Hell Mode: The Hardcore Gamer Dominates in Another World with Garbage Balancing

By Complex_Ad_5944

Yamada Kenichi, a single, 35-year-old businessman, has spent the majority of his adult life playing every MMORPG to hit the market. Tired of the constant cycle of repetitive, newbie-centric gameplay, he is immediately drawn in by the promise of a new game that, on top of being never-ending, offers up a "Hell Mode" — a difficulty level that makes it nigh impossible to level up but also promises uncapped growth potential.

Upon selecting the newly released Summoner class, Kenichi finds himself reborn as Allen, an infant in a serf family, with nothing but his wits and old memories to guide him. Allen works diligently to level himself up despite Hell Mode requiring vast amounts of experience between levels. In doing so, he hopes to uncover the secrets the Summoner class holds. All the while, he dedicates himself to freeing his new family from serfdom.

Within the next 10 years, you will be in this kind of world, so to start the jump, we give you +1000 CP, use them as you like.

Location and Time

By default, you'll appear in the Kingdom of Ratash, in Academy City, where the kingdom's academy and city dungeons are located. You can choose to be an academy student if you're 12 years old up to 14, or simply an ordinary citizen making a living in the city.
You will appear at the same time that Allen and his group began their first year at the academy.

Gender and Age

Choose the gender and age you want.

Race

Human (Free)

The most common race, comprising the majority of the world's inhabitants (excluding monsters), and inhabiting most of the existing kingdoms. Despite lacking the natural talents of elves or dwarves, their large population leads to the emergence of exceptional individuals like Helios the Hero and S-Rank Adventurers. You can choose an age between 12 and 30 years.

Elf (100 CP)

A race with very distinct characteristics: beautiful, long-lived, experts in spiritual magic, and somewhat xenophobic. Elves have a lifespan exceeding that of humans and other races, reaching 250 years.
They are not as numerous as humans, but they compensate for this with their talents and abilities, as well as their longevity. Elves are divided into traditional elves and dark elves, whose rivalry over the Sacred Tree is well-known and ancient. You can choose an age between 50 and 100 years.

Dwarf (100 CP)

Dwarves are a race with superior craftsmanship and construction skills compared to other races. Short in stature and with brown skin, their power lies in their inventions and use of golems, making them the most technologically advanced society in the world. You can choose an age between 12 and 30 years.

Beastkin (100 CP)

A race with animalistic characteristics, powerful warriors with a belief that the strongest dominate the weak. They possess superior physical abilities and some advantages derived from their animal traits.
Most people of this race harbor a deep prejudice against humans due to past events. You can choose an age between 12 and 30 years.

Origin

Hell Mode (Free)

You are a reincarnated being from the modern world who accepted a challenge from an entity to save the world from the threat of the Demon Lord. Unlike Allen, you will not begin as a newborn, but will be transported into the world.
In this mode, there's no level cap, so you can raise your stats without limit. Unlike the canonical mode, you won't have the disadvantage of having to earn 100 times more experience to level up. In this mode, you can only obtain Extra Skills after level 60.

Normal Mode (+100 CP)

You are an inhabitant of this world, regardless of your race, and you will start as a commoner. You have a life and a family, so you are not alone in this world, but unlike the two other options, there will be a limit to how powerful you can become, which is level 60. Also, the maximum number of Extra Skills you can have is only one.

Extra Mode (100 CP)

This is the special or "Cheat" Mode, and those who possess it are considered "Liberators." In this mode, the level cap is 100, and you have other advantages, such as possessing up to 3 Extra Skills (the maximum in Normal Mode is one), and being able to use them normally as if they were ordinary Skills.
The people in this mode are those chosen by the Gods or the Demon God, beings of great power who can rival Demon Generals, one of the strongest in the demonic army.

Perks

All origins receive their 100 CP Perk for free. The rest of the perks of an origin are discounted.

General Perks

God´s Trial (Free/100 CP)
It's the classic system where general data and information, such as age, gender, full name, and talent, appear. But it also displays the person's statistics, such as HP, MP, Physical Attack, Defense (both magical and physical), Agility, Intelligence (magical attack power and intelligence perception), Stamina, Resistances, Skills, and Extra Skills. It also shows any blessings from a high-ranking God or spirit, if applicable.

