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ARIFURETA:
ARIFURETA SHOKUGYOU DE SEKAISAIKYOU
FROM COMMONPLACE
TO WORLD'S STRONGEST

Arifureta
From Commonplace to World's Strongest

Welcome to Tortus, jumper! A world of magic, monster, gods and more. Right now, this world is ruled by 3 major races. The humans reside and rule the northern half of the continent, while the demons reside and rule the southern half. The beastmen reside in the far east in a massive forest known as the Sea of Trees. These races are at war, with both humans and demons being able to cast magic and considering that as a gift from their respective Gods. While Demons are stronger individually, Humanity has the advantage of numbers. Meanwhile demihumans don't possess magic and are constantly enslaved outside their country. Lately, the balance has been broken as Demons have become capable of controlling magical beasts, rendering humanity's advantage useless.

You see, a long time ago, a group of refugees from a ruined world came to Tortus, they had advanced magic and technology and used their knowledge to uplift the primitive population of Tortus, to the point of being revered as Gods by the people. But things went wrong, and from that group, only Ehitorouje and his retainer Alva, with their mentalities degraded and corrupted, being reduced to a soul-like existence, despite their great power and knowledge.

Many millennia later, a group of Atavists, descendants of the false gods, realized the power and corruption of such deities and formed an alliance to bring them down. They failed; however, they managed to refine and pass down their 'Age of Gods' magic down by creating labyrinths, seven dungeons that would test the challengers and grant them their power if they proved to be worthy.

Present day, in about a week Ehit will summon a classroom of Japanese teenage students, they shall be received by the kingdom and church with joy, as they come with incredible Jobs, Stats and Skills, everyone but one Nagumo Hajime. Despite the weird situation, the class will accept to help, being railed by the unofficial leader Amanokawa Kouki. Should things go the way they should, the class will soon challenge the labyrinths and…

But well, this is not about them, it's about you. Have this and remember to be careful while having fun. There are some scary things in this world, after all:

+1000cp

Background

From Beyond
A traveler, unrelated to the class from Earth or the world of Tortus. It appears that you were drawn to this place at the same time as Nagumo Hajime and his class. You start at your chosen location, with no extra memories to help or hinder you in this journey. Will you aid someone in their goals? Or shall you pursue your own ambitions?

Summoned Hero
Just a normal teenager in japan, hanging out with friend, fearing exams, playing game and flirting with girls. Well, that was until you and your class got transported to another world. While a normal high school student wouldn't stand a chance in a place full of danger, war and unpredictable magic, you have been granted a Job and the advantages of this world's magic system. You have a decent reputation with your classmates and a few close friends within that group.

Adventurer
You choose a bizarre way of living. Fighting monster, collecting drops, completing quests. Make some guarding or mercenary work if you're really hurting for money. You're probably either going to make it grand or die young and alone. It's nonetheless a great way to travel around the world and gain new experiences.

Blue Blood
Born and raised as the heir to a high-ranked noble family in your initial location, you were groomed since childhood to be a true leader. Unaccustomed to working in fields and the likes, you're an expert at social maneuvers, courtly fighting and excellence in the arts. While your influence is great, you still yearn for more power. All kinds of power.

Species

Golem (+200cp)
What the…? It seems that you died. Your body failed son, and then it got destroyed. All that's left is your soul and mind, which we punched into a golem. Your physical stats are dirt low and you have to perform some maintenance for this body to keep working. You can still use magic and don't need to eat, sleep or such.

Human (+100cp)
Good old humanity, the always secure, vanilla option. With a rather low life expectancy compared to other races, an average learning curve and their stats ranging between 100-200 for the normal people and 300-400 for those with suitable Jobs. As a whole, their numbers, creativity and adaptivity are their greatest strengths.

Beastman
A broad 'race', that includes all demi-humans. They're known for their animal-like features and their distinctive lack of magic, making them hated by both humans and devils. In exchange, all beastmen have natural advantages, like increase physical specs, better senses and such. Their Stats range between 300-600, while their lifespan depends on their particular race, rabbitmen having one similar to humans while elves live around 200 years.

Mermaid
While technically a part of the beastman race, Mermen aren't persecuted in certain human settlements because their natural talent as fishers. They live as long as humans in average and can breathe underwater. They also look just like humans except for their fan-shaped ears, and share their expected lifespan.

Magic Beast
What a curious thing. You aren't part of the normal races from this world, but a monster with true sentience and soul. It could be a Minotaur, a Hydra or even a weak skeleton soldier. You won't die unless your magic core is destroyed and your body damaged enough. Have in mind that while your powers may be great (or not), your core is still a weak point most will try to explode.

Demon (100cp)
The Demon race have been in a religion war with humanity for a good amount of time by now. While less in number, every member of this race is naturally superior to the average Human. Not only their affinity for magic is greater, but their stats range between 400-600 on average, way more than most other races. They have a lifespan of about 120 years.

Vampire (200cp)
An extinct race, whose fate was sealed long ago by now unknown circumstances. It appears you're one of the last existing, aside from certain sealed girl in a dungeon. Vampires possess the usual abilities associated with their race, around 200 years of life expectancy, high magic affinity and above average stats. Yet, they need blood to survive and have weakness to sunlight, holy magic and purification spells. For 100cp more, you can become a special type of vampire, ignoring the natural weakness of the race and becoming able to subsist from normal food; although blood would still help you regenerate faster.

Dragon (300cp)
Rumored to have extinguished more than 500 years ago, the dragon tribe simply decided to cut their ties with the rest of race and live in seclusion. With the greatest initial stats and highest learning curve of all races, dragons possess both a human form and a dragon form, capable of flight, they can assume at will and by short periods of time, during which all their stats become multiplied. They are capable of using mana directly.

Apostle (500cp)
This 'race' was created by Ehit to serve as his arbiters, eyes and referees in this 'game'. They are all designed to look like a beautiful woman with long silver hair. Their heart is a special crystal that gives them unlimited mana, while they also possess great affinity with magic and the capacity to manipulate mana directly, as well an extremely powerful disintegration magic. Their stats are top-notch in this world higher than any beastman and most dragonmen. They are biologically immortal and can only be killed if their head or heart is destroyed. Unlike the rest of these 'race', you possess soul and free will, letting you ignore the orders of Ehit.

Age and Gender

Take this opportunity to choose your gender and age freely, of course, within the logical limits of your race. According to your race you may have a real age and an apparent one.

Initial Location

Heiligh Kingdom
The Heiligh Kingdom spans throughout a vast amount of land, it's a highly religious country whose capital is right besides God's Mountain and the church's headquarters. Soon enough, it will be the country that will receive the summoned class from earth.

Hoelscher Empire
A strength-based meritocratic autocracy, where its philosophy was to use any means at their disposal to further their own goal. A very popular place among adventurers and mercenaries because they can make a name for themselves with their strength and skills. As a result of this mindset, the Emperor's successor was determined through a right of combat. They have the philosophy of beastmen being inferior to humans, and frequently use them as slaves

Verbergen
The country of demi-humans, surrounded by a barrier of living trees, each one at least thirty meters tall. Its entrance is a massive gate with thick trunks interlocked together to form an arch, and the double doors enshrined within were also made of wood. It lies deep within the sea of trees, enchanted mist that makes non demi-humas get lost, and verdren crystals that are used to ward off the monsters that roam in the forest.

Demon Kingdom Garland
Probably the biggest and most historically rich of demon nations. It was called the Ignol Empire during the times of the liberators and had a Demon King as its helm. Nowadays, they have more internal politics, but their religious fervor is second-to-none other country in this world and their enmity towards humans and demi-humans have never wavered.

Job

'Job' or 'Class' are terms used to define the natural aptitude of a person. A quantitative way to see where one talent lies. Jobs are directly linked to Skills and Magic, and determines what kind of skills a person get and be able to learn, as well as the magic affinities they hold. It is also quite uncommon for people to possess a Job. While there are many classifications, the most common being 'combat' and 'non-combat', Jobs are diverse and play quite a bit of a role here.

Why Don't You Get A Job? (+400cp)
The truth is that very few people have a Job, most of them spent all their lives without it or the innate skills that it grants. Thus, is not a real surprise that you also didn't get anything. Don't worry, there are derivative and race skills that you can obtain from training. And even without bonuses you can still raise your stats and level with training. A hard blow, for sure, but not a crippling one if you know what you're doing.

Crafting Jobs
Going to the frontlines is a noble endeavor, but far from self-sufficient. Soldiers need armor and weapons; adventurers make constant use of potions and artifacts are highly sought for a reason. These are jobs with highly useful Skills, geared towards production or industry, but little direct use in standard battles. From the most common job in Tortus; Synergyst to the more exotic Alchemist or Blacksmith.

Utility Jobs
A rather niche specialization, this group lacks fighting skills just like the crafting jobs, but is made up for their advantages in more "mundane" tasks. While their natural Skills are near useless in most common scenarios, they can shine brighter than anyone else as long as it's within their domain. Much like other indirect jobs, these can theoretically be useful in war with some creativity. Examples would be Scribes, or the Farmer Job, held by the teacher of the transported classroom.

Healer Jobs
Sometimes underappreciated, but probably one of the most important roles in any group, the healer. As the one who makes sure everyone can keep fighting and stays alive and whole at the end of the battle. Here you can choose a job like Cleric, Priest or Shaman, all back-row positions. But there's also the option of Paladin, that is a frontfighter capable of healing others.

