Dungeon Travelers 2 0.1

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Introduction:

Long ago, in a bygone age, the land was a battleground where gods, humans, and the otherworldly evil known as the Demon God vied for supremacy.

At the end of a long and hard-fought war, a master alchemist named Siegdrad invented powerful magical tomes known as Sealbooks. With the power of these newly crafted tools, Siegdrad managed to defeat the monstrous forces that threatened the world and buried the Demon God in the Otherworld, sealing her away for what was believed to be eternity.

In the aftermath of the war, Vitoria, the first queen of Romulea, established a new world order governed by humanity. Under her rule, the continent was united, and peace reigned for centuries.

And then five centuries passed...

Within the sacred halls of the Royal Library of Romulea, Siegdrad's distant successors made a shocking discovery. The Demon God was not dead, as they had believed. She was very much alive, her presence lingering in the world. Worse still, the seal that was thought to have imprisoned her was flawed, leaving her with the potential to rise again.

In two years' time, a young man named Fried Einhard, a talented Libra, would be called upon to form the Romulean Royal Library Suppression Team. Their mission: to seal the Demon God for good this time and rid the world of her evil once and for all.

So, Jumper, the choice is yours. Will you stand with Fried and aid him in his quest, or will you walk a different path? Whatever you decide, take this 1000 CP and go forth to explore this world and the challenges that await.

Starting Location:

Roll 1d4 to see where you start off in this world. You can pay 50 CP to choose one location if you see fit.

1.Royal Library of Romulea

You are now in the library in the capital city of Romulea, where most of the Libras work tirelessly to not only map out dungeons and seal monsters but also conduct crucial research in various fields necessary for humanity's survival against these threats. This includes the development of medicines, weapons, and the study of the dungeons themselves. The library also serves as a hub where adventurers can take on quests to earn a bit of money while contributing to the ongoing battle against the monsters.

2.Royal Military Academy

The Royal Military Academy in Romulea stands as a prestigious institution where the brightest and most skilled individuals are trained to become the kingdom's future leaders, soldiers, and strategists. Here, students undergo rigorous training in both combat and strategy, learning to wield various weapons, command troops, and harness magical abilities. The academy also places a strong emphasis on discipline, loyalty, and the protection of Romulea from all threats, whether they come from within the kingdom or beyond its borders. Graduates of the academy are highly respected and often go on to serve in the royal guard, lead military campaigns, or take on vital roles in the kingdom's defense.

3.Lachann Empire

The Lachann Empire, originating from the eastern lands, is the cradle of ninja culture and the source of most Japanese-inspired traditions in this world. Known for its rich heritage of stealth, martial arts, and disciplined warriors, the empire has perfected the art of ninjutsu, blending it seamlessly with its broader cultural practices. The influence of the Lachann Empire extends beyond its borders, with its unique traditions, such as tea ceremonies, calligraphy, and intricate craftsmanship, leaving a lasting impact on the world.

4.Free Choiced

Choose any location that you want to start in or outside the list above; this includes the dungeons.

Races:

Here, you will choose a race that you see fit. Each race will have its own price and starting age. And you can change your gender for free.

1.Human[Free]

You are the most vanilla race in the world; there is nothing special about you. Your age is 14 + 1d12 years .



2.Warlock[200CP]

Born between the forbidden union of human and monsters , you are a creature born of both human and monster blood. This is evident in your mostly human body, which features both beast-like ears and a tail. You are generally much stronger than humans, and your magical capacity far exceeds what humans are capable of. However, because of your origins and appearance, most humans in this world fear you in some way.Your age is 2 + 1d12 years.



3 Android[400CP]

You are a completely artificial being created for one singular purpose, which is entirely up to you to decide. Regardless of your purpose, you no longer require sleep, food, water, or air. However, you do need to enter a shutdown mode for 4 hours each day to recharge your batteries. Due to your entirely artificial nature, your physical power and endurance far exceed those of a warlock or human. Additionally, your magical capabilities are extraordinary; you can likely destroy boulders with even the simplest elemental spells. Your age is 1d3 years.



Origins:

Any of the origins can be considered a drop-in.

1.Libra

As a Libra, your primary duty is to survey and expand humanity's knowledge across a wide range of fields, from herbalism to arcane lore. You are tasked with gathering and preserving crucial information that can aid in the ongoing battle against the monsters and enhance human understanding of various aspects of the world. This includes researching new herbs for medicinal purposes, developing advanced weaponry, and exploring the intricate details of dungeons. Your role is pivotal in ensuring that humanity remains informed and prepared for the ever-evolving threats posed by the monstrous forces.

Beyond your extensive research duties, you hold a unique and powerful ability that sets you apart from other classes. Not only can you seal monsters into spellbooks—an essential skill for controlling and neutralizing these threats—but you also possess the rare capability to summon these sealed monsters to the field to assist your party in battle. This summoning power allows you to call upon a variety of creatures to fight alongside you, turning the tide of combat and providing valuable support to your allies.

2.Adventure

As one of the many free-spirited adventurers, you embody the spirit of exploration and bravery that drives countless individuals to delve into dungeons. Your primary mission is to collect rare and unique materials found within these treacherous depths. These materials are crucial for crafting potent items, enhancing equipment, and gaining valuable insights into the dungeon's mysteries. By braving the dangers within, you contribute significantly to the supply of resources that support various fields of study and combat readiness.

In addition to gathering materials, you take on the formidable task of slaying the monsters that inhabit these dungeons. This is not only a quest for glory but also a necessary effort to mitigate the damage these creatures cause on the surface world. By keeping the monster population in check, you help slow the encroaching chaos and protect the lands above from the destructive impact of these beasts.

3.Soldier
As part of a special forces unit within the nation of your choice, you are assigned to a core that aligns with your skills and interests, whether it be a mage core, knight core, or even a maid core. Each core has its unique responsibilities and focuses, but your primary duty remains the same: to protect the nation and fulfill the objectives set forth by your core.

In the mage core, you would utilize powerful spells and magical techniques to defend against supernatural threats and support your comrades with arcane prowess. In the knight core, you would engage in close combat and strategic defense, using your strength and combat skills to shield the nation from physical dangers. In the maid core, your role might involve specialized support tasks, such as espionage, logistical support, or maintaining the well-being of key figures. Regardless of your core, your commitment to safeguarding your homeland and executing critical missions is paramount, ensuring that the nation remains secure and operational against all threats.

4.Nobility
You've hit the jackpot, born into a life of luxury and privilege. Your upbringing has immersed you in the complexities of high society, where you've learned the art of navigating the intricate world of politics essential for ensuring your survival and success. The education and insights you've gained surpass those of commoners, providing you with a deep understanding of leadership and governance.

With these advantages, you are exceptionally well-equipped to tackle the challenges that come with maintaining and advancing your position in the ever-shifting landscape of power and influence. Whether it's forging strategic alliances, managing internal affairs, or outmaneuvering rivals, you are prepared to leverage your resources and knowledge to secure your place at the top and thrive in the competitive arena of political and social maneuvering.

Perks

Each origin gains a discount on their origins perks, and 100CP ones are free.

General

Hey Your Cute [Free]

Hey, it looks like you've made quite an impression in the looks department, scoring a solid 9/10. Now, it's time to choose your body type and archetype personality.Would you prefer to be a kudere loli, known for a calm and composed demeanor with a hint of aloofness, or a busty onee-san, characterized by a warm and nurturing personality with a mature and caring attitude? The choice is yours to define how you'll present yourself and interact with the world around you.

Fantasy Ecchi Armour [Free/100CP]

In this world, armor and equipment follow the "rule of cool, cute, and sexy." For men, gear tends to be highly edgy and badass, showcasing a bold, dramatic style. For women, the options range from skimpy outfits that reveal a lot of skin to cute ensembles adorned with frills and elaborate details. Despite their eye-catching designs, these outfits retain their defensive capabilities, ensuring that functionality is not compromised for fashion.

While wearing such distinctive armor is free while you're here, it will cost 100 CP in future worlds. The anime-inspired designs are not only fashionable but also widely accepted in the public eye, making them a common and respected choice for those who wish to stand out.

World Of Cute Anime [Free/100CP]

In this world, every human is at least an 8/10 in the looks department, and even the monsters take on the form of cute and attractive anime characters. For instance, slimes now resemble adorable, completely nude anime girls, while a red dragon might look like a sizzling delinquent with fiery red hair, where only its scales cover its private areas, while still retaining its horns, wings, and tail.

This perk is free while you're in this world, but if you want to carry it over to future worlds, it will cost 100 CP. You can choose at the beginning of the jump whether to apply this perk to future worlds, making every race—including elves and beastmen—at least a +3 in the looks department and transforming the monsters into hot anime girl or boy versions. The choice is entirely up to you.

Plot Progression [Free/100CP]
You now possess the capabilities of a main character often found in stories. Whenever you're stuck and unsure of how to progress, the universe will present you with special events to guide you on your journey. These events will start small and seemingly insignificant, such as meeting a girl who falls on top of you or returning a simple book. However, with each successful quest and problem solved, the challenges will gradually escalate. By the end of five years, you might find yourself facing a demon lord general, all because you returned that silly, ecchi book.

This perk is free while you're in this world, but if you want to bring it to future worlds, it will cost you 100 CP.

Flower Garden [Free/100CP]
In this world, the boundaries between genders have been removed, and soft same-sex relationships and kinship are the norm. It’s common to see males and females casually sleeping in the same bed without any stigma, and girls often give each other cute, yet somewhat suggestive, kisses and hugs—lots and lots of hugs. This level of closeness and affection is seen as perfectly normal and is embraced by the society in this world.

This perk is free while you’re here, but if you want to carry it over to future worlds, it will cost you 100 CP. In those future worlds, you can choose to maintain this atmosphere of open, affectionate relationships, where close bonds between people of the same gender are naturally accepted and celebrated.



Libra

Map Maker [100CP]

As a Libra, you are tasked with surveying dungeons and creating detailed maps of them. This unique ability allows you to produce accurate and easy-to-read maps on the go. Your maps are perfectly scaled and filled with essential information, such as the locations of traps, dangerous monsters lurking within the dungeon, and even shortcuts that can take adventurers from one floor to another more efficiently.

These maps are invaluable tools, providing not just a layout but also critical insights that can help you and others navigate dungeons safely and effectively. Whether you're exploring new territories or revisiting known areas, your mapping skills ensure that every detail is captured and every danger is noted, making your role as a Libra essential for successful dungeon expeditions.

Monster Expert[100CP]

You are now an accredited expert on the monsters of this world. With your deep knowledge and expertise, you can accurately pinpoint the elemental weaknesses and the specific spots where your attacks will inflict the most damage on any monster you encounter.

This ability not only enhances your combat effectiveness but also makes you a valuable asset to any team. Your expertise allows you to strategize and execute attacks with precision, ensuring that every strike you make is as powerful as possible.

Excellent Worker [200CP]

You are an excellent worker when it comes to tasks in your area of expertise. You work at a speed that's four times faster than others in your field, allowing you to complete tasks with remarkable efficiency and precision.This heightened productivity not only sets you apart but also ensures that you can handle large workloads or urgent tasks with ease.

Fun Bad Luck [200CP]
Your daily life now follows ecchi logic, where you might find yourself in embarrassing and suggestive situations, like accidentally walking in on a girl changing and getting slapped, or slipping and landing in her crotch or chest. These moments can add a layer of unexpected humor and awkwardness to your day-to-day experiences. However, you have the ability to toggle this effect on or off whenever you want.

Monster Sealing [400CP]
As a Libra, you possess the extraordinary ability to seal strong monsters inside spellbooks after defeating them in battle. This unique power not only allows you to capture these formidable creatures but also grants you two significant advantages.

Firstly, once you seal a monster, you gain the ability to use one of its passive abilities, enhancing your own skills and attributes. Whether it's increased strength, resistance to certain elements, or enhanced speed, the passive abilities of the monsters you capture can give you a crucial edge in various situations.

Secondly, you can summon any monster you've sealed to the battlefield, calling upon their power to aid you in combat. These summoned monsters fight alongside you, using their abilities to help turn the tide of battle in your favor. This combination of sealing and summoning makes you a versatile and powerful force, capable of adapting to any challenge by leveraging the strengths of the monsters you have defeated and sealed.

Awards[400CP]
In each world, there will be around 100 awards available for completing somewhat difficult tasks that can be accomplished in any world. These tasks might include challenges like collecting a certain number of a specific type of weapon, such as swords or bows, or exploring and reaching certain floors of dungeons.

When you or your allies complete these tasks, you will gain a small boost to your stats. The best part is that these stat boosts will stack and carry over from world to world, allowing you to grow progressively stronger as you continue your journey through different worlds. This system encourages you to take on various

challenges and explore the full potential of each world, knowing that your efforts will be rewarded with lasting benefits that will help you in future adventures.

No Right Answer[600CP]
Morally grey situations are often challenging, especially when they involve life-and-death decisions. However, you no longer have to worry about the consequences of your choices in these complex scenarios. No matter what decisions you make in morally grey areas—whether it's choosing to save one person at the cost of another due to limited time or resources—you will never suffer from the negative consequences of your actions.

For example, if you are forced to save one child at the expense of another, the loved ones of the child you couldn't save won't despise or blame you. You won't be haunted by guilt or regret, allowing you to focus on the task at hand without being burdened by the emotional and social repercussions that usually accompany such difficult decisions. This ability grants you a unique freedom to navigate through morally ambiguous situations with clarity and determination, ensuring that your actions won't come back to haunt you.

Lucky Drop [600CP]
In this and future worlds, whenever you defeat a monster, they will drop both money and equipment with random stat buffs. But that's not all. The equipment and items you receive will have a higher chance of featuring buffs that significantly enhance your stats or provide resistances to certain elements. Additionally, you may find items with unique skills, such as healing the entire party by 20% of their maximum HP or reducing magic costs.

Most stat buffs on the equipment and items will cap out at a 10% increase, providing a substantial yet manageable boost to your abilities. This system not only rewards you with valuable resources but also allows for a greater range of customization and strategic advantages in combat. Each monster you defeat has the potential to enhance your gear and improve your performance in meaningful ways, making every victory even more rewarding.

