Running Away From The Hero (RATH)

Intro

Version: 1.0

By YamanKurt



Do you know what a “hero” is? It is a word that is used to describe cheat-like existences. Of course, the dictionary would say something completely different, but that’s what I think of them as. Logicaly, how the hell could you manage such a feat as beating up a dragon as a mere human?

Dragons are supposed to be cheats from the moment they’re born, and they even study hard, and crave for even more knowledge. And just consider their life expectancy.

A thousand years is enough for a nation to rise and fall. But to dragons, that thousand years is exactly the amount of time it takes for a hatchling to fully grow up!

But did you ever see heroes taking down hatchlings? NO!

The dragons they take down are the adults that have lived for nearly ***Five Millennia!***

And when you try looking at the average age of the heroes, it is around 25 years old. It’s just that high because there are some heroes that are way past their expiration date! There are far more heroes that beat up dragons at the age of 18.

Ah, but why am I complaining so much about heroes and dragons right now, you ask?

“Here you go, teacher.”

“... Right....”

Who would this young man in front of me be? This lad holding a warm heart? The kind that isn't cooked but a raw giant heart of a dragon. From its corpse.
It's the greatest hero of our age who saved the empire.
Who is also my disciple.
In order to gain some time to run away, I had spouted some bullshit about evil dragons in some other kingdoms… Who would've thought that this guy would go and actually kill a dragon that fit my bullshit description?!
But that is fine. That is okay. I would celebrate it, after all an evil dragon is bad for business… But did he really have to chase me down in just a week after I went through so much effort to run away?!
And!
"H-hello! I-I've heard much about you…"
"… Right…"
This guy even brought back a princess!
That had been captured by the dragon!!
"Mi Lord."
"… Right…"
Along with her busty maid!!!
What. The. HELL!!!!
Now you may be wondering why I am so mad, so frustrated, so despairing that the hypothetical evil dragon turned real was the one who lost against this discipline of mine? I am his teacher after all, shouldn't I be proud that my student is such a monster?
It is because of my profession.
I'm a Villain.



Origins

Drop In
Noble
Brave
Villain
Spirit(200): Pick a second origin, you start as their Summon.
Reincarnated(400): Pick another origin, you start as that origin.

Locations

Howling: You start at the training grounds of the strongest criminal organization of this world. You are a newbie, whether there as a spy, an actual member, or something else depends on you.

Arucia the Swordsmanship School: You start at Arucia, currently considered the greatest of the Four Great Academies. The Academy that has a saying not just in the Empire but the whole continent; “To become a Swordmaster it is Arucia Academy or the Keshar Family, pick one.”

Marcis the School of Magic: You start at Marcis, which teaches students through apprenticeships. Many political sides exist in this school, all trying to curry favor with the future sorcerers, magicians and sages.

Mercaria the Gateway For Commoners: You start at the most normal school of all. This is a school that produces pencil pushers and paperwork demons of the Empire. The students always graduate to office work, and always find a job to do.

Yugrasia the Summoner School: You start at Yugrasia, currently considered as the worst of the Four Great Academies. Though it once held great strength that rivaled Marcis and Arucia both, the diversity of the summons, the thing that gave them power to stand next to such titans, became its undoing. Currently it is on the verge of shutting down.

Perks

Undiscounted

Magic(Free)

Summon(Free): You have/are a summon.

Mundane Knowledge(50) You have a low level knowledge of something, about a person that took a five hours course on it. Could be anything, from magic to rocket science, scales with training boosters.

Title(100): You have a grandiose title that introduces a bit of your capabilities and gives a very large boost to your fame whenever you use it. Such as Sword Princess or Sword Disaster. More examples are in the Notes section.

Farming(100): You are almost supernaturally talented at all farming tasks, it is like you were blessed by a goddess of earth or fertility of something.

Stealth(200): You can sneak into and kidnap the heirs of noble houses without waking them and throw them all into a single room, and they will only wake up when you leave.

Cooking(400): Your cooking is something to die for, kill for, and is clearly the best no matter where you go. A sandwich from you is better than a royal feast. A chicken cooked by you is something to be worshipped. And a meal done by you, combined with a sauce done by you? That is something to cherish for life. And after eating your meals for a while the consumer will realize… Your food is the best, and more valuable than their pride, and will gladly strive to accomplish whatever trial you place in front of them.