Direct Combat Jobs
This is the real deal, the offensive role by excellence. Fist Fighter, Martial Artists, Spearmen, Archers, Weapon Specialists and more appear in this group. Their learning curve is pretty high, as well as certain stats depending on the job. Almost all their skills concentrate in making them better in a straightforward battle.

Magic Specialist Jobs
Ah, the mages, sorcerers, wizards. Those who can channel the arcane better than anyone else. Because mana affects the growth of people here, those with these kinds of jobs find themselves getting stronger at faster rates than their peers. Examples include pyromancers, cryomancers, Dark Mages and such.

Battle Controller
Not everything is about dealing or healing damage. Some prefer to take a more tactical approach to battle, and control the balance of the field with ruthless cunning and by turning their foes into weapons. Here are jobs like: Necromancer, Barrier Master or Tamer. A formidable weapon in the hands of someone ballsy enough.

Odd Jobs
The bizarre siblings in the jobs family. Here lies stuff like 'Gunner'. Most of these are jobs that require certain items or circumstances to show their real worth, and sadly those aren't particularly present in Tortus as for now. They could be really powerful for someone with the right resources and powers, however.

Prestige Job (100cp)
The big guns, the ultimate jobs. Here you find stuff like 'Hero' and other jobs that are elite and can uplift anyone just by having them. These jobs have a higher curve and stat grow than any other class. Likewise, their skills are versatile, varied and powerful. It's not an exaggeration to say that those with this need to be particularly stupid to fail at anything.

Extra Hours (200cp)
Normally, a single person would get a single job. That's how it works. Their growth curve, innate talents, skills and such dictating the existing job that better fits them. You probably broke something when coming to this place. Now, you can select a second job, a silent one. It will grant you all the perks, affinities, growth advantages and skills – however it won't show up in your Status Plate unless you will it.

Advantages

General

Dark Theater (100cp)
It's the flair! The Shading! The raw emotion hanging from each word! Well, call me maybe, you got the makings of a great actor… or orator, or something along those lines. As expected, you aren't that inclined for those jobs, but the talent does show itself when you allow it. As long as you have some emotion behind it, the words for a revolutionary speech come easy to you, it comes easy to the audience as well, as they will wait for you to finish before responding. After the discourse finishes, those that listened to you will become more favorable towards your expressed ideas and yourself in general; the effect depends on their own attitude and personality, an enemy might value you higher, but someone that already admired you might carry out each of your words to the letter.

Skillful Hands (100cp/per)
Having a Job means more than just helping your future prospects. It affects your stat growth, your talents, your learning curve and even your magic affinities. All that, however, pales in comparison to the real advantage of a Job - the skills you get with it. Sure, there are some derivative skills that can be learned by anyone, but for the most part one is stuck with whatever their job gives them as an innate advantage. Some are of utmost essence for the job itself, like 'Transmutation' for Synergists; others may be characteristic of the race, like 'Draconification' for dragonmen or 'Blood Conversion' for vampires. Something truly unjust, if you ask me. Thus, this exists to give you a small edge over the system. Each purchase will grant you a single, basic skill of your choice. Feel free to purchase multiple times.

Feeling This (200cp)
Well, as it turns out, the system empowering the people around is not something completely inherent to the world itself. Being able to work even in other worlds or with beings from outside with no problem, as it's connected with many others in some way. While you might not understand the system in its entirety, you still have the power to share it with others. Individually, you can choose and grant someone access to this world's system. They will gain the ability to use magic, as well as quickly increasing their stats, learn skills under the right circumstances, and possibly reach their full potential. Because it's you who it's granting this, they will also gain a 'job' as well, although which one will be dependent on their own talents.

Janitor's Job (200cp)
Adventurers, monsters, mercenaries and the whole war with the other races tend to make a mess of the unfortunate place that becomes a battleground. Not to mention the headache that is try to revitalize the land afterwards. At least, you have become acquaintances with damage control, and area in which you excel. Be cleaning up the messes of certain people of mass destruction, doing the paperwork necessary or managing the finances of reconstruction; you're a shining star at tasks involving the aftermath of battles. Not very shiny, but can make you popular and somewhat

wealthy with some groups of people if you know how to use this. Also, essential when certain types of people obtain power.

True Blood (300cp)
Ah, the descendants of the false gods, or well, the ones that managed to retain some of that blood and gain power from it. Atavists are known for three factors, their ability to manipulate their own mana directly, their impressive growth rate, and a single skill or magic that exists outside the normal system available to the common folk. The seven 'Age of Gods magic' skills are examples of that. While normally they would also be targets of possession by the false God, since you are purchasing this, Ehit won't be able to take control of your body.

Colorful Canvas (300cp)
You got good eyes, son. Good enough to become a trainer, not any kind of trainer, mind you. But the kind that can take a handful of peace-loving, magic-deaf, mentally-slow, weak demi-humans and convert them in the elite assassination forces with top-notch teamwork and a use of their natural advantages to the full extent -in a couple of weeks. A group that would keep on growing stronger by themselves even after that period. The instinct to find the talents of others and how to raise them best is yours, and powerful enough that it wouldn't be an exaggeration to say that any army or group trained by you personally could become the strongest to ever exist. Don't worry, you can apply this same ability on yourself.

The Evolution Of Times (400cp)
The Liberators that created the Labyrinths had few things in common, aside from their hatred towards the false Gods, they did share the tier of power they had. Their magic skills, one could say that other magic is just derivative from those… but you could also say that the degraded magics can reach that level as well. That's the advantage you have, to create and evolve your own school of magic to the same level as the 'Age of Gods' magic skills. Be that you take an existing type of magic and make something incredible based on it or be something completely out of your deranged mind. Only one thing is sure, its power won't be easily rivaled.

World's Predator (800cp)
You madman, what have you done? A power that shouldn't exist, a skill born from gluttony, greed, envy, wrath, and pride. "Steel Stomach". A wicked advantage, one that lets you become stronger, raise your stats, gain skills, obtain new magic, and even increase your affinities or resistances… by eating. Not any meal, but the blood, meat and bones of monsters and enemies. The higher the difference between both of you, the more you will gain from it, though you will still win powers from weaker enemies. You can choose to some extend what exactly you gain from your meals, but how much can be gained depends on how much of the food you eat and how strong it was. Even things like vitality, intelligence, natural advantages, or talents are feasible. As side effects you also get the ability to freely manipulate mana and a set of teeth capable of piercing and chewing basically anything. Of course, now you have no set limit in how much strength or versatility you can gain, but that applies only to the gains using this power and not in general.

From Beyond

Monday-O-Meter (100cp)
The tension, the jitters, the anxiety, your very own heartbeat; there are many things that could make or break you just before the decisive fight starts. Your mind may even wander for a half a second while exchanging blows and that will spell out your defeat, maybe even death. Perhaps you would lower your guard after the final attack, just for your enemy to get a chance to sucker punch you. Many things can go wrong without the proper focus, an attribute that you do possess now. A cool head to perfectly analyze things to the best of your ability, the skill to ignore all the distractions when you want, and much more.

Golden Tongue (100cp)
As if it were a reverse Babel, you have overcome the barrier that is languages. This skill turns you into a true polyglot. You have a natural talent for quickly picking up languages, learning how to carry a casual conversation in days, a broader grasp of the language within a few weeks of constant use, and also learning how to read and write along the way. You never truly forget a language no matter how much time passes and learning more just makes it easier to pick up the nuances in all languages as you start to subconsciously compare them against one another. It's not quite as instant or as instinctive as the 'Language Comprehension' skill, but it only loses to that, and you are quite capable of teaching the learned languages to others.

Flow of Life (200cp)
Dragonmen, Atavists and magic beasts. Those are the three 'races' capable of freely manipulating mana. You probably aren't either, but you do share that ability with them. For starters being able to control mana directly allows you to cast spells without a chant and magic circle, only needing mana and a mental image of the spell you want to activate. Likewise, it allows you to modify to your leisure those spells, changing their shape, properties and range as you wish. The last of the obvious advantages is the ability to limit the consumption of your reserves to pace better the fights.

Edge of a Sphere (200cp)
Let's face the truth. You got no skills, no affinities, no talent, no impressive growth rate. You got no future. But you got one thing, creativity. The ingenuity of mankind, that let us create the wonders of the modern age. That, you have. It's as good as it gets, don't underestimate it. You will always have something in mind, a way to make the most of whatever advantages you can gather. A way to survive and keep living in spite of your weaknesses. You can only transmute? Become a battle controller and a trap master in the middle of battle; can only use barriers? Use them to mess with height and reach during combat. Note that while you will always be theoretically able of the conclusions you reach in your mind, pulling them off will maybe require some extra nerve on your part.

Almost Lost (400cp)
Gaze long enough into the abyss and the abyss may look back. Now spit on its ugly face. That will teach it to not mess with their superiors. You've seen shit, you've done it, it was done to you - and you are still here. Your mental endurance and willpower are stuff capable of resisting anything. The world may hit you with the worst it has to offer and more, but you won't be phased at all. Even against soul-shattering depression, insanity, darkness and despair, you will be able to shrug it off and continue without any lasting effects in your psyche. No matter how hard life tries to push you down, you will be able to push back.

