~~**Generic Isekai Deconstruction**~~

Cheat Slayer Jump

By FancyFireDrake



Ah, the Isekai Genre. Do you feel an odd kinship with it as well, being from other worlds and constantly going to new ones with strange powers? How about a bit of a different take on the Genre?

This is your average fantasy World. The Human Kingdom and all other races are in a war with the Demon Lord Troops, who try to rule the World. A group of people were taken from other worlds to oppose the demonic threat. They embody hope as "The Insurgents of God" or "The Best Nine". Our protagonist Lute really admires these heroes… until one day his childhood friend Lydia was raped by his hero Louis Crawford and saw his Village burn down. Louis is one of the Reincarnates… who parade themselves as valiant heroes but are in truth twisted, hateful and violent pieces of trash that only vicariously live out their perfect life in this new World.

A Witch would save Lute from death and inspire him to ruin the Reincarnates Reputation and finally kill them. He is hesitant at first but after seeing Louis in person once more, the hatred takes him and he agrees to lure Louis into a trap…

…And that's it.

Yep. That's it. That is all that's known about this place. See, the goddess governing this mess took offense to someone watching her little playground and made every effort to stop people finding out what happens in her world. That cunt.

Unfortunately for her she didn't account for me. Or you.

This is a world of corruption and false heroes. This little playground for pathetic antisocial wrecks is about to have to deal with you. My little hypocrite.

Here take these **1000 CP**. Are you going to be proving your more than what these Heroes are? Agree and revel in their degeneracy? Let's at least make it entertaining.

Origins



Usually people who drop out of nowhere into these Worlds are locked in a specific role. But for you we can make some of the usual exceptions. So what are you? An innocent maiden like Lydia? A tearful Slayer like Lute? A hate filled Witch like a certain someone? One of the so-called Heroes?

You may decide for yourself Age and Gender, as well as if you have a History within this World or not.

Slayer (Free): You are someone who belongs to this World. You were born and raised here and are at home here. They aren't. They are an invasive species… and you have the tools to retake your World.

Innocent (Free): You are one of the innocent bystanders and normal average people. Aren't the Reincarnates just the coolest? Maybe with luck you can be one of their Comrades. Be careful though; the likes of you are often left suffering as collateral.

Reincarnate (400): You're no ordinary person, you are one of the 'Heroes' brought into this World to fight the Demonic Hordes. Everyone else is unimportant aren't they? By all means do whatever you want, you wouldn't be the only one with that attitude. You're not one of the Nine but for now they have a neutral attitude about you at worst.

Species

You gotta be something and a stock Fantasy World is not lacking in options. Pick one of the below Species for free and if you want to purchase some of the Species Modifiers for the listed price.

Human (Free): There are more than enough of those running around. You may be an ordinary human, not good at anything but not too bad either, jack of all stats.

Elf (Free): Pointy eared magical creatures deeply in touch with nature. You make for a good archer or magician. Some of your kin might be haughty and unjustified prideful.

Dwarf (Free): Small and strong with a reputation as crafters and miners. You might be seen as someone rude who lacks a bath however.

Orc (Free): Strong brutes that make a capable addition to any army. You are not losing any brain cells but some may consider you dumb and your fellow kin might be deserving of that reputation.

Monster (Free): You are a Monster of some kind. Maybe a Slime or a Skeleton. You get some powers associated with your heritage but a decent adventurer could make short work of you. This is more of a flavor option.

Demon (Free): The Demons are considered humanity's and the Nine's enemy but lets offer it anyway. Weak to anything Holy but still on average stronger than a normal human, you make a fine warrior.

Varies (Free): Or hell maybe none of the options appeal to you. Maybe you want to be a Lich or a Dragon or a Fallen Goddess. By all means go for it. However on average none of the options you pick here will surpass something of the above options in potency. Power is for a different option…

-Species Modifier: Power (100/200/400): But of course you are not content with simply being a Species are you? If you pay this then you may make yourself a greater example of your chosen Species, stronger and more capable. At 100 CP you are a match for the average adventurer. At 200 CP you could take on groups of experienced adventures. At 400 CP you could throw down with warriors with plenty of experience, far and above the common folk, the only warriors above you being Reincarnates. A Demon who purchases this for 400 CP would become an Archdemon for example.

Reincarnates may not select any level of this option. You don't need it.

-Species Modifier: Hybrid (Varies): Who hasn't heard tales of people with insanely convoluted heritages and species? You may opt to combine two or more Species, becoming a sum of their parts, like a half demon half human. As a result your inherent weaknesses will be lessened while your strengths won't be sacrificed. Pay **100 CP** for every Species option you take on top of your original one. For example: a Demon, Elf, Dwarf Hybrid would cost you 200 CP.

Perks

General Perks

Legendary Hero (Free but Exclusive and Mandatory to Reincarnates): As a Chosen, your power is marvelous, far superior to many people of this World and downright abhuman. Your body is enhanced by magic, allowing you to perform superhuman feats. Your slashes can cut through iron like butter and your magic can drill through mountains. You're on top of the World, though it will be difficult to make this power grow as a result, hard to train with no useful 'dumbbells' around. To simplify it, imagine it as having the equivalent of the highest level of **Species Modifier: Power but further enhanced**. And that is without any Cheat Skills you have. The only thing that can rival you in power is the other Reincarnates and maybe the very rare Demon, not counting the Goddess of course.

Yourself in Another World (Free/+200): How does the saying go again? Absolute power corrupts absolutely? Well given the nature of this Genre and World it seems some want to prove its validity. Let's not make you one more proof. Neither abuse to yourself or your loved ones, fantastical new powers or anything else, will rob you of yourself, objectivity or moral compass.

Considering this World's nature I offer this for free… though you could reject it for a couple more points. If you do that however, it deactivates any Perk you already have that is meant to fulfill that role. Though… do you really need it? Surely you can resist these temptations of pride and wrath better than the locals… right?

Grudge (100): Chances are someone or something is going to get on your nerves here. Maybe it is a corrupt wannabe Hero… or just some random passerby that reminded you of someone who slighted you in a small way. Either way you can use your Grudges to motivate yourself to action. I just hope these Grudges aren't just petty nonsense.

No Shock Value (100): Just imagine you live your life and suddenly boom, brutal demon invasion. For any normal person it would be shocking but you have a way around such senseless shock value moments, being able to keep a level head even in such stressful situations.

Amenities Magic (200): Why should you have to bother with hygiene issues? With this you will be able to will yourself clean, akin to 'Evercleansed' from the Bodymod. Things you touch will also be dirt and germ free and you can even erase your own need to use the bathroom.

Troperific (200): It's all just like the fictional works you know in a way, isn't it? Well your hours of gaming may just pay off as you have a good knowledge of Tropes, as if you had memorized TV Tropes in its entirety. As a result you can recognize certain 'Tropes' around you and when someone is supposed to be a spiteful parody, subversion or deconstruction of a trope as well. This awareness even helps you strive when combating them, like a hint system… if you take the time to recognize and consider what is going on.

Harem Earner (300): Harems are as natural to Isekai as OP abilities and there is plenty a Harem Seeker. However this Perk makes you a Harem 'Earner'. It allows you to truly connect with people you fancy, see them for who they are and can be and vice versa. If you wish you will find that as you go through life and journey together, help each other, your bond will strengthen and genuine, untampered affection will bloom. This love will be true and will not diminish with time and those you fancy will be starting to also love each other, making it a much more healthy and functional net, rather than a Pyramid with you on top. You also will never not have too little time for any of your lovers and vice versa and outside forces will find themselves trying to move a mountain if they try to break it. It might be a common wish fulfillment thing, but at least it is a REAL thing.

Slayer

NPC (100): You're not important. You're just a nobody that might as well die like trash on the road. And in that there lies opportunity. You may be considered unimportant and weak by others. This effect won't last if they have seen what kind of stuff you can do but while it lasts they will not take you seriously as a threat. In fact if you play your cards right, you could probably get a cocky bastard to follow you right into a trap even after they had you by the throat. This Perk can be toggled in case you want to be taken seriously.

Bewitching Hatred (200): You are not alone in your hate. Others have every reason to despise the people you do as well. This Perk gives you a sense for finding such people, knowing when they are in need of a goal and gives you the knowledge of how to rally them to your cause. Granted you need some sort of commonality in your hate but once you have that and they see it for themselves, they will be a loyal follower and ally in your war against them.

