I Got Caught Up In a HERO SUMMON, but the OTHER WORLD was at Peace!

JUMP CHAIN



I Was Caught Up In A Hero Summoning, But That World Is At Peace

[???]: Well, well, what do we have here? 'Jumper' was it? Your Benefactor told us to take care of the introductions this time over. Nice to meet ya~~

[!!!]: Why are you so relaxed?! The fact that there's someone even more outrageous than Shallow Vernal is already shocking enough! I can't even imagine how some people would react if they knew this…

[???]: Well, nothing we can do about it anyway. So, Jumper, first of all this mysterious transcendental beauty here and the waste of space over there are called [???] and [!!!]. We may look like the Phantasmal King and the God of Disasters or certain afterword due, but there's no actual relation between us. We were kinda made to be your guides…

[!!!]: Rather than giving some weird introductions, shouldn't we be explaining about the world and circumstances? – Jumper, listen well. This world is called Trinia and it's divided into three realms, one for the Gods, one for the Humans, and one for the Demons. It was created by Shallow Vernal-sama thousands of years ago-

[???]: I was just about to talk about that, you idiot! Indeed, much like there are three realms, the beings in this world can be roughly categorized in those same three divisions. Although, strictly speaking, there are many, many races, species, and types of beings in these lands

[!!!]: Each realm has their own leaders. The Human countries have their Kings and Emperors depending on each country. The Demon Realm is likewise controlled by the Six Kings who are the strongest demons around. While the God Realm is led by the Three Supreme Gods and the being that stands above all, Shallow Vernal.

[???]: Shallow Vernal doesn't do much actual leading though. You can also see their strong cultural differences in each realm, with Human changing titles, passing down them to blood relatives and such. The Demons meanwhile value strength and the Gods are real fans of sticking to the hierarchy and positions.

[!!!]: For a long time, these realms didn't interact with each other. While 20000 years ago the Demons led by Kuromueina did invade the God Realm for personal reasons, as a whole they kept to each other. The Human realm, after being created, was also unaware of the Demon Realm at large.

[???]: That changed nearly a thousand years ago because of some weakling that mistook the feelings of her adoptive mother. Taking the underserved name of 'Demon Lord', the dumb kid ended up invading the Human Realm. Well, even if she wasn't that strong by Demon standards, she was still overwhelmingly powerful when compared to humans.

[!!!]: At the time the humans used the 'summoning circle' magic to summon an individual from another world. That girl, Hikari, would end up becoming the Hero that, alongside her friends, defeated the Demon Lord and her army, and

then spent years establishing peace between the humans, as well as with the other Realms… Umu. That was a serious development I can approve of!

[???]: The actual journey and Hero were a lot sillier than you may think by just hearing that.

[!!!]: Still, in her name and deeds, the Human Realm created a tradition in which they would summon another person from the same world as the first hero to aid them in the festival every ten years. It's a big event to remember why the Three Realms are friends

[???]: The world is really at peace to bother with such things… Not like the first hero was the only one pushing for peace at the time, and many have worked tirelessly to keep the balance you see nowadays.

[!!!]: Regardless, it's a great responsibility to take care of it. This time over, in a few days, the summoning ceremony is to be conducted by Lilia Albert from the Kingdom of Symphonia…

[???]: If things go on as they are right now, then there will be certain problems with it. Namely, the fact that there will be some extras summoned alongside the teen that plays the role of hero.

[!!!]: For some reason, you got some say on choosing how things will play out. We will be keep explaining you things as we go on

[???] Yeah, yeah. Also have this already, Jumper. We don't have all day.

[+1000cp]

Backstory

This section is about what's your past in this world, your origins, so to speak. In some cases, it means that you're retroactively born here without memories or power and you're just regaining them now. In some others you're just taking over an alternative you or someone close enough. Your benefactor said it could be any or/and others. For now, just choose one.

Otherworlder

A bit redundant, because of course you are from another world. This basically means that you were living a normal life on Earth until you got summoned into this world alongside the other teens, maybe even replacing one of them. I'm told you can choose this option as 'Drop In' in which case you just appear in Japan by default and almost immediately get tangled in the summoning to Trinia alongside the students.

Aristocrat

The title is not for show, although the power varies according to your realm and country. For Humans, you're now part of one noble family, with influence and resources. As a Demon, you are a Peerage-Holder, a High-Ranked being that has followers or follows someone really strong. For a God this just means that you're a High-ranked one instead of a Low one.

Retainer

While the otherworldly heroes and highly influential nobles like to take the spotlight, I'm aware that sometimes the strongest people are the ones doing the backstage jobs. You're either a knight, a maid, or some sort of subordinate to someone in a higher position than you. Not to say that you are actually weaker, however. And your versatility is the highest between these backgrounds.

Race

Like we said before, there are many races, species, and types of beings in this world. You're to choose one of these three categories as well as one more specific race to belong to.

Human (+100)

'Humans' are a broad term for the humanoid species in the Human Realm. Including mermaids, elves, harpies and proper humans of course. They have very varied lifespans, cultures and natural affinities. For example, elves are very gifted at certain types of magic and very tuned to nature, but also very physically weak. Every species here, but proper humans specially, have an explosive growth rate, to the point that if you put a Demon and a Human with the same talent, constitution, and circumstances, on the same training, the Human will be the one that gets stronger and does it faster. Still, they're the weakest here.

Demon (100cp)

When we talk about variety in species, we mostly refer to Demons. From tree spirits, certain types of beastmen, liches, undead, nightmares, ogres, dragons, vampires, living dolls, witches, and way too many more. If there's a particular

type of being you want to be then you can probably find something close enough in the Demons. At some point it was said that the difference between monsters and demons boiled down to just intelligence, with many monster races becoming part of Demonkind after they showed enough sentience and reason.

Goddess (200cp)
Gods were created directly by Shallow Vernal and they're divided between Low Ranked, High Ranked, and Supreme Gods. With their positions, living quarters, overall power, and influence are all greatly influenced by this. Every God has a particular purview they hold authority of – for example the Supreme God of Fate, Fate-san (snrk) can see and alter the fate of everything, create previously impossible fates into existence (like spilled milk being 'fated' to go back to the vase and thus doing so despite the impossibility) and such other feats. Gods are also able to give Blessings, which we will explain into detail a bit later. They're all immortal and unaging. You start as a Low-Ranked God, and you can freely choose a domain to reign over. They're very secluded as a whole.

Age & Gender

Your gender will, to some extent, be affected by your race. For some reason Shallow Vernall made so women would outnumber men in great quantities. The ratio varies from 3:7 to 1:10 depending on the place for the Human Realm. Gods are all women. Demons are a bit more varied since some can change their gender or have none in the first place, but still, most of them are female.

Because of this, some things are a bit different than what you might know. For example a man dating various women is more than normal and actually seen as a way to measure his worth, with the monogamous ones seen as 'slightly pathetic' at best.

Your age will, unsurprisingly, depend on your origin. Otherworlders will be in the 15-17 range, you can choose something different anyway, if you don't mind the weird looks. Gods are, of course, aren't exactly young, with quite several of them being from way before the time Demons invaded the God Realm. Demons are a bit of a free card in this situation.

Advantages

These are powers, knowledge, and other skills that you can exchange your cp for. The ones that cost 100cp are free to the relevant group, while the others are 50% discounted.

Undiscounted

Check This Out (100/200cp)
You will find out that while not everyone here is a supermodel, the average look of people in this world seems a bit higher than on earth. For the first tier, you can become part of the beautiful elite of here, looking quite better than average in a very 'normal' way, you know, good skin, symmetric features, good bone structure, etc.
For the second tier you become someone like Shallow Vernal, whose beauty can only be described as perfection itself, balanced, graceful, attractive, etc. The very pinnacle of physical appearance in this world and perhaps in many more.