This option is free during your stay, but if you pay an extra 100 CP, you can keep it after this jump and share it with companions and followers.

Talent (Varies)
Talents are like classes in any RPG. Each talent has its specialty, such as Mage, Axe User, etc. A person can have a talent, although most are born without any, making such cases rare. But since you're a jumper, you'll be part of that select group.
Talents are divided into stars, with the highest known being four stars (although there are cases of 5 stars and even 8 stars). Each talent varies, but the higher the star, the rarer and more powerful it is. You can choose a one-star talent for free, a two-star talent for 50 CP, a three-star talent for 100 CP, and a four-star talent for 200 CP.
You can also choose not to have talents and gain +100 CP
Those who chose Extra Mode can choose a 5-star talent for 100 CP.
If you chose Hell Mode, you cannot use this option.

Without Barriers (100 CP)
You can easily connect with people of other races, as well as people of different social statuses or beliefs. Forming alliances or friendships will be very easy for you.

My Comrades (200 CP)
You're very lucky when it comes to finding allies or members for your party or groups you lead. Whenever you need someone for your group, you'll find highly talented people, those with political power, or others who can be useful to you, all willing to help if your cause or interests don't harm them. The more beneficial it is for them, the easier it will be to recruit them, even forging very long-lasting and loyal alliances.

Lucky Drops (400 CP)
In this world, dungeons aren't just places to level up; you can also find treasures in the form of chests (wood, silver, gold, and rainbow). Each chest has a low drop rate, and the rarer it is, the less frequently it appears (the gold chest has a 1/1000 drop rate). Luckily for you,

these odds don't work against you. On the contrary, you'll commonly find gold chests in your daily life, and you might even find all four types, always containing the items you need. Even in your everyday life, things will go more in your favor, especially in situations where luck plays a significant role (like gambling in a casino or finding rare items in a shop, etc.).

Rank-Up (600 CP)
In this world, no matter what talent you have, there will always be a level cap, and once you reach that cap, you won't be able to become stronger to increase your stats (not counting equipment or combat experience). Even once you obtain a talent of any Star rank, it's almost impossible (without divine intervention) to rank up.
With this Perk, when you reach your maximum level, you can increase your Star rank (for example, from 1 Star to 2 Stars). But you'll have to return to level 1, and you'll lose most of the stats gained from the level increase. Although it may not sound convincing, this allows you to become stronger by having a higher Star Rank, so when you reach level 60, your stats will be higher than before, and you'll obtain new Skills. It's important to clarify that all Skills obtained from previous ranks will not be lost.
Post-Jump, you can apply this to other systems, both for yourself and for allies and items in your possession or in their possession. The Star limit during this jump is 8 stars, so you can be creative, but don't be absurd. In Extra Mode and Hell Mode, you can choose to set the limit to level 60, and when you reach 8-Stars Talent, apply the level 100 limit for Extra Mode. Hell Mode has no limit.

Hell Mode

Hardcore Gamer (100 CP)
Your willpower and discipline are on par with those of hardcore gamers. No matter the situation you're in or the obstacle you have to overcome, you won't give up and you won't lose the desire to fight, regardless of the adversity.

Born to be a Leader (200 CP)
You are a natural leader, with a talent for directing, coordinating, and bringing out the full potential of people. You know which roles to assign and how to harmonize a group to achieve extraordinary results (the sum of each member's contribution is not additive, it's multiplicative). Whether it's a small group or a vast army of millions, you can bring out the best in them and ensure that each one performs their part precisely. As an added bonus, they will have great respect and unwavering loyalty towards you, as long as you treat them as allies, not tools.

Strategist (400 CP)
You're a strategist no one wants as an enemy. You can read the battlefield down to the smallest detail, perfectly predicting your enemies' next moves. Your tactical genius allows you to develop plans and strategies several steps ahead of your enemy, anticipating any variable and adapting seamlessly, creating perfect strategies and counterattacks without casualties or the loss of valuable resources. Even detecting weaknesses in your opponents or the rival group/army is child's play for you.