In their Past Life (400): You know things they don't want people to know and that makes you dangerous. Dirty secrets and pasts are as open to you as reading a Book, once you look at someone. Their entire dirty laundry will be available for you and if you ever confront them with that knowledge they will know you speak the truth. Quite the scary skill for tearing down a reputation if you can back it up with proof but also I am sure you can make use of these secrets yourself.

Cheat Resistance (600): No doubt about it you would get 100% folded by these Cheaters… without this Perk at least. Extraordinary abilities restricted to certain groups of people will find themselves having a lot harder time on you. A unique bloodline spell to perfectly copy someone's move? They just can't get your movement down for some reason. A skill that erases everything it hits? For you it's an ordinary explosion, if with some nasty side effects. Perfect mind control? Not so perfect on you as you can resist it. For this world this applies to any cheat skills but even outside of it you can opt for this to work on powers that apply to the 'select few' like the Force from Star Wars or the Devil Clan abilities from High School DxD.

Cheat Slayer (800): You will put an end to them. You will kill these damn cheaters, because at the end of the day their fancy powers are all that is special about them. You make for the perfect opponent for these overpowered protagonists and bastards, using your wit and skill. You could come up with ways to strip them of their cheat abilities, plans to outsmart your superior opponents and finally kill their reputation and then them, with even fate or divine protection unable to stop you. Not only that, the greater the imbalance between your hard work and their pure luck is, the more effective you will be.

Enduring (1000): These cheaters have not a single ounce of their power earned. There was no struggle in their quest to power so let's make them choke on it. Frankly you are the most enduring foe someone like that could ever face. Not even Retcons, reality warping or say 'Serial cancellation' can put you down for good. It is as if plot armor itself fails to get rid of you, while you yourself are coated in it, nothing they do takes you down for good unless it's something mind bogglingly specific and over the top.

Though it should be noted that this won't work against threats not directly targeted at you. Freak chance and people you don't consider your enemy can still screw you over. So try not to get as cocky as those you've arrayed yourself against…

Innocent

Waifu Bait (100): You are here to be pretty and sell body pillows and that is something you are good at. You are simply awe inspiringly beautiful, breaking the 1-10 rating scale. Your beauty never fades due to injuries or age either, why even if you are brutally abused for weeks and kept like a slave you'd still be beautiful… yeah, beauty can be a curse, but at least you look pretty!

Useful Trope (200): You're lucky, you have a Quirk that makes you stand out from all the other faceless NPC's. Some neat and useful skill honed to mastery, achievable by a normal person but still pretty good. Maybe you are a master engineer or mastered a certain fighting style. Unfortunately it's nothing compared to the Cheat Skills. Sorry but you're just here to fill a niche fetish. You can buy this multiple times though, only the first one being Discounted however.

Trauma? What is that? (400): Being made to brutally suffer horrific circumstances to motivate a bland cardboard cutout whose personality is as flat as a lolis chest is pretty much the peak of what people in your origin can hope for. So let me help make sure these things, if they happen to you, don't stick. You're immune to long lasting trauma, PTSD and other side effects of traumatic incidents just sliding off of you, not affecting you in any lasting way.

Native Power (600): They are not from here and they have all their cheat skills… but what you have is belonging to this World and with it comes power. In essence this Perk makes you the second best at the local magic and power of the setting, this effect prevailing for future and even past Jumps. You don't have some broken unique skill but if a normal person can achieve it with hard work, you have it. To give examples in Naruto you might not have the busted bloodlines, tailed beasts or other straight up unfair BS of Sasuke or Naruto, but you would be akin to Sakura or Tsunade in terms of Chakra, Skill and Strength.

Cunning Damsel (800): Oh, aren't you ever so grateful to these Heroes for giving you a better life in their ranks? Surely this makes you the perfect and trustworthy comrade for them. They do appreciate how you just go along with whatever it is they have… at least that's what they think. This Perk makes it so that you get a great talent for manipulation and appearing like an unassuming innocent fair maiden in need of rescue. You could play the part of the damsel without fail, and easily plant ideas in your hero's head that they believe will have been their own as long as they and you can somehow make the connection. Why even if your hero would be an utterly amoral psychopath with no redeeming qualities or any social skills, they would actually treat you a more than fair bit nicer than they would others.

For the Ratings (1000): A pretty innocent face is the thing that makes these kinds of works run. The MC can be oh-so-generic; the waifus will bring the crowd. Now you share that endurance. In essence this is a Plot Armor specifically designed around you still being 'there', unrelated to any specific enemy. You pretty much always find some way to survive things you should by any means not, even if you might have to do unsavory things like fawn over your 'savior' to keep them from dropping you. You might end up in Bad Ends but these Bad Ends will still have you there to suffer them for however long they go on, technically giving you an opening sometime in the future to escape it. However even these things done for survival will come a lot easier and painless.

That being said this only works as long as you're not the instigator of some fight or crisis. Can't be protected for the fan service if you go and pick fights. You're okay with remaining a spectator or secondary character if it keeps you safe… right?

Reincarnate

Alright, I'll kill you (100): You are a legend in the making, above most of the world. Now you will always be sure of that. With a glance you can tell when someone is weaker than yourself, no matter what they parade as or what they act like if they are weaker than you, you will know. This doesn't show you however if someone is stronger or equal to you and does not show you if they have any other skills to threaten you, only focusing on raw power. But what do you have to worry about?

The Guy from the Village (200): You don't forget people. A face you know, even if it was a casual grunt you think you killed in an unimportant incident, will be something you recognize. If you have met someone before, simply get a good look at them, at their real face, and you know exactly where you've seen each other before. Very useful to not be taken off guard.

RPG Hero PR (400): A reincarnate doesn't need any stress do they? And why should they when your reputation precedes yourself? You have a flawless heroic reputation. In case you are not a Drop In from now on the life you live in the Jump may share that reputation as well. In fact this reputation is so good that unless there is crystal clear evidence of your misdeeds, it is basically impossible to tarnish.

Cheat Skill (600): Can't be a generic overpowered hero without some sort of broken ability, right? You may pick some sort of ability that is appropriate for your new life. Maybe it is the creation of Magic tools, a spell that entirely ignores the local magic system, temporary invulnerability, monster taming or something completely else. It will run on RPG-like logic and will pretty much make you one of the strongest in the world, someone equivalent to the Big Nine. Don't you go take Omnipotence or the like, THAT would be too broken even by such standards.

Their Greatest Joy (800): Aren't you lucky, being chosen by a goddess to gain money, fame and power untold? Now you can keep this luck. In future worlds much like this one, there will be a powerful being, akin or like a Goddess that chooses you as a champion. They will shower you with gifts and generally be fond of you. The things they gift you will be fiat backed like any other Perk or Item and knowing your endless escalation and lust for power, maybe even the Goddess herself would become enamored with you. They will have substantial power, among the highest in their respective World. Don't be shocked if others end up envious of what this Perk might bring you, and bear in mind that said powerful being might have rivals of their own. If you don't want to make things too 'exciting', you can toggle this off before entering a new world, but not on or off once you're in it.

Cancellation (1000): Who needs something that opposes your power fantasy? Frankly this is insane plot armor… or more like plot pitfalls as this Perk makes sure to punish your enemies brutally for trying to oppose you. Maybe a plague brings ruin to their Kingdom, maybe their legendary sword breaks, maybe the actual reality itself ends up rejecting them, causing a 'Series Cancellation' just so they can't ruin your so-called 'Journey'.

Of note though… this won't help you against people you yourself wronged and/or dismissed first. So don't just go violating Machiavelli's advice and leave folks in your wake you've done dirty and then let live. Either be a real hero, or emulate your fellow 'heroes' and leave no one left alive who might want a well-deserved revenge.

Items

General Items

Bag of Gold (50): Money makes the World go round and who can't make use of some stray gold. This has the equivalent of 50 Gold Coins within, translating to the equivalent of 500 US Dollars in future Jumps. The amount replenishes itself every month. Not much but it is a nice cushion. You may purchase this multiple times, getting 50 more Gold Coins with each purchase.

Realistic Game (100): This is one of the best and most realistic videogames you could ever play, guaranteed to be enjoyable and get a 10/10 by any critic. Even more interesting however… it is based on your own Journey. Each World you enter is essentially a very long level and you can select options to play the 'Normal' version which will just have the plot play out normally, and the 'Jumper' version, showing your interference and role in the World.

Cheat in a Vial (600): Any reasonable World and civilization would want to isolate what makes someone special. Someone thought about making an in universe equivalent. The result is this Vial with a see through liquid. If you manage to get the Blood and DNA of someone with 'Special' qualities and insert it into the liquid in this vial, you can essentially create someone with the skills of the DNA donor. The liquid then only needs to be ingested, in a person or maybe an infant and they will get all they had. You only get one such Vial per Jump but surely you can see the uses?

