name. Lavish and with the most expensive furniture. Self-cleaning and you don't need to pay for water or electricity in it. It will become a warehouse attachment post-jump.

Contract App (400cp)
The times have changed and the way contracts are made between demons and humans has changed as well. From carefully written papers we have moved to emails and apps. This app while install itself on your phone (you will get one if you don't have one already) and allow you to form contracts with similar beings in other worlds. Details and accessories needed may change according to their power.

Sunday, Sunday (600cp)
Just for my favorite Jumper, here's a beautiful villa near the ocean and located in the nice parts of the Demon World. Used to be a fortress, so it's well protected. It's full of devil maids that take care of everything to keep it nice and clean. They will also take care of your needs while you're there and they are combat trained.

The Compendium (600cp)
This is… strange. The complete collection and notes of that gave birth to the dark tamers. From how to make artificial tamers and hybrids, compatibility between monsters, ways to increase their power and DNA samples of all types of monsters still existing, all in blood. The blood samples will get new additions in each world you visit, as long as there are similar beings to the monsters here. In the hands of a competent scientist it may spell revolution or doom for an entire world.

Companions

Import/Create (100cp/400cp)
Feeling lonely already? Well, you can use this option to create or import a single companion for 100cp or the full roast of 8 for 400cp. They gain 600cp to spent on origins, perks and items, they can also take some drawbacks for more.

Canon (100cp)
Of course, if you took a liking for a character of the series you can always try and convince them to come along with you on your travels**.** I'll give you plenty of chances to get in their good graces.

Sweet Anpan (100cp/Free Drop In)
You meet this peppy girl shortly after arriving this world, helping her fend some Dark Tamers after her. Turns out she went rogue and the chase was a last effort to capture or silence her. She was a decent scientist, but mediocre tamer, mostly using cute little critters instead of powerful monsters. Despite her tragic background she maintains a sweet and optimistic personality, being highly empathetic of those around her. Because her upbringing she's quite fond of artistic endeavors as well as quiet travels. She'll be a bit clingy towards you, as she things you're the only good thing to happen to her in her life so far and the happiness she may find in the future is also somehow connected to your meeting.

Cheese Banista (100cp/Free Demon)
Your human partner and energy battery. A college student that spends her time immersed in nerdy hobbies or shitposting on the internet rather than attend classes, only reason she isn't failing is because she only registers in a couple at the time. Mostly defined by her clumsiness in all maters physical and social, she still exhibits moments of true brilliance when the situation is dire. Overly sarcastic and sassy, she can't hide her curiosity for your previous adventures and life. Inside that lazy exterior there's a deep longing for true adventure and decent talent waiting to be discovered. Despite her obscene reserves of inner energy, she refuses to make a contract with another demon.

Lemon Timbits (100cp/Free Monster Tamer)
The demon you made a contract with, a proud daughter from a noble family fallen to hard times. She took the contract to help her clan and takes her duty seriously, seeing your contract as a mix between marriage and knightly oath. A socialite with great acting skills, she's direct to the point of bluntness with those she trusts and her manipulative traits almost disappear when you're around. Perhaps because her education, she has great talent when it comes down to make money, and possess manners that would befit royalty. As her partner, she will try her best into making you reach the limits of your potential and then more. Strangely, she's quite adept at domestic chores, which help her relax.

Chocolate Castagnole (100cp/Free Dark Tamer)
You meet this cynical doctor, dressed in goth fashion, after she found you badly wounded in a dark alley and helped you heal. She's a normal human that used to be a rising star in the medical field, losing her optimism after many betrayals that left her cynical and cold; some of her initial selflessness remains, if reserved for very few people. She was as sad as unsurprised after hearing your circumstances, choosing to not help your group but still extent you a hand if you ever need it. She won't have any expectations of you or your actions at the start, as she's familiar with the desire for revenge and would gladly take the opportunity herself if you offered to help with that. However, showing her kindness and optimism would help her regain hope on the future, putting past her cynicism to help the needed once again.

Drawbacks

Eye of the Storm (+0)
Kasumi Chiharu, that's your name now, kinda. You're replacing the would-be protagonist of this story, taking over his role, relationships and circumstances. Of course, you don't gain anything else, so according to your choices here, you may or may not be prepared to confront the plot. Don't worry no one will think there's anything wrong with the new appearance or personality. He as fairly bland, after all.

Funny, Not Funny (+100cp)
Hahaha… Hey, don't look at me like that. It was hilarious! Indeed, you're now cursed with bad luck. Nothing really serious that would put your life at risk, mostly, but people will catch you in unfortunate or embarrassing situations far too many times. They will laugh a lot. I will too.

Wait, what? (+100cp)
In exchange for more points you will forfeit all your foreknowledge about this world. Now you will have to fish around in the dark. Let's hope your intelligence is enough to figure out the plot twists. To be fair, they are fairly obvious.

Sealed (+200cp)
All the powers from other jumps are sealed until your ten years here pass. Being reduced to BodyMod and what you purchased here. Companions are not affected unless they take this too. Try to not start a fight with someone too lethal.

Bad Reputation (+200cp)
Well… To say that you aren't the most liked person in this place would be an understatement. There are nasty rumors of you, putting your reputation is in the red numbers, and while no one will attack you on sight, everyone that knows of you will be cautious when interacting with your affairs. Don't expect strangers helping you here.

In the End (+300cp)
Congratulations, jumper! You now have a sister. The bad part is that she's totally into you and somehow way more powerful that she has any right to be. Expect being stalked or she doing *something* to your body while you sleep. On the Brightside, you can keep her as a companion after the jump ends.

Will of the World (+300cp)
Welp. It seems like we hit a dead end. You are a complete normal human, no matter your origin. No inner energy and not a demon, even if you took that option. The bad part? Everyone thinks you're a high-priority catch, no matter the evidence on the contrary, and everyone seems really eager to make a contract with you, put you in the frontlines or get a fight with you. Good luck.

Beni-fucking-bara (+400cp)
Yeah… that just happened. Turns out the existence of Demons and Monster Tamers got leaked to the public… and their reaction was far from nice. Nations around the world are screaming for war, and a catastrophe seems inevitable. Enjoy your extra points, you asshole.

The Gate That Wasn't (+400cp)
So, in case you don't remember, this whole thing started because the gate separating the world of demons and the world of humans weakened. Forget about the gate now though, it doesn't exist anymore. Both worlds have perfectly merged into one. It may sound interesting, but that also means that monsters are rampaging everywhere, humans are starting an all-out war and the tamer's contracts have become useless for most demons. The place has been plunged into total chaos. Have fun.

Notes

Demons, monsters, magical creatures… they're all the same thing. Devils are a different thing tho.

Demons/Monsters can choose any mythological creature (local folklore, legends and biblical ones apply), the ones shown in the novels range between hellhounds, ogres, gazers, ghouls, dragons, nephilims, leviathans, etc. Some are humanoid or can adopt human form. They're kind of shit compared to the rl myths tho, nephilims are just giants that can fly and take human form.

Fanwank. Like, really. Just fanwank. Source material lacks a lot of world-building details in favor of harem antics.

Taking the drawback that makes you the protag gives you his place (you gain the sister, a place in that school, multiple initial choice in monster partner, etc), but you don't gain any of his advantages. Alas, no demon king blood for you unless you got the perk.

Danger level is fairly low, as far as shown feats go, they just make big craters and wreck a city. Supposedly it goes a bit farther but not by much.

I should stop naming the OCs after pastries. I'm hungry.

Made by Ricrod