This isn't limited to the battlefield and fighting; you're also an excellent diplomat, able to forge alliances that benefit you without having to give anything in return that's valuable to you or leaves you in a compromised position. You also know how to navigate the world of law enforcement, understanding their tricks and dirty strategies, and recognizing who your enemy or threat is.

Summoner (600 CP - Only Hell Mode)
It is a unique class created by the first angel, Merus. This talent is the only known eight-star talent, its potential surpassing that of the Hero or Demon King.
The Starting Skills are Summoning, Creation, Deletion, Synthesis, Expansion, Strengthening, Storage, Sharing, and Awakening. The whole class is built around Summon Cards, which are stored in a Grimoire.

-Creation
Creates a card using MP.

Level 1: Can create rank H summons. Costs 2 MP to create rank H summons.
Level 2: Can create rank G and H summons. Costs 5 MP to create rank G summons.
Level 3: Can create rank F, G, and H summons. Costs 10 MP to use.
Level 4: Can create rank E, F, G, and H summons.
Level 5: Can create rank D, E, F, G, and H summons.
Rank E Summons and upwards also require Magic Stones of the corresponding level to be successfully created. These have to be in the Storage.

-Summoning
Summoning is leveled up after all class skills from the summoner class reach the same level, i.e., Creation, Synthesis, and Strengthening.

-Deletion
Deletes created/stored cards.

-Synthesis
Unlocks after Summoning/Creation level is increased to 2. Combines 2 cards of the same rank to make a higher rank card. Costs 5 MP to combine summon cards. Starting with Rank E Summons, a Magic Stone of the same Rank is needed per Synthesis.

-Expansion
Provides 10 extra slots per level, and the level increases every time Summoning levels up.

-Strengthening
Strengthening costs 10 MP to use. The stats that get bolstered are the same ones that Allen gains buffs from. The effect of the skill is the same for Summons of all ranks. The effect of the skill does not disappear, no matter how many times the card is Summoned and Unsummoned. The effect of the skill disappears when the card is used for Synthesizing. Strengthening a card does not affect the buffs that Allen receives.
Level 1: It adds +10 to two stats.
Level 2: It adds +20 to two stats.
Level 3: It adds +50 to two stats.

Level 4: It adds +100 to two stats.
Level 5: It adds +200 to two stats.
Level 6: It adds +500 to two stats.

-Storage
It does not have levels. The Entrance to storage is a page in the Grimoire. It has infinite capacity, only limiting what can be put inside the storage by item size, as the opening measures only 30cmx30cm.
Magic Stones inside the Storage are automatically used and simultaneously required for creation. This means Creation of Cards requiring a Magic Stone cannot be used if the corresponding stone is not in the Storage.
Items inside the Storage are not subject to the passage of time. This means, for example, that food is not going bad.

-Sharing
Does not cost MP to use.
Can Share with one additional Summon per 200 Intelligence.
Shares consciousness with a Summon; can instruct it to use its Ability or carry out other commands.
Cannot command another Summon through a Shared Summon, but Summons of a certain intelligence can communicate with each other.
The only senses that can be Shared are sight and sound.
The Summon has to be within 50 meters to activate Sharing.
Sharing can be disabled even when the Summon is farther than 50 meters away.
Summons with under 100 Intelligence cannot perceive instructions even while Shared.
Shared Summons can be returned to card form from farther than 50 meters away.
When a Summon is returned to card form from over 50 meters away, the card automatically reappears in a slot.

-Awakening
Using Awakening skill costs 100 MP.
Awakened skill can only be used once a day.
Is the Extra Skill of Summons.

-Quick Summoning
You can summon and dismiss summons in less than a second.

-Deputize/Commanding
You can assign a summon of a certain type to the General class, granting it 5000 points in all stats. You can convert summons of the same type into soldiers, granting them 2500 points in all stats. Only one summon type can hold the General class, and it must be Rank B. The General can give orders to their soldiers.

-Seal of Kingification
You can assign a summon of a certain type to the King class, granting it 10,000 points in all stats. You can convert up to 3 summons of the same type into general, granting them 5,000 points in all stats. Only one summon type can hold the King class, and it must be Rank A. The King can give orders to their Generals.

The cooldown time for skills is reduced by one hour for the King, three hours for the generals, and six hours for the soldiers.