Slayer

Adventures Outfit (100): Now why look like every random schmuck? This outfit may take any appearance you like but will always be stunning, like say a sexy witch outfit (can't have any Isekai without fanservice now right?), and perfectly comfortable. As a side note, whatever 'close to death' state you may suffer while wearing this will be extended notably in duration. It won't hurt any less or anything but if you happen to be lucky and someone finds you, they may have a chance to heal you.

A Hidden Weapon (200): It would be a shame if you were forced to part with a weapon while out to assassinate a Cheater wouldn't it? This Weapon may be ordinary but it has a useful function. You can not be made to separate with it and it will flawlessly hide from any attempt to take your equipment or similar situations. You may Import a Weapon into this.

Witches Hut (400): You need to plan the death of the cheaters somewhere so why not here? This Cabin is impossible to find by anyone you don't bring here or allow access to and comes stacked with any resource you need as long as you have actually acquired it at some point. Need some special poison or metal for a scheme? It's right here. Also has an endless supply of food and water as well as Wi-Fi and some nice Tea ready to be served at all times in a tea pot.

Executioners Dagger (600): Someone needs to stop these Reincarnates, these… ones who are Lost from their original World. This should help you with it. This Dagger is unbreakable but has one noticeable boon. Pick any single group of 'extraordinary' individuals inside of a Jump. Here it will by default be Reincarnates. This weapon will be as a Bane to them, doing more damage than it should and even be able to kill them. Backstabbing attempts carried out with this dagger are also much more fatal and effective. In future Groups you can apply this same effect to a now changed group of special people. Maybe Kryptonians in DC or Force Users in Star Wars. The fewer of your chosen 'Special' people exists in the Jump the more effective it will be. Using this with 'Supervillains' in mind in DC will not be as effective as 'Kryptonians' for example. If you also purchased **A Hidden Weapon** this Weapon will automatically be imported into that spot.



Innocent

World Guide (100): You're not an invasive species. You know your way around and even if you don't this Book makes sure you do. You will get one for every world you enter and within is all you need to know about the World you have entered, from power dynamics and races, to the local magic system and threats. This is never more than the 'normal' knowledge and won't include any dark secrets or the like but still useful, as just reading it once allows those who have read it to keep the information forever.

Rose Tinted Glasses (200): The only thing that is as reliable to be found in Isekai as overpowered abilities is love interests and Harems. These glasses should give you a heads up. You can see attraction with them, if someone is currently having a crush and who it is towards by seeing a pink line go from them to the target of their affection. You will also instantly know if that crush is returned and if the relationship can be healthy. You even know through it who has a romantic or otherwise interest in you and the exact nature, if they actually like you or only want you for your body.

Home Village (400): Every Hero needs a beginning and this medieval Town is all but made for it. It is a good place for your followers and companions to relax at, featuring some decent houses and shacks as well as whatever else it may need to remain autonomous. Just being here gives one the nice and comfy feeling of being in a homely and loving place. Just make sure no one tries to burn it down. Though if that happens it will practically repair itself over the course of months.

'Slave' Collar (600): You might want to know why you would willingly put something like this on your neck. Well for starters it is actually pretty good looking and doesn't chafe at all but unlike real slave collars it does not just cater to a fetish. It ensures you are a slave only by choice. Brainwashing, charisma or even Sue-ish perfection? None can get past this collar's absolute defenses to ensure your free will is upheld. No one but you can take it off either, or destroy it. Even for physical restraints this Collar seems to give you strength, helping any escape attempts in effectiveness. If you like you can opt for this to be a 'Slave' Brand instead, located at any part of your body you choose. It will, like the Collar, be unremovable.

That being said… what is wrong with some kink as long as everyone actually consents? You may also calibrate Brand/Collar to react to someone you trust and agrees to it. They can then use it to enforce sensations, make you unable to resist orders and even seal away your powers, up to and including your spark. Anyone other than your Master or Mistress (of which there can be multiple) will find it impossible to command you in any way though, even indirectly by trying to manipulate them, your 'Master' getting the same benefits you would. You can rescind Master status as well. Masters or Mistresses will also have their feelings of trust and appreciation towards you strengthened. After all, you showed it yourself how far you would go for them. They will never distrust you again.



Reincarnate

Totally Impartial News (100): How else would the World know about your deeds than with this Newspaper? This Newspaper is daily renewed with articles about your exploits, reframed to be as positive and glorious as possible. Granted this is only one article in one Newspaper, but it can always be taken out and delivered to any establishment specializing in it. If they include it in their journalistic work is up to them… but who would not believe your every word right? I am sure you can convince them somehow.

Show House (200): This establishment is one for the senses. Delightful music plays here, as well as gorgeous and friendly dancers moving to it. It also has an exquisite food and drink supply. This Club has you on the list as a permanent member. Now beyond simply enjoying the company nothing physical is supposed to happen, but you find that any attempts at something 'Illegal' done by you here or to the people here will not be called out, the staff too terrified to oppose you. This may not include any guests however.

Guild Base (400): Orcus has his Throne, you and your allies have this Guild. Stocked with everything all of your allies and yourself need to live in luxury, it is the perfect place to truly be yourself. It is located in the Royal Capital or the equivalent of it in other worlds and while it is not impossible to enter by those you don't allow it for, everyone will know just from looking at it that they have no business being here unless they are world movingly important in some way.

Cheat Item (600): And here we have the Cheat Skill, Item edition. What? Want something more creative? This is the Isekai Power Fantasy Genre; take it up with the setting. Basically, this Cheat Item is somehow busted for your usage. It could be a Sword that can kill everything, even Gods, or maybe a Hammer that when used to craft something makes it a legendary tier item… or hell, some sort of special Smartphone. It will come with everything you need and maintain itself, as well as being unbreakable and only usable by you and who you allow it to. Otherwise the same guidelines as per Cheat Skill apply so no Helmet that gives you Omnipotence or something like that.



Companions

Comrade Import (50): The Reincarnates have their own comrades it seems, with it being considered a great honor to be one. For 50 CP per person, you may Import one companion. They will get a stipend of 600 CP. They can pick one of the free origins but have to pay to be a Reincarnate.

Comrade Export (Free/100): Want to take someone from here with you? If you manage to convince them and befriend them you may do so for free. Otherwise pay 100 CP and it will be guaranteed that they want to come with you.

OC Companions

The following Companions will not exist unless taken here.

Demon Queen (100): This is a Demon Queen of the infernal forces the Reincarnates are fighting. The kicker? They are not that different. She is from another World as well, some strange Green Orb choosing her as a partner. It fuels her formerly-human body with power and allows her to respawn at it upon death. Only downside is that if/when the Orb is destroyed, she will die automatically as a result. The Reincarnates would kill her without a second thought and the demons have started to become very suspicious of her lately. Fortunately, she found you and is very glad to finally not be alone surrounded by people who want to usurp or kill her for once.

Allied Witch (100): This Witch is quite powerful, similar to the one that healed Lute. As mysterious as she is beautiful, she only ever seems to be supportive of you and wanting to help you, your goals aligning by her own word. Or so she claims. Secretly she sees an opportunity in you, furthering her own ends, something you wont immediately know. What her ends are, are up in the air but it is not impossible for her to become a real friend.

Childhood Sweetheart (100): This girl is the perfect childhood friend. Innocent, kind, loving. You can practically hear the fridge she is supposed to be stuffed in humming in the background. Except… she really isn't. Behind that façade of loving innocence lies someone who secretly resents that simple life on some level. Sadistic tendencies are also deeply ingrained within her, something she struggles with and feels ashamed of, having created this façade of innocence. However if something were to happen to her or her 'hated' hometown she would snap and let that side out. This already happened and you found her dismantling a bandit hideout by herself. However, since you two have a history together, (...you do, right? She is not simply pretending too with her fractured mind?), she likes you and sticks around.

Former Slave (100): The Slavegirl is one of the token girls for an Isekai Harem and this one narrowly avoided that fate, having managed to break herself out of a slave den and kill her captors. The experience scarred her and gave her a seething hatred for anyone abusing their powers over others, slavery and anything along these lines, while also making her afraid of ever being too weak again. You're pretty much one of the only people she trusts now. Her trauma is deep but can be worked through. If you would wish to pursue a romance you might find her to have developed dominant tendencies; if she would be able to indulge them healthily, it may help her recover.