Frilly Dress (100/200/400cp)
Here exists a profession unrivaled in its demands and known far and wide for its quality, a group feared and admired for those that know their best examples. I'm talking about maids here. Yeah, they got their own maid version of the Olympic games and have a league, everything's led by Ein, the only Duke-ranked Demon and strong enough to be considered one of the Six Kings if desired. So, it's not a surprise that her maid obsessions would snowball into this. If you're interested, we can grant you the knowledge and skills needed to be a maid. The first tier is enough to be a professional maid, including basic domestic skills like doing the laundry, cleaning, cooking, basic accounting, and miscellaneous stuff like that. Second tier is a lot more throughout, giving you enough abilities to manage business while doing the chores of a big house by yourself and finish just in time to go hunt a wyvern to cook for dinner. The last tier directly puts you on par with Ein herself in terms of excellence.

A Grand Master Reigns (400cp)
Let us give you something a bit more useful in a direct confrontation. If you choose this, we will cram into your brain an encyclopedic and borderline insane amount of knowledge about magic, both theoretical and practical. It's a direct copy of what Kuromueina (Underworld King), Alicia (Phantasmal King) and Isis (Death King) know about it. The first being one of the oldest and most powerful beings of this world, the second being a wanderer strong enough to kill a God from another world, and the third is a being basically made of magic. Ancient rituals, forbidden magic, forgotten spellwork, magic from other worlds, etc will be in your grasp. Take into account that this is all knowledge and information, so it will be up to you to make practical use of it. Chose it now and you will get an update with the same amount of information on magic, every time you arrive to a new world, just to ensure that you always stay as a strong magic user.

The Last Story (500cp)
Hope you don't dislike meta stuff too much. With this, you will become a being similar to Shallow Vernal, as a being that represents that very 'last story' that exists, the life that extinguishes at the very end, something that will not disappear as long as other stories exist, the very last light before the darkness of the void claims everything. Now, you're someone who can't die until all others and everything else has died as well. True Death can only come for you last of it all. By that I mean that as long as 'something' or 'someone' else exists you can't die, no matter what. The ultimate type of immortality.
Therefore, there's no magic, no technique, no weapon that can truly kill you. Even if something capable were to appear, you would only reappear a bit later. Although, you can still be sealed or overpowered with this alone, so I suggest you search for something a bit more offensive in nature.

Epilogue (1200cp)
This is cheating. There's no other way to label this but shameless cheating. [Epilogue] is the kind of 'meta' power that has no weak point when it comes down to doing what it's supposed to do - bring an end to things. Even if there's a being that's stronger than you, even if you find a power that prevents or trumps over this, even if it's a power itself or something far beyond your comprehension… none of that matters - The moment you will for [Epilogue] then they will meet their end. Even if they're stronger than you, even if they can evade the power, even if they have powers to trump it. Because [Epilogue] is the end of the story - much like a reader that closes the book, throws a letter to the fire, or ignores the ink. Their 'stories' end with a forced final they can't do anything about. A great power that Shallow Vernal used to bring innumerable worlds to their ends alongside their creator gods barely noticing.

Sadly, you won't start with the full might of [Epilogue] at your disposal. The control of this kind of thing is a wee bit more difficult than usual so you will have to start with a very 'basic' version. Have in mind that when you master it, there probably won't be anyone capable of stopping you anymore, perhaps only a fully powered Shallow Vernal able to somewhat pose a challenge to you.

(100cp) Hero's Back
The first hero, Hikari Kujo, wasn't the strongest of her time, she wasn't the most skilled, and definitely wasn't more powerful than the many Demons she fought against with her friends. But she was never hailed as a hero for being strong; she was because of her extreme willpower and ability to inspire others. Both are traits you share with her. The former being the hallmark of a hero, the 'Battle Continuation' ability that makes the word "indomitable" something insignificant. Strong enough to never yield, even as a normal human against Peerage-Holding Demons. Your unflinching back is a center of admiration and wonder, inspiring hope in everyone and a reason for allies to gather.

(100cp) Strength Of A Courageous Heart
While the first hero was just a teenage girl, she did have some advantages when compared to the average sod, one in particular that you will get with this. It's her strange ability to convert her willpower into mana whenever she needs it. While there's not a particularly set limit to how much it can be converted at a time, it's not like you gain any extra holding capacity or suddenly get better at handling it or give you new spells to try. So, it is usually regarded as a way to have your batteries never truly run out, so to speak. Although I have the feeling that you could end up finding some other more creative uses to it.

(200cp) From High And Low
Getting close to someone is a frightening thing for many, afraid to open their hearts, afraid of being hurt, afraid of losing. You stand at the very opposite corner, with a kind, open disposition when meeting someone new, and the downright bizarre ability to 'click' right with most people. This is not to say that you're a perfect socialite, but that you have an easy time making friends, deepening those friendships to be stronger or become something more. Furthermore, their meeting with you can always become fruitful, as you're always capable of being a positive influence on others. Good for becoming a socialite, even better when used to romance someone.

(200cp) Do It In Style
It seems that the world itself welcomes your arrival, giving you great affinity with nature and those close to it. It's not as extreme as the side-effects of being blessed by Shallow Vernal, but it's close enough, making you extremely good at handling animals or tending flowers – also applies to demihumas. Likewise, those that are close to nature, like natural spirits, fairies, and such being inclined to favor you from the start - or better said, you'll look extremely attractive in their eyes. Good for becoming an animal handling, growing a field, or becoming a spirit mage. Try to not seduce your pet on accident.

(400cp) Tattoo Of Your Kiss
We really are doubling down on social skills, huh… This will make it easy for you to forge bonds with people from all walks of life, including cowardly criminals, retired heroes, scheming nobles, fellow otherworlders, etc. You could say that it's a power to be always able to connect with another, no matter their station or circumstances. Similarly, you can see them as who they are without

prejudice and act as their true equal, unshackled by things like differences in power or experience. On that note, it seems that you will become prone to constantly find interesting, influential, or powerful people, sometimes individuals that are all of that, and get into situations that will make it easier to interact with them.

(400cp) The Winds Of Fortune

Lucky star, you can now count on winning literally every game or competition that's luck-based, if there's a random element, you can bet it will favor you. However, the small details of this will be for you to find out, for example if you go fishing, you will always fish out the rarest or most valuable fish rather than the most delicious. Going treasure hunting would always yield the greatest valuables or strongest artifacts rather than something stylish. However, this Lady Luck isn't fickle when it comes to you, and with time you will find that things go more and more as you really want them to go, from offering 'lucky' encounters to having a powerful ally arrive in the nick of time when you're overwhelmed in a fight. Even 'lucky' enough to find partners just as you wanted.

(600cp) Every Woman In The World And More

The strongest power, in a way. The capacity to entice, seduce, and ensnare the heart of any woman. Especially those that are powerful, beautiful, and/or influential. Not only do you encounter these women with startling regularity and seduce them with truly frightening ease – quite a number on accident, or even without your input - but the lengths they go to stay within your sight, your mind, your heart, are truly frightening. Like a most delicious meal upon starving predators. A temptation that can't be ignored no matter their power or wisdom. Love grips their hearts something fierce, and even those with a single purpose in life or lacking in emotions can't help but put you above everything else. Even an average man would be seen as the greatest by the lovestruck. Yet, your reach goes further. Naturally gathering their interest, goodwill, and affection.

Gods fall helplessly at your feet, ancient demons are awestruck from the first sight, sadists become masochists, past heroes swoon, and those capable of seeing the future had already been preparing for your welcoming for years.

A few words from you MAX out their affection meters, and a few encounters are more than enough to have them put you above all else in their minds and hearts. Even guardians of the world or beings created to be loyal would happily betray their original masters for a chance of earning your praise.

It's no exaggeration or hyperbole to say that you're quite capable of getting every single woman in this world with less than the minimum effort. Even trees, enemies, magic beasts, or bundles of magic can't escape your charm.

Aristocrat

(100cp) Sugar On Your Tongue
Noble families know better than to let their kids laze around and grow complacent with the family's coffers, or at least yours did. You have been trained not only in the academics expected of someone of high nobility, but also in administration, courtly manners, as a magician and in the basics of fighting. Furthermore, you showed talent in most of the fields you tried your hand at. This isn't to say that you are an absolute genius at them all but are certainly a prodigy of high specs and bright future, not to mention the top education you have received until now.