Adventure

Social Butterfly [100CP]

You are exceptionally talkative and skilled at encouraging others to open up to you, making it easy for you to forge friendships and build connections. Your natural ability to engage in conversation and create a comfortable environment allows people to share their thoughts and feelings openly. This talent not only helps you make friends quickly but also enables you to gain trust and establish strong relationships with those around you.

Strong Rumors[100CP]

As an adventurer, your reputation is crucial for securing jobs, and your success will significantly impact how you're perceived. Whenever you succeed in a job, rumors about your achievements will begin to spread far and wide, often with a touch of embellishment to enhance the story. This increased visibility means your name will become well-known across various regions, making it easier for you to attract more opportunities and secure additional jobs. Your growing reputation will work to your advantage, ensuring that your success continues to open doors and create new prospects for your adventuring career.

Dexterous Hands[200CP]

You possess exceptional dexterity with your hands, allowing you to move them with perfect precision. This skill greatly enhances your abilities in tasks requiring steady hands, such as disarming traps, picking pockets, and opening locks. Your precision also aids in any other delicate tasks where careful manipulation is crucial. This level of expertise ensures that you can efficiently access information, retrieve items, and handle intricate tasks with ease. Your steady hands make you exceptionally adept at navigating and solving challenges that require meticulous attention to detail.

Money Management[200CP]
You are now highly skilled at managing money, whether it comes from the rewards of your adventures or other sources of income. Your financial acumen ensures that you will never be completely out of money, at least until your next payday. You are adept at sticking to a budget, making sure that your resources are well-managed and strategically allocated. This ability helps you maintain financial stability and navigate your expenses effectively, allowing you to focus on your adventures without constantly worrying about your finances.

Craftsman [400CP]
You are now a skilled craftsman, capable of creating your own armor and weapons with a variety of effects, depending on the materials you have on hand. The rarity of the materials used directly influences the strength and quality of the items you craft. But that's not all— you also have the ability to upgrade any armor and weapons you possess. This upgrading process requires both materials and a significant amount of gold. If you have armor or weapons with sentimental value, you can continuously enhance their power and utility over time, ensuring that your equipment remains relevant and effective as you progress in your adventures.

Additionally, you have some expertise in potion brewing. Currently, you can create small, weak potions and antidotes. However, as you gain more experience and discover new recipes, your ability to brew more powerful and effective potions will improve. This skill will develop as you gather ingredients and experiment with different concoctions, eventually allowing you to brew potions that provide significant aid in your adventures.

Informant [400CP]
You are highly skilled at gathering reliable information, to the point where people actively seek you out for your expertise. Others will come to you for favors, asking you to gather intelligence on their enemies or specific situations. Your methods for acquiring accurate and useful information are well-established, making you a trusted resource for those in need of critical details. This reputation for reliability ensures that you are frequently approached for your investigative skills, allowing you to leverage your abilities to assist others and build valuable connections.

Critical Master [600CP]
Your strikes have become exceptionally lethal. Whenever you hit a vulnerable part of a monster or target its elemental weakness, your attacks will automatically deal double damage. Additionally, these strikes will bypass any buffs the opponent may have and ignore any debuffs affecting you. This ability makes you a formidable force on the battlefield, ensuring that you can consistently deliver devastating blows and maintain your effectiveness in combat, regardless of the circumstances.

Escape Artist [600CP]
Sometimes you or your allies might find yourselves in dire situations while exploring dungeons, facing overwhelming threats or becoming trapped in enemy confinement. To address these critical moments, you now have a "panic button" embedded in your mind, which provides a reliable means of escape when you need it most. This panic button ensures that you can always find a way out, even when the odds seem impossibly bleak.

When activated, this feature offers a variety of escape options. If you are theoretically able to escape on your own, it might trigger a golden opportunity, such as an enemy attack that destroys the dungeon walls and creates an escape route. Alternatively, if you are missing for a few weeks, your allies might use their gathered intel to launch a rescue mission, ensuring that you and your team can be extracted safely. This escape mechanism provides you with a critical safety net, enhancing your security and survival during high-risk explorations.



Soldier

Tactics[100CP]

In battle, you excel at devising effective strategies, whether for individual combat or group engagements. Your ability to quickly assess the situation and formulate plans ensures that you can adapt to various challenges and lead your team to victory. Your strategic mindset enables you to anticipate enemy moves, exploit weaknesses, and coordinate with allies to maximize your effectiveness on the battlefield.

Soldiers Training [100CP]

As a graduate of the Royal Military Academy, you are well-versed in a wide range of skills and knowledge that make you a formidable soldier. Your training includes not only the fundamentals of swordplay, archery, and other weaponry but also the art of horse riding, advanced mathematics, and refined etiquette. This comprehensive education ensures that you are adept in both combat and diplomacy, making you a versatile and effective member of any team.

Part of A group [200CP]

As a member of an army, you thrive in the camaraderie and coordination that comes with fighting alongside your comrades. Your abilities are enhanced when you fight in a group, allowing you to execute skills with greater precision and efficiency. The more you and your allies share common traits—whether in training, weaponry, or combat style—the stronger your coordination becomes**.**

A Siege Master [200CP]

You now possess the tactical expertise and skills necessary to seize a castle or town with a much smaller group than typically required. Your ability to plan and execute such operations is unparalleled, allowing you to exploit weaknesses and find opportunities that others might overlook. When attacking with a smaller force, your enemies will often underestimate you, failing to recognize the threat you pose until it's too late. This underestimation gives you a significant advantage, enabling you to achieve victory against overwhelming odds. Whether through surprise, cunning strategies, or precise strikes, your smaller force becomes a decisive factor in capturing strongholds and securing crucial victories.

Seductive Mistress [400CP]
You've mastered the art of seduction and manipulation, honing your skills to effortlessly charm and sway those around you. Your presence is magnetic, drawing people in with an irresistible allure that makes it difficult for them to resist your influence. Through your mastery of tantric techniques, you've become as dangerous in intimate settings as you are in other forms of combat. Whether through subtle words, enchanting glances, or physical prowess, you can wrap unsuspecting marks around your fingers, making them pliable to your will. With these skills, you can easily extract sensitive information, plant ideas, or even turn someone against their allies—all without them realizing they're being manipulated.

Raw Talent [400CP]
You possess an extraordinary reservoir of raw power, akin to the legendary knight Grisherina, giving you unparalleled strength that grows alongside you. No matter how powerful you become, there's always an even greater force within you, waiting to be unleashed. When you tap into this immense wellspring, both your physical and magical abilities are magnified to staggering levels, allowing you to perform feats that defy normal limitations.

However, this surge of power comes at a cost. The more you draw upon it, the more you sacrifice control and finesse. Your strikes might become wild and untamed, and your spells may grow unpredictable, but the sheer might behind them is unmatched. In critical moments, when victory hinges on overwhelming force, you can dig deep and unleash this raw power, turning the tide of battle in your favor.

Commander[600CP]
You have ascended to a leadership role within your faction, both in this world and future ones, becoming an effective and respected leader among the grunts under your command. Your natural charisma and ability to inspire are unmatched. When you speak, your words carry weight, filling your followers with determination, loyalty, and a strong sense of duty. Whether it's rallying them for a critical mission, boosting morale in the face of adversity, or giving a simple command, your presence alone can uplift those around you and drive them to perform beyond their limits.

Your strategic acumen is another key aspect of your leadership. You possess a keen mind that can swiftly analyze complex situations, allowing you to make effective decisions even under pressure. You excel at devising plans that play to the strengths of your team while minimizing risks, ensuring that your missions are executed with precision and have the highest probability of success. Your ability to see the bigger picture and anticipate potential challenges makes you a formidable tactician.

Additionally, you have a unique talent for recognizing and nurturing potential in your subordinates. You're not just a leader; you're a mentor. You can identify the strengths and weaknesses of your grunts and provide the guidance they need to grow and improve. Under your tutelage, inexperienced recruits evolve into skilled and confident warriors, contributing to the overall strength and cohesion of your force. Your leadership not only commands respect but also fosters a sense of unity and purpose among your ranks, making you a pivotal figure in any faction you lead.

Lone Wolf [600CP]
In this world, you've come to realize the harsh truth that there's no one you can fully trust but yourself. This bitter lesson has shaped you into a lone wolf, relying solely on your own skills and instincts. On the battlefield, this solitary approach has its advantages: the more you're outnumbered, the more your power and stamina multiply. When you're fighting alone, you transform into a fearsome force, capable of taking on small armies with a ferocity and skill that few can match. Your enhanced abilities make you a terror to your enemies, allowing you to overcome overwhelming odds with sheer determination and strength.

However, this strength comes with its own set of challenges. You're not invincible, and your power and stamina, while formidable, do have their limits. Overconfidence or greed can easily lead to your downfall if you're not careful. It's crucial to maintain a level of caution and not let the thrill of battle cloud your judgment. While your prowess as a solo warrior is undeniable, knowing when to strike and when to retreat is essential to ensuring your survival and continued effectiveness. Your path as a lone wolf is one of strength and resilience, but it also demands a sharp mind and the ability to stay focused on the bigger picture.

Nobility

Adorable Selfish [100CP]

As a noble, you possess a common trait of being selfish and demanding, but you have mastered the art of phrasing your words in a way that softens their harshness. This skill allows you to maintain a haughty attitude while still being accepted by those around you, as they often overlook your imperious nature due to the refined way you express your demands.

Noble Social Group [100CP]

You possess a unique ability to understand people's beliefs and needs after just one conversation, allowing you to craft beneficial deals that advance your goals. As long as you uphold your end of the deal and remain honest in your promises, your partners will trust you and refrain from betraying you. This trust and honesty form the foundation of strong, lasting relationships, enabling you to navigate the political landscape with integrity and success.

To Supply [200CP]

As a noble, one of your key responsibilities is to allocate resources from your income to properly manage your lands. You have become utterly masterful at determining whether someone genuinely needs those resources or is merely exaggerating their needs.

Even more impressively, you have a talent for taking more than you ought while making it seem as though there was always less to begin with. This skill allows you to maintain control over your assets while appearing fair and just in the eyes of those around you.

Blue Blood [200CP]

With the prestigious bloodline flowing through you, you inherit a wealth of both lands and titles from your ancestors. This connection grants you an undeniable status as the rightful heir to any noble family in this world and any future ones you may visit. Even if you start as a commoner, you will always be considered for inheritance by the head of your noble family, ensuring that your rank will be at least that of a Baron. This status solidifies your position and influence in any societal or political setting you encounter.

Not My Fault[400CP]
In the event of crises such as revolutions, invasions, or monster attacks that lead to significant disruptions in your country, you are shielded from unfair blame. Despite the gravity of the situation, any accusations or attempts to hold you accountable for these misfortunes will not stick. Instead, they will quickly be forgotten by those around you. This ensures that your reputation remains intact and you can focus on addressing and overcoming the actual challenges facing your realm.

Iron Fist[400CP]
If you seek to eliminate the aristocrats who obstruct your plans, hunt down bandits threatening your domain, or ban ancient rituals that pose a risk to your rule, you have the freedom to act decisively. As long as your actions result in tangible benefits for the population you lead, the public will overlook your misdeeds. The focus remains on the positive outcomes of your governance, ensuring that your rule is supported as long as the people are prospering under your leadership.

Duke/Duchess [600CP]
As a Duke/Duchess, you hold substantial land holdings divided into multiple counties and benefit from a steady flow of passive income from your business ventures and taxes. Your rank allows you to delegate the day-to-day management of your lands, freeing you to focus on social events and grand gatherings, which are the true highlights of noble life. In future worlds, this prestigious status remains with you, marking you as a prominent figure with significant influence and access to luxury, ensuring that you continue to enjoy the privileges of high rank wherever you go.

Connection in High Places [600CP]
With your exceptional connections, you’re always just a couple of steps away from influential figures and valuable opportunities. Whether it's through a powerful parent, a renowned charity worker, or key figures in politics, you can effortlessly tap into a network that’s willing to assist you or share crucial information. Even if you don't have such a background yourself, you’ll still encounter ample chances to build strong relationships and gain favor with these influential people, ensuring you stay well-positioned in any situation.

Classes

In this world, individuals can be classified into three tiers of classes: Basic, Intermediate, and Advanced. There are 5 Basic classes, 11 Intermediate classes, and 16 Advanced classes, totaling 32 distinct classes. Everyone, regardless of their origin or race, starts with one Basic class for free. Additionally, they receive a discount on one Intermediate and one Advanced class, which are linked to each other.

Choosing an Intermediate class will determine which Advanced class options become available to you. Some Advanced classes, such as the Samurai, can be accessed from multiple Intermediate classes. By selecting these classes, you gain all associated skills and proficiencies.

With the premium currency of CP, you can purchase additional classes. Extra Basic classes cost 100 CP each, Intermediate classes are 200 CP each, and Advanced classes are 400 CP each. Purchasing all available classes will grant you their full range of skills—both active and passive—as well as the armor associated with each class. This means you could, for example, be a Samurai who can cast powerful spells like a mage while donning the minimal armor of a Berserker.



Basic Classes

Choose one of the five Basic classes below for free. If you want additional Basic classes to unlock more Advanced ones, it will cost you 100 CP each.

Fighter

This class boasts high physical strength and extraordinary stamina, excelling in close-range combat. These soldiers serve as vanguards, routing enemies while shielding their comrades from attacks. They are proficient with axes, lances, and swords, dealing extra damage with these weapons. They typically wear standard heavy armor and carry shields.