Resist, Overcome (400cp)
When you were born you had only three things with you; your mind, your soul, and your body. The same things that you will take to the grave. Those are sacred, you can't, you won't let anyone mess with them without your permission. Poisons, curses, paralyzation, ailments, sickness… everything that could be called a 'status effect' completely fails to affect you. You can't be poisoned, nor cursed, nor possessed, nor drugged, nor stopped by any of those ailments, no matter their origin, be magical or mundane. That's not to say that you're completely invincible, for example, a poisoned knife cutting you, this perk makes so the poison have no effect at all in you, but the cut itself would hurt. This can be toggled on and off, or select certain things to bypass it, in case you want to get drunk.

A L'assaut (600cp)
The hallmark of an isekai'ed hero. No, not the cheat powers, I mean the fate-defying, world-destroyer, deity-killer, plot-contrived skill to seduce any female they interact with, despite their bland or edgy personality. Even if you're uninterested at the moment, emotionally distant or sexually indifferent. You will still find yourself surrounded by beautiful and competent people of the opposite sex, them being all too happy to fight tooth and nail against your enemies, even Gods, for the smallest of praises from you. Just by being you, queens, gods, princesses, heroes and more fall at your feet. Let's not even start on how things would get if you actually try and seduce others actively. Just remember that this doesn't come with extra endurance.

Peerless Prodigy (600cp)
For people here, every level is harder to obtain than the last, fitting for this kind of system. Each increase in power is more difficult to gain, requiring more training, more time and higher walls to overcome. Each point in those stats is more difficult to gain than the previous one. Not for you. This will make grinding a thing of the past, as you don't have that escalation of difficulties when obtaining greater power. Making you able to reach hundreds of gains with the time and effort that would take others to reach a dozen or so. For you, the escalating walls to obtain power are all flat and equal. The same is applied to your skills and other powers, a pace fast enough to make the gains of a decade of hard work in some days with little effort on your part.

Summoned Hero

Smile And Wink (100cp)
Image means a lot, even those that prefer to 'look at the inner beauty of people' can't completely disregard appearance. That's how the world works. Luckily, you were born with some real good genes. Your face and body are an objective 9/10 without any effort from your part. Be heroic, cute, edgy, manly, girly, adrogionus. You can pull the style to perfection, plus, your looks make people feel more inspired and refer to you whenever possible. Of course, this is just an image and people can lose interest if there's nothing behind it, but still a decent advantage.

Path of Thorns (100cp)
It's about the opportunities, man. Find treasures, explore ruins, stumble upon ancient labyrinths, take jobs from quirky nobles, make friendships along the way, forge bonds with your companions. Much like the protagonist of some manga, your fate seems to push you towards interesting and stimulating situations on a daily basis at the least. Of course, while things are geared towards your benefit, the brunt of the work still lies with you. Don't worry about being overwhelmed, you can always turn down the opportunities.

Jack Of All Spells (200cp)
Magic is something certainly common here, however without talent or affinity for it, it becomes so restrictive that you won't be using it outside very specific situations during your life. You won the magical Jackpot and have a high affinity for all schools of magic, as well as sorcery in general. There's no type of magic that you can't use, and you will find yourself advancing quickly in your magical studies, enough to be called a genius at it. This doesn't mean you get any or all spells right off the bat, but there's nothing stopping you to learn them, especially when your talent for the arcane is so broad.

Thousand Hours (200cp)
Odd, strange, bizarre. By all means, you shouldn't be that interesting or attractive, but the eyes of people end up resting upon your visage without anyone noticing. You have something, not quite charisma, but close enough for some cases. Every time someone needs or wants something; you will be their first choice. Be that they want a shoulder to cry on, a spy, conspirator, new friend, fling, guard, and so on. Of course, your performance counts and while people will think of you first, if you can't answer to the expectations to some extent, then they will quickly go for the next option.

Echoing Depths (400cp)
Magic? Preposterous! Ridiculous! It's merely a type of energy being directly converted into other forms. Incredible and most curious, remodeling our understanding of the world so far, but nothing that can't be studied and replicated. You're a genius, a multi-disciplinarian with an unrivaled mind when it comes to unraveling the mysteries of the world. You could very easily create a serum to turn people into monsters, or find a way to grant skills or powers to those without. Sure,

some of your creations might need a bit of time or research beforehand, but it won't be long before you crack the code of this.

Natural Born Exception (400cp)
There are people with talents in mathematics, chess or a specific field of study, some may have talent with the mystic arts, others may have charisma or luck. You're like that, or better said, your body is, basically crafted to be the greatest at this. You're a genius in a single physical purview. At it, you learn faster than anyone, being able to cram in days what would take at least years to others. Something like swordsmanship, marksmanship, baseball or something a bit lewder. The only limitations are that it must be a single pursuit and it must be of physical nature. Of course, it bleeds a bit towards similar enough disciplines.

The Unlimited (600cp)
It's said that the level 100 means that you have reached your full potential, your innate talents have all been realized and your efforts have paid off to the best your body can handle. Wait. You, reaching your own limit? Bullshit. You have no limit. Growing beyond what was thought possible, you surpassed your natural limits and became able to keep gaining levels, growing and developing skills without end. Your body has transcended into something more and all your skills, magic pools, powers, abilities and stats will continue to grow as long as you train and use them.

Over-Heaven (600cp)
Gods, deities, divine beings. The unreachable heights of heaven that mere mortals could never hope to ever match. What are they, truly? Nothing but stepping stones in your path, that's what they are. The whims of those beings ever so estranged from mortals is not something you should give a damn about. This will give you the power to ignore those divine defenses, making them as vulnerable to your might as any mundane animal would be; as well as granting a great increase in luck when fighting those who are 'divine', just enough to give you a chance to win. Turning the tides of the fight, you have a decent chance, perhaps the only one, to put those 'Gods' where they belong – below you.

Adventurer

Spoon To The Eye! (100cp)
The monsters of this world are many and more dangerous than the average joe imagines, not to mention the war going on and the enmity of the fellow man. Training, all kinds of training are needed and you got it, both from your teachers and from the battlefield itself. You know your way around most weapons, be it a longsword, shortbow, mace, war-axe, war scythe, club, spear, halbert, sabre, dagger, kriegsmesser, longbow, and many, many, many more. As expected, such expertise lets you pick up new weapons and master them to some degree with more ease. Of course, your style is highly unpredictable and unorthodox, being basically created by you, but no one can deny it's effective.

Survival 101 (100cp)
You don't last long as an adventurer if you aren't willing to learn, adapt and overcome. You have a good head on your shoulders and have learned the basics of surviving in the wild and the urban by knowing how to set up or find shelter, gathering food, and being wary of predators of all environments. You also have a good memory for learning from your seniors and elders, soaking up little bits of important information like a sponge absorbs water. Likewise, you got a knack to pick up odd jobs that either make use of your unusual talents or let you learn and practice something new that you were interested in.

Defiance Of A Madman (200cp)
Skills, the bread and butter of everyone worth their salt. Magic may be available to everyone, talent notwithstanding. But skills? Those are rare, those are unique to the Job, unique to the race. So unjust. Why? Something stirred within yourself and a power was born. The ability to copy any Skill, as long as you see it fully at work, you will gain a decent understanding of its inner machinations and how to obtain a derivative skill that has the same effects. A good look to the 'Limit Break' Skill would tell you how to obtain something that boosts your power as much as the skill does. Even if that means courting death a few times.

What To Do (200cp)
Skills and Job are a great advantage, the innate, natural talents a few possess. But what about it? Without the aimed training or the inborn talent, you still can become skillful. After all, adventures require expertise in a lot of different fields and you have a perfect record so far. You're talented, not a prodigy nor a genius, but your talents are vast and diverse, plus having plenty experience with them alongside your journey. Surely, you ain't going to be defeating a proper Synergist at making artifacts, but you're only a step down from there. Remember, mediocre people do extraordinary things all the time.

Today As Tomorrow (400cp)
Training, it's all about training. Stop doing it for a while and you will find yourself not stagnating, but rather regressing. The path towards gains is long and arduous. Never mind all those times you get injured during fights and have to wait for weeks at the time. As expected, in the middle of all those affairs, there will be little time to train, but fear not! This will grant you a protection, making that your skills, gains, powers and experience doesn't get rusty or diminished no matter how long it has been since you last used them.

Eyes Ahead (400cp)
An extraordinary skill that allows you to predict the future, or at least what would be the future without any intervention from yourself or someone else capable of such foresight. However, if used right, one could use to know the exact consequences of their actions before doing them - as well as those events that are fated to happen. It does take a lot of mana to activate, although it will trigger itself to aid the user in key times at a highly reduced cost. With time and use, the mana consumption will wane while the visions become even better.

You're Courting Life (600cp)
Levels, a number to check the progress you have made so far, a way to understand how close you are from reaching your full potential. The only way to gain more levels is by elevating your stats. Well, let me tell you that you won't be gaining levels very fast here. Your potential is unfathomable, you gain stats by the hundreds and still no sign of a new level in the horizon. Likewise, you learn quickly, develop skills and derivative skills with ease and leave all veterans looking like failures at life. The very definition of a one-in-a-millennia genius. With almost unlimited potential and incredible speeds of growth.