Strategy(600): You are a genius of strategy of all kinds. In combat you might reliably make use of real world gaming strategies, such as Zerg Rushes. Or during an escape from the biggest militaristic action taken in the history of the world all orchestrated with the goal of capturing you, you might give your signature weapon to your unwitting older student, give the passed out and weakened strongest known combattant of the world to your student to be used as bargaining chip along with

your other two young noble students, and have a doppelganger in your form go along with your students with the plan of separating from your students and drawing the attention of all your pursuers later. Meanwhile the real you goes away unnoticed, your noble students going away scott free as they claim to be threatened, your older student being held up by your doppelganger, you doppelganger proving himself to really be you by knocking out the awakened strongest combattant, then running away without the weapon, making the pursuers think he is trying to give them the slip by leaving his signature weapon with another cloaked person of similar height, and the doppelganger, being a demon, vanishing back to the underworld once its contract of acting as you for a few hours or until getting caught expires. You can plan this and more within a minute.

Last Second Ass Pull(800): Whenever it is the most critical and dramatic moment that seems like it will end with your loss, you will not lose. Instead you will get an equalizer powerup. If the enemy is weaker but relies on time magic to match your speed then you may suddenly gain insight as to how their magic works and replicate it. If the enemy has a final form then during the fight your innate fighting spirit might awaken, only to give you the same level of boost as your opponent, if the enemy is simply overpowered in all areas massively then you will be given one chance and one chance only. The more frustrated you'd be at your opponent winning the higher the chance of this perk to work, but don't try to abuse it or munchkin it, because it just doesn't work that way.

One-Winged Angel(800): Cannot fall before the climax! Which is why no matter how badly you are cornered you will always be able to escape, to survive another day, and one day, near the end of of the setting's story if not the jump's final year, or even a battle that is fine to be called the final fight, you will encounter a way to achieve a new level of power that wasn't possible before. The details depend on you, but every time you get to the end of either the setting's canon or the end of the jump you will encounter a way to alter your body, to achieve a final form, this form will work and give you an alt form. This is a 10* boost, and you can stack them by shifting to your previous jump's final form but the more you stack the more inhuman you become, eventually, at 1000* discarding all flesh and just becoming a being of your flavor of light and tentacles. Then you basically become Green Lantern+. You will have infinite energy, a shifting unbreakable light that can take any form and shift between solid, plasma, and gas, and the usage of all your alt forms' abilities in your base form.

Full Capability(400): You've been trained by the Bat. You have walked through the blade sharp tightrope over the pits of torment wearing chains called limits. You have learned of your full capacity and laughed in the face of it and started dancing around it. You are now capable of going into a 'serious mode' where you give up all useless thoughts, fight with your all, and display a power that your usual self just lacks no matter what. Your blows will hit harder, you will dodge attacks you didn't know you could sense, and you will be able to make plans during battle like you were playing an easy strategy game. Also, optionally, you will retain the memories

of your training days, giving you a stupid amount of resistance to all worldly pain.
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+The Metal Bat Trained(600): You've been trained by both the Bat and the Metal Bat. You have dived into the pits of torment, pulled forth the chains of Limits, and tipped over the pillars of Limitations, and then made a home there out of your constantly regenerating bones, then looked up and reeled down a few more pillars for good measure with a fishing pole made out of your bones and intestines. You can resist pain like a zombie can, only Divine level pain can make you flinch, you are innately scary when you fight because a normal human just can't understand the suffering you went through, and you can adapt to anything and never get shocked.
Your practical mundane skills, like animal training or calligraphy, grow without a limit, from mundane to Divine. Your magical skills, like Anti Magic Presence or Sword Aura, grow without a limit, as well. Your perks, like Anti Magic Presence or Final Boss, grow too. Your items, like Toy Arcadias or Favor of The Accounting, grow. Your summons, whether they be Real Life McNormalGuy People or Emotion Elementals, all grow still.
(Requires Full Capability and retaining training days memories, is the Capstone perk)

Drop In



The Elven Smile(100): You have a smile that is of an elf that never met a human before, never smelled something bad, and lived its life in nature, with other beautiful elves, and smelling the pretty flowers of the woods.

Fictional Knowledge(200): Whenever you enter a world you know which stories you read about the fictional characters that you read about is true and which is false. This means you'll know whether to think of Loki as Thor's brother, half giant, or a random human. And whether he is Sleipnir's mother.

Fictional Skill(400): You have the skill/ability/power/magic of a fictional character. This is a 400CP ability, don't go too crazy, you can buy Shadow Clones with this which naturally come with Naruto's Chakra magic system, or Magneto's power (movie version) for example.