Key Skills:

- ***Provoke:*** Forces enemies to target you at all times.
- ***War Cry:*** Shouting this raises the attack power of you and your allies.
- ***Avenger:*** Automatically counters physical hits.
- ***Double Strike(Passive Skill):*** Occasionally allows you to attack twice in a single time window

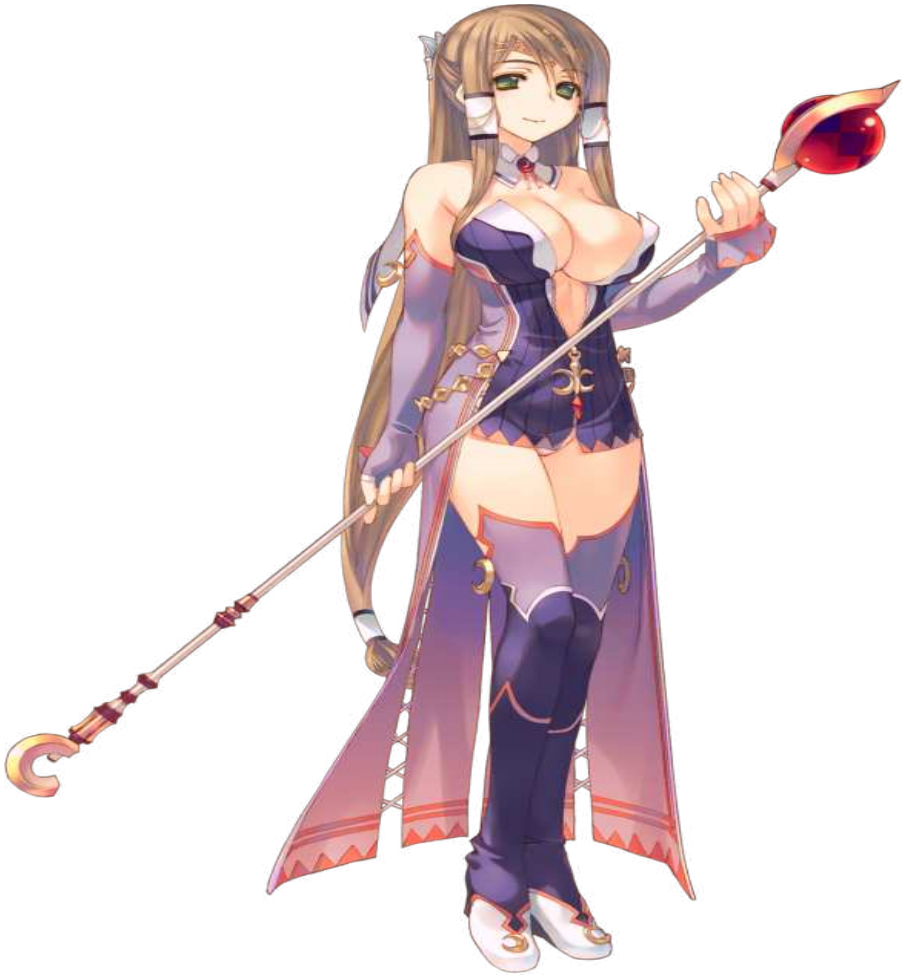


Magic User

This basic magician class can wield all general elements of magic and is a crucial party member due to their ability to replenish HP with the Heal spell. Magic Users offer extensive variety in higher-level classes. They use staffs or grimoires and wear simple magical robes.

Key Abilities:

- ***Elemental Spells:*** That targets one enemy.
  Fireball (Deals fire damage)
  Ice Edge (Deals ice damage)
  Thunderbolt (Deals lightning damage)
  Air Cutter (Deals wind damage)
  Stone Hammer (Deals earth damage)
- ***Heal*****:** Restores HP to themselves or allies.
- ***Poison:*** Inflicts poison status on enemies.



Spieler
This class specializes in manipulating fate, often having unpredictable effects on both allies and enemies. They are proficient with daggers and throwing weapons and typically wear light armor or magical robes.

Key Abilities:

- ***Fleet of Foot:*** Dramatically increases the user's agility and speed.
- ***Roulette Circus:*** Summons a roulette that randomly applies a debuff to all targets, which could include stat reductions or status effects like freeze or burn.
- ***Coffee Break:*** Allows the user to drink coffee to replenish HP and restore morale.
- ***Danger Shoot:*** Performs 0-4 random attacks on targets with weapons.
- ***Present for Me(Passive Skill):*** Occasionally picks up items while moving through dungeons or fields.



Maid

Skilled neither in physical attacks nor magic, this class excels in activating a variety of special effects during battles without needing to chant or use mana. Maids play a crucial role in supporting their group, often serving as the unsung heroes who keep the party in top shape during dungeon expeditions. They specialize in providing buffs, debuffs, and restoring HP and mana, making them invaluable to any team. Maids use no weapons or armor.

Key Abilities:

- ***First Aid:*** Heals an ally's HP.
- ***Cook:*** Restores an ally's mana.
- ***Self-Sacrifice:*** Distributes all of one's mana to a single ally.
- ***Clean:*** Cleans the surroundings to increase the party's mobility.
- ***Lullaby:*** Puts an enemy to sleep.
- ***Maid Mastery (Passive Skill)***: Increases the healing abilities of techniques and spells.
- ***Generous Heart (Passive Skill):*** Slightly restores the party's HP and mana after a battle.



Scout

Scouts are agile and versatile, adept at using nimble body movements to create opportunities for both attacks and stealing money. They excel in adapting their battle styles to various situations, making them effective in multiple roles. Scouts possess high agility and favor weapons that complement their speed, such as daggers and bows, and they wear very light armor.

Key Abilities:

- ***Evade:*** Increases their own evasion rate.
- ***Cleanse:*** Cures status ailments for a single ally.
- ***Gold Steal:*** Steals pocket money from an enemy.
- ***Weak Stab:*** Inflicts a critical hit when attacking with a dagger.
- ***Poison Shot:*** Uses a bow to attack an enemy, causing poison.
- ***Elusiveness (Passive Skill):*** Enhances the chance to escape from battles more easily.
- ***Lucky Me (Passive Skill):*** Increases the amount of money dropped by enemies.



Intermediate Classes

Choose one of the eleven Basic classes below for 100CP. If you want additional Intermediate classes to unlock more Advanced ones, it will cost you 200 CP each

Paladin [Requires Fighter]

Holy Knights are frontline defenders who excel in protecting their comrades by using themselves as human shields. They focus on defense rather than offense, making them vital for safeguarding allies. Holy Knights have a bonus proficiency with swords and shields, and they wear heavy armor to enhance their durability.

Key Abilities:

- ***Defender:*** Increases their own defense at the cost of lowering their attack.
- ***Cover:*** Takes all physical damage intended for an ally.
- ***Parry:*** Uses their weapon to repel enemy attacks.
- ***Cross Slash:*** An attack usable with a sword or lance that is especially effective against unholy monsters,undead and demons.
- ***Heal:*** Restores an ally's HP.
- ***Mini Auto-Recovery(Passive Skill):***Slightly recovers HP during battle.
- ***Auto-Guard(Passive Skill):*** Occasionally defends automatically when receiving physical attacks.



Berserker [Requires Fighter]
Berserkers are close-range combat specialists known for their ability to wield two-handed swords and axes with devastating power, hence an extra proficiency. They excel at delivering powerful, single blows that can obliterate enemies, making them essential for an attack-focused party. Unlike Paladins who focus on protection, Berserkers prioritize crushing enemies quickly before they can become a threat.

Key Abilities:

- ***Berserk:*** Increases their own attack at the cost of lowering their defense.
- ***Aura Eliminate:*** Attacks one enemy with a chance to cancel enemy buffs.
- ***Frost Slash:*** A water-based attack that may freeze the target.
- ***Geo Break:*** An earth-based axe attack that may petrify the target.
- ***Blood Rage:*** Raises their maximum HP.
- ***Adaptation(Passive Skill):*** Increases resistance to all elemental damage.
- ***Preparation(Passive Skill):*** Boosts speed based on the amount of missing HP.
- ***Dark Aura(Passive Skill):*** Debuffs an enemy's stats (ATK, DEF, INT, RES, DEX, or AGI) when the Berserker is damaged.



Sorceress[Requires Magic User]
You are masters of wide-area magic attacks, capable of delivering devastating elemental damage to multiple targets. Though their defense is low, their ability to unleash extraordinarily powerful spells makes them exceptional support in battles. They are versatile in either dabbling in multiple elements or focusing on a single element to maximize their spell potency.Have bonus proficiency with staffs.

Key Abilities:

- ***Aoe Elemental Spells [all for each element]:*** That targets all enemies in an area.
- ***Blood Absorb:*** Deals non-elemental damage to one enemy and restores the mage's HP.
- ***Magic Mastery(Passive Skill):*** Enhances the power of all magic attacks.
- ***Auto-Refresh(Passive Skill):*** Recovers mana during battle, ensuring sustained spellcasting.
- ***Concentrate(Passive Skill):*** Reduces the likelihood of chants, songs, and dances being interrupted during spellcasting.



Enchantress[Requires Magic User]
Enchantress are adept at enhancing allies' abilities by imbuing their weapons with various elemental properties. Their primary role is to provide superior support in battles, making them invaluable for their strategic contributions.Have bonus proficiency with grimoires.

Key Abilities:

- ***Return:*** Escape from the dungeon safely.
- ***Nurse:*** Cure an ally's status ailments.
- ***Stun:*** Inflict stun on a single enemy, temporarily incapacitating them.
- ***Freeze / Silence / Paralyze:*** Apply freeze, silence, or paralysis to all enemies, affecting multiple targets.
- ***Fire / Water / Lightning / Wind / Earth Enchant (Spell):*** Imbue an ally's weapon with elemental properties, enhancing its damage with fire, water, lightning, wind, or earth elements.
- ***Circle Brave:*** Increase the party's attack power.
- ***Circle Protection:*** Raise the party's defense.
- ***Divine Shield:*** Reduce incoming physical damage.
- ***Heal Mastery(Passive Skill):*** Enhances the effectiveness of healing magic, improving recovery.
- ***Mini Auto-Refresh(Passive Skill):*** Slightly recover mana during battle.
- ***Adaptation(Passive Skill):*** Increase resistance to all elements.
- ***Fast Cast(Passive Skill):*** Reduce chant time for spells,.



Priestess [Requires Magic User]
A Rear Support Class is crucial for maintaining the party's health and well-being during lengthy dungeon explorations. Specializing in healing magic, this class can keep the party alive, revive fallen comrades, and even deal with enemies using a powerful elemental attack.

Key Abilities:

- ***Light:*** Illuminate the dungeon to reveal hidden pathways and secrets.
- ***Return:*** Escape from the dungeon safely.
- ***Line Nuke:*** Deal elemental damage (of your choice) to enemies in a row.
- ***Circle Heal:*** Heal the entire party's HP, ensuring everyone is in top condition.
- ***Nurse:*** Cure an ally's status ailments.
- ***Resurrect:*** Revive a dead ally, bringing them back into the fight.
- ***Slow:*** Slow down one enemy, reducing their effectiveness in battle.
- ***Divine Shield:*** Reduce incoming physical damage.
- ***Heal Mastery(Passive Skill):*** Enhances the effectiveness of healing magic, improving recovery.
- ***Mini Auto-Recovery(Passive Skill):*** Slightly recover HP every turn during battle.
- ***Mini Auto-Refresh(Passive Skill):*** Slightly recover mana during battle.
- ***Fast Cast(Passive Skill):*** Reduce chant time for spells.



Doll Master [Requires Spieler]
Doll Masters are a unique and strategic class that specializes in summoning animated puppets to assist in battle. While they don't deal much damage directly, their ability to bring dolls to life allows them to summon a range of puppets that can perform various roles, from attacking enemies to healing allies. This frees up the Doll Master to maneuver and support the team in other ways.

Key Abilities:

- ***Spartan:*** Summon a Spartan doll that specializes in short-range attacks, dealing consistent damage to enemies up close.
- ***Oracle:*** Summon an Oracle doll that attacks from mid-range and has a chance to paralyze enemies, disrupting their ability to fight.
- ***Catalina:*** Summon a Catalina doll that focuses on healing, restoring the health of your allies and keeping them in the fight.
- ***Mini Auto-Refresh(Passive Skill):*** Slightly recover mana during battle, ensuring that you have the resources to keep summoning dolls and using your abilities.



Trickster [Requires Spieler]
Tricksters are unpredictable fighters who thrive on the chaos of battle. Unlike other classes that rely on consistency, Tricksters embrace the uncertainty of their abilities, often turning the tide of battle in unexpected ways. They are proficient with daggers and throwing weapons, making them agile and quick in close combat.

Key Abilities:

- ***High Risk, High Return:*** Increases the Trickster's attack power at the cost of lowering their defense.
- ***Checkmate:*** A short-range skill that attacks a single enemy with a chance to instantly kill them.
- ***Surprise Fist:*** A 50/50 chance to deal non-elemental damage to each enemy, with a chance to stun them.
- ***Mini Auto-Recovery(Passive Skill):*** Slightly recovers HP during battle.
- ***Pretend(Passive Skill):*** Occasionally nullifies physical damage.



Bard [Requires Maid]
Bard are invaluable support characters who use their voices to empower their allies. Positioned in the back row, where they are protected by their teammates, Singers focus on enhancing the party's abilities and providing sustained healing through their melodic performances. Their role is essential for keeping the party strong and motivated during long battles or dungeon explorations.They are proficient with Mics.

Key Abilities:

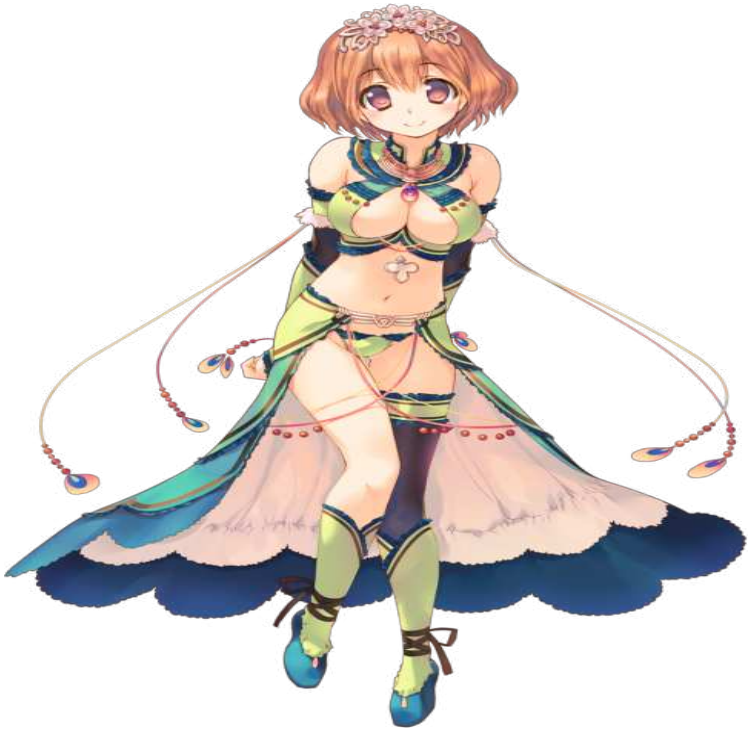
- ***Fantasia:*** Raises the party's magic attack power,while the song is active.
- ***Sacred Hymn:*** Increases the party's magic defense,while the song is active.
- ***Replenishing Carol:*** Gradually heals the party's HP,while the song is active.
- ***Blissful Chorale:*** Gradually restores the party's mana,while the song is active.
- ***Experience Paean:*** Boosts the amount of experience points the party gains while the song lasts.
- ***Song Mastery(Passive Skill):*** Increases the effects of all songs performed.