Give It A Shot (600cp)
The Liberators, the mavericks, the geniuses without peer that held the unique Age of Gods magic as Skills and tried to take down the False Gods. While they were all remarkable people in their own right and insightful users of their power, the fact that their Age of Gods magic did the heavy lifting still remains. While other atavists also had powerful skills, none were at the level of these, like you. That's right, you now possess a Skill with the same potential as the Age of Gods magic that the liberators boasted of. It's not like you automatically have it mastered, but the potential is there, enough to become a peer to those ancient mavericks that made the great labyrinths, or even greater.

Blue Blood

Gem In Crown (100cp)
Each step you take reverberates around the room, your voice resonates in the hearts of anyone that hears it - and they can hear it in the next block, easily. Your presence is larger than life, more passionate than love and more intimidating than death. You ooze aristocracy and exhale authority and there's no mortal that can look you in the eye without retreating or kneeling. And your orders are instinctively carried even by those that aren't your subordinates. While not very good to pass unnoticed in a crowd, you can certainly use your towering presence for other things.

Regal Whispers (100cp)
A king is a ruler above all, an existence way beyond the common folk, an apex predator, an alpha being. Of course, it doesn't come as a surprise that people see you instinctively as someone of superior bearing and try to appease you unconsciously. In the case of animals, however, they react a bit differently, flocking to you as if you were their life-long master or parent, being a domestic breed with established owners or the most feral of beasts. Of course, this is only for animals that don't possess magic on their own. This ability also affects demi-humans to an extent, their instincts kicking in and making them more subservient to you, the effect being higher the closer they are to their nature.

Game of Politics (200cp)
So many perks when you're born as a noble, oh so many drawbacks as well. It's nothing but natural to end up becoming good at the maneuvers of the court, as well as those of the militant leaders. You always had a good mind for politics and a talent for identifying those with skills or powers that could aid you, as well as a good idea of how to get them to work towards your goals - be that they know or not. Some may think that the man with the big stats and magic is stronger, but when he fights for your sake rather than his own, well, we all know where the true power lies in this country.

Insightful Lineage (200cp)
Right by birth, earned by your own self and by your ancestors that made your lineage what it is today. Not exactly a skill, although its effects are in the same realm. Ever since you were a brat, you were able to make quick, highly accurate guesses with minimal information. Fast assessments of the situation and how to deal best with it, be in the form of managing a food shortage, deal with a ridiculous strong man with a terrible personality or responding to a literal God trying to destroy the world. Your answers and actions are always the best they can be prepared with the resources you have access to, and it helps as well when preparing for future battles or events.

Eternally Young (400cp)
The most powerful and rare of all healing skills is now yours. This is a passive, automatic power that heals all physical damage made to you at low mana cost. Strong enough to maintain your life even when decapitated or after major blood loss. Even if you are nothing but a puddle of blood or a bunch of minced meat, as long as you possess mana, you can get back into the game in seconds. It also ensures you stay at your physical prime, without any external signs of aging. Of course, this is merely physical, unable to help you from damage to your soul, mind or such - and even when the cost is extremely low for the results, it still needs mana to use. Be without of it and it's game over.

Of Cubs & Clubs (400cp)
The most basic and direct of all forms of power is physical strength. That's a truth you elevated to unseen levels. No matter how crazy, strange, or odd you look, as long as you are stronger than those around or opposing you, others will flock towards your side, work towards your goals and adopt the rules you preach. Even if you aren't a good leader or particularly charismatic. In short, the more powerful you are, the more people will naturally seek to follow you.

New World Order (600cp)
You are not yourself to others, or well, not only yourself. You're also an ideal, an unattainable concept that you manage to encompass, represent and inspire in others nonetheless the circumstances. A combination of your natural charisma, mannerisms, attitude, decisions and overall personality that makes others way more positive towards you than they should. At the very least you will end up with various clubs and associations formed with the sole purpose of admiring you, and with low effort you could create a new religion in this world, one about yourself.

Crash The Party (600cp)
It's difficult to find worthwhile minions nowadays, subjects being too whinny or untrustworthy for the actual responsibilities. But why depend on feeble outsiders when you can have your own homebrew subordinates? You have a power similar to the one of Ehit, to use magic and materials to create sentient life with soul. There are a few bumps, like not being able to create creatures stronger than you from the get go, or the amount of resources needed for each new creation. Cost notwithstanding, you can't deny the perks of your own programmable and loyal subordinates. Free will and such can be given as well, although they would still be loyal, there's room for some rebellious streak if you go that way.

Artifacts

General

Status Plate (Free for All)
A 10x5 cm card, touchscreen with scroll option, that lists all your powers, abilities and perks. It also serves as an identification card in this world. If you want to, you can choose what powers can be displayed in the card, to avoid too many questions from others. If stolen or lost you will find it again in your pocket or warehouse an hour later.

Inventory of Creators (100cp)
One rather big chest box made of good wood. Truthfully, it's quite full and contains an assortment of random ores and raw metals for you to work with, from cheap iron to Tauru ore which is one of the hardest known ores around, the quality and quantity of these materials will vary from day to day and sometime will drop some really precious ores. Once a week you can choose for it to be full of a particular mineral you want for a day or two. It refills once a day so don't get shy at using them. In future worlds it will adapt so it includes new materials from that world.

Black Umbrella (100cp)
The signature weapon of Oscar Orcus. Made with the finest ores, enchanted to not be heavy. It has various spells and functions etched into it, including, an explosive blast, making a downpour of rain, an intermediate ice spell, powerful winstorms, petrification, the strongest lightning spell, the strongest barrier spell, a high ranker multi-target healing spell, an invisibility option, and a self-destruct ability. You can import a weapon you already have into this role.

Thinking Machine (200cp)
Looking a bit like a microwave, this ancient artifact is the same as the one held by the church, an item capable of creating more of the Status Plates used in this world. The ones that are made with this are a bit superior in terms of durability, as well as being able to keep track of more powers, perks and stuff than this world's system. Useful, but not incredibly so.

Faeadrain Crystal (200cp)
Used by the demi-humas as natural barriers to protect their country, this crystal has the unique ability to repel monsters as well as clear the fog in the Haltina Woods. Because its utility and short supply is well sought and expensive everywhere. You receive a decent amount of this crystals every month to do with them as you please.

Healing Orb (200cp)
A natural miracle is probably the best way to describe this thing. It's the crystallization of mana naturally gathered in a single place. Due its nature, this orb constantly generates a healing potion known as ambrosia, it can cure any malicious ailment, replace food and drink for sustenance, and restore major wounds short of

regrowing lost limbs and organs. The orb itself can produce roughly 100 gallons of potion before running out, with a single mouthful being enough for any of its effects to trigger. It will take around ten years for it to completely refill if you somehow dry it out, but the process can be hastened by inserting great amounts of mana into it.

Jumper's Dungeon (300cp)
A labyrinth of your own. Seemingly similar to the one of Oscar Orcus, but once you enter you will find some that the first floor will start making some monsters as powerful as the average human, after that every floor will escalate little by little in difficulty with every passing level, new monsters will appear en masse, stronger, craftier and more dangerous than before. However, as their powers grow, so do the loot, treasures and raw materials scattered around the floors. It doesn't appear to have a limit, growing deeper and deeper the more you adventure in there. The monsters won't get out of the dungeon, keeping themselves to their respective floors. You can choose for it to appear at a random location every jump or having the entrance in your warehouse. In any case, try to not bite more than you can chew.

Absolute Territory (300cp)
Pocked dimensions get all the heat these days, and of course I would offer you something at the stature. This realm is separate from the normal world and about the same size, you can access to it at will and store things in there without trouble. You can personalize it to suit your tastes, though the default look is a copy of the Divine Realm in which Ehit resides. The downside is that you can't intervene too directly with other realms while in there, you will need to get out if you want to strike someone with a bolt of lightning.

From Beyond

Golden Weapon (100cp)
A weapon made with the special "Stella Ore" that possesses high magic affinity, where its hardness is increased by the amount of magic power used. Extremely durable and accepting of enchantments. Should you wish, you can import a weapon you already have in this role.

Egxess (200cp)
This is a copy of the scythe Artifact that belonged to the Liberator Badd Virtus. It's capable of absorbing the mana of any spell it touches and either giving the mana to the user or sending that spell back to the original caster. Furthermore, it can be used as a melee weapon, magi foci, and it's capable of unleashing a barrage of mana blades. Unlike the original, this one doesn't require an extraordinary amount of mana to be wielded. You can import another weapon into this role.

Divine Black Bow (400cp)
An ancient artifact, previously owned by the church. It allows the user to create magical arrows of any element and imbue them with a myriad of special effects and enhancements. On top of that, the arrows are homing, capable of splitting mid-flight and chasing their target for eternity, evading all other obstacles in their way. This bow as well boosts the user's stats and greatly increases their perception abilities as well, to the point of temporally granting skills like 'Farsight' while the user holds the bow. Feel free to import another weapon into this role.

Jumper's Spear (600cp)
Well, not necessarily a spear. Any weapon would do. This little thing grows in power alongside you, possessing its own system and able to supply you with its own reserves of mana. While it starts being basically the same as any mundane weapon, it won't take long before it starts growing by being used in your training to slay monsters and enemies with its edge. Getting stronger, sharper, more durable and overall, better each time. To the point of accepting more and more improvements or enhancements as it grows in power. Developing its own passive skills to aid the user's combat style and changing its own form slightly to match you better. You can import another weapon into this role.