-Creatable Summons
Insect: A,B,C,D,E,F,G,H
Beast: A,B,C,D,E,F,G,H
Bird: A,B,C,D,E,F,G
Grass: A,B,C,D,E,F
Stone: A,B,C,D,E
Fish: A,B,C,D
Spirit: A,B,C
Dragon: A,B
Angel: A

Normal Mode

Veteran Adventurer (100 CP)
You possess extensive knowledge of all aspects of the adventurer profession. You are thoroughly familiar with the guild's rules, as well as its unwritten customs and traditions. Your knowledge also extends to monsters and dungeons, encompassing habitats, monster types, valuable materials from their parts, and their weaknesses, as well as the treasures and mechanics of the dungeons and monsters to be defeated.

I know how to use my power (200 CP)
You know how to use your powers correctly, and you even know how to optimize your talent in terms of the equipment you should use and the skills you need to learn or perfect. But most importantly, you can easily use your Extra Skill without having to go through the mastery process.
Unlike others with the same talent, you can optimize it to the fullest, surpassing them.
As an added bonus, you can view your skills, stats, and level without relying on an appraisal or an item of the same ability.

Noble (400 CP)
You were born into wealth, one of the privileged few. You can choose to belong to a Baron or even a Ducal family, whichever you prefer. You will have the full support of your family, as well as the resources and benefits they can provide.
It should be noted that you are not obligated to perform Noble's Duty, even if you possess the talent, as you are completely exempt from that burden. Also, do not expect to be the heir to the house; your position, at best, will be that of a third son.

Divine Blessing (600 CP)
You have been blessed by a God, receiving a doubling of your stats, as well as gaining advantages and abilities related to the God who blessed you. For example, if the Goddess of fire blesses you, in addition to the stat increase, you will receive resistance to fire attacks, as well as fire-related skills and abilities related to your talent.

After the jump, you will receive blessings from other Gods, gaining the usual advantages. The best part is that it won't be limited to just one God or being; it can be several. And don't worry, there won't be any negative effects, like transforming you into a hideous creature or making your life miserable.

Extra Mode

Power Breeds Power (100 CP)
It's common for strong people to attract other strong people. In your case, it makes sense; the stronger you are, the more talented people you'll attract. Even enemies or opponents you defeat will submit to you. But this isn't loyalty. The moment they detect weakness in you, that's when they'll turn against you.

Chosen by God (200 CP)
Those chosen by the Gods or superior beings stand out from the rest, forging their legends and recording their deeds. Like them, you will be presented with several opportunities to become stronger, each opportunity an obstacle to overcome, but with rewards that make it worthwhile. These may be powerful objects, weapons, a blessing, and so on. Essentially, you will have your Hero's Journey or Quest for Supremacy, with opportunities to become increasingly powerful.
But this comes with its risks, so your survival is not guaranteed; rather, the challenge will be something you can overcome with your abilities.

Transformation (400 CP)
Both demon generals and those blessed by the Gods have a transformation that makes them stronger, increasing their stats. Like them, you can use this transformation once a day, increasing your stats three times.
As a bonus, once per jump or every ten years, whichever comes first, you can survive any attack that would otherwise kill you. A simple 1-Up.

Faith System (600 CP)
Like Gods and other near-divine beings like spirits, you have a system of believers, where the more followers and believers you have, the more powerful you become. This system works through the faith and prayers your followers offer you; the greater the number, the more power you gain. You can even become as powerful as a God if your believers grow to millions.
The downside is that if you lose believers, you lose the power they've gained. Post-Jump, you can use this system with your followers, companions, and believers wherever you are.

Items

All items are discounted to the appropriate origin. Discounted 100 CP ítems are free instead.
You can connect all your properties and facilities to your Warehouse if you want.
You can import your items from previous jumps and add effects to them from the ones you purchased in this section Free.

General

Welcome Pack (Free)
Everything you'd need to get started in a new world. Comfortable clothes to blend in with the crowd, citizenship papers, an adventurer's card or its equivalent, a week's supply of rations and drinking water, and finally, the equivalent of $10,000 to survive. Consider it a gift from me.