Problematic Random Outsider(600): The difference between a pro gamer and a good player is that the former knows the inner workings of their game, and bases their play on them. You are a pro now. You can look at things from a total outsider's perspective and see the loopholes that you can exploit. This can be something simple like magic against magic being stronger than magic against the natural world, thus causing you to think of how to turn the natural world against magic, then using magic to freeze the water vapors in the sky around a small explosive, condensing them, before dropping the massive ice ball, then, before hitting the ground, detonating the small explosives in it to spread the area it will devastate.

Guidance of the Plot(800): You will somehow do things you should have no way of managing, you will, as a mundane magicless man, knock out multiple trained men, escape and evade the notice of the strongest empire, by disguising yourself as a famous scholar coming to teach a failing academy in the middle of one of the said Empire. It is like Gods themselves want you to succeed.
Capstone: You will now be able to defeat the strongest personale of the strongest armies in the world, out in full force after you, twice. All through sheer lucky happenstance and some amount of skill.

Noble



Educated(100): You know the things a university teacher would know in the settings you go to, the things you know are all related to the things you are interested in, if you like magic then you would know the usage and the weaknesses of the newest orbital bombardment counter tools.

Photographic Memory(200): You have a photographic memory.

Loved By Summons(400): You have an aura around you that makes it incredibly easy for you to form bonds with your chosen summons.

The Legendary Magician(600): Your talent for magic is divinely good, and keeps growing, and your magic reserves? They are as large as a dragon's.

Sword Aura(800): Making Sword Ki, and then compressing it you can form that legendary thing called Sword Aura. It is weightless, can change shape and sizes, cut through anything not of equal level, whether that be a legendary metal or another Sword Aura, and uses no power but when clashing with something. Luckily for you it can be as sharp as you will it, thus generally you'll be able to slash through anything with ease. A Sword Aura is a combination of mana, willpower, and physical power, all tightly compressed together and such an existence has a special rule; It cannot be dispersed in one hit no matter what.
Even if your opponent had a Sword Aura of their own that is a hundred times yours in density, when your Sword Auras clash yours will lose half the density with each hit until falling below the density of iron and dispersing.
Capstone: You now know how to throw around sword aura by hand gestures and no weapons.

Brave



Legend(100): The tales of your exploits spread far and wide and strikes a cord in people. People from around the world will hear of your deeds, and treat you accordingly. Save a village on the edge of an empire and the people from the capital city will be able to name you and respect you as its hero.

Heroic Intuition(200): It is like you have Danger Sense, but you have one better. Your instincts are focused on anything detrimental to you first, danger second, and those with negative feelings third, allowing you to 'fail' to dodge attacks that are beneficial, such as putting you in better footing or attacks made to test your power level. Also useful for detecting people smiling while planning on murdering you, girlfriends feeling down, and people hiding in secret tunnels.

Resistance(400): You have a supernatural ability to resist things. Whether this be pain, poison, paralysis magic, or just the idea that your opponent might be the right one, you can resist these things all the same.

Charismatic(600): You are charismatic, able to get people to listen, to rise up, and to fall(in both sense of the word) for you. You could be an excellent general, king, or a great casanova with just this.

Perfect Condition(800): It wouldn't do for a Hero to be anything less than, if not the best, then at least average at everything. Now you have a modest amount of talent for everything. Everything. And you will keep this no matter how you grow. You may ascend into a being of light, but you would still hold the potential to wield dark magic.
Capstone: Now you will stay in your perfect condition no matter what, even if your arm gets cut off you will regrow it. Or get a stronger replacement. Or something. But in the end not too long after your injury you will be back to a condition you'd consider as perfect.

Villain



Gift Of Prophecy(100): You tend to be right more often than not whenever you lie, tell a tale, or otherwise spout some bullshit. This is like a thread guiding fate and your mouth has the ability to feel it, and even wave it into shapes a bit. Like naming the person someone loves by saying the first person that came to your mind, or saying that if you added the numbers that the dice has landed on in 3 throws then you will get a total of 10 points, and that actually happening.

Man of Many Faces(200): Can twist words and describe anything as anything else, improv like a world star that had months to prepare for a role, a perfect poker face, and the ability to never confuse lies told, roles played.