Summoned Hero

Treasure Box (100cp)
Etched into a piece of jewelry, this is a powerful artifact that contains a small pocket dimension attached to it. As useful as can be to store things that you can't carry around normally. When called or desired the objects will appear at arm's length from you. If you want, it can be something like a bag or something else, although jewelry is the default for a reason.

Heroic Gear (200cp)
When the summoned heroes appeared, both the kingdom and the church made sure that they had the best equipment at their disposal to battle the opposing demon forces and the monsters roaming around the world. This is a complete set of that gear, perfect tailored to your measurements and enchanted to take maximum advantage of your job.

Triple Shield (400cp)
A modified copy of the Artifact that has resided in the Heiligh Kingdom for centuries. A cylindrical pillar that stands two meters tall and has magic circles engraved on its sides. It's able to erect three separate barriers around an entire city. Each successive layer is a bit smaller, but also more powerful. Unlike the original, this one absorbs mana from the atmosphere to maintain its barriers activated and repair itself when needed. It's far from impenetrable, but it was enchanted with spatial magic and it's capable of stopping most enemies and slowing down any and all that try to invade.

Holy Sword Uralt (600cp)
This ancient artifact is blessed with the Light Magic element, capable of simultaneously weakening enemies that get hit by the light it emits, while also increasing the user's stats, likewise, able to return to its user's hand on-command. It can change its shape into any type of sword. It's also clingy and can automatically return to its owner without their consent, if they move too far away from it or try to abandon it. Deep within its metal, likes the soul of the Grand Tree's first avatar "Uralt". Under the right conditions she may awaken once more to help and guide the user. Beware yandere sword.

Adventurer

Old & Sturdy (100cp)
The basic armor and weapon combo that has been with you in your travels, while nothing praiseworthy in terms of craftsmanship, they are extremely durable and light. Comes with several products and tools to help maintain your equipment such as oil and whetstones; as well as healing potions, antidotes, and other various concoctions. Nothing high-level, but still pretty useful, especially in your line of work.

Ten True Treasures (200cp)
It took you a good while to gather these babies, but it was well worth it. The combined symbol of your life as an adventurer, perhaps of you as a person as well. Ten objects with mild powers, nothing that incredible on their own, but together they become the reason why you can go solo to any labyrinth or mission. Including a sword that can cut down magic, a ring that allows you to manipulate your shadow, a necklace that makes you invisible and capable of phasing through solid objects, a pair of glasses that lets you read minds, and more. They are a single set and if one is broken or lost you will find a new one in your warehouse by the next day.

Mutually Beneficial Acquaintance (400cp)
Shortly after starting your journey you will come across some aid in a wide variety of ways generally being a person, place or organization. Said aid is an interested party in helping you accomplish some sort of goal and is willing to help train you, house you, finance you, and provide small services as long as you help them work towards their goal. If you should fail to assist, then in their endeavors though they will quickly withdraw their aid and look elsewhere. Some examples might be a small village helping you as long as you help protect them, a Kingdom providing for you as long as you assist them in a war, or something like an ancient guardian willing to let you rest somewhere and provide food in exchange for entertaining them.

Compass of Eternal Paths (600cp)
Oscar's final masterpiece. Or a modified version of it, at least. A single compass that has been imbued with conceptual magic to make it capable of finding any place, person or object. Be in this world or another. Not only it marks the way towards the desired object, but it also gives the user a mental image so it can be easier to identify the location. Unlike the original, this one requires basically no mana to use. Beware that knowing where lies what you want and getting there are two different things, and just knowledge might not be enough.

Blue Blood

Obsidian Spectacles (100cp)
A pair of glasses that belonged to Oscar Orcus. Enchanted to the brim, it heightens perception, allows to see in the dark, can track souls, has heat vision, increases the range of sight, able to magnify at will, see the flow of mana, create bursts of light to blind others, and more. They were made to be practically indestructible, but if lost or stolen, you will find them again in your breast pocket after a few minutes.

Forgotten Relic (200cp)
An ancient item left by your ancestors, the legend says it was made by either a group of "Liberators" or by a mad god. In terms of materials, supposedly it won't lose against the Holy Sword that the summoned hero wields, and it has a good among of tricks that are yet to be discovered. It may be a rod that absorbs mana from enemies, or an axe capable of ignoring all defenses. In any case, you can be assured it's both powerful and it mashes well with your combat style. Feel free to import another weapon into this role.

Job Board (400cp)
A simple sign board with a blank scroll on it that changes to reflect where you put it down. It's only after you place it somewhere and write on the scroll that it shows its true form. The sign board and message with seemingly self-propagate across a very wide area, being picked up by people and seeded across towns and cities. The sign is great at drawing in interested parties for whatever it is your message entails. Looking for a group to guard you? Wanting to sell or buy items or materials? Just want to tell everyone to have a nice day? This sign is for you! You can even give people permission to post their own messages which will also spread to the other signs.

Eye Of God (600cp)
An Artifact of unknown origin, discovered and destroyed a long time ago. Is this a replica? It seems different from that one. No matter. This artifact has the ability to copy and hold the memories and skills of ancient masters and then transfer them to a new host. A borderline cheat item that can theoretically make a complete beginner into the greatest of masters. Sadly, the memory seems to have been wiped out, so you will have to find new masters to fill it up. Also, while this is a modified version that won't drive anyone to madness, the one to receive the techniques must still have a body capable of reproducing the master's expertise, otherwise they will only obtain the knowledge. So, it's incapable, for example, of making a random demi-human into a master sorcerer.

Companions

Import Companion (100cp/300cp/500cp)
I suppose you can't fully enjoy an adventure without your friends. After all, where's the fun in only wandering alone for years? For 100cp I will let you import a single companion, with 600cp for their purchases here. Or you can use 300cp to import the whole roaster of eight of them, they come with 600cp to buy perks and items as well. If you're feeling extra-lonely or need more people to take on the world, you can import all your companions for 500cp, each one getting 700cp for purchases. In all cases they can get more cp by taking drawbacks.

Create Companion (100cp)
Hm, it seems you found someone here worthy of going into adventures with you. I approve. With this option you can create your own companion, with 800cp to spent on perks, items and the likes here. They can take drawbacks, although I don't recommend it.

Canon Companion (200cp)
Oh, so you took shine to a character here? Feel free to take them as companions if you can convince them to come along. Don't worry, I will make sure you have plenty of opportunities for you to hit it off. Though the brunt of the job will fall onto you, and some will be harder to convince than others, depending on when you want to meet them. Beware that some are… clingy (and some others can go beyond that).

Najimi Hitomi (100cp/Free From Beyond)
One of the summoned students that is not having a great time with her classmates. She will fall at first sight with you and cling to you as much as she can, maybe it has something to do with her being a borderline NEET hikkikomori back on earth and you being a real-life version of the 'husbando' her deranged mind produced. Easily excitable and prone to chunni mannerisms and speeches to the point of being sometimes cringy, she has a crafting job and very 'average' stats for this world. However, her skills do increase at jaw-dropping speed, while she's a bundle of creativity, making all kinds of strange, but effective inventions.

Fresh Rurki (100cp/Free Summoned Hero)
This is an original creation of Ehit, a pseudo-race of angel-like creatures (more alike Valkyries). Her stats are high enough to trash most people in this world and possess destruction magic, which is very powerful. It somehow ended up bonding with you and deciding that you should be her new master. She has little agency on her own and for now she only follows all your orders, being completely loyal and submissive to you. With time, you may help her develop feelings and personality on her own… or just have it as your own overpowered maid/bodyguard/servant.

Creamy Pasticciotto (100cp/Free Adventurer)
You have known this girl every since you were little runts. She was a kitsune demi-human that had gotten kicked out of the country for being able to use magic, you were an idiot that would promise anything to cheer up a girl. Good times. She's an atavist with a support-oriented Job and a good head above her shoulders, being your go-to woman whenever you needed some money, a hand with a job, fluff her tails, or just talk about something. And after all these years you couldn't wish for a better or more loyal partner in crime. Well, she isn't a particularly good wing-woman, seething and raging whenever you try to flirt with someone else and almost killing every possible suitor you presented her. Weird.

Sweet Galaktoboureko (100cp/Free Summoned Hero)
This… is a bit different from normal. You see, instead of a single companion to follow you around, this option will make that a classroom of teenagers from earth get send to whatever world you're in when you arrive. They will always vary in disposition, nationality and personality – but they will always be teens with attitude. They will gain some powers upon arriving to the world, but those won't be very strong. You can get closer to each of them individually and offer them the option to become a companion. All the companions gain this way share a single spot.

Flor de Hojaldre (100cp/Free Adventurer)
Life is fun, one day you lose everything and tetter on the edge of death; other times you're rich, surrounded by women and opportunity. This time however, life put in your path a hero. No kidding, this girl has the prestige Job of Hero, her stats and Skills are beyond ridiculous as well. With enough training she's sure to become an ace against any enemy… except, of course, there are some problems. She's somewhere between disappointing and useless. She's clumsy, ditzy and can't focus for more than ten minutes on the same thing if she doesn't like it. Beyond that, after you helped her a bit she has been following you around instead of doing something productive, and when she declares that she fights for justice, she means your justice, or what she understands as your justice anyway. Maybe you could help her grow into a proper hero, or your could mislead the naïve girl into being your personal guard dog.