The Harem (100/Free): Why even bother looking for girls and possibly being called a pervert three times an hour for existing when these beauties are available? A person with rather noticeable influence took note of your situation, you see. They approached you and you accepted and as a result got a personal little cottage and these half a dozen girls. To begin with as with time there could be the occasional newcomer, or replacement if you happen to be bored of someone. They are all beautiful, fitting with your tastes and desires, skilled in anything falling under the Umbrella of 'Loving Housewife' skills and will never say no to anything you want them to do for you… as long as it is not

outside the domain of love making and spoiling you. All you need to do in return is do a couple favours for the kind man who saw you, a lost between Worlds novice way in over your head, and decided to help you and treat you. The girls like him as well and would love it if you saw certain things his way. That being said… if you happen to disagree or disobey the man who organized them for you, you will find their mood to turn against you very rapidly. Though not obvious at first glance, only after possibly being poisoned, stabbed in your bed or suddenly outnumbered against six skilled assassins. Curiously they and their Boss are immune to any charisma or brainwashing attempts.

You may take all of them and their Boss as one Follower or even Companion Group. Alternatively meet people who fit this very same criteria in future Worlds. Of note, if you want to have this Companion for Free, you may do so, but in return will not remember any of the details this option mentioned and simply see their Boss as a kind man looking out for you and them as doting lovers. if you ever turn against their Boss, they WILL be able to kill you, in spite of your Perks.

Should you happen to earn their genuine love you may take the Harem as genuine followers and companions, while being able to use the other benefit of this companion, being able to find a new 'Benefactor' for a Harem in future Worlds, but functioning under the same rules unless you manage to truly earn their love and loyalty again.

The Butcher (100): This man is obsessed with killing these reincarnated cunts. A sadistic streak a mile long and a crowbar beneath his trench coat, his sharp wit and sheer brutality have helped him against them in the past. The reason? His wife was raped by one of them and was killed giving birth. Unknown to him, his wife is still alive… now with a son, but captive in a golden cage by powerful people of influence. If he were to find out this part you could see a drastic shift in his behavior and an obsession to get her back. Her son… well that might take some therapy, partly because the child inherited his fathers Cheat Skills. The Butcher has a softer side for those that manage to get past his façade, one that he shows to his beloved dog.

From the Sky (100): This one fell out of the sky one day, somehow surviving the impact without a scratch. They have a passion for exploration and all kinds of creatures, and would make for a formidable tamer and trainer of monsters. However, no matter what they do to help, they just keep being distrusted by people for having fallen out of the sky and not having some sort of cheat skill to show they are a reincarnate. This frustration is bound to eventually pile up, so be on the watch for that.

The 'Chosen' (100): This is another Reincarnate, but… things are different with this one. He is a handsome and friendly blonde kid, kinda dorky and just wanting to be a hero and help people. He is also a bit untrained but eager to learn, with a Cheat Skill that allows him to boost others abilities, using his own rather large spiritual reserves to amplify them called "Aura Amp". He stayed on the side lines, not yet known to even be a reincarnate by the public or the Nine. To train his abilities properly first he says… but in truth there is a voice in his head. One that he KNOWS is not his own, like someone wants to force some sort of personality onto him. One that is a lot less caring, a lot more violent and petty, a lot more obsessed with getting a Harem, and so much removed from his true self he has no idea what it even is supposed to be. Fortunately for him, that noise in his head seems to quiet down around you so he trusts you and hopes you can help him be a real hero.

The Unchosen (100): This Person… is you. Yes you heard me. It's you. An alternate version of you that was never chosen as a Jumper. They have their life changed forever when they were hit by a truck, on their way to return a magical Book while clicking a link inside of a mysterious email promising an adventure. Now transported into a new World they met you and stick around. Maybe their gender or some other small things are different but at its core… they are you… well before you

went on your Journey. Regarding your relationship… well that is something you should know the best.

Toggles



Considering how little is known of this place, why don't we fill in some blanks ourselves? Just how exactly do certain higher powers design this World? You should be familiar with the whole infinite Multiverse concept by now after all so there is one out there where things are as you expect and select them. You may use this section to customize your stay in this World. Drawbacks and Scenarios WILL overrule any beneficial Toggles however. If you pick certain options for Toggles you may opt to keep them for future Jumps.

The Demonic Forces (400/0): The Insurgents of God's goal is to take down the Demon Lord and bring back peace, as it appears that the humans find the Demon Lord to be a menace to them. What exactly is up with them beyond wanting to rule the World is unknown, but by default are still genuine villains and threats, the common demon as you would expect an actual evil demon to be, with their Generals, Royalty and own Society of Sin. However for 400 CP you may instead opt for them to be more sympathetic than your average run of the mill demonic bad guy. They hold wisdom and are actual people and not just mindless pawns of the Demon Lord and maybe even the Demon Lord does what he does not out of malice and more desperation, maybe believing the Reincarnates to be a danger to the world or that the divine force responsible is the true villain. The specifics I leave up to you.

If you buy this you can in future Worlds apply this Toggle to any 'villain' groups defined by lust for power and control and the like. They will be made more reasonable and approachable, making attempts to reason and make peace with them a possibility.

The 'Heroes' (400/0): We never really see all that much regarding the evils of the Reincarnates except for one of them, Louis Crawford, who burns down Lute's village, rapes Lidya and tries to force himself on two more woman within one chapter. Oddly enough even within the Nine he seems to be judged as a sort of 'Token Evil Teammate', leaving it up in the air how many of them really are despicable and not just apathetic. By default this animosity is simply a matter of character, at best them not liking him because he is so upfront about it. Each of the Heroes is their own shade of screwed in the head

and the Witches words are genuine. The exact details are up in the air but all of them really are just as bad.

If you fork over 400 CP however then Louis Crawford will have been the outlier, the rest of them being apathetic to one of their own's crimes at worst due to needing the extra hand against the demons. None of them are gonna cry over him biting the dust either.

If you buy this you can in future Worlds activate this Toggle as well for any 'corrupt' heroes. A small percentage of them will remain as twisted as they are originally but the rest will be a lot more in line with what they should be morally.

The Rebel Witch (0/+300): Aside from having healed Lute and having a hatred for the Reincarnates there is not much known about the Witch. She sent him to lure Louis into a trap, where she claimed she could have defeated him with her magic. That's about it. But with this we can dive a bit deeper into her (no not literally). By default, she will bear a deep hatred for Reincarnates, being fueled by spite and happy to torment them in every way possible… but not more evil than that. In fact she can even be kind and loving and is not impossible to reason with.

If you want to gain +300 CP, however, she will instead be conspiring to take the Reincarnates out for her own ends, so they would not oppose her and she would be the 'final enemy' not counting the actual goddess. You will not remember taking this until after the Jump.

If you took the Toggle giving you CP, you may activate it as a drawback for future Jumps, giving you the same +300 CP amount. In return one random ally, which you will not know who, will end up using you for their own ends and be willing to betray you.

The Crime Rate (200/0/+100/+200): There might be corruption among the most powerful of this World but what about the common people? Maybe they aren't as bad. well by default the criminal situation is about equivalent to a normal fantasy World or a normal Earth. There is crime but not too out of control. Just your normal troubled fantasy World with the worst elements being the Demon Lord and so on.

However by paying 200 CP you can double down on criminal activity in this Jump. Good systems, strong harvest, helpful magic and generally better inclination have significantly decreased crime and authorities are able to focus on the worst outliers.

Buying this Toggle will allow you to enforce the same quality in future Jumps, crime in generally being less common and institutions more equipped to deal with the worst offenders.

On the flipside, you can make things more dire by gaining CP. For +100 CP robbery and murder is a common day occurrence with there being truly thriving illegal establishments just below the belly of society. Black Markets, Slave Dens, corrupt officials, the works. It's a seedy and dark situation but can still be worse. Which it will be for +200 CP, at which point essentially half the worst crimes are legal and the other half are equally rampant, buying a Slave forcefully taken from another Country being as easy as buying Apples from a Market place and the streets always posing danger in some shape, officials not just bribed but in on it and the good ones just not equipped enough to oppose this situation. You are pretty much guaranteed to come across some deplorable thing or have people try to do some horrific crime to you on a biweekly basis.

Taking this version of the Toggle will allow you to apply this increase in Crime Rate, crime legalization and greater difficulty for the authorities to other Jumps, gaining the same amount of CP as listed here depending on what level you picked.

The Other Races (0/+100/+200): If something other than human and demon exists we never truly found out, but it is pretty much a given from just looking at the Big Nine and this being a Isekai world, gotta have that busty elf girl after all. This Toggle can adjust the exact specifications of the other races and their relation to the plot.