(100cp) Helping Hand
Being the highest-ranked person in the room for years has given you an air of nobility and command, but furthermore it has given you a sense of responsibility - for you have always been the one that others go to for help. Indeed, perhaps your best quality is about that, as people feel comfortable going to you for advice, help, or just to vent over for a bit. And you always have something decent to give them, the perfect words of encouragement, some anecdotes to throw light into their problems, maybe just the right connections to help out with the situation. For some reason, even if you can't directly resolve the issue, you will always find a way to give a helping hand.

(200cp) As Your Leader
The real power of a king is not the gold, the authority, or the soldiers at his call - it's the people of his kingdom. The ability to sway away their loyalty towards the crown, to leave a great impact and make others want to follow the king out of their own free will. That's the real power of a ruler. Your predecessor passed down teachings about this above all, and you took it like a fish takes to water. Now, your ability to direct the feelings of the masses is a thing of beauty, as well as your natural charisma to make others want to follow you onwards. Of course, this is very potent if used correctly, but it's not perfect publicity nor does it ensure perfect loyalty.

(200cp) Veil of Truth
There are quite a few beings that are capable of reading the minds of others, prying into their thoughts, memoires, and secrets. Such abilities rub me the wrong way to be honest, so I'm quite fine with this offer of immunity against them. To put it in other words, your thoughts and mind can't be read or forcefully altered by any external forces. They will only hear the instrumental version of 'The Hustle'. No matter how strong, skillful, or what kind of powers other entities possess, none will be able to pry into the enigma that's your mind… well, I said enigma, but this mostly out of principle, we both know you don't have much of value inside that skull of yours.

(400cp) Keep It Nice
When you started training you quickly realized you weren't particularly talented in the ways of magic or martial prowess, not cripplingly useless at it, but certainly would be an uphill battle for every teeny bit of power, and most likely an exercise in futility. And yet, you decided to persevere through this. Your will and discipline are virtues that proved themselves stronger than any weapon or magic and are by far the greater force when met with your natural limits. You trained, a boring, unexciting, and repetitive training. Yet, unflinchingly, you carried it away, again and again and again and again. Until the walls preventing you from getting stronger fell down, as did the new ones you found on your path. There's no 'hard cap' for you anymore, no unbreakable limit, your body is now far stronger, faster, better than it has any right to be. You can use basic training to keep improving just about anything, there's no real limit for you anymore.

(400cp) Vixen On Top
To put it simple, you were born to be a politician. You have the tongue of a high-numbers salesman, the theatrics of the best blue chip lawyers, the swagger of a star, and much more. The wet dreams of Machiavelli and Nietzsche about the perfect leader given flesh. It would be easy for you, as the illegitimate child of a ruler near the bottom of the succession line, to take over everyone else and force your predecessor to give you the crown with a smile on their faces while doing so. Similarly, your politicking in the court is far from your only virtue, as your governing skills are at the very top of this world as well. Similarly, upon taking this, you will be granted a connection to a royal family of your choice in every new world you visit, enough to claim right to their title, if one near the bottom list - of course, with your guile it won't be hard to elevate yourself to next heir with a little time.

(600cp) Born To Fight, Born To Win
Starting with "High Magic Power Density Constitution", a peculiar constitution with a magical power density dozens of times greater than that of normal people. This increase in magic quality makes it visible even without the use of spells and comes with an amount of magic power that far surpasses common sense. But that's hardly your only advantage, you were born with all kinds of talents regarding combat, a body with flawless metabolism, dynamic eyesight that can see through a rain of weapons, reflexes that have almost no time lag between her eye-body coordination, marvelous natural regeneration, dense muscle mass, the ability to instantly make a decision depending on the situation… and many more. You are the perfect mutation designed for battle by nature and undoubtedly a genius loved by talent itself.

Retainer

(100cp) The Thousand Faces
The flesh is weak, malleable, far less than the might of the arcane or the rigidness of the ores, but it's own shape holds uses. You have learned the secrets of flesh and are now capable of changing your shape as you see fit. Your gender has become irrelevant, as you can change it as will or even mix characteristics up. Likewise, you can take any appearance that you wish to have without issue and copying the form of others is also something simple for you. Of course, while your mass and density can change to some extent when modifying forms, you can't actually become silly things like some monster bigger than the world or some organism smaller than cells, there are some limits to this. Use your brain.

(100cp) Dragon Whisperer
There's something really charismatic about you, not with people, but with animals and monsters. A natural affinity with them. Quite high, to the point that you decided to use your natural talent to become a monster tamer. A profession in which you found quite the amount of success. So you now possess the skills and experience necessary to make most non-sentient creatures bow to your orders, not to mention the knowledge to take care of the new pets.

(200cp) Mathematically Nonsensical
For humans, a magician is not only someone that can use magic, after all anyone could do it to some extent if they applied themselves, but someone that can create magic items on top of wielding magic. You can't just make something levitate, you must apply a formula to control how much they will float, how much magic power it will consume, the time for activation, etc. This is because such details are needed to use high-class magic and create magic tools. It's a process that slows down things to the point that very few humans can actually live off being mages. Even for Demons and such this is difficult to find someone that has that knowledge rather than just use magic as is. You do know the trick to it, and thus learned how to convert all your magic and spells into formulae to create magic tools that can be used by anyone.

(200cp) Unique Snowflake
Every now and then, a strange being - a natural mutation in a race appears, a 'Special Individual' whose strength is far greater and deviating from the norm for their race. For example, a blue ogre born in the red ogre clan, or a silver wolf in the black wolves race. An individual that has abilities beyond what their species would usually wield, or characteristics alien to most of their peers. You are one of those individuals that go beyond their race, most likely not part of their group for it as well, but with natural power that goes beyond the norm. Choose whatever deviation it is for you in particular, which will be in line with your species.

(400cp) Cinnamon Palms
Medical knowledge is actually quite difficult to master in this world. I'm not talking about Healing Magic or a Blessing from a God, although those are also rare on their own, but actual medical expertise. It's partially because of the options I just mentioned, but also because the diversity and sheer amount of species that live and intewine, there are only so many people that know how to treat someone with a half-elf and vampire as parents, throw in some werewolf ancestry and the symptoms of a sickness only humans get and you got a recipe for a mess. You're among the few doctors experienced and knowledgeable enough to treat patients with total confidence. Similar in skill and expertise to a certain Demon Lord turned doctor. In new worlds your knowledge will update to allow you to treat new species and creatures.

(400cp) Hidden Razor
Long ago you were sealed, your power brought down to dregs leaving you no more than the weakest of bodies to do against the world. Somehow, you managed to claim power equal to the might you used to wield and only then allowed yourself to be free from the shackles sealing your past might - leading to the discovery that your overall might didn't just double, but amplified many times over. Indeed the increase wasn't accumulative but multiplicative. The experience not only left you stronger, but wiser and more capable - now able to seal parts of your power, near all of it, temporarily to obtain greater gains down the line. You can also do this to others, provided they agree to it, letting them become weaker but allowing their new gains to merge with their past ones to give an exponential increase.

(600cp) Uncrowned King
If there's something that demons have, that humans don't when it comes down to skills, it's time. Because of your circumstances, you had even more than the average demon. An absurd, obscene, almost laughable amount of time to perfect whatever you put your mind into. During that time, perhaps to escape ennui and boredom, you tried your hand at every possible ability and skill that you could reach into, increasing your basic specs until you couldn't anymore. Your repertoire of skills and talents are such that only the Phantasmal King could try to match. Perfectly play any instrument, create new songs on the fly, compose literary masterpieces in seconds, forge magnum opus-worthy weapons while on break, have a profound understanding of natural sciences, etc. For now, you can assume that all your previous powers and abilities have been raised to the absolute height of perfection. Similarly, you have increased your specs to the limit of your natural talents - or at least to a few million years of training in case you lack limits.