Dancer [Requires Maid]
Dancers are technical masters in battle who focus on weakening their enemies through mesmerizing dance routines. While they may not deal significant damage, their ability to debuff enemies makes them a crucial support class, ensuring that their allies have the upper hand in combat. Positioned in the back row, Dancers use their captivating moves to reduce the effectiveness of their opponents, making it easier for their team to succeed.They are proficient with musical instruments .

Key Abilities:

- ***Fascinating Waltz:*** Lowers the attack power of all enemies while the dance is active, reducing the damage the party takes from physical attacks.
- ***Gloomy Tango:*** Decreases the accuracy of all enemies, making it harder for them to land successful attacks on the party.
- ***Gravitating Polka:*** Reduces the evasion of all enemies, making it easier for the party to hit them with their attacks.
- ***Alluring Samba:*** Lowers the defense of all enemies, allowing the party to deal more damage with their attacks.
- ***Dance Mastery(Passive Skill):*** Increases the effectiveness of all dances, making each debuff even more powerful and detrimental to the enemies.



Archer [Requires Scout]
Archers are expert marksmen who provide crucial support from a distance, attacking with precision and skill. They excel in inflicting status ailments on their enemies, making them versatile in both offense and control. Archers are especially effective against large groups of adversaries, as they can unleash devastating volleys of arrows that impact all foes.They are proficient with Bows.

Key Abilities:

- ***Freeze Shot:*** A precise bow attack that targets one enemy with a chance to freeze them, immobilizing the target and preventing them from acting.
- ***Paralysis Shot:*** A bow attack that targets one enemy with a chance to paralyze, rendering the target unable to move or attack.
- ***Gravity Shot:*** A powerful bow attack that targets one enemy, with a chance to slow their movements.
- ***Arrow Rain:*** A wide-reaching bow attack that unleashes a barrage of arrows on all enemies, dealing damage to multiple targets simultaneously.
- **Bow Mastery*(Passive Skill)*:** Increases the attack power when using a bow, enhancing the damage output of all bow-based attacks.
- ***Caution(Passive Skill):*** Reduces the likelihood of enemies gaining the upper hand with preemptive attacks, giving the party more control over the flow of battle.



Assassin [Requires Scout]
You are agile and cunning warriors who excel at outmaneuvering their foes. They specialize in delivering swift, precise strikes that often catch enemies off guard, leading to critical hits or debilitating status ailments. These fighters are versatile, capable of both leading the charge and supporting their allies by weakening the enemy.

Key Abilities:

- ***Sleep Sting:*** A quick, precise strike with a dagger that targets one enemy, with a chance to put them to sleep.
- ***Silence Sting:*** A targeted strike that silences one enemy.
- ***Stun Sting:*** A swift attack that targets one enemy, with a chance to stun them.
- ***Adaptation(Passive Skill):*** Increases the user's resistance to all elements.
- ***Murder(Passive Skill):*** Occasionally allows for an instant kill when inflicting a critical hit.
- ***Awareness(Passive Skill)***: Increases the party's chance to perform preemptive attacks.



Advance Classes

Choose one of the sixteen Advanced classes below for 200CP. If you want additional Advance classes to unlock it will cost you 400 CP each

Valkyrie [Requires Paladin]

Valkyries are unparalleled warriors in close-range combat, renowned for their strength, resilience, and the ethereal beauty that inspires their allies. Often referred to as "war angels," they lead their comrades into battle with an unyielding spirit, providing both offensive and defensive support. Their role is crucial in late postgame content, where their unique blend of fortitude and tactical prowess can turn the tide of even the most challenging encounters.They are proficient with Lances,shields and Holy Elements.

Key Abilities:

- ***Material Guard:*** A shield-based ability that reduces the physical damage taken by the entire party for one minute.
- ***Spell Guard:*** Similar to Material Guard but focused on reducing magic damage.
- ***Gust Thrust:*** A lance attack that harnesses the power of wind to strike an enemy, with a chance to silence them.
- ***Daedalus Attack:*** A flurry of lance strikes that randomly targets 3-5 enemies.
- ***Ether Strike:*** A piercing lance attack that damages both the front and back rows of the enemy formation.
- ***Holy Lance:*** Summons Lances that attack enemies on their own very effective against unholy monsters,undead and demons.
- ***Protection:*** A supportive skill that raises the DEF of an ally.
- ***Moon Curtain:*** A defensive enchantment that raises the party's resistance to elemental attacks, including fire, water, lightning, wind, and earth.
- ***Auto-Refresh(Passive Skill):*** Regenerates mana during battle.
- ***Imperial Guard(Passive Skill):*** When positioned in the front row with a shield, this passive skill decreases the physical damage taken by allies in the back row.
- ***Guts(Passive Skill):*** Grants a chance to survive with 1 HP after receiving a fatal blow.
- ***Absolute Attack(Passive Skill):*** Ensures that the Valkyrie no longer receives counterattacks from enemies.

- ***Holy Mastery (Passive Skill):*** increased the effects of holy skills and spells.



Samurai [Requires Paladin or Berserker]
Samurai are master swordsmen known for their precision, deadly slash attacks, and unmatched technical prowess in battle. With each swing of their katana, they have the potential to cleave enemies in half, embodying the perfect blend of offense and defense. Their ability to anticipate enemy moves and deliver powerful counterattacks makes them a formidable force on the battlefield. You are a master with the katana.

Key Abilities:

- ***Last Stand:*** A high-risk, high-reward skill that raises both the Samurai's critical hit rate and that of the enemy targeting them, turning each encounter into a deadly duel.
- ***Backward Swing:*** A unique katana attack that strikes the enemy with the back of the blade, with a chance to paralyze the target, rendering them unable to act.
- ***Halving Slice:*** A devastating katana attack that targets an entire enemy row, with a chance to instantly kill weaker foes, making it a lethal tool against groups.
- ***Armor Penetration:*** A precise katana strike that pierces through an enemy's defenses, dealing damage that ignores their Defense and also reduces their Defense for future attacks.
- ***Onikagura:*** A wide-reaching katana attack that targets an entire enemy group.
- ***Moonlight Purgatory:*** A masterful katana technique that strikes an enemy three times in quick succession, dealing massive damage with each hit.
- ***Mind's Eye(Passive Skill):*** A defensive ability that occasionally allows the Samurai to parry an incoming attack and counterattack, turning the enemy's aggression against them.
- ***Triple Attack(Passive Skill):*** This passive skill gives the Samurai a chance to attack three times during a normal attack, which can stack with other multi-strike abilities like Double Strike, further increasing their damage output.
- ***Murder(Passive Skill):*** Occasionally allows for an instant kill when inflicting a critical hit.
- ***Battle Stance(Passive Skill):***Skills that use specific weapons will be more effective.
- ***Auto-Recovery(Passive Skill):***Greatly recovers HP during battle.

- ***Blood Lust(Passive Skill):*** whenever you kill an opponent you will regain some HP.

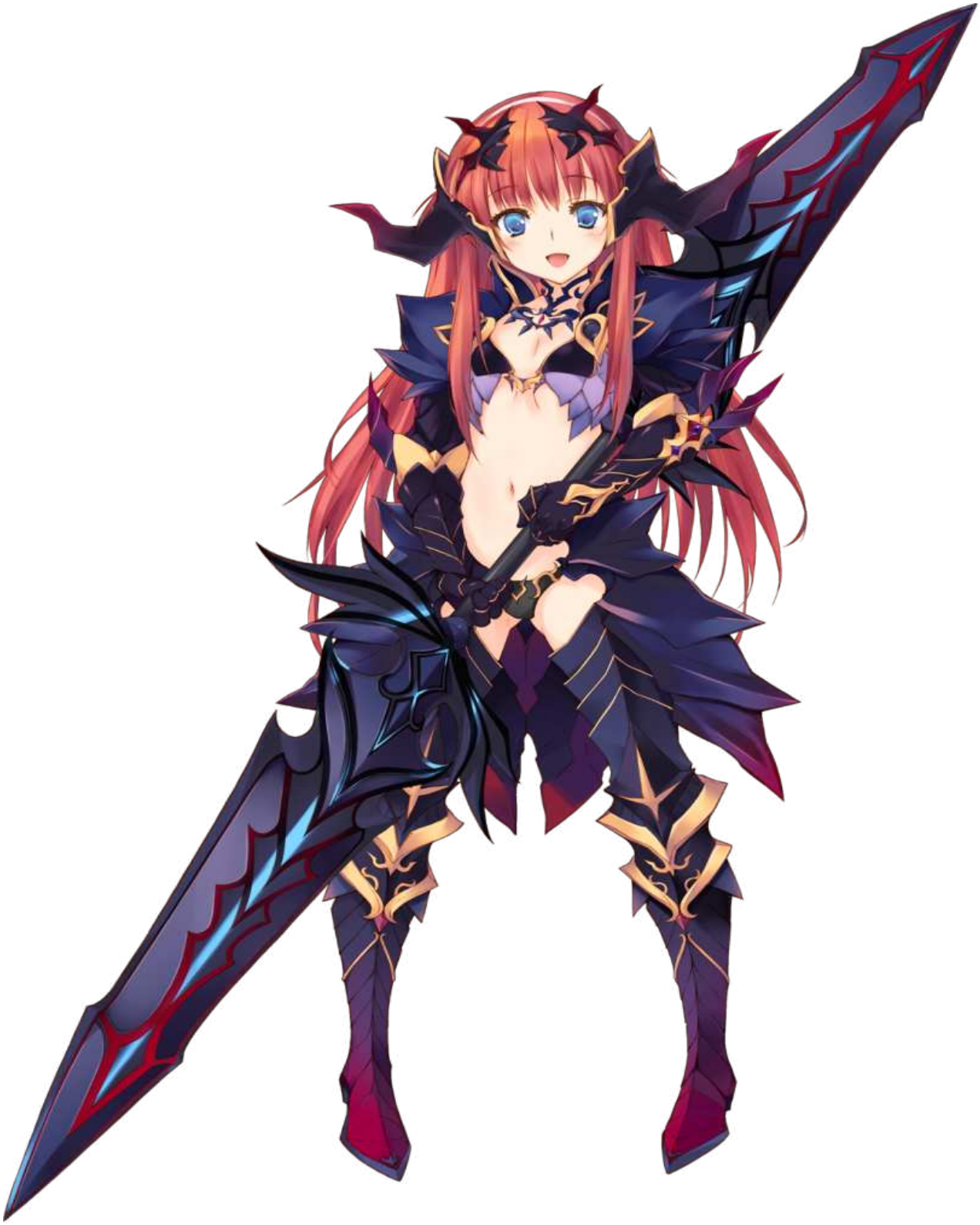


Dark Lord [Requires Berserker]
Dark Lords are formidable warriors who harness the power of darkness to dominate the battlefield, relentlessly pursuing the annihilation of their enemies. These battle goddesses are known for their merciless combat style, inflicting devastating blows that drain the life and spirit of their foes. Clad in jet-black armor, they leave nothing but despair in their wake.

Key Abilities:

- ***Attract:*** A dark allure that draws all enemies' attacks towards the Dark Lord.
- ***Power Charge:*** A preparatory skill that allows the Dark Lord to focus their energy, significantly increasing the physical damage of their next attack.
- ***Blood Drain:*** A life-stealing technique that allows the Dark Lord to attack a single enemy and regain HP in the process, ensuring they remain in the fight longer.
- ***Soul Drain:*** Similar to Blood Drain, this skill siphons mana from an enemy with a short-ranged attack, restoring the Dark Lord's own mana reserves.
- ***Shock Spiral:*** A lightning-infused attack that strikes an enemy row, with a chance to paralyze those caught in its path, leaving them vulnerable to further attacks.
- ***Megaton Press:*** A brutal axe technique that targets an enemy and then immediately strikes another nearby foe, delivering a crushing blow to both.
- ***Volcano Axe:*** A powerful Axe technique where you slam the axe into the ground, causing volcanic lava to damage a large group of enemies with a chance of burning them.
- ***Life Bring:*** A powerful dark magic spell that absorbs HP from an entire enemy group, replenishing the Dark Lord's health.
- ***Brave:*** A supportive skill that allows the Dark Lord to raise an ally's Attack.
- ***Dark Warrior (Passive Skill):***Weak levels monster will flee on sight.
- ***Demon Kin(Passive Skill):*** You have the resistances of a demon. This mostly means you are resistant to unholy magic.
- ***Grudge Accumulator(Passive Skill):*** A unique ability that converts a portion of the damage received by the Dark Lord into mana.
- ***Dark Quest(Passive Skill)***: A passive skill that increases the Dark Lord's ATK when they are afflicted with status ailments, turning their suffering into strength and making them more dangerous the longer they fight.

- ***Unholy Mastery (Passive Skill):*** Increased the effects of life draining skills and spells
- ***Mana Refresh(Passive Skill):*** Greatly regenerates mana during battle.



Witches [Requires Sorceress]
Witches are powerful spellcasters, feared for their mastery over the elements and their devastating magical attacks. Specializing in both wide-area and single-target destruction, they can obliterate enemy forces with a single spell, leaving nothing but devastation in their wake. As experts in elemental magic, Witches are the ultimate offensive mages, capable of turning the tide of battle with their overwhelming magical prowess.