Soft Zeppole (100cp/Free Blue Blood)
This world is but one of many, and even time bends over to the might of magic. So, it's not that surprising meeting another version of someone you know about. In this particular case, the god Ehit from another reality. Apparently, she took over some girl's body and defeated all her enemies in that parallel world… just to end up fighting something else and getting her ass kicked. That's as much as she tells and as much as she remembers, since the asskicking left her both weakened and lacking in the memory department. She has the faint idea that you were important for some reason and now she's depending on you to tell her what to do from now on. Her personality is a mix of her original kind self, the deranged mad god she became later, and the yandere girl she possessed. It won't take long before you realize that she has grown attached to you, or that her memories won't ever come back, or that such combination of traits in a weakened goddess is not a good idea for your pelvis.

Raspberry Bomboloni (100cp/Free From Beyond)
The past of this woman is not a particularly nice one. Once she was a kind girl, with friends and acquittances, in whom she trusted despite everything. That was a mistake, as they betrayed her at the first opportunity, leaving her for dead inside a labyrinth. She managed to survive and conquer the place, gaining the magic offered at the end of it. Because of that sour experience she became a lot colder, cynical and lost empathy for others. That's when she met you. You became her only light and your presence has smothered over her rough bits. Now you're the only one she feels remotely human around and the one thing that prevents her from becoming a complete monster.

Honied Struffoli (100cp/Free Blue Blood)
This is a small tribe of demi-humans, just around a hundred or so. After being kicked out of Verbergen, they came in contact with you by accident and after some bizarre chain of events, they ended up pledging themselves into your service. They have the natural advantages given by their race, but can't use magic at all, and they are pretty much useless in more than one front. You could shape them into whatever you want with the right training... or just have them around as your personal pets. Yes, you can choose that they are all girls if you want.

Dance With Dragons (Free)
As soon as the dragonmen realized that a great amount of magic had been used to summon the 'heroes' from another world, they knew they couldn't just ignore it. Thus, Tio Klaus, the chief's granddaughter went to investigate. It was basically fate at work when she ended up meeting you before her targets. After one big fight full of misunderstandings, lack of sleep, alcohol, adult jokes, and shoving stuff up in inappropriate places, the princess of the dragonmen was reduced to a perverted masochist that follows you around, calling you 'master'. She's wise, educated, powerful, loyal and prudent. However, all her good points are drowned in a sea of perverted masochism. She may be a decent addition to your forces if you manage to reign her in, but I wouldn't bet on that.

Scenarios

Princess In A Cave

Perhaps one of the least difficult quests presented here. Aletia Galdea Vesperitio Avatarl was the princess and later greater queen of the vampires long ago, when they still roamed free in the world. As an atavist and prodigial vampire she was immune to her race's natural weakness, possessed a natural super regeneration power as well as her own talents as a magical genius. However, that changed when her uncle betrayed her and made a coup d'état, sealing and imprisoning her in the lowest floor of Oscar's Dungeon known at the time.

The truth, of course, is somewhat different.

Her uncle had managed to clear two dungeons before, one of them being the Orcus Labyrinth. Because of that, he was aware of Ehit, the truth being the atavists and the grim fate of his race. Choosing to hide his niece in the labyrinth in hopes that someone would find and help her. He, naturally, died alongside all vampires without being able to see that.

Now trapped and without hope, Aletia spend centuries along, trapped in a dark cave, the seal used on her draining her magic enough for her to not be able to use any spells or magic, but not enough to counter her regeneration. Unable to move, she has been in solitary confinement ever since. Your work here is obvious, go the 60th floor of the true dungeon -which lies down other hundred floors of a weaker labyrinth-, defeat the two giant cyclops guarding the entrance, liberate her from her seals and defeat the giant scorpion placed there as extra measure. Save the queen.

Reward: Without direction, dismissing of her past and name, while charmed by her savior, she will agree to come along with you in your travels as a companion for free. A good deal, if you ask me.

Beasts Rising

Shea Haulia, daughter of the chief from the Haulia tribe of bunnymen and only atavist that has been let alive withing the demi-human races in hundreds of years, being a possessor of the Foresight Skill, had a vision a few weeks before you arrived to this world. A vision in which you saved the demi-humans from their situation as the weaker faction of this world's powers, many forced to live as slaves - and then took her as a lover. Quite scandalous, if you ask me.

Not like doing that will be particularly easy, the Demi-humans are unable to use magic, their numbers are the lowest and their chain of command a joke. As such, they're being looked down upon by both humans and devils, only the mermen being accepted in some towns – and only because their usefulness at catching fish. Worst offender is the empire, as they are the most accepting of enslaving demi-humans.

Regardless, she already believes in you and your task here is to make that vision a reality (at least the first part). You will need to go to Vergeben and find a way to truly unite the many races and tribes there under a single flag. Once united, you will have to find a way to give back the pride to the country by expanding their numbers at least a bit and giving them a way to fight their oppressors – or at least ensure they won't be enslaved for a while.

Not only that's full of internal problems, but most countries won't be particularly happy with your endeavors, the Hoelscher Empire especially, won't give up their slavery system and main slave source without a putting a good fight. And remember that they do have the strongest army of the human countries.

Reward: Shea Haulia herself will be more than happy to join you on your journey, even if you don't reciprocate her feelings. You will be able, as well, to select other demi-humans from those that want to follow you, and take them as companions.

The Survivors

Normal teenagers from the peaceful parts of japan obviously don't have the mental or emotional strength to live in a world like this one. Even less enough nerves to fight a war that's not theirs. These kids have been thrown into a crazy situation and they are obviously unprepared, both physically and mentally for it, even with the cheats granted upon their arrival. It would be madness to ask for them all to take this well.

Your job is simple, keep the kids alive and find a way to send them back home. But it won't be that simple, both the kingdom and the church want them here and fighting a war that doesn't really involve them. Not to mention that some will start acting in ways that they normally wouldn't back in japan. Especially with their newfound powers. And that's without mention the plans Ehit had to summon them in first place and how obtain the power to send them back.

First, you will have to find a way to unite the teens and maintain them united so there won't appear any rogue member or lone wolf trying to do things their way just to get killed in some black alley. Then, you must find a way to keep the church and kingdoms away from them, or at least away from their intentions to use them as elite soldiers. Finally, you must find a way back to earth

Reward: It's a tough task, way tougher than one would think at first glance, but the compensation is equally grand. You will get a copy of a skill or magic from each one of the students (and teacher) as thanks for helping them out. Although if they agree to it, you might take any number of the willing ones as companions instead of getting a Skill from them. It may not look like much, but the versatility of it is undeniable, and you will have done a good thing for them.

Dungeon Hunter

Across this world, lie the Seven Great Labyrinths. Said to be extremely dangerous, the true reason for their creation isn't publicly known in the present times; but in the past, it was said that the Labyrinths were created by the "mavericks", who were rebels that tried to bring about the end of the world, but God put a stop to their plans and the mavericks were forced to flee and exile themselves inside the Great Labyrinths.

In reality, however, the Great Labyrinths were created by the last surviving and most powerful members of the Liberators, a group of revels that became aware of Ehitorouje's true intentions and banded together to form a united front against the false gods toying with mortals. Needless to say, they failed, and could only put their hopes in the next generations.

Thus, in order to give the necessary tools in the form of the Ancient Magic, to those who would rise against the tyranny of Ehit and challenge the false god, the labyrinths were created. In a way, the labyrinths are a trial to obtain an inherence.

Each Labyrinth is a form of trial, meant to test a person's specific aspect, and prepare and mold the challenger in order to allow them to face against Ehit. It's both a mental, spiritual and physical challenge. If anyone is able to complete the labyrinth, but failed to clear the trial set by the Labyrinth, then that person would be considered to be unworthy of inheriting the Ancient Magics.

Each Labyrinth has a 'theme', an 'Age of Gods' magic as a reward skill, and a 'prove' of its conquest. You will get the individual rewards as you clear each labyrinth and another reward when you finish them all.

Remember, while you will gain automatically enough affinity with each of the ancient magics to master them, you won't be the only one aiming to conquer them, and despite their regeneration capacity, it's possible for someone to destroy a labyrinth and render it useless for long periods of time.

Great Orcus Labyrinth
[Oscar Orcus]

Located in the town of Horaud under the rule of Heiligh Kingdom. It is one of the most easily accessible Labyrinths out there. It's commonly used by all kind of people in order to either farm for materials or as a training ground in order to level up, although they haven't gone past the 40th floor in decades.

Commonly believed to be 100 floors deep, it is in fact divided into two sections; the Upper Levels containing 100 floors, and the True Labyrinth below it which is also comprised of another 100 floors. The Labyrinth is filled with monsters of varying degrees of strength and abilities as well as deadly traps of all variations. However, it also possesses incredibly rare materials and raw ores withing its walls.

The strength of the monsters between the Upper Levels and the True Labyrinth is quite drastic, in the sense that even a group of people who had completed all the upper 100 floors, could easily lose to the weakest of the first floors monster in the True Labyrinth. It was intended to be the most difficult of all the Labyrinths, and was meant to be conquered last.

The theme of the Labyrinth is "giving strength and experience to the challenger so that they could overcome their own limit". Proof for conquering Oscar's labyrinth is a ring that is engraved with a circle and cross splitting it into even sections.