By default they will be similar to the human kingdom, just lacking any Reincarnates. They are also harassed by the demons and you can find some non-humans among the Reincarnates' comrades. Racism exists in certain parts both ways but it's about as average as the real world.

For +100 it's more of a Cold War situation. The other races know most of the Reincarnates, if they aren't human, at least were ones in their past life and have a default affiliation with them. This makes humanity the primary force but due to fear and paranoia as they essentially have the fantasy equivalent to nukes. You could expect some fear and intrigue with a lot of powerful members from other races wanting to change things.

For +200 instead some races are downright flanderized into their worst aspects. Entitled and elitist elfs, rough uncivilized dwarfs and so on. They also really don't like each other and it's common for people to threaten war. If it escalates might depend on your own actions and other Toggles here.

If you made this Toggle give you CP you may keep it as an effect in future Jumps, giving you the same amount. This will amplify any preexisting feelings of such Cold War/flanderized aspects and make them even worse if they already exist, yes even in Warhammer 40K.

The Faith (300/0/+300): Where there is a divine force, chances are there is a religion; like in many Isekai, this religion is not one to be trusted. And who doesn't love a classic evil Christianity expy? There is a corrupt Church in this World, praising the goddess that brought the Reincarnates to this World. Whatever good teachings they have are, sadly, overshadowed by their corruption. They hoard power and in the name of their Goddess do whatever crime they like. They have plenty of resources and their strongest members could give one of the Nine a run for their money, in no small part because the Reincarnates are considered Saints and Messiahs by their teachings.

However if you pay 300 CP then the corruption in the Church would be much more manageable. The average priest is benevolent, the average believer reasonable and kind. However the top is still corrupt.

If you bought this Toggle you can apply the same effect on faiths and religions in future Jumps, lessening their corruption and extremism to similar levels.

However if you want some extra +300 CP than you can make them even more violent. Ethnic cleansings, slavery, all that is fervently believed and happily practiced, the Church aiming to make the human Kingdom a Religious state with their Pope as the ruler in the shadows. For now the King is still on their side but who knows when the greedy pope will aim to try and seize power. Why, it's even possible they will try to take power from their so-called Goddess eventually! This may or may not cause a civil war and chances of it succeeding are low. Some violent secret forces of theirs also have a vision of you as a sort of antichrist and will work against you.

If you took this version of the Toggle you may enforce similar things in future faiths. You get the same amount of CP points as a result.

The Rulers (200/0/+200): A Kingdom can not be without Royalty. Maybe it's a King and Queen, maybe just a King, maybe two Queens or a freshly crowned Prince and their lover, but there is some sort of ruler in charge. By default they will however be like many Isekai Rulers, either incompetent or short sighted to the point it would hurt someone actually trying to improve the Kingdom.

For 200 CP however this can be changed. The Ruler is not incompetent but cursed. Maybe it was done by one of the Nine, the Church or someone else but the Ruler/Rulers mind is clouded turning them into a puppet. It is possible to free them and whoever manages that would earn their gratitude.

Purchasing this Toggle allows you to apply this in future Jumps with inefficient Rulership, be it of a Kingdom, State or Company. Some part of their incompetence or even evil is due to an outside force messing with them and it CAN be cured, upon which they will become capable and benevolent and grateful to their curer.

However if you want some more CP than for +200 CP you can instead make it so the Rulers are in fact truly as corrupt as the Reincarnates.

Doing so will allow you to apply this Toggle in future Worlds as well, making some very significant Rulers truly corrupt and evil. It will give you the same amount of CP as a result.

The Divine Force (600/0/+400): Whatever Goddess is responsible for the Reincarnates popping up seems to have a lot of issues. By default she will front as a benevolent deity but in truth be no better than any of the Reincarnates at their worst, simply wanting control and for the demons to die at her feet. She would be the final enemy of anyone wanting to take the Reincarnates down for good. That is unless you pay 600 CP in which case she will become a truly benevolent deity, just one a bit too loving to even the worst candidates.

If bought in future Jumps you can enforce this Toggle on one 'Godly' figure of your choice. This will make them more benevolent than they should be. Using this on the Emperor of Mankind would for example make him only embody the best in humanity and get rid of his apathy towards his sons and his other negative qualities. This will not change the plot of the world in any meaningful way before you enter it.

Though of course it can always get worse. As of now there is one divine cunt at work but for an extra +400 CP she is merely the head Goddess. An entire Pantheon that make the Olympians seem reasonable is at her call. Even if someone were to defeat her and the Reincarnates, the others would probably just rise to her spot and continue this twisted Reincarnation game. Who knows maybe there is a Hestia equivalent, a good god or goddess, among them but on average the World is even more screwed and once they take note of your nature it is all but guaranteed they will try to use you, take you out or something else nefarious.

If this version of the Toggle is taken you may apply similar situations to future divine figures, not only making them more destructive, but more numerous. In Warhammer 40K there might be an additional four Chaos Gods for example.

Drawbacks

You have a Drawback limit of 1000 CP.

Gauntlet Benefits (x2 for every drawback value): Considering your background and all your fancy toys, you're probably unimpressed by all the so-called Heroes and their cheat skills. Or hell, maybe you actually feel uneasy and want a safety net. This is the option for you. You may make this a Gauntlet, reducing you to your Body Mod and leaving you with only your In-Jump purchases. However not only will dying now not fail your chain, **every option that gives you points in this Jump will be doubled in value.** Taking Neet Bastard for example would give you +200 now instead of +100. Furthermore **you do not have a Drawback limit anymore.** If you die you still don't get to keep anything though.

As a bit of further enticement, finishing this Jump using Gauntlet Rules will net you an additional Reward. The **Bodymod Improvement: You Can Have A Little Cheat, As A Treat.** You receive two Slots to your Bodymod. These Slots are made for one 100 CP Perk and one 100 CP Item you have purchased over the course of your chain. At the beginning of a Jump, you may decide to put one Perk and one Item of 100 CP Value into these Slots, making them a part of your Bodymod for the duration of the Jump. This can be changed once the Jump has concluded. Consider it a Divine Gift for grueling Situations that would reduce you to your Bodymod. Like the very appeal inherent in Isekai.

Neet Bastard (+100): You now have memories of having a life in a normal run of the mill earth. Memories that honestly were pathetic, of being a hateful shut in. These are just memories but they will still be there and you WILL feel shame about them.

Missing Home (+100): No one ever wants to find a way back to their home world in these, do they? Well too bad for you, you're not the same. You will feel constant homesickness during this Jump. This will not affect your final decision at the end of the Jump but you will feel it during your time here.

Paper Tiger King (+100): What is it with everyone in these high positions being so incompetent? More specifically incompetent when it would not benefit you. When you need someone to be competent they just won't be, always to your detriment. Isekai heroes are the only useful people in these types of worlds, not the natives, don't you know?

No Tech Zone (+100): Ah yes, to be in a fantastic world of magic… entirely devoid of modern amenities. This world is completely devoid of technology you are used to and in fact it is impossible for you to advance the technological age of this world. You also can no longer make use of anything that is more advanced than a magical steampunk machine at most.

Character Centered Morality (+100): They're the main character. Of course we shouldn't bat an eye at the fact they keep slaves and murder people in brutal ways by the dozens. You find that what is considered commonly morally accepted vastly differs from what you believe so, your opponents somehow almost always enjoying the moral high ground in the eyes of the public.

Harem Fanservice (+100): Can't be in another World without a Harem. Unfortunately you're not getting one, instead people keep wanting to add YOU to their Harems. Even if you were to be interested, the people that want you just do not at all fit your preferences at best and at worst are downright repulsive. At least they accept a no for an answer… eventually…

-Slavery Fanservice (+200/Requires Harem Member): Okay so you don't have a choice anymore. You are in some way enslaved to someone else and they are very interested in keeping you their slave. They won't force themselves on you but you can never work against them or disobey them, directly or indirectly. You will still feel repulsed by them, to the amusement of others around you who will call

you a ‘tease’ or ‘you just need to warm up to them’. Due to the method of your enslavement you will in fact, start to get more and more fond of them till after years you will be fully devoted, which doesn't mean you can't refuse their advances however. They will not change as a person however, always that manchild you found annoying and unattractive for example. They also never see you as a boy/girlfriend and aren’t interested in monogamy. You're only a slave after all, but hey they treat you nicely!

Your attraction will go away by the end of the Jump to not affect your final decision. You may opt to keep your Master as a companion moving forward.

Power Stealing (+200/Incompatible with Gauntlet Benefits): Taking someone else’s power is a quick way for a character to become OP, like say devouring them along with their prison. And you have powers to spare. Somehow, someway, ways of robbing you of your powers are common among your enemies. It's not impossible to avoid but be careful to not end up dead by your own skills.