Human

(100cp) Humanity's Greatest Champion
Whenever you try new things, from weapons to magic to cooking, something in the back of your mind just clicks into place. You're a prodigy, a genius, a talent waiting to be nurtured and bloom into something far greater than your peers. It's not that you have some particularly great destiny waiting for you, but there's quite enough talent that surpassing your peers in any field you try your hands at has become the norm rather than the exception. To put it in something close to numbers, you learn a few dozen times faster than other humans. Obviously, you still have your limits as a mortal - those won't go away with this.

(100cp) At Kingdom's Service
You're something of a mage, so to speak, in the sense that you have attained the prowess of a court mage in a human country - capable of casting all kinds of low and mid-tier spells in most magic schools, as well as a selected few high-tier ones in specific fields. Likewise, you have learned both practice and theory behind it, thus making you able to create magic items with the same spellcraft that you are able to summon. Lastly, you have been trained in the use of magic in both day-to-day situations and in combat. Nothing incredibly powerful in the grand scheme of things, but more than enough to gather decent respect among humans and such. Which might be more worth than the magic itself.

(200cp) Puppet Puppeteer
Ryze, the current King of Symphonia, is a normal person in terms of talents. Maybe you're like him too, without any extraordinary inclinations towards rulership or kingshing in general. But don't worry, much like him you know perfectly the limitations you have, and perfectly know who to use them to your favor. In politics, this means acting like a snake, laying traps upon traps, guiding your enemies into thinking that they got you just to swallow them whole. Something alike happens in fighting, as you are perfectly aware of your body conditions at all times, as well as your limits - thus being able to work around them and lure your opponent into a false sense of security.

(200cp) Apples Or Mugs
Humans aren't that much in comparison to Gods or Demons, that's both for the average and for the individuals at the peak of all, but humans have the ability to give that push those others may need. Sometimes, that's all that's needed. You, perhaps more than more, know how to seize the moment, so to speak. The exact instant to appear during a fight, the perfect moment to help put a damsel in distress, just the correct night to meet someone powerful you immediately hit off with. It's nothing like fate, just a very specific type of luck and fashion power that tugs you into being on time for positive events that will help you out on the long way. However, having a perfect timing is way more than you might think.

(400cp) Backdoor to Love
Coming from a world that ended long ago, the HeartGear was a power granted to humans and only to humans, something that could be used by almost anyone - just by being in contact with the HeartGear of someone who loves them would give them one. While you most likely aren't part of the ancient world, you do have that forgotten power. Usually taking that form of an item personalized for the user, it's highly tied to your will and mentality to the point that it can't be broken by attacks but taking hits do momentarily give some mental damage. The power it gives is, again, highly personalized - the only caveat being that it has some particular focus, like giving you massive mastery over magic, letting you convert into light itself, make you stronger with each attack without limit, or attack multiple targets at the same time.

(400cp) Hateful Silence
I'm not sure if this is because of your origins or if this is just a power you obtained during your life. It doesn't matter at the end of the day. You have the power to defy fate itself, to go beyond what destiny has written out and derail what it had reserved for those that you interact with. This makes stuff like precognition kinda useless when it comes down to you, as well as you are perfectly able to constantly mess with their expectations and prophecies. Well, in general this doesn't provide all that much unless you try to fight great manipulators, people strong enough to bend over fate itself, or those that can see the future, although it will be extremely useful if you ever get in a scuffle with those types of individuals.

(600cp) Calling Of A God-Slaying Hero
I'm not even sure what you will do with this in a peaceful world, but I guess it is better to have it, just in case. Working in extreme situations, during the most heated of battles, during struggles where you are giving your all - when your foe is simply stronger than you can hope to defeat, then you will become strong enough to crush it. To put it simply, this is a power similar to the HeartGear of a certain girl. You could say it's the very ideal of the 'if you aren't strong enough to defeat them then just become stronger' mentality. As guessed, you will experience explosive growth and adaptability during battle, as long as you're against something stronger than you. The powerup will keep getting bigger and faster until you become the stronger force, but it still needs some time for it to work it's charm. The increase in power is permanent.

Demon

(100cp) I Don't Care About Fatties
After hitting a certain level of power, demons become able to subside solely on mana, loosening their mortal trappings, losing the need for sleep, and becoming able to automatically break down anything they eat into magic power. I'm not sure if you have hit that level of strength, but you do have these characteristics now, you are basically unaging, can survive off magic power alone and can convert most edibles into it immediately, so you won't ever get fat. The lack of sleep could be a bit of a change if you aren't used to it, but it's highly useful.

(100cp) Grasping The Beyond
While magic can technically be learned by anyone, the affinity you have with each type or spell is what will actually determine if you can become a mage or will stay as a casual user. Not that you won't ever get good at it, just that the amount of effort and time you will have to have it usable in battle, much less complete mastery, will be gargantuan at the least. With this, you will become 'average' so to speak, in all kinds of magic - you're able to use whatever spell or magic sub-type, not with any particular talent at it unless you had it by nature, but the ability to use them and eventually master it without any extra obstacles is advantageous enough already.

(200cp) Desires Of Men
People still wish for stuff, they want more things, better, more efficient, or plainly better-looking objects to fill their greed. It might sound a bit cynical, but everyone has something they desire, sometimes it's a material item, other times a specific situation, maybe a person in particular. You have a knack when it comes down to guessing or learning what others sought in their lives and leverage in your favor when dealing with them. If they have feelings, then they have desires, and if they have desires, then you will find out what those are. Don't call it something that makes it sound bad, for this is but business. Nothing more. Nothing less.

(200cp) Swing Wide
Money, son. Unless you're a God or some extremely high-level demon, you need it. Just as a heads up, money can be exchanged for goods and services. Not like you need the reminder, being such a rising star in the world of business, not quite at the level of the Phantasmal King who knows all about economics or the Underworld King that owns a percentage of the world's economy itself. But you are certainly talented enough to create a big corporation from scratch in a few years, perhaps enough to make something like the Sedith Company, spawning the entirety of the world and boasting dominance in the market by quality and talent alone, in a decade or so.

(400cp) Let's GO Further!
The Underworld King is known within her circle for her propensity to take care of 'baby birds' by helping them find themselves and their place in the world, usually it also encompasses training them. It goes to the point that if you hear about someone particularly skilled in any area, the most probable reason is that the Underworld King had a hand on it. Much like her, you have also spent your

time training others. Not only drilling knowledge and techniques into them, but finding what they are talented at, devising plans to have them maximize their gains at a pace suitable for each individual, and helping them overcome their weak points. Your training is only second to the Underworld King's own and it's only a matter of experience until you perfect it. Of course, any student you instruct will find the pinnacle of their potential.

(400cp) Million Minds Mingling
This power is something of an ability that borders on magic, called Thought Division it does exactly what you think it does. With it you can have multiple 'thoughts' running on your head at the same time with minimal lose in concentration, at first they will be a dozen or so - something quite useful for planning or casting in battle, but later on they can evolve to have hundreds of thousands, and capable of maintaining that same number of perfectly functional clones at all times. As you might expect, this works better when you have either clone magic, golems, or are looking for a battle style centered around multitasking.

(600cp) Prologue
Something that really shouldn't exist just yet and could only be born under certain circumstances by a certain half-god… Well, it's more interesting this way. [Prologue] is a funny power in many ways - that which makes the 'impossible' into 'possible' quite literally, burning magic to create previously nonexistent paths, straight up conjuring ways to archive things that you should not be capable of. You can't do something in time? Now you can. Need to break that pesky 'wall' that prevents your maxed out powers to grow? Now there's no wall. Of course, using such a power is highly draining on all accounts, and beyond… this only gives you access to this great power; mastery can only be attained by your own hand.

Goddess

(100cp) Light of God
A natural part of being a God is the ability to grant Blessings to mortals. Let me explain, a Blessing comes in two ways, a formal one and an informal one. The former is the most important, it grants the vessel the ability to speak on your name, it gives them access to a degraded version of your Authority for them to use, it offers them protection against diseases or poisons, and it can extend their lives to be as long as yours. The informal blessing is far less impressive, it lasts up to a single year and it only gives a minor protection against diseases, as well as some minor help with something associated with your Domain, nothing very impressive.