Reward: [Creation Magic] It grants the user control over any object, structure (be it physical or magical) or mineral, allowing the user to shape or transform them in any way they wish. It is the only form of Magic which allows for the creation of an "Artifact". The true power of this magic is the ability to 'interfere with any inorganic material'.

Great Reisen Labyrinth
[Miledi Reisen]

Hidden deep within in the Reisen Gorge, one of the most dangerous places on Tortus, because of the natural phenomena of the region which disperse mana before a spell could be activated, and is a nest to powerful and dangerous monsters found on the surface of Tortus.

Because of the inherit phenomena of the region, it is practically impossible to use magic inside the Reisen Labyrinth as well, and the effect gets stronger as one goes deep inside the Labyrinth.

The structure of the Labyrinth is like a maze filled with all kinds of non-magical traps and army of Golems. Also, the maze-like structure of the Labyrinth keeps changing after a certain period of time, so it's difficult to map out the region as well.

Not to mention that Miledi is still around, soul residing in a golem, and more than ready to troll the challengers.

The theme of the Labyrinth is "force challengers to clear obstacles without the aid of magic". Proof for conquering Miledi's labyrinth is a ring that is engraved with two ellipses connected by a single stake piercing through both of them

Reward: [Gravity Magic] It gives the user control over gravity. The true power of this magic is the ability to 'interfere with the energy of a star', and not just gravity. Theoretically, it could also interfere with things like earth veins or terrestrial heat, bedrock or magma; and it isn't impossible to use this magic to purposefully generate an earthquake or volcanic eruption. Or even create a star, with enough knowledge and mana.

Grand Gruen Volcano
[Naiz Gruen Caliente]

Located in the Gruen Desert. It is 5 kilometers in diameter at its base, and has a height of 3 kilometers. It is conical like most volcanoes, but shaped more like a dome. Its summit is flat, however, unlike most domes.

It is one of the few Labyrinths whose location is well-documented in modern times (the only other being the Great Orcus Labyrinth), but it's not frequented as much due to it being more dangerous and not as rewarding to face.

It has about 50 floors, and is filled with rivers of lava that are suspended midair. The intense heat causes explorers to lose their energy quickly and can be deadly after being exposed to it for a long enough period. Despite being an active volcano, it has never erupted. This is due to a keystone that keeps the magma contained inside the Labyrinth.

The theme of this Labyrinth is "test how challengers can keep their focus and respond to constant surprises while under extreme stress". Proof for conquering this labyrinth is a pendant with a design of a woman holding up a lantern
Reward: [Spatial Magic] It allows the user to manipulate the space around themselves, allowing them to either bend or expand the space near them or move themselves to another space or location. The true power of this magic is the ability to 'interfere with the boundary'. Meaning it can allow the user to manipulate anything, like the complete elimination of gaps between objects, or formulating a new boundary to create the spirit world; it's possible to achieve those kinds of things.

Sunken Ruins of Melusine
[Meiru Melusine]

Located at the bottom of the western sea near Erisen. It is hidden under a mound of dirt beneath the sea. The only way to find it is to conquer the Grand Gruen Volcano and obtain proof of that feat in the form of a pendant of a woman holding a lamp. A person must hold the pendant in front of a full moon and allow the light to pass through the slot where the lamp is supposed to be. That will cause the Labyrinth to rise up from the sea floor. This makes it the only Labyrinth where challengers both need to have already cleared another Labyrinth and go through a pretrial as well, as they need to be able to reach the bottom of the ocean to enter.

Challengers will face various sea creates until they are led to rooms that will show them mana-based illusions of Tortus' history involving Ehit. The illusions will then turn hostile and attack the challengers and can only be destroyed with mana. The most dangerous creature that challengers will face is a nearly-indestructible gelatinous monster.

The theme of this Labyrinth is "exposing the horrors that the gods have inflicted upon the world". Proof is a coin engraved with Meiru's crest.

Reward: [Restoration Magic] It allows the user to restore the state of anything to either its previous or original condition. The true power of this magic is the ability to 'interfere with time', meaning it has the ability to manipulate the time of anything, anyplace or anyone to a point the user desires to. Given that there's enough mana for it.

Divine Mountain
[Laus Barn]

Located where the Holy Church is situated on the mountain that is near the palace of the Heiligh Kingdom. In order to reach this Labyrinth, a challenger must meet three conditions: To have cleared at least two other labyrinths, disavowing the God of Tortus, and having defeated someone under the gods' influence. If a person has not met the third condition of defeating someone who worships the gods, then they would be tested through a series of mental trials. This includes being brainwashed into serving Ehit, alter their subconscious, lead them astray with visions, and all manner of misdirection and persuasion. If they have managed to clear them, they would fight against illusions of past warriors from the church. Only after clearing the challenges would the spirit of the Labyrinth's creator appear and guide them to the room that would award them the ancient magic.

The theme of this Labyrinth is "test the challengers' to overcome god". Proof for conquering Laus' labyrinth is a ring, and a memorandum that described his life.

Reward: [Spirit Magic] It allows the user to manipulate the soul of a living being directly. It's possible to revive a living being back from the dead, although there's a time restriction, or transfer the soul of a living being from one body to another, or even into a non-physical body as well, practically granting a living being immortality. The true power of this magic is the ability to 'interfere with the immaterial possessed by living things'. To be more specific, this magic could also interfere with things like energy inside the body such as mana, heat, electricity, then thought, consciousness, and memory. Those who have mastery over this magic, can even create an artificial consciousness, and allow it to inhabit any kind of body they wish.

Haltina Woods
[Lyutillis Haltina]

Located in the Grand Tree "Uralt" that was in the center of the Sea of Trees. It was initially believed by most people that the entire forest itself was the Labyrinth. It can only be accessed after a challenger has already conquered four other Labyrinths (including the Sunken Ruins of Melusine). The Labyrinth looks like a large forest and each level is filled with many monsters that are insects and trees.
Once challengers enter into the Labyrinth, their minds, memories and feelings would be first read and analyzed by the Labyrinth during teleportation into it. The challengers will then be separated from each other upon entering and some will have their bodies changed into monsters depending on their relationship to each other, the unchanged challengers would thus then be set upon by hordes of monsters where they will then run into their transformed companions and may end up killing them by mistake. However, if their comrades can identify them and manage to reunite, they will then later be sent to a room that will trap and encase them in amber like pods and force them to experience their deepest desires. If they managed to successfully break the illusion, they would be then be forced to overcome their strongest sexual desires after being exposed to a substance that would greatly increase their lust, leading the challengers to slowly give into their carnal desires and instincts towards each other. The final test would be to face against a cockroach monster while having their emotions reversed so that it would cause them to be antagonistic towards their comrades and friendly towards the cockroach.

The theme of this Labyrinth is "test the challengers' bonds that have been forged". Proof of conquest is the "Compass of Eternal Paths".

Reward: [Evolution Magic] It allows the user to enhance or evolve all other forms of power, be it strong or weak. It can even work on other "Ancient Magic" as well, boosting their power and scope. The true power of this magic is the ability to 'interfere with the information of existing things'. This magic enhances or evolves an ability or power by a stage of 1, by interfering with the targets information, and then increasing it's stage one-by-one.

Frost Caverns of Schnee
[Vandre Schnee]

Located in the southern region of the continent at the fringes of the Demons' territory. The entrance is in a large crevice that is miles below the surface. The extreme cold will normally weaken challengers before they even enter the Labyrinth. It is full of many monsters and traps designed to weaken a person both physically and mentally.

The first obstacle will be facing monsters in the form of cute bunnies that will zap challengers of their warmth. Once inside, challenges confront white gorilla-like monsters that will be able to easily coordinate against most attacks, as well as regeneration ice zombies. The challengers will then enter a room that can only be cleared once its mana crystal is destroyed. It will create many monsters out of ice and snow to act as its defense and prevent challenges from destroying the crystal.

Once that room is cleared, the next obstacle is a giant maze. It will prevent anyone from attempting to fly past it by instantly teleporting them back to the ground while it coats their bodies in ice and gradually have ice shards skewer them. Even if challengers reach the maze's exit, they will be unable to escape unless the find three keys to the exit gates that are hidden throughout the maze.

Challengers will then walk through a long single pathway while they hear their own voices in their heads that will expose all of their fear and hatred that they have towards themselves or someone else. This will continue until they enter a room that will create frost golems for each of them to fight one-on-one. The room is coated in ice that is designed to reflect a challenger's magic back at them once it hits the golem's shield. The greatest disadvantage, however, is that the voice that the challengers previously heard will impair them by lowering their energy and could even cause them to unconsciously attack their comrades if they are the source of their negative feelings. Afterwards, then they will be able to leave through a portal and be separated from everyone else. Each person will be sent to a large room with a copy of that person that will try to kill them. The copy represents all negative aspects of that person, while possessing all of their memories and skills. It will grow stronger the more a person tries to deny those negative qualities, but will grow weaker if a person learns to accept and embrace them. The copy can also offer the challenger to make them stronger if they allow it to merge with them.

The theme of this Labyrinth is "conquering one's self by overcoming all of their negative aspects" and the proof is a teardrop-shaped crystal pendant that is engraved with his crest.