Deus Ex Machina (+200): Ah yes how lucky some are to be literally taken by a Goddess to a new life away from their pathetic selves. A literal Deus Ex Machina just seems to keep aiding your enemies. You might have someone at death's door and suddenly they get a power up from a random fairy girl that decides to reward humanity specifically in this moment by giving them some new boon. This will ALWAYS happen to benefit your enemies but never more than once in a fight or confrontation.

What They Were Like (+100/+200): Someone here knows something about you. Something you are guaranteed to NOT want people to know. For +100 CP this is something embarrassing that could ruin your reputation like having been a Neet in your past life. For +200 CP this is something a lot more fatal and dangerous like a critical weakness. Either way someone will pop up with that knowledge and be able to blackmail you with it. You're also pretty much guaranteed to be stuck with this for a month or so and even after you get rid of them, a year with the +200 version.

Unwanted Attentions (+200/+300): The most problematic and disgusting part of this genre is now one you are forced to confront yourself with during your time here. People will consider you a perfect target to satiate their lust, and try to force themselves on you. It won't be everyone you come across but it will be a noticeable amount. At +200 CP it will never be an attempted rapist you can not fight off. But at +300 the ones who are interested in you are seriously powerful guys who won't take no for an answer. They will opt for brainwashing, blackmail, using your loved ones or other underhanded means rather than simply brute force and they seem to be empowered so much you won't be able to just fend them off that easily, your defenses just being made weak when they attempt it. And once it happens trying to make them face punishment for it will be an Odyssey to say the least.

Please don’t take this drawback. It’s a traumatic experience and not one I would wish upon you.

Extended Cast (+300): Looks like there are more Reincarnates than usual here. A bunch of new so-called heroes are running abound, also in some way a copy of someone from other worlds. One of them is carrying an odd smartphone, another is boasting some strange healing skill, another is a spidergirl that is becoming more and more psychotic with time, another gun wielding edgelord, another a girl behaving like Cinderella carrying a strange book around and another again can't part with a powerful shield. This is just the beginning as half a dozen more Reincarnates, each a twisted copy of another, appear periodically every 6 months (not like there is a lack of these people to pull from). They might not be as strong as the Nine initially but still leagues above most of the people in this World.

Demon Reincarnates (+300): Looks like not all Reincarnates enjoy a good reputation. Maybe the Demon Lord and their cronies managed to find some way to get their own Reincarnates. Either way

some of them have fully embraced being the 'obvious' evil and have ended up as demons for one reason or another. The Nine of them are based on the sins of Lust, Greed, Wrath, Gluttony, Sloth, Envy, Vainglory, Pride and Despair and they are about as strong as the Big Nine. As a side note the Big Nine actually have somewhat worthy adversaries so their continued clash could only serve to make them stronger from conflict in the long run. Even if the Demon Lord happens to be less evil inclined, you'd see no difference in the Demon Reincarnates Evil and probably even attempts and eventually succession of these Nine to new Demon Lords and Ladies.

Rigged Game (+400/+600): Looks like a new power was introduced to this World. That of the Gamer. A truly busted ability that can make the user work like a Videogame character and is the perfect way to continuously increase power at a quick pace. Here is the thing though… EVERYONE in the World has that power. Yes, even you for free. This may not sound like a problem but roughly 90% of people never get past Level 1 because the best grind and loot spots are dominated by the already powerful Big Nine and other Reincarnates and corrupt individuals. So as the powerful use these exploits and dungeons and loot to get even more powerful, the rest is left to remain weak and unimportant… NPCs. You yourself will be at Level 1 as well, even your strength and other Perks dialed down to this level. You want it back? Get to grinding because even if you are a Reincarnate no one will tolerate you on leveling grounds. And that's without considering who your opponents are and what they already have.

For +400 this has just kicked in. Briefly everyone will be on a somewhat even keel, aside from those possessing cheat powers or having Boost like you Jumper likely have. Not much due to all these things being dialed back but enough to grind quicker. The best spots are going to be discovered soon however and than your more numerous and with this World's familiar contestants will make their move to lay permanent claim

For +600 however you are at a much bigger disadvantage. The Reincarnates and Corrupt folk have co-opted the best spots for **years** so that's a whole other element to overcome, especially with you on Level 1 in this version of the drawback as well.

However as a bit of enticement, if you succeed in the Jump still you get to keep the Gamer System for your chain.

Infinite Plus Cheats (+1000/+0 and Mandatory for Jumpers using CP Supplements/Does not count towards Drawback limit): Ohhhh, this was the *wrong* setting to go to with your exploits. See, the Goddess found your insanely busted power fantasy very amusing and decided to join in. She has given Jumpdocs to all the members of the Big Nine and given them the exact same amount of CP you had for **EVERY JUMP YOU TOOK.** Also, they know that killing you will give them **your** chain, so they have access to everything you ever had and every motivation to take you down. Good luck. For the first time in your life you might actually need it.

There is however a silver lining to this. What is the worst drawback you have taken during your time Jumping? Each member of the nine will have this worst drawback tailormade to only affect them. The only exception to this is something that would strip them of their power and gear. But it is something YOU have overcome and something THEY have no idea how. A small edge… if you have proven yourself in the past.

Jumpers who have abused things to give themselves even more power, will be stuck with this Drawback for no points. It will be triggered Automatically if you with your exploits hit a starting Budget of 2000 CP before counting in Drawbacks or Toggles. In case it needs to be said, Creative Mode, Infinite CP or disregarding CP Prices in the first place or anything else that leaves you with double the starting budget of 1000 CP or above triggers this drawback.

Scenario

Looking to give your time in this twisted world some proper direction? You can take one- and only one -of the following Scenarios. Failure to complete them, unless it gets you killed in the process, will not count as a Chain Failure. Taking any Scenario will also give you +200 CP to use in this Jump (+400 with Gauntlet Benefits).

We Don't Need Another Hero:



Regardless of what the Goddess or anyone else thinks, the common man ill needs 'heroes' like the Reincarnates. Little better than spoiled children drunk on hormones and too much power, if left unchecked there is no telling how many more villages and innocents will have to suffer their 'kindness'. So, to hell with it. Be you Slayer, Innocent, or a fellow Reincarnate, you've taken up Lute's cause. You will be the one to wreck, ruin, and finally kill the Big Nine.

This will not be easy. Even if you are coming into this with a long Jump history, these guys basically skipped the queue and their Cheats are obscene. Each one, in some fashion, will prove a legitimate challenge to you in direct combat. Go rushing all Nine in the same breath and even you will have a bad time of it. Worse, so long as their image remains as noble and pure as the propaganda would have folks believe, the Goddess can always just shrug and do this again. You need to slay them, in a sense, twice; once physically, and once in spirit so the common man recognizes their evil just as keenly as you do.

Don't take this to mean that you can't beat them, or that beating them won't change anything. Rather, it means you're going to have to get creative. Figure out their skill sets, their wants and needs, hates and fears, lusts and urges. Exploit them the way they exploit Cheats and the average civilian they run across. Find ways to unearth their dirtiest laundries, sully them in the eyes of the people. Get them to lower their guard, trick them into vulnerable situations, and then finally go in for the kill.

Bear in mind, while the nine Reincarnates (potentially more depending on what Drawbacks you took) are loaded down with sin like they're trying to speed-run Dante's Inferno, they're not complete idiots. Once they and their supporters- like the Church -realize they're being picked off and having their images ruined in the process, they're likely to start closing ranks and hunting for who is doing this. The longer you do this, the worse it'll get for you, and when there's only one or two left, the Goddess may start trying to interject directly via angelic servants or a call to crusade. If you've been doing your job well, though, that latter option could fall on deaf ears. If you succeed at slaying all the Reincarnates (not counting yourself or any Companions), and have convinced the majority of humans

the abject wrongness of them such that they'd reject any future 'divine heroes', you will have succeeded at this Scenario.

Reward: Well, damn. I won't lie, it was touch and go there for a bit, but you actually pulled it off. A lot of folks are going to sleep soundly tonight for what you've done, not least of which the original revenge seekers themselves. The Witch & Lute are eager to join forces with you from now on, becoming Companions that share a single slot. I'll even do the poor lad a kindness and revive Lydia as well, adding her to the mix. Each has their most appropriate Origin (Reincarnate, Slayer, and Innocent respectively) and the same number of CPs you had to succeed with. In addition, thanks to your experiences, you've become a kind of Isekai null spot. With your new **Thunderdome** Perk, you can declare any reality you're currently in to be wrapped in a perpetual Cheat-tier dimensional shield, effectively immune to Isekai in both directions. No one is getting abducted to another world, and no one is being inserted while you're there. I'd normally point out the hypocrisy of this being in the hands of a Jumper, but frankly, you earned the hell out of it. Sally forth and, I dunno, prevent Knight's & Magic from happening.