(100cp) God of ____
Gods in general don't bother much with training or expanding their repertoire of tricks. The reasons for that lie in how pacifistic the God Realm is, with their adherence to hierarchy, the other reason is the obscene amounts of power and influence they can exert within their respective Authorities. That's not to say that they're night-omnipotent in their respective domains. You too, as well, have a purview - a domain that you look after as a god. The power you wield over that domain is great, for example a Disaster God could force 'disasters' of any magnitude to happen or prevent them from appearing even if it goes against the cause-effect laws of the world.

(200cp) Individual System
The power of the gods comes from Shallow Vernal; the Authorities are but a borrowed power given by her. And yet, you have risen above that. You have made your Authority yours and yours alone, gaining even a bit more power in the process. Keeping with that, you're capable of making any power or arcane you obtain, even if sponsored by another entity, entirely yours. Losing the dependence of the entity to use it, thus gaining greater freedom when it comes to the use of those powers. Good if you ever plan on rebelling.

(200cp) Unlimited Divine Paperwork
Keeping track of the workings of various gods, churches, and their relationship with mortals is a far more demanding task than you might expect. There are a lot of things to do when it comes down to blessings, keeping track of who lives where to let everyone have a fair shot at it, make the registers to keep with the schedule of each god. Needless to say, it's a lot of paperwork to take care of. And, for good or bad, you have been one of the most 'responsible' for it. Aside from the insight on dealing with a divine body that actually does some stuff, you have experience and vision about how a world at peace maintains itself - perhaps enough to replicate the feat yourself in other places as long as the circumstances allow it.

(400cp) Prophesy
A type of limited future vision, similar to precognition; with this you can know the results of your actions ahead of time. It starts as something similar to the one that a Pleidales member has, giving her the results of her actions without taking into account the actions of others, so she can have a decent grasp over

things that only she manages but the visions can change when someone else does their own thing. Eventually, you can evolve this into something of the same level as Shallow Vernal's own precognition powers, capable of giving visions of the faintest of possible futures and somewhat guiding you into what actions can be taken to ensure it, a fate that's set in stone and can only be altered by very specific individuals.

(400cp) Heterochromia Iridis
Much like the God of Time and Space, you have two domains you have control over. This might seem like not much of a deal at the start, but for all intents and purposes, you can fight like two gods in one. If the Domains you are in charge of are compatible enough, then you could use them in tandem, becoming one of the most versatile Gods, otherwise, you would have some extra firepower and a few more options in battle.

(600cp) A Supreme One
Maybe, just maybe, you might be thinking that these powers and abilities offered are perhaps just about enough, that you can put up a decent fight with anyone with a couple of them - but that's not exactly the case. Even if all the Count-Rank Demons and equivalents were to band together, they wouldn't be able to put a scratch on any of the Six Kings or the Three Supreme Gods, for to be power they wield is way beyond most. But not beyond you. Not anymore. You possess a might that rivals theirs. Control, reserves, and might to elevate your domain to a point where only a selected few could ever oppose you, and even less claim themselves superior.

Magic & Spells

Magic is one of the cornerstones of Trinia and what allows them to have certain modern amenities despite not having reached that level of technology yet. You don't have to purchase this to be able to use the magic itself, but it would save you years of research and practice. Otherworlders gain ***200cp*** only for this section to reflect their role

Strengthening Magic (100cp)
A really basic type of magic, using your magic power to increase your physical prowess. Someone without any talent would spend a good percentage of their magic reserves to increase their overall prowess by 30% or so, while someone skilled could increase it several times with little expenditure, similarly they could use it to keep fighting and moving normally even with wounds or crippling scars. Because this is a physical increment, the details are always a bit fuzzy and varying on an individual basis. Likewise, you must test your personal limits in practice. This will of course, escalate with your base physical prowess.

State Preservation Magic (100cp)
A type of enchantment that preserves objects in something similar to suspended time. Food and perishables won't rot or go bad; hot or cold things will maintain temperature, and stuff won't be damaged by things like rust, dust, or the simple passage of time. Beginners can easily maintain their meals hot and preserved with this, and higher application could let you maintain a plucked flower in pristine condition for hundreds of years.

Humanization (100cp)
A type of spell that's basically only useful to non-humanoid Demons. As expected from the name, it basically just burns a bit of their magic reserves a bit to morph their bodies into a human, or at least humanoid, shape. It's somewhat different from shapeshifting as it basically not that much ground to cover, making the user functionally human - able to mingle, breed, and interact with other humanoids. Able to change at will between humanoid form and your original one, the only problem is that you probably won't be able to use it correctly if your initial frame is far too large to properly convert without risks.

Healing Magic (200cp)
It's rare among the three realms for someone to know proper healing magic. This does exactly what you think it does, coming in two flavors, restorative - to put things back into what they used to be, like regain lost limbs or fill particularly deep wounds - and regenerative, in which it may leave scars and such as it only helps the regeneration of the body, usually good for use after gruesome training or battles without major injuries.

Sensing Magic (200cp)
Very similar to the previous Sympathy Magic as they are both a sub-type of perception magic, though they differ in their specialized purview. Sensing magic excels at obtaining information of other beings in the vicinity. While it's capable of finding out about their current emotions to some extent, it isn't nearly as intrusive or accurate as Sympathy magic, however it can be used to obtain greater amounts of information and can be used in battle It works by 'reading' the flow of magic of everyone in the perimeter around the user and can exert

great influence over them as long as they don't outclass them in power by a large margin.

Sympathy Magic (200cp)
The would-be characteristic magic of certain otherworlder, Sympathy Magic is a strange sub-type of perception magic mostly geared towards reading and affecting the emotions of others. With it one becomes sensitive to the emotions carried in the magic power of those nearby, allowing you to know how they're feeling. Likewise, you can make others aware of your own emotions or force them to experience a particular feeling. At first, one would unconsciously move alongside those feelings, acting and reacting perfectly to the tune of their hearts, and even if met with something like Plesion or Death Magic, as long as there's no ill will from the caster, you would adapt quickly to it.

Elemental Magic (200/400cp)
The most basic type of magic, Gods rarely bother with it, while Demons consider it part of the whole range in transmutation magic, but Humans do classify it in eight or so types depending on the exact element, like ice, wind and such. There isn't much to say here, at the most 'brutish' stage this can be used to just throw the fury of the elements at your enemies, with more finesse this can be used to recreate almost any natural phenomena and quite a bit more. Each element has its own natural inclinations, for example earth magic being most useful for golemancy. Most people have affinity with a few elements and are mindling or bad with the others, but you seem to be talented at all of them in equal measure, sadly that talent is merely average. With time you could become a master or a jack-of-all-trades. Purchase the second tier instead for a 'prodigy' level of talent in all elemental spells.

Metal Transmutation (400cp)
Among the transmutation magic that makes mana into something else, turning it into ores is quite a bit rare. Not so much because the magic itself is restricted, but because it requires quite a bit of technique and magic reserves to properly use in battle. With this magic you can transform your own mana into ores, metals, and such - the most direct way to use this is to create weapons and armor in combat, or to overwhelm enemies with large amounts of magic metals crushing everything to dust.

World Creation Magic (600cp)
Utterly useless unless you have the magic power equivalent of a Supreme God or higher - at which point you will simply become a Creator God. Makes sense, after all, as this is the magic that makes those Gods what they are. As the name implies, the World Creation Magic is a type of magic that allows you to create worlds, not in the sense of 'planets' although you could make those, but in the sense of planes of reality, dimensions, universes and more. It also allows you to create other things, powers, objects, souls, plants… life itself. You can create almost anything with nothing more than your power alone, gradual or instant, if you have the power to back it.