Equipment (Varies)
A complete set of equipment, consisting of weapons or magic catalysts, as well as armor or clothing for talents such as mages and priests.
For Free, you will receive steel weapons and equipment or their equivalent. These are effective against monsters up to rank C. They will grant a slight increase to your stats and abilities. Along with this, you will receive two rings that each increase two stats by +500.
For 100 CP, you will receive mithril weapons and equipment or their equivalent. These are effective against monsters up to rank B. They will grant a moderate increase to your stats and abilities. Along with this, you will receive two rings that each increase two stats by +1000, as well as a pendant that increases two stats by +1000.
For 200 CP, you will receive scarletite weapons and equipment or their equivalent. These are effective against monsters up to rank A. They will grant an increase to your stats and abilities. Along with that, you will receive two rings that each increase two stats by +2000, as well as a pendant that increases two stats by +2000.
For 400 CP, you will receive adamantite equipment and weapons, or their equivalent. They are useful against monsters up to S rank. They will give you a great increase in stats and your skill. Along with that, you will receive two rings that each increase two stats by +5000, as well as a pendant that increases two stats by +5000.
For 600 CP, you will receive orichalcum equipment and weapons (the metal of the Gods), or their equivalent. They are very effective against any monster or divine being. They will give you an immense increase in stats and your skill. Along with that, you will receive two rings that each increase two stats by +10,000, as well as a pendant that increases two stats by +10,000.
In the case of talents like Talos Pawn, Talos Soldier, Talos General, and Talos King (special classes for dwarves who specialize in piloting and repairing golems), your equipment changes to a Magic Disc. These discs are used to summon golems. Each disc has 10 plate slots: five for golem parts and five for increasing its attributes, modifying it, or increasing its size. The users are the golem pilots. The normal size of a golem is 3 meters.
For Free, you can get Iron Golem Plates, with all its stats set to 1500.

For 200 CP, you can get Mithril Golem Plates, with all their stats set to 3000. You can also get stat-boosting plates, modification plates to use as a multi-person carrier, and Giant plates to triple all its stats and double its size.
For 400 CP, you'll get Hihiirokane Golem Plates, with all its stats set to 5000. You'll also get stat-boosting plates, a modification to use it as a multi-person carrier, and a Super Giant plate to quintuple all its stats and triple its size.
For 600 CP, you'll get Adamantite Golem Plates, with all its stats set to 7000. You'll also get stat-boosting plates, a modification to use it as a multi-person carrier, and a Mega Giant plate to septuple all its stats and quintuple its size.

Guild Card (100 CP)
Your Adventurers' Guild registration card. This card will not only serve as identification, but will also allow you to actively act as an adventurer, such as accepting quests or going to dungeons. As a guild member, this could be considered a visa to travel the world and enter any kingdom. Normally, to enter dungeons, you need a certain rank and to have completed multiple lower-rank dungeons (the only ones accessible without requirements are Rank C), but your adventurer card is Rank A, and you have met all the requirements to enter an S-Rank dungeon. Post-Jump, you will have Rank A or its equivalent in any similar organization, allowing you to enjoy the benefits of that rank (although the power of someone at that rank is not included in this option).

Stamina Ring/Magic Recovering Ring (200 CP)
Two special rings: the Stamina Recovery Ring, which regenerates stamina at a rate of 1% per second, and the Magical Recovery Ring, which regenerates magic power (or MP) at a rate of 1% per second. These rings can be equipped, and unlike stat-boosting rings, which are limited to two per person, these rings do not count towards the limit. You can equip both stat-boosting rings and two stat-boosting rings.