A Jumper's Journey in another World to Teach parodies how to properly Isekai:



On second thought, is it really shocking that a bunch of NEETs suddenly given god-like power and told they are the chosen heroes would, for lack of a better term, snap? They didn't ask to end up here, you know. The Goddess put them here, and other than Louis Crawford's reprehensible actions, we only have the Witch's say-so that the whole group is undiluted evil.

What is vastly more likely, frankly, is that they're corrupted. Absolute power and all that fun stuff, not to mention the influence of a Goddess who thought giving a psycho like Louis super powers was a good idea. They could be heroes, if someone could just guide them. If only there was an experienced world-walking badass who could correct their course, teach them the meaning of heroism, and help both redeem them and see their quest accomplished in noble fashion.

Oh, hey! What do you know, you fit the requirements for this job position perfectly! Lucky us.

I won't sugar coat this; it might've been easier trying to kill them than redeem them. Luckily, you don't need to redeem all of them. Just the majority; 5+ Reincarnates (more if you took the appropriate Drawback). Each one is, in some unique fashion, corrupted and/or otherwise broken. Some, in truth, might already be beyond redemption. Louis Crawford certainly comes to mind in that department, and efforts to redeem folks like that are not likely to be very profitable. In addition, taking up this task means any auto-redemption Perks you have are turned off for the duration. Any that merely help aren't, thankfully.

You're going to have to, as with killing them, get to know each one. But rather than just having to out them as bad people and then slit them up, you're going to have to get them to A) listen, B) recognize what they're doing wrong, C) want to change, and D) actually change. No Bojack Horseman 'Realized their errors, go on to keep erroring' here. You need to turn the majority of Reincarnates into legitimate heroic individuals who are at least trying to make right their wrongs in the process.

This also means determining which ones can be redeemed; some may very well make Crawford seem pleasant by comparison, and if they realize someone is trying to ruin their good time by making their compatriots actual heroes instead of peers in debauchery and power fantasy, they're going to work damn hard to prevent it. Or, in some cases, kill their fellow Reincarnate before they can become a potential threat to their fun. And any Reincarnate that dies due to such backstabbery will not count for your redemption totals, so that extra sucks.

On the plus side, the Nine are at least human-esque. Some may have friends, some may honestly believe in their cause, some may even have legitimate love rather than puerile lust. What in another timeline might've been things you could exploit to kill them may instead be roads to redemption, if you play your cards right.

If you successfully redeem (or more aptly, convince to redeem themselves) a majority of the Reincarnates and help them to heroically conclude their quest (in whatever form that takes based on your Toggles), you will have succeeded at this Scenario.

Reward: You've made yourself some considerable friends for life doing this. Each Reincarnate you redeemed can come with you as Companions, sharing a single Companion Slot. You can build them up via the Reincarnate Origin (free for them, since, you know... it's their whole thing), plus the same amount of CP you had after Toggles and Drawbacks. Don't forget their Cheat Skill/Item, they probably really like those! The group will also come along with an assortment of Followers, around 100 or so, from across the land who are eager to follow their heroes from this world to future ones. They're more here for the redeemed Reincarnates than for you, but hey, that's showbiz. Lastly, you've earned the Perk **Never Too Late**. So long as there is a scrap of something redeemable, you can hone in on it and make things right. Not just for people, but for everything; religions, philosophies, nation states, companies, awful spiteful mean-spirited manga, anything. So long as you're willing to put in the effort, things can be made right without having to be completely torn down in the process.

Corrupted Copy:



Part of the reason this World was canceled from ever being continued to begin with was that its villains just were too direct of an imitation to some other figures from across Anime fiction. Well this Scenario takes it a bit further. Instead of the imitations, the divine force responsible for getting the Reincarnates to this world took the real thing. Instead of Kilt we have the actual Kirito, hero of Aincrad and instead of the Fallen Goddess Flare we have the real Aqua. Now given that this brings mostly heroes into this World you'd think it would be a lot better overall right? Well… no…

Turns out whatever divine force, god or goddess does the whole thing is quite the bastard/bitch and as they got them here they made sure to corrupt them, making them at best equivalent to some of the greatest villains in their home world and at worst to simply complete psychopaths and monsters. To name an example, Kirito for his part an upstanding fellow, has been infected with a desire for murder the Gun Gale Killer had with an additional streak of misogynism and disgust akin to Nobuyuki Sugou. Even the more naturally evil people like Momonga have been made far worse. The real deal has become far more dangerous to this world than the copies and take a wild guess whose responsibility it is to fix this.

You will have to take care of these Corrupted characters. They will also get a vision that someone is going to stop them and will not show you any mercy or leeway, actively seeking you out. Have I mentioned that not only do they have all their natural skills from their home worlds but also have them boosted with some new fancy tricks each worth a purchase of **Cheat Skill**? With all of them guaranteed to pose a serious challenge for you just like the normal Big Nine would have in the other Scenarios?

If you happen to have encountered any of them in past Jumps, you may opt for them to remember you. How much this is going to help you, even if you were sworn allies, is very much up in the air with all the corruption affecting them.

Now the good news is that if you managed to defeat them, by killing them, you will not actually kill them. It will simply 'reset' their soul so to speak, turning them back to their real self.

If you got **Extended Cast** this will also apply to any other Reincarnates the drawback pulled in.

Once you have done this for all Reincarnates the divine force will need to be taken care of. But hey, chances are that by then you will have a LOT of new allies eager to take revenge on the thing that messed with their heads and souls.

Reward: Should you succeed in this Scenario the reward will be manyfold. First of all, all the characters you saved may come with you if you allow it, the entire group taking up only one companion slot. But what if after all this they miss home?

Well that's where the second reward comes in. **Truck-Kun**. Truck Kun is a Truck that has state of the art Multiversal GPS, meaning it can instantly teleport you to any world of the characters you found here, at any time. Post Spark it can even be used to traverse the entire Omniverse and past Jumps, truly being able to reach any location.

Finally you get the Perk **Isekai Maker**. You have the ability to make your own Isekai situations, drag a soul from another world into one you reside over, even being able to pronounce them a champion of your will. You may grant them any ability you yourself have access to and may rescind such at any point.

Decision

Welp your time here is at an end. Unlike many a other Isekai Hero you have a choice… return, stay or keep on travelling.

Go Home: Was this place just too much for your own world hopping tendencies? Understandable. You may go home with all that you earned and my thanks for traveling.

Stay: So you wish to stay here, in spite or because of the overflowing amount of Isekai? Well if that is your wish than I shall let you. Stay here, with your affairs being set in order back home.

Move On: You haven't gotten sick of World hopping just yet huh? Very well than let us proceed as usual and keep on going to the next World.

Notes

-My thanks to Astrangeplaytomake for helping me with ideas and editing this Jump! Happy to add this to the entries of their Monthly Jumpmaking Challenge.

-If you want to read the only chapter of this World in existence for yourself feel free to go here. Content Warning for sexual assault applies:

https://mangabtt.com/manga/the-killer-of-the-reincarnated-cheat-slayer/chapter-1-en-eng-li/8863

-The Plot Armor of **Enduring** and **Cancelation** essentially cancel each other out if made to oppose each other, leaving both parties where they would be without them. And as for cancellations mention about 'Serial Cancellation' that's just me trying to say that the world itself really has it out for your opponents while referencing the Manga's short lifespan.

-**Troperiffic** combined with **For the Ratings** would give you a sense for when you approach a Bad Ending of some sort, as long as you can pick up on the signs. The later perk was partially inspired by things like "My Next life as a villainess all roads lead to doom" where a female Isekai MC ends up in the spot of the villain and has to somehow deal with their canonical bad end or try to avoid it. It made sense for me to include it as its still a somewhat cliche aspect of the Isekai Genre, combined with the general 'Still be there for Fanservice' aspect of the Innocent Plot armor Perk.

-**Rigged Game** Gamer Systems will function similar to TheDarkWolfShiro stories featuring these, just lacking the world hopping ability. If you know what their stories are like you know why it's bad for everyone not a sociopath in power. You can keep the System after this Jump however. If you want to hope to reach the experienced gamers level of power, it will be a very arduous journey.