Key Abilities:

- ***Loose Spirit:*** Temporarily sacrifices magic accuracy in exchange for a significant increase in magic damage, allowing the Witch to unleash even more destructive power.
- ***Inferno / Diamond Dust / Lightning / Tornado / Meteor:*** These are potent area-of-effect spells that deal Fire, Water, Lightning, Wind, and Earth damage respectively to all enemies, wiping out groups of foes with elemental fury.
- ***Crimson Flare / Cocytus / Muon Plasma / Tempest / Gaia Crush:*** These single-target spells unleash tremendous elemental damage, focusing all of the Witch's power to annihilate a single enemy with Fire, Water, Lightning, Wind, or Earth magic.
- ***Soul Absorb:*** A life-draining spell that deals non-elemental damage to one enemy, allowing the Witch to regain mana and continue casting spells without interruption.
- ***Slow:*** A debilitating spell that slows down one enemy, reducing their speed and making them easier targets for the Witch's powerful attacks.
- ***Nirvana(Passive Skill):*** A spell that heightens the Witch's magic accuracy, ensuring that their devastating spells hit their mark with precision.
- ***Fast Cast(Passive Skill):*** Reduces the time it takes to chant spells, allowing the Witch to cast powerful magic more quickly and efficiently.
- ***Economy(Passive Skill):*** Reduces the mana cost of spells in battle, enabling the Witch to conserve their mana and cast more spells over the course of a fight.
- ***Auto-Refresh(Passive Skill):*** Greatly recover mana during battle.This skill allows the Witch to regenerate a substantial amount of mana automatically over the course of a fight, enabling them to maintain their spellcasting capabilities without needing to manually restore their mana.

- ***Adaptation(Passive Skill):*** Increase resistance to all elements.with enhanced resistance to elemental attacks of all types. It reduces the damage taken from Fire, Water, Lightning, Wind, and Earth magic.

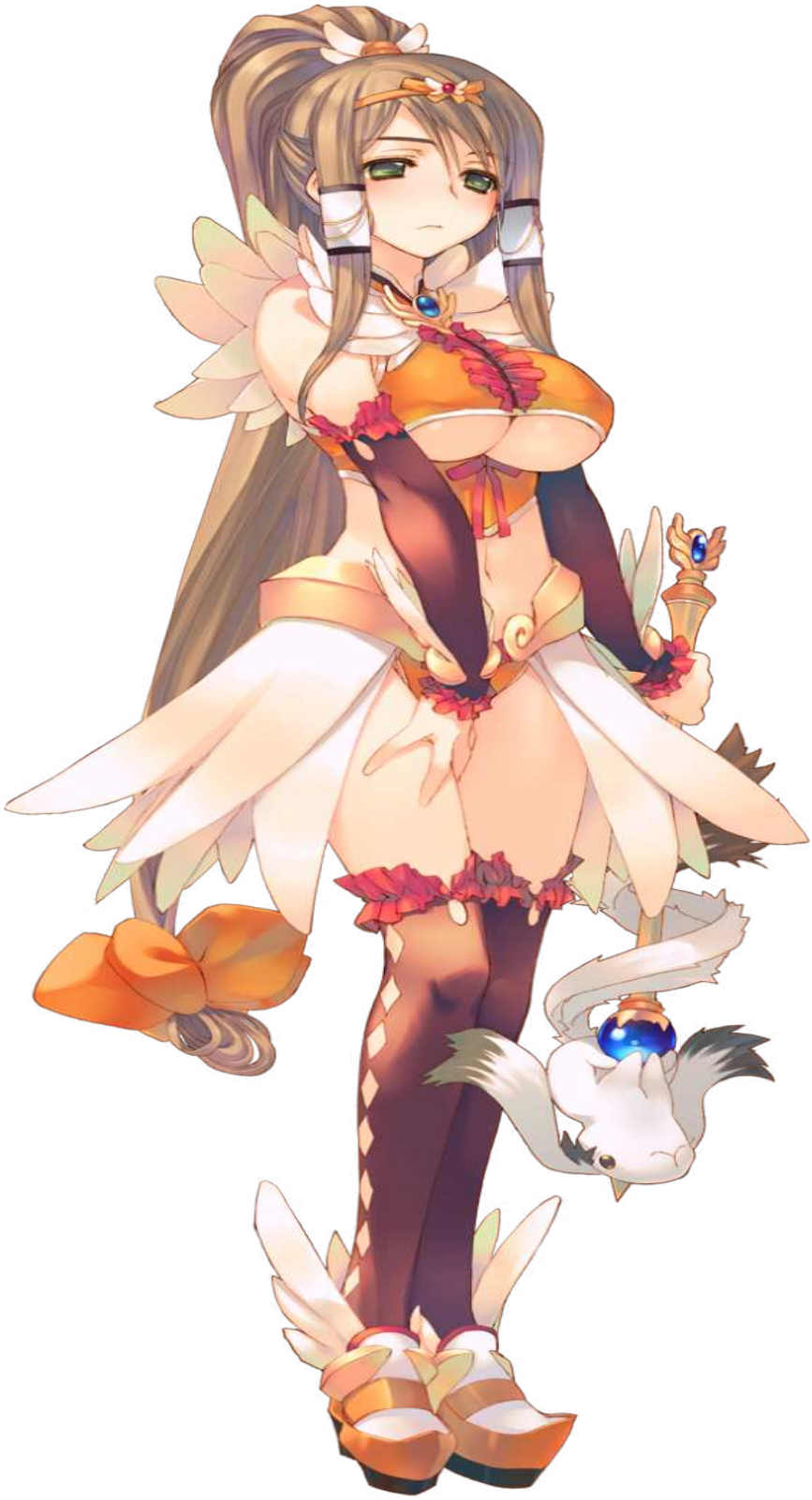


Magical Princess [Requires Sorceress or Enchantress]
Magical Princess are versatile fighters who combine the elegance of magic with the brute strength of hand-to-hand combat. They are adept at both physical and magical attacks, making them formidable opponents on the battlefield. With their ability to transform and enhance their abilities, they excel in both offense and defense, capable of handling a variety of roles within a party.

Key Abilities:

- ***Cover:*** Protects an ally by taking all physical damage in their place, ensuring the safety of more vulnerable party members.
- ***Magic Barrier:*** Reduces the magic damage taken by the party, providing crucial defense against magical attacks from enemies.
- ***Magical Change:*** Transforms into a magical girl form, significantly increasing overall stats to enhance both offensive and defensive capabilities.
- ***Magical Slash:*** A sword attack that deals damage to all enemies, using the magical girl's sword to unleash a wide-reaching offensive.
- ***Magical Spark:*** A short-range skill that performs a powerful lightning strike on a single enemy, dealing significant damage.
- ***Rainbow Flash:*** Deals non-elemental damage to an entire row of enemies, utilizing a radiant attack to strike multiple foes simultaneously.
- ***Accelerator:*** Increases an ally's speed, improving their agility and allowing them to act more frequently in combat.
- ***Illusion:*** Creates a magical afterimage to dodge enemy attacks, enhancing the magical girl's evasion and reducing the chance of being hit.
- ***Fire Slash:*** A Fire-based attack that may freeze the target.
- ***Sparking Beam :*** An light-based sword attack that is effective against unholy beast.
- ***Parry Weapon (Passive Skill):*** Uses their weapon to repel enemy attacks.
- ***Acrobatic (Passive Skill):*** Increases their own evasion rate.
- ***Sword Mastery(Passive Skill):*** Provides an ATK bonus when using a sword, improving the effectiveness of sword-based attacks.
- ***Double Attack(Passive Skill):*** Occasionally allows the magical girl to attack twice during normal attacks, increasing overall damage output.
- ***Guts(Passive Skill):*** Occasionally allows the magical girl to survive at 1 HP after being dealt fatal damage, providing a last chance to continue fighting.

- ***Blue Heart (Passive Skill):*** Slightly restores the party's mana after a battle.



Sage [Requires Enchantress or Priestess]
Sages are masters of supportive magic, focusing on enhancing their allies' abilities and managing the flow of battle through strategic buffs and debuffs. They are vital in extended encounters due to their ability to heal, remove status ailments, and provide significant advantages to their party.

Key Abilities:

- ***Identify:*** Reveals information about unknown items, aiding in the discovery of useful or hidden items.
- ***Bible Thump:*** A Tome skill that deals resistance-dependent physical damage, with a chance to freeze or silence the target.
- ***Prism Dawn:*** A non-elemental magic attack that pierces through to the back row, hitting multiple enemies at once.
- ***Terrorize:*** Stuns an entire row of enemies, disrupting their actions and providing strategic control over the battlefield.
- ***Sleep:*** Puts a row of enemies to sleep, effectively removing them from the fight temporarily.
- ***Death:*** Instakills a single enemy, offering a powerful solution to particularly troublesome foes.
- ***Petrify:*** Turns an entire row of enemies to stone, incapacitating them and making them vulnerable to follow-up attacks.
- ***Dispel:*** Negates all buffs on enemy targets, stripping away any advantages they may have gained.
- ***Stab/Slash/Bash Guard:*** Increases an ally's resistance to stab, slash, or bash attacks, providing targeted protection against specific types of damage.
- ***Amplify:*** Raises an ally's maximum HP, improving their overall durability in battle.
- ***Sun Veil:*** Increases the party's magic defense, reducing the damage taken from magical attacks.
- ***Accelerator:*** Boosts an ally's speed, allowing them to act more frequently and improve their overall effectiveness in combat.
- ***Esarhaddon(Passive Skill):*** Automatically heals inflicted status ailments at the start of each turn, ensuring continuous support and recovery throughout the battle.
- ***Economy(Passive Skill):*** Reduces the mana cost of abilities during battle, allowing for more frequent use of powerful spells and abilities.

- ***Awareness(Passive Skill)***: Increases the party's chance to perform preemptive attacks.

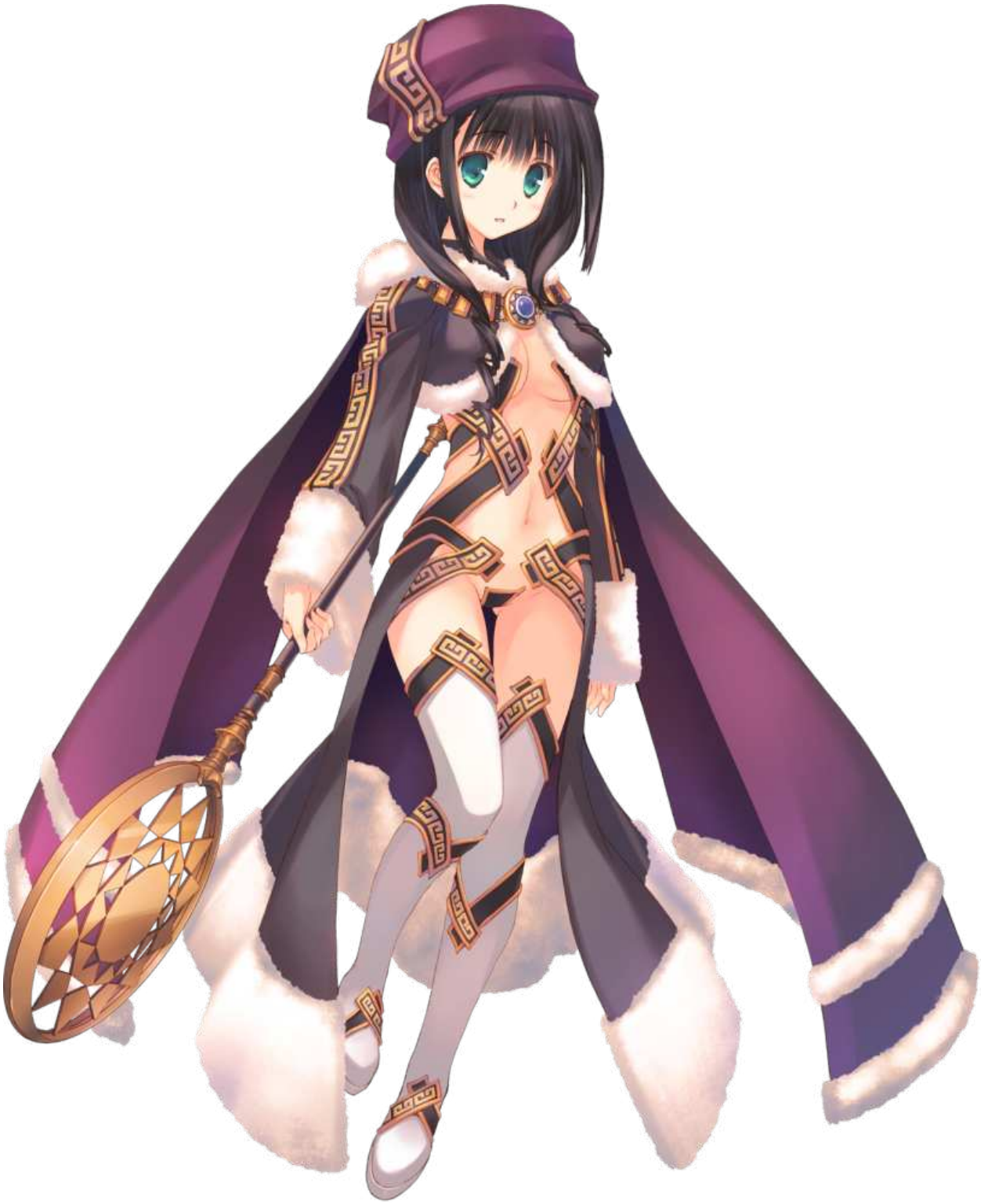


Bishop [Requires Priestess]
Bishops are exceptional healers and versatile fighters, specializing in powerful restorative magic and supportive spells while also capable of dealing substantial damage when needed. Their role is pivotal in both maintaining party health and enhancing overall battle effectiveness.