Special Dungeon (400 CP)
Your own dungeon. This dungeon isn't your typical cave, but a large building that could be mistaken for a government building. Upon entering, you'll have access to several rooms. Within these rooms is a pocket dimension where the true dungeon is located. Each dungeon will have a total of three floors, except for the S-Rank dungeon, which will have five. The dungeons within each room vary from C-Rank to S-Rank. C-Rank dungeons consist of E- to D-Rank monsters and their C-Rank boss; B-Rank dungeons of D- to C-Rank monsters and their B-Rank boss; A-Rank dungeons of C- to B-Rank monsters and their A-Rank boss; and S-Rank dungeons are special, as they will have B- to A-Rank monsters and their S-Rank floor boss, as well as secret bosses that are more powerful than the Demon King's generals. Each room will have a specific dungeon, which can be used by a group of up to 8 people. In the case of Rank S dungeons, this can be increased to 50 people. There will be 10,000 rooms for Rank C dungeons, 1,000 for Rank B dungeons, 100 for Rank A dungeons, and 10 for Rank S dungeons. There will also be special dungeons for changing talents, increasing the star of your talent (up to the fourth star), and granting talents to those who don't have any. This will have 10,000 rooms and three trials. You can overcome the challenges with knowledge and luck without fighting, but a mistake can result in the appearance of a Rank B or A monster. Like traditional dungeons, this one has chests that contain weapons,

equipment, potions, rings, and pendants to boost stats or protect against status effects, golem plates, and magical minerals such as mithril, adamantite, hihiirokane, and orichalcum. The entire dungeon will be managed by several special AI cubes responsible for its operation, record-keeping, and so on. It's an excellent place to level up, acquire treasure, and you can charge admission to the public for entry (as well as a commission on the items they find). The allocation of one room per group (except for Rank S, which has no limit on the number of groups) is intended to ensure a more individual experience. Monsters respawn immediately after completing or leaving the dungeon, as do treasures and items that can be obtained from chests.
If someone dies in the dungeon, they will revive but will be banned from entering for 30 days. If they commit a crime, you can ban them for life. Except for S-rank dungeons, each quarter of a dungeon can be completed in a maximum of three hours. You can assign a 24-hour waiting period after each group completes the dungeon to prevent abuse of the system.

Floating Island (600 CP)
An island that floats in the skies, capable of rising 2,000 kilometers above the surface. This place covers an area of 200,000 km², with fertile lands and freshwater lakes for consumption. It possesses a magical shield that protects it from attacks and creates a habitable environment for its inhabitants.
The island has the infrastructure to support up to one million people, as well as other infrastructure to ensure its self-sufficiency. Any resident who registers as a citizen of this island is considered a follower.
This includes a high-speed magic ship for transportation to the island, capable of carrying up to 200 people and traveling at 200 kilometers per hour.

Hell Mode

Magic Stone (100 CP)
Each week, you will receive 10 magic stones of rank E, 8 of rank D, 6 of rank C, 4 of rank B, and 2 of rank A. You can sell them or use them; it's up to you.

“Elven Elixir” (200 CP)
Each week, you will receive twelve peach-shaped fruits. Consuming them will fully restore your HP, MP, and Stamina, completely heal your wounds, and regenerate lost limbs. This fruit can be used in an area with a 100-meter diameter, applying the effect to all allies within that range.

Base (400 CP)
A mansion of your own, with all the luxuries to make your stay comfortable and enjoyable. The mansion has three floors, a garden, a basement, bedrooms for each resident, bathrooms, common areas, and kitchens. The maximum number of people who can live there is 20. An excellent place to use as a base of operations for your party and allies.

Mine (600 CP)
Congratulations, Jumper! You own a mine of rare magical minerals like mithril, hihiirokane, adamantite, and even orichalcum (the metal of the Gods). This mine has infinite resources, but you can only extract a certain amount of these minerals per year: 100 tons of mithril, 75 tons of hihiirokane, 50 tons of adamantite, and 25 tons of orichalcum.
This mine can only be accessed by you and those you authorize. You also have all the necessary infrastructure to easily extract the minerals. For security reasons, it will be attached to your warehouse. This includes the followers needed to perform the mineral extraction operations.

Normal Mode

Crystal Ball (100 CP)
A simple crystal ball that allows you to see your stats, skills, and talents, as well as other information such as your age, full name, race, gender, and divine blessing. This can be used by you or others; all you have to do is place your hands on the ball, and it will display a window with all the aforementioned information.

Holy Gem (200 CP)
An extremely rare accessory that significantly boosts your stats. Choose any two stats, and the bracelet will grant a 5000 increase for each, as well as halve the cooldown of your skills. You can also choose to increase the power of one skill (either attack or support) by 200%.