Artifacts

These are special items that you can buy with cp, I'm told they are backed by 'jump fiat' which apparently means that they will always work as intended and if stolen, broken, or lost you will find new ones in your 'warehouse' a couple hours later. The ones that are real estate or business will continuously appear in new worlds you visit or become warehouse attachments. You get one of the 100cp ones for free and one of each price tier at half off.

Sound of Jumping (100cp)
There's something just magical about having your own soundtrack, it's just the ultimate evidence of your importance in the scene. This is a collection of songs tailored for you, with a particular piece being your most iconic one, they will play when the situation calls for it. You can choose to be the only one to listen or let the others enjoy it too, they won't find it strange considering what kind of stuff other beings are capable of.

Dice, No Dice (100cp)
Magic Boxes are the closest thing you will find to the 'bag of holding' otherworlders sometimes talk about. Small, crystal-like devices that store objects inside. Being made with space-tampering magic and state preservation magic, making anything there to be kept in mint condition until it's called out. Usually, how much stuff these things can hold depends on their maker and ranges from a small closet to an entire large country. The one here is the latter, and it has been enchanted enough to be free of worries for a long time. Feel free to leave your marble collection and half-empty cup of tea, just to find them still the same in a few millennia.

Spy Jewelry (100cp)
Premium item, a perfect copy of the necklace Kuromueina would give to Miyama Kaito. A wonderful piece, indeed, for it has several types of magic imbued into it. Has strong defensive magic to aid the user in times of need and it's capable of helping you navigate around and find stuff. The original would be used to keep track of the user's thoughts, location and even as a sort of phone to communicate, this one can be used for the same, although I don't know why you would do that.

Za Stash (100/200cp)
Magic Crystals are the bread and butter of this world. Being the core of magic items, these crystals are categorized depending on their purity, which reflects how much magic they can absorb and store. You get a renewable stash with several crystals of varying size and purity every month. The first tier will have mostly average and lower-level crystals with a few better ones. While the next tier will ensure you mostly get above average purity crystals. In both cases there once every ten years you will find one that doesn't have 'purity' at all, as it produces its own magical power equivalent to a Count-Ranked Demon. Quite the item, to say so myself.

Meet n' Party (200cp)
While otherworlders are usually treated well, given their positions helping with the festival, it's not like they meet the heavyweights of the world every other day - at most they will seem once during the festival itself. To help you make friendships and deal with the actual bigshots of the world, are these letters of introduction. Three of them, each tailored for maximum advantage, you can use by writing in them the name, nickname, or title of the one you want to meet. The letter will go to them and allow you to encounter them at their soonest. They will grant you one audience with them. It's possible to use this to get the blessing of the strongest gods,if they take a liking to you. You get three new letters each ten years and can be used in any individual, no matter how powerful.

Weird Storehouse (200cp)
Talking about invaluable collections, this is a copy of a certain store for miscellaneous goods - goods made by the remarkable Phantasmal King, who in her time managed to master almost every mundane skill in existence, leading to her creations being all top tier products. Containing hundreds if not thousands of products left in the storage, all of them varying in quality from 'premium rarity' to 'absolute masterpiece', you can find things like strange animal costumes, toys, cheap boards, weapons that could become national treasures, jewelry enchanted to hell and back, bracelets that read thoughts, and much more. If you can afford her prices, then just about anything can be found here. A similar shop will even mysteriously show up in later worlds as well, though it might move around on you a few times.

Go Study (200cp)
The library of the Death King is known to be one of the greatest in the whole world, not only has an immense number of texts, novels, guides, and more - but it also contains numerous examples of forbidden grimoires, forgotten documents, and even secret manuscripts that have never been seen out before. I've procured a perfect copy of this gargantuan collection, and it's a perfect chance for you to obtain large amounts of books for cheap. While there are some tomes without much value outside their niche, others are powerful enough to be considered national treasures or contain forbidden lore that could grant you great power.

World Designs (200/400cp)
Would it surprise you to know that most of the design choices of this world, from the biology of humans to the laws of nations, were made to accommodate the desires of one man? What you have here are a number of notes, plans, official documents, and other similar things, written by a precognitive goddess, that detail how to effectively design a number of civilizations from the ground up using one man's likes, dislikes, and fetishes as the basis for all of the important choices. These specific plans detail a minimalistic interpretation of those desires and a rather overdone interpretation of them. The actual version, a balance between the two, is missing. If you had any hope of being a ruler, a manipulator of men, or even designing your own world, then these notes would be a massive boon to you. However, for 400 cp instead of 200 cp, then you will

not only receive the current version of notes that describes the creation of each world you visit, but the right to make a few minor edits to those plans. Nothing major, but a firm shift from a 50/50 gender split to a 70/30 split and the normalization of harems ought to be well within your grasp.

Seedlings (400cp)
The World Tree is technically the real body of the World King, and it's the source of several premium items, like the strongest wood in existence, or the fruit of the world tree, which can heal anything short of death. These seedlings probably won't become sentient tree women like the original one (or they might just do exactly that), but they have enough similarities. Ten of them, once planted and fed with magic, will grow fairly quickly and eventually mature to give one of those fruits per year, and once fully matured each tree will give you an additional seedling to plant elsewhere, and will continue to do so at intervals. Though, getting all ten of them to that level will probably require an absurd amount of magic.

House of Fun (400cp)
While the Sedith Company is the biggest and most influential corporation dealing with magic items and patents, it's not the only one in the market and you're the owner if its biggest competitor. While you do possess ownership over it, you don't have to run or administrate the corporation as it will automatically recruit people to function properly. Beyond the obvious free stream of money into your pockets and ticket directly into merchant high-society, it's a perfect place to obtain the latest prototypes and meet talented makers.

Sorcery For Idiots (400cp)
The human countries usually have some ways to teach magic to their kin, mostly through crude and theoretical lessons that aren't exactly the fastest when it comes to practical use. That said, their focus on formulas does help to create magic tools and have foundations for the high-tier magic down the line. Still, those are some years to learn at best. To bypass that, here's a collection of books made for beginners on the art of magic, handmade by a collaboration of various geniuses. It's guaranteed to give results as long as you follow the instructions. Holds the introduction to most types of magic, although only to mid-levels, you won't find anything overly powerful or complex. These can be lent to others to have them learn magic as well.

Broken Divine Core (400/600cp)
Not sure what you want to use this for, but I was told to offer it anyway. These are the remnants of a god that perished long ago. It's similar to the one that was used as base to create Isis Remnant, and if you have Creation Magic you might be able to replicate the feat. Otherwise, you could use this to empower yourself or someone else by great amounts. The option to utilize this as an ingredient in alchemy or as a part creating some item is also highly viable. You can buy the higher priced version to have a complete God Core, which is way more powerful. For example, Makina used most of a complete God Core to become the overpowered Creation God that she is, while still leaving bits that would eventually go to Shallow Vernal, who would use it to create Isis Remnant - the Death King. Do not underestimate the power this can give you.

Long Fingers (600cp)
No Face, the Phantasmal King is strong in a lot of fronts, but one that is way more overpowered than people give it credit for is her spy network. To say that its vast would be an understatement, with the amount of people under her control, having information and dirt on almost every organization in existence. A network whose reach goes to every government outside the God Realm and stretches enough that you could go to any random establishment or park and find someone that works for it. This will grant you a similar spy network, if tweaked a bit so you don't have to pay for it unlike Alice. Have in mind that despite the number of spies and magic items to convey information quickly, this alone doesn't give you any extra processing power

Sky Haven (600cp)
Because sometimes you just need a flying island to do stuff. It's exactly what it says on the tin, as large as an average island, has a big fancy mansion in the middle, an inner lake because why not, as well as other interesting and highly luxurious locations inside of it. If you go around to explore the place a fair bit, you may find out that there are quite a few 'surprises' scattered around, like a fountain that gives mana-replenishing water, exotic trees that bear magical fruits, etc. There's nothing really dangerous around, however, so you might want to install some security measures. Still, flying island! Will show dominance over those without one.