Key Abilities:

- ***Holy Judge:*** A powerful mace skill that delivers a devastating blow to a single enemy.
- ***Justice:*** A mace technique that decreases the enemy's defence while attacking, increasing damage output and vulnerability.
- ***Protection:*** A supportive skill that raises the DEF of an ally.
- ***Magic Barrier:*** Reduces the magic damage taken by the party, providing crucial defense against magical attacks from enemies.
- ***War Cry:*** Shouting this raises the attack power of you and your allies***.***
- ***Shine Curse:*** A non-elemental spell that deals damage to all enemies, particularly effective against unholy monsters.
- ***Full Heal:*** A spell that fully restores an ally's HP, making it a crucial ability for maintaining party health during tough battles.
- ***Circle Nurse:*** A spell that cures all status ailments affecting the party, ensuring that allies remain in top condition throughout the fight.
- ***Moon Curtain:*** Raises the party's resistance to all elemental damage (fire, water, lightning, wind, and earth), providing comprehensive elemental defense.
- ***Divine Intervention:***Casts a protective shield over the party, absorbing a percentage of all incoming damage and heals the damage afterwards.
- ***Heavenly Grace:***Restores a significant amount of HP to all allies and grants a temporary boost to their maximum HP
- ***Insurance:*** While active, this spell ensures immediate revival upon death, offering a vital safety net during critical moments.
- ***Mace Mastery(Passive Skill):*** Provides an attack bonus when wielding a mace, enhancing physical attack capabilities.
- ***Double Attack(Passive Skill):*** Occasionally allows the user to attack twice during a single action, increasing overall damage output.
- ***Holy Mastery (Passive Skill):*** increased the effects of holy skills and spells.
- ***Pretend(Passive Skill)***: Occasionally nullifies physical damage.

- ***Green Heart (Passive Skill):*** Slightly restores the party's Hp after a battle.



Soul Summoner [Requires Doll Master]
You are the zenith of puppetry, wielding formidable puppet-based magic and abilities to dominate the battlefield. They are adept at managing multiple powerful puppets and utilizing their full potential for both offense and support.
Key Abilities:

- ***Mercidarian:*** Summons the Mercidarian doll, which delivers random long-range damage to all foes.
- ***Perdurabo:*** Summons the Perdurabo doll to cure two allies' status ailments..
- ***Musiy:*** Summons the Musiy doll to cast immediate single-target attack magic.
- ***Soul Eater:*** A powerful spell that deals enormous damage to one enemy with life, and has a low chance of instakill.
- ***Divine Shield:*** Reduces incoming physical damage by a certain amount, providing a defensive boost to mitigate damage from physical attacks.
- ***Adaptation(Passive Skill):*** Raises resistance to all elements, enhancing the Soul Summoner durability against elemental attacks.
- ***Double Puppet(Passive Skill):*** Allows the Soul Summoner to control two dolls simultaneously.



Papillon [Requires Doll Master or Trickster]
Papillons are a distinctive class known for their proficiency with ougi fans and their blend of combat styles. They excel in both short and long-range engagements and possess a range of unique abilities.

Key Abilities:

- ***Rose Queen:*** Unleashes a storm of roses that deals non-elemental damage to all enemies and has a chance to poison them. This technique is effective against multiple foes and can inflict lasting damage with its poison effect.
- ***Tinker Squash:*** A fan-based skill that attacks one enemy and may delay their next turn. This technique can disrupt an enemy's actions and provide a strategic advantage.
- ***Graceful Rose:*** With increased attack power, this fan skill deals long-range damage to one enemy. It's effective for targeted strikes against single foes from a distance.
- ***Limit Field:*** Creates a field that reduces damage taken by both the party and enemies. This spell provides a defensive boost in battle, mitigating damage from all sources.
- ***Illusion:*** Creates a magical afterimage that dodges enemy attacks. This spell helps the Papillon avoid damage by confusing enemies with the illusion.
- ***Insurance:*** Activates a protective effect that immediately revives the Papillon if they are knocked out. This ability provides a safety net, allowing the Papillon to return to the fight even after being defeated.
- ***Fan Mastery(Passive Skill):*** Provides an attack bonus when equipped with ougi fans, enhancing the Papillon's damage output with their signature weapons.
- ***Double Attack(Passive Skill)***: Occasionally allows the Papillon to attack twice during a normal attack, increasing their overall damage potential.
- ***Esarhaddon(Passive Skill)***: Automatically heals inflicted status ailments at the start of each turn, ensuring that the Papillon remains in top condition throughout battles.
- ***Elegant Dancing(Passive Skill)***: Nullifies the first hit of battle against the user this does not apply to status ailments. This passive ability offers an

initial shield against incoming damage, helping the Papillon survive the early moments of combat.



Jokers [RequiresTrickster]
Jokers are enigmatic and deadly combatants who wield a mix of unpredictable abilities and dark powers on the battlefield. They are known for their chaotic nature, capable of turning the tide of battle in both favorable and unfavorable ways.

Key Abilities:

- ***Showtime:*** A mysterious technique that summons something from the shadows, with various potential outcomes. The unpredictability of Showtime makes it both a powerful and dangerous move, as its effects can range from beneficial buffs to detrimental debuffs or even combat-ending effects. Some possible outcomes include:
    1. **Removal of buffs from enemies or allies.**
    2. **Full HP and mana restoration for enemies or allies.**
    3. **Halving HP for enemies or allies.**
    4. **Stunning enemies or allies.**
    5. **Increasing hit/speed for enemies or allies.**
    6. **Granting Bash/Slash/Stab Guard to enemies or allies.**
    7. **Slowing down allies or enemies.**
    8. **Instakilling an enemy or an ally.**
    9. **Full HP recovery for allies or enemies.**
    10. **Full Mana recovery for an ally.**
    11. **Freezing, silencing, and slowing all enemies.**
    12. **Damaging the user.**
    13. **Forcing monsters to leave in defeat (ending combat).**
    14. **Dropping 10% of your gold.**
    15. **Nothing happening at all.**
- ***Trump Card:*** A powerful technique that converts the user's current defense into a bonus attack stat, but at the cost of reducing DEF to zero.
- ***Mad Zapper:*** A short-range skill that pierces through to the back row, potentially slowing enemies. This technique is effective for disrupting enemy formations and hindering their actions.
- ***Life Bringer:*** A short-range skill that attacks one enemy while also regaining HP for the user. This ability helps sustain the Joker in battle by draining life from their foes.
- ***Axe Mastery(Passive Skill):*** Provides an attack bonus when equipped with an axe.

- ***Avenger(Passive Skill)***: Occasionally allows the Joker to counterattack after receiving physical damage.
- ***Murder(Passive Skill):*** Occasionally instakills an enemy when the Joker lands a critical hit.
- ***Triple Joker(Passive Skill):*** Increases the probability of beneficial outcomes from random effect skills, such as Showtime.



Diva [Requires Bard]
Diva is a powerful support class that excels in bolstering the abilities of their allies through the power of their voice. With a variety of songs that provide significant buffs and enhancements, Divas are invaluable in any party, providing the support needed to turn the tide of battle. Their songs not only inspire and empower their comrades but also bring chaos to their enemies.
Key Abilities:

- ***Panic Voice:*** A spell that deals non-elemental damage to all enemies with a chance to stun them.
- ***Barrage Rondo:*** A song that raises the party's multiple attack rate.
- ***Concentration Prelude:*** A song that raises the party's critical hit.
- ***Reading Requiem:*** A song that decreases the party's chant time.
- ***Lightning March:*** A song that raises the party's speed while the song lasts.
- ***Auto-Recovery(Passive Skill):*** recover HP during battle.
- ***Concentrate(Passive Skill):*** Makes it harder for the Diva's chants, songs, and dances to be interrupted.
- ***Self Session(Passive Skill):*** Allows the Diva to perform two songs simultaneously.
- ***Fast Talk(Passive Skill):*** Reduces the chant time for songs, allowing the Diva to activate their abilities more quickly, getting critical support effects into play faster.



Mistress [Requires Bard or Dancer]

Mistress is a unique and powerful class that has risen from the ranks of maids to become a master in their own right, wielding a whip with deadly precision and sadistic flair. This class excels in manipulating both allies and enemies through a combination of provocative techniques and debilitating spells.

Key Abilities:

- ***Provoke:*** A technique that attracts an enemy's attacks to the Mistress.
- ***War Cry:*** A technique that raises the party's ATK.
- ***Hard Whipping:*** A whip skill that allows the Mistress to attack an enemy row from mid-range.
- ***Enticing Love:*** A whip skill that attacks one enemy 1-5 times from mid-range.
- ***Absolute Obedience:*** A whip skill that attacks one enemy twice, with a chance to silence or paralyze them.
- ***Resurrect:*** A spell that revives a dead ally.
- ***Heaven & Hell:*** A spell that heals an enemy's HP in exchange for decreasing its physical and magic defense.
- ***Whip Mastery(Passive Skill)***:Enhancing the Mistress's damage output with their favored weapon.
- ***Auto-Refresh(Passive Skill)***: Recovers mana during battle.
- ***Knock Down(Passive Skill)***: Allows the Mistress to parry long-range attacks.
- ***Ecstasy(Passive Skill)***: Briefly increases ATK and DEX when HP drops below 50%.



Etoile [Requires Dancer]

Etoile is a dazzling class that mesmerizes both allies and enemies alike with their elegant and captivating dances. As graceful as they are powerful, Etoiles can both weaken their foes and protect their comrades, sometimes at the cost of their own lives. This class is revered for its ability to influence the battlefield through dance, turning the tide of battle with both offensive and defensive maneuvers.

Key Abilities:

- ***Dumbing Mazurka:*** A dance skill that lowers the speed of all enemies while the dance lasts.
- ***Debilitating Salsa:*** A dance skill that deals damage to all enemies at the start of the user's turn while the dance lasts.
- ***Emaciating Hopak:*** A dance skill that lowers all enemies' elemental resistances while the dance lasts.
- ***Primevil:*** A high-risk, high-reward spell that sacrifices the user's HP to recover the HP of the entire party.
- ***Auto-Recovery(Passive Skill):*** Recover HP during battle.
- ***Guts(Passive Skill):*** survive with 1 HP after receiving a fatal blow.
- ***Concentrate(Passive Skill):*** Makes it harder for the Etoile's chants, songs, and dances to be interrupted.
- ***Magnificent Steps(Passive Skill):*** This passive skill mesmerizes enemies, causing them to occasionally do nothing.



Sniper [Requires Archer]
Sniper is a long-range specialist class known for their unparalleled speed and precision, making them formidable opponents in any battle. With their keen eyes and deadly accuracy, Snipers are capable of delivering lethal strikes from a distance, often before their enemies even realize what hit them. This class excels at both offensive assaults and providing critical support to their team through strategic shots.

Key Abilities:

- **Aim:** A technique that increases the Sniper's accuracy.
- ***Chain Spike:*** A bow skill that attacks one enemy multiple times with diminishing damage
- ***Spiral Arrow:*** A bow skill that delivers a powerful single shot to one enemy.
- ***Guided Shot:*** A bow skill that shoots a single arrow guaranteed to hit one enemy.
- ***Star Dust Arrow:*** A bow skill that showers enemies with a rain of arrows over time.
- ***Divine Cannon:*** A bow skill that attacks one enemy and pierces through to the back row, dealing damage to any foes in its path.
- ***Warning Shot(Passive Skill):*** When the Sniper has a bow equipped, this passive skill occasionally halts an enemy's action when attacking.
- ***Support Shot(Passive Skill):*** Also requiring a bow to be equipped, this passive skill occasionally triggers an additional attack by the Sniper after an ally's attack.



Treasure Hunter [Requires Archer or Assassin]

Treasure Hunter is a versatile class that combines combat prowess with utility skills focused on treasure acquisition and item management. With the ability to wield a variety of weapons such as shortswords, whips, and bows, Treasure Hunters are equipped to handle both frontline and support roles. Their unique skills allow them to not only defeat enemies but also ensure that the party is well-supplied with valuable loot and resources, making them essential for those who seek both victory and riches.

Key Abilities:

- ***Identify***: This technique allows the Treasure Hunter to identify unknown items found during adventures.
- ***Trap Search:*** A protective technique that safeguards the party from dangerous gas and damage traps found in dungeons.
- ***Whistle:*** A spell that increases the encounter rate, useful for parties looking to farm experience or hunt for specific drops from enemies.
- ***Fleet Foot:*** This technique increases the Treasure Hunter's speed, allowing them to act faster in battle.
- ***Item Steal:*** A classic rogue skill, this technique allows the Treasure Hunter to steal items from enemies.
- ***Pursuit Stab:*** A dagger skill that inflicts damage based on the enemy's total buffs and debuffs.
- ***Chain Spike:*** A bow skill that attacks one enemy multiple times with diminishing damage.
- ***Hard Whipping:*** A whip skill that attacks an enemy row from mid-range.
- ***Light:*** A spell that illuminates dungeons, revealing hidden pathways and making exploration easier.
- ***Item Mastery(Passive Skill):*** Increases the effects of HP and mana recovery items during battle.
- ***Triple Attack(Passive Skill):*** Occasionally allows the Treasure Hunter to attack three times in a single turn during normal attacks.
- ***Treasure Hunt(Passive Skill):*** Increases the drop rate of items from enemies.
- ***Recycle(Passive Skill):*** Occasionally retains disposable items after using them in battle.

- ***Negotiate(Passive Skill):*** Lowers the prices for purchasing and identifying items at stores.



Kunoichi [Requires Assassin]
Kunoichi are swift and deadly spies who excel in both close and long-range combat, blending speed, stealth, and powerful techniques to overwhelm their enemies. These masters of the shadows use their agility to outmaneuver foes and utilize a variety of martial arts and weapon skills, including dual-wielding swords and far-range shuriken strikes. Their expertise in ninjutsu and strategic combat makes them formidable opponents in any battle.
Key Abilities:

- ***Phoenix***: A projectile skill that allows the Kunoichi to attack an entire enemy row while also decreasing their speed.
- ***Shadow Clone***: A defensive spell that creates a shadow clone, enabling the Kunoichi to dodge enemy attacks.
- ***Shadow Sew***: A disabling spell that prevents an enemy from using their skills.
- ***Light Scroll:*** A spell that lowers the accuracy of all enemies.
- ***Fire / Water / Lightning / Wind / Earth Scroll:*** Elemental spells that not only deal respective elemental damage but also apply additional debuffs to the targeted enemy row.
- ***Projectile Mastery (Passive Skill):*** Provides an ATK bonus when using projectile weapons like shurikens.
- ***Dual Wield (Passive Skill):*** Allows the Kunoichi to equip two one-handed weapons at the same time, significantly increasing their attack potential.
- ***Barrage (Passive Skill)***: Occasionally allows the Kunoichi to attack twice during a normal attack.