Academy (400 CP)
An academy that teaches the use of talents geared towards combat or support, such as healing. The academy has all the equipment and infrastructure necessary to cultivate students' talents and skills, making them stronger.
The academy has its own dormitories, as well as everything necessary for the stay of students and teachers. It can house up to 5,000 students, as well as all the teaching and non-teaching staff required for its operation (all of whom are considered followers). You can recruit your students to become your followers if you wish, and you can also impose rules on the types of students you admit to your establishment.

Guild (600 CP)
Your own adventurer's guild. Adventurer's guilds are independent of any kingdom, so you are only obligated to follow the laws of coexistence, not arbitrary impositions or royal decrees.
The guild is located next to the headquarters, equipped with everything necessary for adventurer training, facilities for storing monster materials, offices, common areas where adventurers meet, etc. With ten floors and an area of 10,000 square meters, this place is ideal to start. It will also be recognized by all kingdoms and nations, so you are not obligated to be a branch of the Original Adventurer's Guild, enjoying all the privileges (and obligations) that it has.

This place will have followers who will be the professional staff for its operation. As a place that brings together already trained talents, it is excellent for recruiting strong individuals. Every registered adventurer will be considered a follower.

Extra Mode

Storage Case (100 CP)
At first glance, it looks like a briefcase, but it's an item box that can store objects. There's no limit to how many objects it can hold, but it can't exceed one square meter in size to fit. The weight of the objects doesn't accumulate because they're stored in an isolated subspace connected only by the briefcase. You can retrieve the desired object simply by thinking about it.

Teleport Bracelet (200 CP)
A bracelet that allows you to teleport to safety if your enemy overpowers you or you find yourself in a life-threatening situation. Activation is immediate, and it will teleport you to a pre-selected location.

Temple (400 CP)
A temple that can hold up to a thousand worshippers, this place is decorated with statues and other objects dedicated to the God you worship, or to yourself. This temple is excellent for gathering believers, facilitating the offering of their prayers to that God or to you. Another thing you can do is have these worshippers sacrifice themselves for you and offer their souls, which you can then store in a large stone within the temple to use as you see fit.

Sacred Treasure (600 CP)
The sacred treasure is a divine artifact that can transform into anything its owner desires. In this case, this artifact will transform into any weapon of your choosing. The weapon's power will increase as you become more powerful, preventing it from becoming obsolete. It is indestructible and requires no maintenance.

Companions

Import/Party (Free/100 CP per)
You can import up to 8 people for free, but by paying 100 CP for each, they will receive 300 CP to spend on this document.

Canon Companions (Free/100 CP per)
If you manage to convince them, you can recruit any character from the series as a partner. If you pay about 100 CP, you will have a favorable first meeting, which in a short time will turn into a friendship.

Attendant (100 CP)
A loyal and competent butler/maid to serve your every need. She has no special talents beyond those necessary to perform her duties as a personal servant. You can customize her appearance and personality to your liking.

Recruit (200 CP per)
Create and customize a character to your liking (choosing their race, age, physical appearance, personality, and name). This character will be your adventure companion, and you'll receive a free 1-Star talent. Another advantage is that you can increase their rank each time they reach level 60, reverting to level 1 and losing all the stats gained at that level, but gaining a higher-level talent and becoming stronger. You can continue this process until they obtain a 4-Star talent. These characters cannot choose an origin (by default, they will be in Normal Mode).

White Dragon (400 CP)
A powerful Rank A monster that could wipe out thousands of people in a matter of seconds. A dragon like this can be defeated with a team of at least eight adventurers with 3-Star Talents, level 60, and equipment of at least Hihiirokane or its equivalent for mages and healers.
The dragon is completely loyal to you, and you can customize it to your liking.

Fallen God (600 CP)
A fallen God with the appearance of a kilin. This powerful being is on par with a Demon Lord General, having lost his divinity, but that doesn't diminish his power over any S-Rank monster. A loyal companion who can also be your mount.

DRAWBACKS

You may take any number of drawbacks you like.

Crossover (+0 CP)
Are there any manga, anime, games or novels that you are interested in and want to add to this jump?
You can add other series to this world, as long as they are medieval fantasy. You can add as many series as you want. In case they have different power systems, they will adapt to the magic and class system of this world.
If you are only interested in some characters and not the plot, you can bring only those characters. As for powerful items that exist in those plots, such as magic or very broken powers, these cannot be incorporated.