Second-Last Clover (600/800cp)
Makina's defenses might not mean anything to a fully powered Shallow Vernal, but they're about strong enough against anyone else. One of the reasons why is that lies in her factory of machine-beings of pseudo-divine nature. Each of them almost as strong as Kurumueina and just as versatile. The sheer amount of these little ones is more than enough to protect the world that Makina created. Well, this ain't on that level, but it's good enough. You get one of those beings as your property, one perfectly tailored to your tastes (or requests) and capable enough that only three or so beings in this world can fight her.
If you really want some extra hitting power, then for 800cp (undiscounted) you can get a whole factory of these. Don't worry about time or resources, just input how you want them and how many. This thing can produce a near-infinite amount of beings of that power. It becomes a warehouse attachment automatically and has it's own storage dimension in case you can't house all the beings you create with this one.

Companions

Import (100cp/400cp)
New faces are nice and all, but the good friends you have made along the way shouldn't be forgotten. For 100cp you can import a single companion with 600cp for their use, or fill the whole roaster of 8 for 400cp, again all of them gain 600cp for their expenses. If you are feeling really lonely, I will let you import all your companions for 600cp, they gain the same 600cp for perks and items. They can still gain more if they choose to take drawbacks.

Canon (100cp)
Surprise, surprise! So, you took a liking to a native of this world and decided to invite them in a new adventure? I can't blame you if that's the case, with so many colorful characters. I'll make sure to create as many opportunities as possible for you to get along with them, but the convincing will be yours to do. Just remember that some of them may not want to go without their loved ones and they need to be alive at the end of the jump.

Chimney Cake (Free)
She doesn't remember much of her childhood, abandoned to the wilderness when she was but a baby, alone amidst darkness and dangerous monsters. Still, she survived. However, the child discovered her powers, allowing her to defend against the beasts and thrive in the wilderness, eventually leaving to the cities, where she found you. Or you found her, given that you ended up taking her as an apprentice with the intention of having a future secretary. Things went well…for the most part. Sure, she grew up to become a super-capable aide, incredibly powerful and versatile. Just that her fetishes are all over the place. Soft-spoken, kind, and submissive with you – she can still be quite manipulative, cruel, and abusive with everyone against you and quite a few that are just there. She's basically a sadist that's masochist for you alone. Perhaps the years in the wild, your training, and being abandoned by her family left her with some issues. Still has an incredibly hot body for someone of her stature and ridiculously loyal to you. That's something, right?

Kouign-Amann (Free)
Despite the existence of many powerful beings that wouldn't bat an eye to most things, a lot of lonely beings, ostracized by their power, still exist. This one here is one of those beings. With the form of a young woman, she's known as a magician, although the truth is that she's closer to a bundle of dangerous magic that gained sentience and a human-like body. Despite her power and knowledge, she remains alone, incapable of connecting with weaker beings that fear her, while the stronger ones usually have better things to do than talk to her. Eventually, it led her to you, who for some reason didn't show neither rejecting nor fear. A few conversations led to friendship and a puppy love. Days later it escalated to her making a cult on your name with plans to fund a whole new empire for you. Perhaps accepting her love for you could calm her down.

Greasy French Fries (Free)
It stands to reason that someone with the power to know how everyone around her feels would develop some trust issues. It rings true to this girl here, due to her obscene talent at a certain subtype of perception magic. The hearts of humans were even worse than the deadliest beast, and long ago she lost all hope in others, closing herself. Still, that changed the day she met you, feeling strangely at peace with your presence, while your careless words and actions drove her saved her from her personal hell and threw her headfirst into love. Kind and pleasant, she doesn't have much power of any kind but social, something she has an unfair advantage at thanks to her power. Easily startled or intimidated, she's someone that prefers quiet places and calm dates – which is not to say that she is a doormat, if anything she's quite happy to use her power and skills against your enemies. A strangely well-developed body she has.

Electric Mayonnaise (Free)
Three companions for the price of one! Actually, I know these idiots. A demon, a human, and a half-vampire that decided to form and adventuring party some time ago. One fighter with a balanced body, a hot temperament, and a thing for going around life in a bikini; a serious magician with enough curves to make the God of Fertility feel inadequate, which contrasts a bit with her serious personality and penchant for loose robes; finally, the roguish half-vampire brat with a behind that really shouldn't be in a girl her height, not helped by her tight clothing or playful and teasing manners. They're decently powerful and have a good record even against dangerous monsters. They're have been looking for either a new member for their party or a new job under someone worthy. And by worthy a mean a guy. Seriously, these dumbos are hornier than they have any right to be. I guess it can't be helped, after all their love experience is nil and they never managed to ever get laid either. Pretty sure the reason they joined forces was to find a guy rather than become adventurers in the first place. Well, you have been warned.

Events

Events are a few things that will happen during your stay in this world. Think of it like minor challenges that you may take on for lesser advantages once finished. There's no penalty or anything for failing or not choosing any of them, they're just here to make your stay a bit more interesting without posing a threat, so feel free to check them out.

Festival Crasher

There are many festivals to partake in this world. From the long and overly complex Hero Festival to the popular and kind harvest festival of the elves, not counting the many festivities in small towns, cities, or settlements. You will be given the task of checking each and every one of them at least once during your stay in Trinia, and then make a small report about them. This will obviously be a lot easier if you have history in this world and have attended to some of them already. Do it right and higher powers will give you similar reports about festivities in new worlds you visit in future adventures.

Old Shame

Nothing quite like having your diaries being sold around the place, huh. Detailed, written accounts of your past deeds are being distributed around, courtesy of certain mysterious beauty and totally not provided by jump-chan. It's not like they're going to ruin your reputation or anything, but there are quite a lot of embarrassing details of your adventures written there. While you will gain some funny gazes, there will be some people that will get inspired or curious by your history and seek you out. It's a good, if roundabout, way to bond with new people.

Weight Your Worth

It seems that your arrival to this hasn't gone unnoticed. Maybe because you're slightly different form the usual summoned heroes, or perhaps because you're an anomaly that came in without being a hero. Whatever be the case, you grabbed the interest of the War King Meggido, he (she?) will send his subordinates to gauge up your power at intervals, ending with the War King himself if you prove yourself enough. Sadly, the War King and subordinates are all battle-freaks, which means that there's a high chance of fights and scuffles whether you want it or not, the upside is that he will reward you properly for it - granting you some weapon, item, or even subordinates depending on how things go.

Quite A Hassle

What a problem… Out of the Six Kings, the Phantasmal King is particularly dangerous - the being that single-handedly managed to create the ranking system for the demons and kept on eliminating everyone she deemed too dangerous. For you to pick up the interest of such a monster is nothing short of remarkable. Interest that will manifest itself as 'tests' that she will put in your way, they will be treacherous and strange, but can theoretically be done by you - they won't ever be something you can't do or accomplish in the right circumstances. Normally, it would be something that could go south really fast, but things have been arranged so nothing will happen if you fail, but managing to pass them all or surpass her expectations will cause her to reward you appropriately. She has less 'showmanship' compared to Meggido, but her

creations are top-tier, her connections unrivaled, and if you manage to impress her just right and worm your way into her heart, she might become your subordinate herself.

Lonely Hearts
It was during a slow day, wandering around the coastline that you found him. An old soul fishing around, sitting there, looking without a care in the world, and yet carrying a heavy air around him. You can't remember which one started the conversation, but you do know that it escalated from a simple dialogue, to sharing afternoons fishing in leisure, to him giving you some basic training and sharing some old war stories - yes, that old man is a Demon, one has been around and active even before the instauration of the ranking system. He's powerful and experienced, but also old and weary, and has chosen you to pass onto his skills and wisdom. Up to you if you decide to take him up on his offer, it will certainly be rewarding in skills and wisdom from a more experienced teacher, but also time-consuming and tiring.

Go Fish
There's something the Underworld King is known for in her inner circle, her fondness for 'Baby Birds', not in the literal sense and not taking the label in a negative way. She refers that way to those that are lost or empty inside, the individuals that remind her of herself when she was cast into the world and didn't know anything - like a baby bird that doesn't know how to fly but still desires to do so. As someone who constantly travels around the multiverse you do count as a baby bird in her eyes, probably because you keep chasing something. Not particularly bad or good, as you will inevitably be thrown a bit off-peace by the good intentions of this ancient demon, most likely gaining something in the process.