Personal Skills

Before we continue with the personal skills that everyone will receive one for free, I forgot to mention that if you receive multiple skills of the same name, those skills will fuse and become more powerful than the original. Additionally, skills that have the same abilities but different names will stack.

Now, for personal skills: as each individual is unique, they have at least one unique skill of their own, quite different from the skills gained from classes. You get one for free, but if you want additional personal skills, it will cost you 200 CP.

Bloodline Power: This skill provides a significant boost to your defenses by increasing all elemental resistances by 20%. If your HP drops below 50%, your elemental resistances are further enhanced by an additional 20%. This innate resilience reflects your strong lineage, granting substantial protection against various elemental attacks and ensuring greater survivability in the heat of battle.

Battle Instinct: This skill grants you the extraordinary ability to act twice in a single turn, but only once per battle. It allows for a burst of high-speed actions, giving you a tactical advantage to deal more damage, execute critical maneuvers, or heal allies swiftly, significantly influencing the flow of combat.

Soul of the Guardian: With this skill, you become a protective force on the battlefield. If an ally is about to suffer a fatal blow, you will automatically swap places with them, absorbing the attack and reducing the damage by 50%. This self-sacrificial act provides crucial support to your team, ensuring that key members stay in the fight longer.

Vengeful Spirit: This skill empowers you with a growing offensive capability each time you take damage. For every hit you endure, your attack power increases by 5%, up to a maximum boost of 50%. This escalating damage potential can turn the tide of battle, allowing you to retaliate with increasing ferocity as you endure more attacks.

Whispers of the Wind: This skill grants you the elusive ability to dodge any attack, including magical ones, with a chance to evade. Additionally, each successful dodge boosts your speed for the remainder of the battle. This combination of agility and evasion ensures that you can stay agile and avoid incoming threats while enhancing your own speed.

Super By-Blow: After landing a physical attack on an enemy, this skill allows you to strike neighboring enemies as well. This extension of your attack ensures that multiple foes can be hit with one powerful move, maximizing the effectiveness of each assault and potentially decimating groups of enemies.

Origin of Knowledge: This skill reduces the mana cost for all of your skills. By decreasing the resource expenditure, it allows you to use your abilities more frequently and efficiently, making it easier to maintain your combat prowess or support your allies without running out of mana quickly.

Third Eye: With this skill, you can ignore speed when attempting to inflict a status ailment on an enemy at the beginning of battle. This ensures that you can apply debilitating effects regardless of speed, allowing you to control the battlefield from the start and set up advantageous conditions for your team.

Mellow: This skill provides a chance to inflict the Slow status on an enemy after you receive short-range damage. This effect slows the target's actions, making them less effective in combat and giving you and your allies an edge in managing the pace of the battle.

Transcendent Counter: When targeted by a physical attack, this skill enables you to perform a counterattack before the enemy's hit lands. This proactive response allows you to retaliate immediately, potentially disrupting the enemy's attack and dealing damage in return.

Rage Strike: This skill occasionally bypasses an enemy's defenses when performing physical attacks. It increases your ability to overcome defensive measures, ensuring that more of your attacks land with full impact and effectiveness against armored or shielded foes.

Alter Fate: This skill provides a chance to nullify all damage received from enemies. By occasionally avoiding damage entirely, it offers a protective buffer that can turn the tide of battle by mitigating incoming threats and preserving your HP.

Usurper of Thoughts: Before a battle starts, this skill grants you the ability to erase the existence of any summoned creatures. This power removes additional threats from the battlefield, simplifying the encounter and allowing your team to focus on primary enemies.

Chant Killer: This skill increases the damage dealt to enemies who are chanting, singing, dancing, or puppeteering. It specifically targets those who rely on such actions for their abilities, allowing you to disrupt and punish these foes effectively.

The Chosen One: This skill shortens the chant time required for your skills. By reducing the time needed to perform magical or special abilities, you can execute your strategies more swiftly and respond to threats with increased speed.

Maximum Maid: This skill amplifies the effects of all maid class abilities. It enhances the potency and efficiency of skills specific to this class, making your support and combat capabilities significantly more effective.

Did You Call for Me?: This skill grants you the chance to act twice in the same turn. By occasionally performing two actions in one turn, you can maximize your effectiveness in combat, whether it's dealing damage, healing, or executing critical tactics.

Undaunted Spirit: This skill allows you to revive after death if a certain period has passed. By granting a second chance at life, it ensures that you can rejoin the battle and continue contributing to your team's efforts even after a fatal blow.

Demon Protection: This skill reduces the damage received from Demons, Undead, and Apparitions. By providing increased resistance against these specific types of enemies, it enhances your survivability in encounters with such foes.

Tranquil Song: This skill enables you to lower all enemies' Attack and Intelligence with soothing vocals. It weakens their offensive and magical capabilities, providing a significant tactical advantage to your team by reducing the threat posed by enemy attacks and spells.

Forerunner: This skill occasionally allows your magic to activate immediately without the need to chant. By bypassing the chant time, you can deliver your magical effects more quickly, catching enemies off guard and enhancing your strategic flexibility.

Perfect Aim: This skill increases the accuracy and critical hit rate of your ranged attacks. By enhancing your precision and chance of landing critical strikes, it ensures that your ranged combat abilities are more reliable and damaging.

Frost Touch: This skill allows your melee attacks to inflict the Freeze status on enemies. By potentially freezing foes with your physical strikes, it adds an additional layer of control and disruption to your melee combat.

Lifeblood: This skill regenerates HP after every action you take. By continuously restoring your health, it enhances your endurance in battle, allowing you to sustain yourself through prolonged engagements.

Dark Resilience: This skill boosts your resistance to Dark and Curse effects. By increasing your defense against these specific types of attacks, it reduces the impact of Dark-based and Curse-inflicting enemies, enhancing your overall survivability.



Items:

You can import any similar items, like for example, you can import a sword into another sword, but not a sword into a bow. Additionally, any items under the same origin will be discounted by 100 CP.

General

General Gear [Free]

Here, you will receive one weapon and a complete armor set based on the basic class you have proficiency in and the armor type they wear. Also, if you have multiple basic classes, you can choose one class from them.

Wardrobe [200CP]

Well, looks like you have some fun clothes here. Looks like we have some sexy lingerie, swimsuits, skin tight Taimanin suits (thank your lucky stars this world ain't something even worse), or even meido outfits. These are a few examples of what clothes you can have in this wardrobe. The only limitation is that these clothes don't have any abilities, but if damage ends up destroying them, they will reappear in the wardrobe. And as a bonus there seems to be updates with clothes that match the fashion sense of future and past world in your jump.



Libra

Bestiary[100CP]

You now possess a tome filled with many pages that contain information and lore on the monsters of this world that you are expected to encounter. At the beginning of your journey, the tome will only contain basic common knowledge about these creatures. However, as you progress in your adventure, the tome will gradually expand in knowledge, updating itself upon encountering new monsters or making new discoveries. This tome will be an invaluable resource, providing insights into the habits, weaknesses, and strengths of the creatures you face, helping you strategize and survive in this dangerous world.

Office supplies [200CP]

You now possess an unlimited supply of papers, ink, and every other office supply essential to fulfilling your duties as a Libra. Whether you need to draft reports, transcribe important texts, or organize complex information, you will never run out of the materials necessary to perform your tasks with precision and care. This endless provision extends beyond just the basics; it includes an assortment of snacks, coffees, and drinks, ensuring that you are always refreshed and ready to tackle your responsibilities, no matter how demanding they may be.

With this constant access to all the resources you need, your work environment becomes one of uninterrupted focus and enhanced productivity. There will be no need to pause or delay your efforts due to a lack of supplies or the need to seek out refreshments. Instead, you can remain fully immersed in your work, confident that you are always equipped to handle any challenge that arises. This boundless support system ensures that your role as a Libra is executed with maximum efficiency, allowing you to concentrate on what truly matters—your duties and the impact you are meant to have.

Grand Seal Book[400CP]

In your hands, you now hold one of the legendary Grand Seal Books, an extraordinary artifact forged by the master alchemist Siegdrad, whose work is celebrated throughout the ages. This tome is no ordinary book; it is a powerful vessel, imbued with ancient magic that allows you to seal the essence of any monster you defeat within its pages. Each page of this tome becomes a repository for the very being of the creatures you encounter, capturing their

essence in a way that preserves their unique powers and characteristics indefinitely.

As you journey through the world and face formidable foes, the Grand Seal Book will serve as your ultimate tool of mastery. Once a monster is defeated, its essence is drawn into the book, where it is permanently contained, waiting to be tapped into for whatever purpose you see fit. This could mean studying the intricate nature of these creatures, deciphering the secrets of their powers, or even utilizing their stored energy in alchemical processes to create powerful potions, weapons, or artifacts.

Copy Of Royal Library of Romulea [600CP]
You now possess a meticulously crafted replica of the Royal Library of Romulea, a marvel of architecture and knowledge that stands as a testament to the rich history and scholarly achievements of the realm. This grand library spans multiple floors, each dedicated to a different area of study, from ancient tomes and mystical texts to scientific journals and arcane manuscripts. The interior is a labyrinth of towering shelves, filled with thousands of books, scrolls, and manuscripts, representing the accumulated wisdom of countless generations of scholars and librarians.

The main floor is a vast, open space with high ceilings adorned with intricate frescoes and chandeliers that cast a warm, inviting glow over the rows of reading tables and study areas. Here, you can find copies of hundreds of books, each one meticulously duplicated to match the originals housed in the actual Royal Library. These books cover a wide range of subjects, including history, magic, alchemy, natural sciences, and more, ensuring that you have access to a wealth of knowledge at your fingertips.

Descending into the basement, you discover a state-of-the-art laboratory, equipped with all the tools and apparatus necessary for conducting complex experiments. Whether your pursuits involve alchemical transmutations, magical research, or scientific discoveries, this laboratory provides a perfect environment for exploration and innovation. The walls are lined with cabinets containing rare ingredients and materials, while workbenches and tables offer ample space for you to carry out your experiments with precision and care.

Ascending to the rooftop, you enter a lush, vibrant greenhouse, a sanctuary where nature and knowledge intertwine. The greenhouse is filled with a diverse array of plants, herbs, and exotic species, many of which are extinct or rare in the outside world. This serene space allows you to cultivate and study these species, experimenting with their properties, and potentially discovering new applications for them. The greenhouse's design ensures that each plant receives the optimal amount of sunlight and care, fostering a thriving ecosystem that complements your scholarly endeavors.

The library's magical nature ensures that it is ever-evolving, always expanding to include new knowledge and discoveries. Whenever you acquire or donate a book, it is instantly replicated and added to the library's collection, allowing the repository of wisdom to grow with each of your journeys. The library is also staffed by a dedicated team of skeletal servants, enchanted to maintain the facility in perfect order. These diligent staff members ensure that the library remains pristine, retrieving any book or item you require with efficiency and precision, allowing you to focus entirely on your studies and experiments.



Adventure

World Map [100CP]

You now possess a simple yet remarkably detailed map of the world you're currently in. This map provides precise information on the geography, including mountains, rivers, forests, and other natural features, as well as the exact locations of towns, cities, and dungeons. As you continue your journey and explore new worlds, additional maps will automatically appear, each as comprehensive and accurate as the first.

Stalker Shopkeeper[200CP]

Everywhere you go, whether you're deep within a dungeon, wandering through a bustling city, or trekking through remote wilderness, you can't help but notice the presence of a mysterious woman who always seems to be one step ahead of you. This clearly-not-a-stalker merchant has an uncanny ability to set up her stall in the most unexpected places—right where you happen to be. Her stall is a familiar sight, offering a wide array of generic items and adventuring equipment suited to the region you're in. No matter how obscure or ordinary the item, she's willing to buy it, even if it's something as mundane as a stick you've already sold her a hundred times before like that stick for half a copper .

Caravan Shop[400CP]

You now own a fully equipped mobile caravan shop, designed to accompany you on all your adventures. This versatile caravan allows you to quickly store any items you find in dungeons or any area you explore, keeping your inventory organized and accessible. Inside the caravan, you'll find a blacksmith's forge and a laboratory, providing you with the tools and facilities needed to craft, upgrade, and experiment with any materials or items within your capabilities. Additionally, the caravan is equipped with both a boat and a blimp mode, ensuring ease of travel across land, sea, and air.

Mercenary guild[600CP]

Acquiring the Mercenary Guild grants you control over a powerful and influential organization, renowned for its combat prowess and versatility. This guild is a force to be reckoned with, boasting a network of skilled mercenaries ready to take on a wide range of missions—from bodyguard duties and monster hunting to large-scale military engagements. As the owner, you hold the reins of this operation, directing your mercenaries to accomplish tasks that align with your

goals and interests. Whether you need to quell a rebellion, explore dangerous territories, or secure a valuable asset, the guild is at your disposal, offering both muscle and strategy to ensure success.

The guild operates from a grand headquarters, a fortress-like structure that serves as a hub for mercenary activities. Here, you'll find training facilities, armories stocked with the finest weapons and armor, and strategic planning rooms where missions are meticulously prepared. The guild's members are a diverse group, each with their own unique skills and specialties, ranging from seasoned veterans and sharpshooters to stealthy assassins and battle mages. You have the ability to recruit new members, train them to enhance their abilities, and assign them to missions that suit their expertise. The headquarters also functions as a marketplace where contracts are negotiated, providing a steady income stream and expanding the guild's influence.

Beyond the headquarters, the guild's influence extends across the lands, with outposts in key locations. These outposts act as bases for your mercenaries, ensuring they are always close to where they're needed most. Whether in bustling cities, remote villages, or strategic chokepoints, the guild's presence is felt far and wide, giving you unparalleled reach and flexibility. These outposts also serve as intelligence-gathering hubs, keeping you informed about potential threats, lucrative opportunities, and emerging conflicts. With this network, you can respond swiftly to changing circumstances, ensuring your interests are always protected.



Soldier

Soldier Gear [100CP]

As a soldier, you are now equipped with high-level starting gear befitting your status and role. This includes a sturdy suit of armor tailored to your class, offering both protection and mobility in the heat of battle. Alongside the armor, you are armed with a selection of weapons that complement your training and expertise, ensuring you are well-prepared for any combat scenario.