Reward: [Metamorphosis Magic] It allows a user to remake the form of a normal being and reform them into a different form. Normally its used to remake a normal organism and turn it into a monster, or even manipulate the magic stone of a monster and remake them. But the true power of this magic is the ability to 'interfere with any organic material'. Meaning not only animals, it's also possible to

remake plants or intelligent beings, and reform their structure as needed. Even byproducts of organic material, like paper or food can also be manipulated by this magic.

Final Rewards

Conceptual Magic: A combination of all the other ancient magics. Also said to be the strongest that there is, as it allows the user to interfere with the laws of the world and impress concepts upon it. Willpower and desire interact with it to be raised to the level of a concept and being forcefully materialized with magical power. It should be noted however that concept magic requires the user to concentrate on raising up their wish in order to materialize the concept, as such it wouldn't be useful in a battle where the user is under attack. Still this is a magic capable of destroying gods, travel across words, and materialize all kinds of things. The absolute proof of your adventures here.

Rite of Passage: This one is on me, although it’s perhaps just the just end of your newfound magic, knowledge and power. The Mavericks used all their knowledge, experience, magic, and skills to create the Labyrinths. All with the hope of passing down their power and will to someone else that could make their dreams into a reality. Now you have the same power, knowledge and skill. To give others copies and duplicates of the powers and skills you hold, be in a direct or indirect way. As well as the ability to create dungeons and labyrinths much like the ones the Liberators made, though you can customize and change them as you please. These abilities and knowledge are now yours to do with them as you please.

Drawbacks

Za Man (+0cp)
What do you mean you aren't a japanese highschooler? Well, now you are. Your background has been changed so you start as Hajime Nagumo from the summoned class. Have fun being a loser.

Bully (+100cp)
Seems someone looks down on you here be it someone that followed you here from another world or someone already here. Maybe they don't like how you look, maybe you snubbed them, or maybe they are jealous of something you have. Either way they are going to make your life here a living hell with near constant harassment, blackmailing, rumor mongering, and more.

Idiot (+100cp)
It seems like your ability to plan for anything that doesn't have an immediate result has dropped considerably. You aren't really dim, just that you can't seem to consider the consequences at medium or large terms. The kind of person that would touch the shinny thing in the middle of a labyrinth without considering it could be a trap. Hope you got some friends with some brains in them.

Angst (+200cp)
They left you behind. No one likes you. Everyone is judging you. Your life is SUFFERING! You are going to be more than a bit angsty your entire stay here. Expect to spend at least an hour a day brooding over your tragic past and such. As a side effect of your self-pity and lack of respect, your mind has degraded quite a bit and has become highly susceptible to mental attacks.

Burn The Heretic (+200cp)
I'm not exactly sure what the hell you did, but it was really bad. Now the church hates you specifically and has issued a great bounty for your head. It may not seem like much, but damn those guys are persistent and really well connected. As a side-effect of this, normal humans will be predisposed to not want anything to do with you or yours. Call it their own common sense.

Weakling (+200cp)
Could have been worse, I guess. Your entrance to this world didn't go so well and now all your previous powers and items are sealed for the duration of this jump. If you're capable, you can probably do well with what's offered in this world alone, but knowing you, I wouldn't bet on that.

Crazy In Love (+300cp)
It seems you have a bad habit of picking up weirdos and freaks who seem increasingly smitten with you. It's not that they aren't attractive, but they are utter nutcases. They have weird fetishes, some crippling mental scars that are very notorious, maybe they just have a morality completely alien to yours. In any case,

expect no not be able to form any kind of meaningful romantic relation with someone that's even tangentially sane.

Zero Aptitude for Magic (+300cp)
I don't want to hurt your feelings that much, so let's make this quick. You're inept for this world's magic and general system. Don't expect to be using spells or skills from here during the next ten years. It's not a killing blow, but certainly a crippling one. Furthermore, it seems that benevolent and helpful magic will not be working for you 9/10 times. Yes, even the basic healing stuff.

Feeble Arms (+300cp)
Let's see, how to say this? Oh, you fucking suck, loser. Your stat growth is beyond pathetic, enough that could be hitting level 100 with barely any stat in the double digits and just a couple of skills at maximum. Make no mistake, life here is going to be impossible unless you have some really good items to carry you over.

God's Unfavorite (+400cp)
Ehito has decided that you need to die. At first he will simply use "visions" with the church to brand you a heretic and have you persecuted, but after a while he will grow impatient and start using more direct methods to spell your demise. The saving grace is that he still lacks a body to interact with the physical word, for now at least.

The Neckbeard! (+400cp)
Do you even lift? Well, clearly you don't. While normal people here go around their lives with all their stats at a few dozens or so, you have around five in each. When everyone gains a few points in strength in training, you gain a single one after doubling their efforts and tripling the time invested. Your growth curve is so pathetic it's basically non-existent. Oh, you can still survive here, but don't expect to get much done by yourself alone. Not without some help.

Close, but no Cigar (+600cp)
You wake up, disoriented and hurting. Looking around you is the very image of an exhausted battleground, a scene full of dried blood and infertile lands. At the distance, in the sky, you can see a white Valkyrie-like being patrolling. That's right. This is the version of the world in which Ehit won. Hajime died instead of surviving the Orcus Dungeon, Kouki and the class were led by the nose, Shea and her tribe were enslaved, Tio is still a mind-controlled dragon under a madman's orders, most labyrinths have been completely obliterated, and Ehit managed to take over a body without a problem.

Hope you're happy selling the world for some points.

Where to From Here?

I'm tired of this...

So, you want to go to your original world? What a bit disappointment you are, I can't believe it. Well, it can't be helped then. Whatever. Go back with everything you gained until now. Are you sure? Don't think you can get back on this, you know!? I'm being serious! We're going to be done if you go through that door! Jumper!

This is where I belong

...Really? You want to stay in here? What? Why? We were having fun, weren't we?! There's no need to stop here, you know? I mean, why don't you try a few more worlds and then decide? Eh? Wait, don't ignore me!!

Further, I still want more.

Yay! That's what I wanted to hear! Let's go to the next adventure! I knew I could count on you, jumper!

Notes

-About Extra Hours: You can only choose a second job. No, you can't take this shit with 'No Job' don't be a dick. I recommend taking two Jobs that complement each other, but not so much. You can always get something like Magic Swordsman or Paladin instead. Even shit like Hero and stuff with a prestige job, so try and use this option for something more worthwhile.

-Ryuujin race (Tio) are translated as Dragonmen in the official translation for the LN. I like the jap name better, but I tried to use 'Dragon', "Dragonmen" and such in the doc.

-The Draconification/dragon form in the WN increases the stats tenfold. Like, literally ten times over. In the LN version it's around 6 times and Tio's particularly strong at it. I guess the average is rather weaker than that. You choose whichever version you like more tho.

-About levels and stuff: Level here just means your natural potential. You reach 100 when you reach all your innate potential, so in theory it should be possible to go beyond that under the right circumstances. Kinda difficult tho. Your levels raises as your stats increase enough.

- Stats are raised through training, study, practice and battles. Not because they gain EXP or something like that, just because the system here lets them quantify how good they become really quick. Is by raising their stats that their level raises as well. In short, if they're really getting better, they will be able to see it. Likewise, because magic is around, they seem to not get "worse" with age, or at least they do at a really slower pace than they should.

-Skills: there are two types in-setting, technically four/five if you look closely at it. Author can be a lazy idiot at times. Skills and derivative skills, first are naturally gained and the latter are like sub-skills born when you get real good at something. This makes little to no sense and it's never properly reflected in the story.
-The actual categorization seems to be something like:
>>Racial Skills - innate to the species (Blood Conversion, Draconification)
>>Job Skills - innate to the Job (Transmutation, Heal)
>>Acquired Skills - the ones you can get with training (No Beat, Decreased Mana Consumption)
>>Sub-Skills - the ones that are basically specialized versions of a previous skill and 'born' from them (Mineral Appraisal, Supreme Break)
>>Special Skills - the technically unique ones, kinda weird since they can be a case-by-case thing. (The AoG magics, Kondo's chunni/meta thing, Limit Break, Divination)

-About magic: Alright, so as far as I can get, everyone here has mana and can theoretically use magic (except normal flora, normal fauna, and the demi-humans), but if they don't have affinity for it, they might as well don't bother. It took Hajime a

5-meters' diameter magic circle and a 15-minute long chant to create the same flame you can do with a cheap lighter. It's just not worth it. Magic here is elemental+utility, but it also seems like it's very flexible in its use.
>>To use magic usually one needs mana, a magic circle and an incantation/chant. First is fuel, second lets the fuel go to the circle, and the circle has all the spell's configuration details. Having an affinity with a type of magic makes all those be less taxing and more efficient. Manipulating mana directly just blows away all the steps and becomes 'imagine thing, throw in mana, thing happens'.

-This was made mainly from the WN's 'Main Story' there are many Side Stories, After Story, the LN version and the Prequel Zero. While I dipped a bit into them, and got a couple of things from there. You can just pretend the After Story didn't happen. Probably for the best. They still happen if you want tho.

-World's Predator: It's a better version than the canon 'Iron Stomach', you can gain stuff from weaker beings and even select what you want to get from them. There's a bit in which you can keep gaining power and stuff from eating others, kinda like The Unlimited. However, this is just staking your gains from eating without set limit, you can't get stronger by training after you hit your cap with this alone.

-Thanks to Toriko, with whom I did the first version of this jump.

-Fanwank helps.

-Made by Ricrod