Scenario

- The Love Sung By The God of The End -

(Can only be taken by Otherworlder)

Let me make some things clear before we proceed. After her fight with Kuromueina, Shallow Vernal started having visions of someone that would teach her about her own heart and grant her happiness. That would become the very first 'wish' of hers. For that, she created the Human Realm and every species in it, gave them the Summoning Circle to summon a Hero from another world, negotiated with the Creator God of another world (Makina), agreed on the Peace Treaty, and many more things. Things that would cement the future where she meets with that already beloved 'singularity'. Eagerly waiting for the one that would change her life and those of many others… Yes, that Shallow Vernal has been working behind the scenes for almost 20000 years with a sole objective in mind. In other circumstances, that objective could have been Miyama Kaito - but here, it's you.

The most awaited singularity that Shallow Vernal has been dreaming of is none other than you, Jumper. She has dreamed of you, and how you would help her understand her own heart and give her happiness. A romance is expected. The goal has been set. Parameters are ready.

Of course, that doesn't mean that you have to act out her exact visions, however you must help this lost Goddesses about herself. Don't fret too much about it, as her beloved singularity you're naturally attuned to her and can easily discern her moods and feelings despite her stoic demeanor. Small things like her lips curving a few milliliters to show her feelings, can be spotted with ease, as long as you pay attention to her. While she doesn't mind not being the only one in your heart, she won't stand for not being 'special' for you in some way, preferably being the most important one.

I do not need to explain to you the consequences of failing - letting down the heart of a creator god, moreso if she regains her [Epilogue]. And yet the reward for your victory is to find yourself as the object of more prophecies in new worlds you visit, with women of similar power and in comparable positions await for you, expectant and inclined to make your stay as comfortable and long as possible. If do manage to do it right, you will also be able to take Shallow Vernal as a companion in your adventures. High rewards for someone that knows how to deal with lovestruck women.

Complications

There are situations and circumstances that are detrimental to your being, although they will make things more interesting, they will do so by being constant obstacles. These can be overcome, but it will take constant effort and help.

Ich habe einen Schrecklichen Schiss gemacht (+100cp)
Oh, where are you other powers, lil' jumper? What's this? It seems that you lost access to all your previous powers, abilities, items, and even access to your warehouse. That sucks (lol). For the next ten years you will have to do with what you purchase here. Of course, in case you don't have any previous powers and such, you will just have a major downgrade in the powers you buy from this doc, starting at a tenth of their supposed effectiveness and having to train them until they reach their original potential.

Nie stać cię na baton (+100cp)
It seems you got betrayed a few years ago and got some nasty scars to prove it. Much like Siegline. Those scars not only left you unable to talk, but also destroyed your overall physical performance, to the point that you are going to need decent mastery over magic to be able to function in society still. Not to mention the pains and overall uncomfortable situation.

The Weak Shall Be Culled (+100cp)
Strange and almost incurable diseases now afflict your body. Aside from more common sickness that you also catch and other endemic problems. Because, yes, your immune system is an utter wreck and impossible to salvage. Even powerful blessings will only help somewhat, and you will need a good doctor if you want to stay awake more than 10 hours straight and not deal with constant high fevers. While curing it is not impossible, expect to be a hassle to find a way to do so, or someone strong or well-connected enough to help.

Missed me with that (+100cp)
Lost again, jumper? It can't be helped. This will take out your sense of direction, making you prone to get lost very easily. Hope you have someone around to help you reach places, because, otherwise, you won't make it in time to most meetings. Can be overcome with a lot of training.

Studendō tē procul (+200cp)
Jumper, how do I say this? …huh, you fucking suck at handling money. Yeah, that's about right. You're basically incapable of holding any amount of money by yourself, quickly losing it or having your investments go south. Better go find someone else to take care of your finances or pay for your stuff, because otherwise you will end up living in the streets, unable to get anything but the cheapest stuff out there.

Elementary schoolers are the best! (+200cp)
… Well, it could have been worse, I guess. You have lost all kinds of attraction for women (or men if that's your thing) that look older than 20. People will find it weird, you will find it weird and others will judge you because of it. Well, attraction is one thing, but you don't really have to act on it.

You Utter Failure (+200cp)
Ho! Ohohohohoho! Ye of weak heart and large ambitions! You have sold the world for points! That's it. Whatever balance was being held between the nations and realms has been broken and every country has declared war on… basically everyone else. Put the blame on the Phantasmal King pushing too much her agenda. With the teachings of the first Hero, Hikaru, forgotten. New ideals and powers will be on the rise. Some of these conflicts will take little time, while others will be swift and brutal, but make no mistake, lots of people will die and even more will suffer. Pray the Gods and Demons don't go full on each other.

Who's keeping score? Who wins that war? (+200cp)
Good news loser, you wanted some new experiences full of suspense, right? Perhaps sprinkled with some romance and naughty stuff, right? Well, here you got it. A free ticked to be popular with the opposite sex (probably a first time for you) – with the wee-bit detail that they're all going to be crazy yanderes, even if they weren't before they met your sorry ass. And I don't mean that 'look my way' yandere, but the 'I'm killing everyone so you're only mine' kind of yandere. At least they won't kill you outright. Most of them.

Take Your Pants Off (+300cp)
Turns out some people just can't help themselves, you know? For the duration of your stay here, you will be popular, especially with those with great power or positions. They will be people you consider at least superficially attractive, but they will constantly sexually harass you whenever they feel like it and try to force you to be with them. They won't do anything that's too dangerous or that you really hate, but they won't have any qualms about taking up your time or using their authority to get their way with you. You can make turn them down with a lot of effort, but it will be very uncomfortable.

Che boludo, Seguro sos un negro envidioso (+400cp)
Truth? You can't handle the truth! You can't even handle a couple drawbacks! This makes the world a bit more interesting, for me. It seems Alice wasn't allowed to kill at will, while Kujo Hikari failed hard at being a hero, and the Peace Treaty never came to be. Things aren't that different from what they should be, except for the constant skirmishes, wars, and dick-waving contests from the stronger and meaner beings. Prepare to appear in a world where nice peaceful exist, but can be counted with one hand, while the rest of the world is in a state that could spill into total wat at any moment.

This Is Now A Nitroplus Work (+400cp)
Let me tell ya' a lil' secret, copper. Remember how good this Kaito dude is supposed to have it? Well, that would be partially because there are a few powerful and influential individuals interested in helping him. Lots of things are they way they are because of that. So, let's turn that shit up in the opposite direction. Instead of nice little paradise for that dude, now it's a little hell for you. Problems every corner, random people looking for a fight, big games trying to ruin you, elites doing their best to humiliate you, constant danger of death or worse, the works. If taken with the Scenario this just means that Shallow Vernal is tsundere for you and wants you to surpass some actual challenges to get her fully. Expect shit to go down often and involve innocents into it.

Notes

>[Epilogue] is the sole strongest power offered here - bar none. It's some sort of metapower that Shallow Vernal used to literally end Creator Gods and Worlds, despite many of them being hinted to be stronger than her.

>Auto-Counter and Auto-Pilot are basically applications of Sympathy Magic in battle. Same goes when Kaito makes Ein and Chronois stop bickering by projecting emotions.

> Sympathy Magic does have some drawbacks until fully mastered, for example, the very awareness of the feelings held by those around you can wither down your mental well-being unless you have extraordinary will, it also makes you a lot more prone to stress, as well as more self-conscious of how you are perceived. It won't work if the individual doesn't have mana or always maintains it all inside their bodies. Still, it's incredibly OP if you know how to use it properly.

>Second Last Clover. The one you're getting offered is a bit stronger than Eden. Which means that unless it's Alice, Kuro, or Shiro, she can stomp anyone.

> Especial thanks to BLADE and AR for grammar help and stuff

>Made by Arthur (previously known as Ricrod)