Ring of Protection [200CP]

For some reason, in this world, there are many monsters that perform perverse attacks, such as focusing on your sensitive spots or melting your clothes but not your flesh. But not anymore, as this ring now protects the wearer from all attacks with the intention of humiliating you. The ring either increases your agility so that you can dodge these attacks or reinforces your armor, making it harder to remove and penetrate. This protection ensures that you can maintain your dignity and focus on the fight without being distracted or embarrassed by such attacks.

Perfect Weapon [400CP]

On your adventures in this world, you have found the perfect weapon for you. This masterfully crafted weapon adapts itself to your needs, channeling your powers perfectly and never requiring any maintenance. Now, choose any weapon that you desire, even if it doesn't typically fit your class or background.

Army Squadron[600CP]

As the newly appointed leader of a formidable squadron, you now command a force of approximately 500 individuals, each member chosen for their unique skills, dedication, and potential. Your squadron is a diverse and dynamic group, composed of a carefully balanced mix of classes, ensuring that you have the right combination of abilities to handle any situation that may arise on the battlefield or in any strategic operation.

The largest contingent of your squadron consists of 250 individuals in basic classes. These members form the backbone of your force, representing a variety of essential roles such as infantry, archers, medics, and scouts. Their skills may be fundamental, but they are vital to the success of any mission, providing the necessary support, strength, and numbers to carry out your orders effectively. You have the freedom to determine their ages, genders, and ethnicities, allowing

you to create a squadron that reflects the diversity and strengths of the people you lead.

In addition to your basic forces, your squadron includes 200 individuals who have advanced to intermediate classes. These members have honed their skills beyond the basics, taking on more specialized roles such as knights, rangers, engineers, and spellcasters. Their advanced training makes them more versatile and capable in battle, able to handle more complex tasks and provide critical support to the squadron's operations. They are the driving force behind your strategies, capable of turning the tide of battle with their enhanced abilities and tactical knowledge.

Finally, your squadron is bolstered by an elite group of 50 members who have achieved advanced classes, making them the most experienced and powerful warriors, mages, or strategists under your command. These elite individuals are the pride of your squadron, often taking on leadership roles within their teams or executing high-risk missions that require unparalleled skill and bravery. Their presence in your squadron not only boosts morale but also ensures that you have the expertise and strength needed to face the most daunting challenges. As their leader, you have the privilege of shaping this elite group, deciding their roles, backgrounds, and how they will be deployed in your overarching strategy.



Nobility

Noble's Clothes [100CP]

As a noble, your attire must reflect your esteemed status and impeccable taste, which is why you now possess a distinguished collection of clothing tailored to meet the highest standards of nobility. Each piece in this collection is enchanted with powerful magic that ensures they are always impeccably clean and flawlessly repaired, regardless of wear or tear. This enchantment not only maintains the pristine condition of your garments but also guarantees that you will always be the most fashionable and elegant presence in any room you enter.

Microphone[200CP]

You now possess a magical microphone designed to amplify and project your voice to those around you. This enchanted device ensures that your commands, speeches, and any music you wish to share are clearly heard by everyone within your vicinity. Ideal for addressing large gatherings, commanding attention in important meetings, or even entertaining guests with music, this microphone allows you to effectively communicate and assert your presence as a noble.

Noble Castle [400CP]

You now oversee a fully staffed castle, which is supported by expansive farmlands that provide essential supplies for both daily life and the castle's operations. The castle is equipped with a blacksmith, an alchemist, and a cleric to manage its maintenance and upkeep, as well as to address basic needs such as weapon repairs, potion crafting, and minor healing. While these professionals ensure that the castle functions smoothly and its basic needs are met, they are not the most skilled in their respective fields. Their work is reliable for routine tasks but may lack the advanced craftsmanship or innovative solutions you might desire for more complex challenges. Additionally, the castle's staff includes basic bodyguards to ensure security, providing a foundational level of protection but not specialized in elite combat or advanced defense strategie.

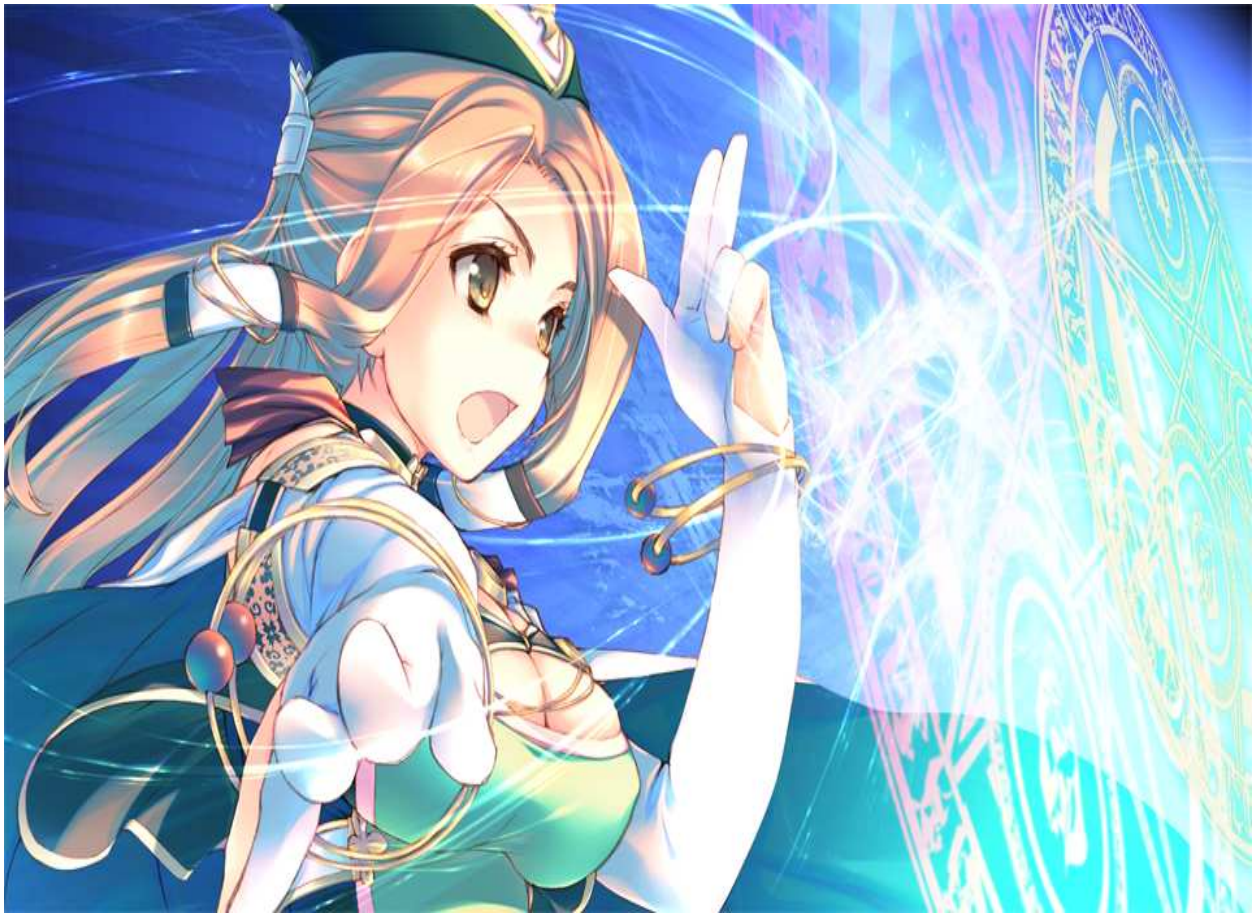
Cathedral [600CP]

The cathedral you now possess is a breathtaking marvel of architecture, designed not only for its aesthetic grandeur but also as a colossal amplifier for holy magic. The vast and intricately decorated interior of the cathedral channels and magnifies holy spells to an extraordinary degree. Standing at its center, you have the power to project magical effects, such as purification, healing, buffs, and

debuffs, across vast distances, potentially reaching the far edges of the country. This unique property makes the cathedral an invaluable asset for large-scale magical operations and provides a dramatic boost to any sacred or beneficial magic performed within its sacred confines.

In addition to its impressive capabilities, the cathedral serves as a formidable deterrent against demonic forces. Any being of demonic origin that enters the cathedral is subjected to intense, immediate purification, causing it to burn or be canceled out entirely. This makes the cathedral a sanctuary for holy magic users and a stronghold against dark entities, reinforcing its role as a beacon of light and protection against malevolent forces.

If you choose to align the cathedral with a particular religion, you can assign yourself any rank within that religious hierarchy. However, keep in mind that your standing within the local religious community may be modest, and the cathedral will initially be the sole church representing your chosen faith.



Companions:

My Old Team 50
You may import or create your companions you have brought with you for 50 CP each, or 8 for 300 CP. Each one gains a free background and 600 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them an additional 200 CP.

My New Team 100
Sometimes having friends would be nice. Buying this once will allow you to add any allies you've made here as companions. You may buy this multiple times.



Drawbacks:

You are limited to +1500 Cp from drawbacks.

Supplement [+0]:
Not exactly the most in-depth of places, so you can use this jump as a supplement for other jumps. The CP here can only be used in this jump, and vice versa; this includes extra CP from drawbacks.

Stripped A lot [+100CP]:
It seems like you'll find yourself getting stripped quite often, either due to your antics or perhaps because the universe has a peculiar sense of humor. To make matters more interesting (or embarrassing), you'll now exclusively wear the most flamboyant and outrageous underwear available. This ensures that whenever you do get stripped, your fashion choices—or lack thereof—are on full display for everyone to see.

Time Extender [+100CP]:
You have the option to extend your stay in this world. For every 100 CP you take from this option, you can add another 10 years to your stay. The maximum CP you can gain from this drawback is 800 CP.

Ice cold [+100CP]:
Man you're cold I mean really how inhuman you can be. You don't really care about other people's feelings and only care for yourself and your objective.

Racism[+100CP]:
Oh boy looks like any race that is part of your own will either hate you or have some weird misunderstanding about your abilities.

Side Character [+100CP]:
It seems you have a rather forgettable presence, as people tend to overlook you unless you're directly in front of them. This can make it challenging to make a lasting impression or to be noticed in social situations or interactions.

Amnesiac [+200CP]
You find yourself in a state of amnesia, devoid of memories from your past jumps. The experiences and knowledge you've accumulated are lost to you, leaving you in a state of uncertainty about your identity and purpose. As long as you remain in this jump, your past will remain shrouded in mystery, making it difficult to discern your true self and your place in the world

No one trusts you[+200CP]
Well you are an outsider to this world so it's only natural that people will have some trouble liking you. It will take time for people to warm up to you hey, be patient, it's not like your actually criminal right. You will hear a lot of accusation going your way.

Scary Movies are Stupid [+200CP]:
It seems like you have a habit of watching scary movies every month, which has an interesting side effect: you gain a new phobia related to a place or type of creature each month. This means that every time you watch one of these movies, you're likely to develop a fear of something new. The upside is that you can typically overcome these phobias within a month, although it's a continuous cycle as new fears replace old ones over time. It definitely adds a unique element to your life, keeping things suspenseful and perhaps a bit nerve-wracking!

Low On Magical Energy . [+200CP]:
In a world where magic reigns supreme, you've been struck by an incurable ailment that compromises your capacity to use your supernatural abilities, reducing your spellcasting efficiency to just 70%. Despite your innate magical abilities, this affliction weighs heavily on you, forcing you to adapt and find alternative ways to navigate through the challenges that lie ahead

Tragic life [+200]:
You're destined to experience a cycle of hope and despair throughout your time in this world. Despite forming close bonds with those around you and considering them family, tragedy will inevitably strike, leading to their gruesome demise either at the hands of the gods or due to your own negligence. Each loss will plunge you deeper into despair, creating a profound sense of misery and guilt for your perceived failures. This cycle of hope shattered by tragedy will repeat itself year after year, casting a shadow over your entire experience in this world.

I Don't Need My Brains [+300CP]:
I will not mince words, you're an Idiot with a capital I. Using your head is impossible except for headbutting. Even simple math division and multiplication would be considered a college level skill for you and you are definitely too stupid for that.

No Powers[+300 CP]:
You find yourself in a jump where outside powers and your warehouse are off-limits. You must rely solely on your own abilities and resources within this world, facing its challenges and trials without the aid of external assistance.

Playgirl [+300CP]:
It seems that you have a rather complicated situation on your hands. Despite not having any recollection of your actions, you frequently wake up beside different women, much to your dismay. What's worse is that these women claim to have been seduced by you and demand that you take responsibility for your actions. Many of them hold significant power and influence, making it possible for them to force you into marriage if they so desire. If you do find yourself forced into marriage, your chain breaks. If you're still unmarried at the end of the Jump you can take all of the women with you for free.

Your personal demon [+600 CP]:
It seems fate has dealt you a harsh hand, condemning you to a relentless cycle of defeat and suffering at the hands of everybody. No matter how valiantly you struggle, every attempt to triumph over them ends in bruises, pain, and tears. They thwart your plans, dismantle your schemes, and leave you broken time and again, pushing you to the brink of despair.

For eight long years, this pattern persists without respite. You endure humiliation, setbacks, and the bitter taste of defeat. It feels as though victory is an impossible dream, a distant glimmer that taunts you from afar. Yet, amidst the darkness, a flicker of hope emerges in the ninth year.By the ninth year, the possibility of defeating them and finally achieving your long-awaited revenge becomes tangible.

Targeted by the Demon lord [+600CP]
seems you've caught the attention of a powerful faction in this world the demon lord. Throughout your entire stay in this jump, she will continuously send squads of sexy Demons to your doorstep, armed with potent equipment and magic to counter your abilities.

At the end of the 10-year period, the demon lord will personally confront you in battle, having ascended to near godhood. This final showdown promises to be the most challenging trial you've faced thus far, testing your strength, wit, and resolve like never before.

Ten Years Later:

Go Home: What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

Stay Here: This world does have a certain... allure, hmm? Don't worry, we won't judge. Add 1000CP as a bonus.

Move On: Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.

Notes:

1. This Jumps fell subpar to be honest as I created it, not one of my best I say so myself. Definitely will be rebuild in the future. As this jump was something i build to try and see if this what of building classes will be viable for me in future jump chain builds. But at least another jump where magical girls can exist is borned.