-For **You Can Have A Little Cheat, As A Treat** it only works on Perks and Items with the VALUE of 100 CP not if you PAID 100 CP for it. It only can be picked if the Jumpdoc itself says it costs 100 CP (so a discounted 200 CP one would not be valid for this Reward).

-Before anyone complains: Yes, **Infinite Plus Cheat** is harsh. Yes, it is borderline impossible. Yes, there are easier Scenarios with Sparks as the reward. That's the point. This entire dead franchise and Jumpdoc is meant to poke at power fantasies; did you really think it wouldn't have something like this? If your Chain's exploits would cause you to have to take this Drawback, then at least you can say you're fitting the theme Cheat Slayer is going for. Can't stop you from ignoring it, or subverting it; it's your Chain, do what makes you happy. But I will say that, if you pick this or have to pick it, it could make for an incredible challenge for your Jumper. Could make for an incredible story, where their own hubris and quest for power comes back to haunt them in the most appropriate place it possibly could. If that's attractive to even one person looking this over, then it's worth including it. And if it scares you that badly, there is always that Gauntlet option...

-The OC Companion section is meant to poke at generic fantasy and Isekai companions and add some twists to what they usually are:

The **Demon Queen** is the generic 'Token Good Demon' who joins the MC's Harem, with the twist that they are from another World and really don't have any idea what to do as a hellish royalty. They are also lowkey inspired by the Dawn of a Demon Lord CYOA.

The **Allied Witch** is based on the theory that the Witch would have been the final boss had the manga not been canceled. It's possible that she could be turned into a true friend with time.

The **Childhood Sweetheart** is the generic innocent girl that is fridged within the first couple chapters to motivate the generic male main character, but this time she has a hidden dark side.

The **Former Slave** references Harems in this Genre having a chance of featuring a Token Slavegirl the main character buys. This time not only was she actually liberated by force, she has an actual trauma from the experience and DESPISES the idea of losing control, with now dominant tendencies. This can be worked through with time and help.

The Harem is supposed to be a 'corruptive Harem' and based on a subversion of some finding a Harem through adventuring tropes. Someone corrupt, evil and powerful takes note of this impressionable and potentially very OP hormonal teenager and decides to manipulate them as a loyal pawn in their schemes. The Harem is here to fulfill your every housing and sensual desire but is specifically that and are only acting out a job. Their true loyalty is as paid girls towards their Boss and possible assassins of yourself should you turn against them.

It is possible to earn their genuine love but you have to do so properly, without using charisma or brainwashing Perks. As a result you will however gain the additional boon of turning them against their Boss and making your genuine followers, companions. Managing this will also allow you to still use the other function of the companion, able to find 'Benefactors' for Harem delights in other Worlds and repeat the process.

The Butcher is a reference to Billy Butcher from The Boys, to be specific the Amazon Show version. If you help him save his wife and child they may come all as one companion group. Who ended up raping Becka this time I leave up to your fanwanking.

From the Sky is a reference to the Protagonist of Pokemon Legends Arceus (pretty much an Isekai in all but name). The Game is great but the fact that the Boss of the Village keeps going on about not trusting you even if you repeatedly save people works itself well with a deconstruction. Their gender, like in any Pokemon game, is up to you.

The 'Chosen' is a nod towards how common it is for people to take canon characters and flanderize them into what they think they should be, as well as towards the parody done on the characters used as inspiration for the Nine. I used Jaune Arc from RWBY as the inspiration for this one as he is one of the most common targets of fanfic mischaracterization in his fandom, essentially turning him into a generic Harem Protagonist. The 'Voice' in his head is basically someone telling him he should be something else. It's just a curse he got after getting his power and it can be worked through and overcome. This Curse mentioned in the Chosen also leans toward the actual Isekai heroes being corrupted, just with them having already being taken by it.

The Unchosen is pretty self explanatory. An 'Alternate You' Companion who never became a Jumper. Seemed appropriate for the setting and Isekai themes to include a companion like that.

-I'm just gonna go ahead and give you some possible story beats for anything that could happen here. Feel free to use one, some, all or none of them. It just didn't sit right with me to not give some more plot here:

The Demons (With 400 Toggle):

-The Demon Lord is the true ruling god of this World but was overthrown by the divine force sending the Reincarnates, who are now essentially their police force to kill their only true opposition.

-The Demons are faced with catastrophes, plagues and famine in their own kingdom and conquering other lands is the only way they know how to sustain themselves.

-The Demons have been hunted and prosecuted against for ages, unknown to 'modern' humans. They finally struck back. Humans are the ones who started the war and the whole talk about ruling the world is propaganda.

The Other Heroes Possible Crimes, Past and Modus Operandi (besides Generic 'Neet'):

Kilt: A sexist but charismatic boy incapable of feeling any sort of emotional attachment, who turned to being a serial killer to feel a rush. Passionate MMO player in his past life and leader of a guild of trolls. Knows how to keep such people in line which made him leader and the most powerful, this reputation being one of the things he truly cares about. Has no comrades but the Nine essentially function as his and he is the strongest of them.

Honda Yuuya: In previous life an athlete with stalking and entitlement tendencies. Calm but mentally disturbed and abuses his time manipulation cheat as an information gatherer. Has a couple girls as his comrades he seduced with his time cheat and secretly controls every aspect of their life through it.

Flare: An actual Goddess who was tricked into becoming someone else's 'Cheat Item' but killed them and was taken in by the divine force. God complex and destroyer seeing mortals secretly as only good for worship and is obsessed with their admiration. Her comrades are made to worship her.

Imerda Pinata: Classist and narcissistic woman, who in her old life was some sort of heiress living off her parents and thinking none of having more than most could ever dream of. Racist towards non human races and even non noble or heroic humans, keeping some as slaves or as she calls it 'toys'.

Anastasia Melokva: A war criminal sentenced to death by firing squad before being taken by the divine force. Thinks the Geneva conventions are laughable and pretty much tried to or has broken every single one. Likes to take in criminals as comrades but under the disguise of wanting to redeem them makes them just a squad of other war criminals that are totally obedient. Tries to use knowledge of war technology and strategies for his gain in the fantasy world.

Roro Sendiger: In former life a salary man working as a contractor for the leader of the Yakuza. Gained a taste for cannibalism and hunting humans in a most dangerous game situation. Had a bunch of attack dogs in his old life which he genuinely liked and tried to turn his comrades into such, being willing to use force if need be. Only cares for those he likes, everyone else is screwed.

Shijou Yukiko: Owner of a restaurant in past life, inherited by her parents and secretly resented it. After killing a waiter in rage and wanting to hide it, became a Hannibal Lecter-esque person. Prepares buff granting meals and drinks and runs a restaurant serving as the cover for shady businesses of the other Reincarnates. Comrades have a tendency to go missing and be cooked up in secret to anyone, even the other Reincarnates.

Don Will Dead: A corrupt businessman, lacking any sort of morality and seeing everything like a game of chess, willing to commit whatever is currently beneficial to him. He also recognizes that a lack of empathy and understanding can be a hindrance so he uses his Comrades as a compass for something he can't judge. Necromancer and powerful mage who genuinely loves his comrades however and goes ballistic when they are harmed.

The Divine Force (Normal without 600 Toggle):

-The Goddess undergoes a certain feeding cycle requiring the death of someone with infernal affinities, the current Demon Lord, and a group of individuals from other worlds. Upon the Heroes killing the Demon, she would take back what she gave with interest to further her own powers, before restarting the process in other worlds, creating an infinite cycle of Isekai adventures that only make her stronger.

-The Goddess is preparing an Isekai Battle Royal for her own entertainment and has chosen some of the worst people possible to not be bored and have the same goody two shoes. If the Heroes win she will bring them to another world and pit them against each other for a chance at godhood.

-The Goddess unleashes the Reincarnates as an intentional plague upon the world after some perceived slight. After defeating the Demon Lord they would go insane and start to turn towards the Planet and the people themselves.

-I feel like I should say this. I do not hate the Isekai or Power Fantasy Genre as a whole. I love the concept of Isekai and an outsider exploring a strange new world and can appreciate a well made power fantasy. I pretty much have to enjoy both to be interested in CYOA's and Jumpchain. However there is no denying that these genres have at their worst some glaring issues. Hell a decent portion of the Innocent Perk and Item tree is based on how piss poor these genres can treat female characters. This was what I believed this Manga could, or should, have been, poking at the more problematic aspects of the genre. Personally, I hoped that this Jump makes for a good representation of the settings potential, while also deconstructing Isekai and power fantasies, but doing so in a respectful way that at times also shows appreciation of it.