Supplement (+0 CP)
If you are not in the mood to spend 10 years on this jump for a Perk or Item, you can use this jump as a supplement and buy whatever you want. But you will not have the benefits of discounts. If you wish, you can combine this jump with another one you are doing, being able to take Drawbacks from this jump, but without discounts.

Extended Time (+100 CP)
If you want, you can spend an additional 10 years in this jump. It can be taken multiple times, up to ten times.

Monsters Are Problematic (+100 CP)
You're a walking monster bait. Monsters will prioritize attacking you, regardless of how far you are from their line of sight compared to easy prey nearby. If you're within their field of vision, they'll pursue you. This will happen both inside and outside dungeons.

Serf (+200 CP)
You are the lowest class of all, a serf. Unlike commoners, you are not allowed to leave your lord's domains and are condemned to farm and hunt, having to pay 60% of your harvest. Since you are not a slave, you have control over your property and are only obligated to the aforementioned tasks, making you more of a third-class citizen than a slave. If you pay a tribute, acquire a talent, or achieve a feat, you can become a commoner.

Nobles´ Duty (+200 CP)
All talented individuals, especially nobles, are obligated to perform three years of service to fight in the war against the Demon Lord. The service lasts three years, and the probability of death is 50%.
Regardless of talent, you are obligated to participate in this conflict. The good news is that if you manage to kill the Demon Lord before the three years are up, your service will be considered complete.

Problematic Nobles (+400 CP)

Nobles are complicated, or at least the most greedy ones are. Be prepared to cross paths with these types frequently, getting caught up in their power struggles or falling victim to their conspiracies. If you don't have a patron or are weak, you're likely to die or have a miserable life.

The Hell Mode (+400 CP)
Like Allen, you need 100 times more experience points to level up. For example, you'll need 10,000 experience points to go from level 1 to level 2, whereas the normal amount is only 100. Additionally, any Perks or other experience multipliers outside of this jump will not function during your stay.

Wrath of the Demon Lord (+600 CP)
The Demon Lord sees you as a threat, even greater than the Hero Helios or Allen himself. We're talking about someone who controls an army of powerful monsters and generals that even the Hero needs his companions to defeat.
The Demon Lord will prioritize eliminating you, sending his high-ranking officers to get rid of you. At first, he'll send an army of monsters and a general, but the more generals you defeat, the more powerful the next ones will be. Two, three, or even more generals or high-ranking officers may arrive to finish the job. In the worst-case scenario, he'll personally take care of you.

Power Loss (+600 CP)
Lose the Perks, Powers, and Items from previous jumps, and can not import any companion or access your Warehouse, at least you still have your Body Mod.

Choices

Go Home

Stay

Continue

Notes

Special thanks to L “Blackscorp98”, Антон Соколов and everyone for fixing my grammar and helping me make this jump.

Talents:

1 Star
Swordsman
Fighter
Thief
Merchant
Mage
Axe User
Spear User
Cleric
Spirit Mage
Archer
Talos Pawn

2 Star
Sword Master
Talos Soldier
Wizard/Wizardess
Berserker
Spirit Wizard/Wizardess
Bow Master
Saint
Monk

3 Star
Sword Lord
Archwizard
Talos General
Spirit User
Greater Saint
Rampager
Bow Lord
Sage
Holy Knight
Phantom Thief

4 Star
Sword King
Grand Spirit User
Destroyer
Saint King
Wizard King
Bow King
Talos King

5 Star
Hero
Sword Emperor
Demon Lord

6 Star
Hero King

8 Star
Summoner

Extra Skill

Extra Skills are each person's trump cards. These can be used once a day, except for those in Extra Mode, who can use them like regular Skills.
Each Extra Skill is unique to the user, but they have ranks that determine their power (and how difficult they are to master). These ranks are divided from highest to lowest: Emperor Class, King Class, and General Class, with General being the most common. At most, a person in Normal Mode can have only one Extra Skill, while someone in Extra Mode can have up to three. In Hell Mode, it's unknown, but it's generally assumed that they cannot.

Other information

When skills reach levels 3 and 6, these increase stats.