Senses of a Villain(400): Like a certain arachnid you are able to sense when there is danger, but beyond his spider sense you gained something of a Villain Sense. You know where to go to find criminals, scum, and the underworld deals. You know what to say and do to scam, threaten, coerce, and bribe anyone. And you know who to target out of a room full of nobles experienced at leading people on with promisses and milking them for beneficial association.

Survival Of The Harshest(600): Whenever there is any kind of prize on the line you are the one that will have it at the end. Whether it be something simple like competing for a sandwich, or something more extreme, like the total success of the team you are betting on, you will be able to arrange things to turn in such a way that it seems fate itself wanted you to win those things. And when you use means that could be viewed as negative in some way? Then you are sure to *win*. Whether the 'negative' is distracting and then tying up your fellow racer, or tormenting the teams, your own or the opposing side's, and that 'torment' could just be hellish training if you wish. This is plot armor for your evil deeds, and evil plans to move along uninterrupted far longer than they have any right to logically, as long as there is a goal... Due to this focus this perk is more effective than others of its kind but tends to spring up unwanted surprises. Such as the teammate having planned to offer you their sandwich when the race is over, or the torment you put the kids under drew the attention of the government officials, all waiting to take you down the moment you grab your prize, and then taking it away.

Final Boss(800): The Hero is only as strong as their Antagonist. So, as the final boss of your Hero, you must be strong. You must be tough. You must be infallible to those that aren't the Hero! Which is where this perk comes in. The strongest god in the world would be unable to do anything for some arbitrary reasons but watch impotently as you defile his temple and head priestess. The extinction event you set off would be survivable by hiding in the freezer. But what goes around must come around, by tipping the scales in your favor the same scales will be tipped in the favor of Heroes, and heroic figures wishing to stop you once and for all.
This might come with a situation where you can teleport, have a team of kryptonians as your bodyguards, and you yourself could throw moon shattering finger beams without effort, but you relied too heavily on this perk so when the confrontation with the Hero/es arrives, and it will, you will conveniently forget about your teleportation ability, your bodyguards will become mooks able to be taken down by the hero at the start of his journey, and your finger beam might shatter the moon during the fight but once aimed at something significant like the hero or their loved ones? It will be as hurtful as a flashbang. Of course this weighting of the scales all depends on you actively using this perk's power, and using it hard to act

above your weight class and the weight will press down upon the Hero/es' side for as much-long as they weighted upon yours.
No it isn't time based, but action based. For every minute someone with the power to do something about you didn't do anything is a minute of you conveniently forgetting about a power, halved by the amount of powers you have. Every obvious solution to end your threat costs an idea against seeing an obvious move to end the Hero/es. The cost doesn't have to be the same action, but that is the easiest way to even the scales, other actions generally have a conversion fee attached to them. This perk also gains in power the more you suffer, the suffering from drawbacks included.
Capstone: You now have Villainous Narrative Strength. Your attacks are boosted against civilians, your durability is god level when against a Hero, your charms are super effective against the Hero's lovely loved ones, and all the other villains feel an urge to respect you, because compared to them, you are the Arch Villain.

Summon



Elegance(100): You are beautiful, glorious, and literally glow a bit, just enough to be noticed in complete darkness. This won't make you noticable when inconvenient.

Presence(200): You give out an undefinable pressure of *might* to those around you. The conscious idea of crossing you and unconscious urge to fight will instinctively feel like a giant *Nope, Stop That, This is a Bad Idea, Red Flag.*

Perspective(400): This is a skill that comes from experience, enhanced into a perk. You find it very easy to see things unsaid, when it is a trap, when it is a lie, or how an enemy thinks. You won't be falling for their tricks easily, or at all really, unless really desperate.

Live In Interesting Times(600): Whenever you are starting to get bored, something happens. Something interesting and sure to pull you into a memorable adventure of a lifetime, more or less depending on how much time you have to 'waste' on adventuring.

Friendship Is Magic(800): Get empowered by bonds and the feelings of your fellows. If you have a large group, a person made all of you enraged, then you can use the feelings your fellows feel to enhance your stats, increase your toughness, and empower your magic against them greatly. As long as the feelings persist, the boosts will too. Works on both positive and negative emotions, and shows different traits depending on the emotions.
Capstone: Now the Nakama Power you take part in will be stored to be used later.

Reincarnated

Mundane Sword Mastery(100): This is 10,000 hours of a sword being stuck to your hand. As if the sword is your arm you can do whatever and more with a sword in your hand, as you can without. Of course if it is physically impossible then you can't, such as gripping the rocks of a mountain to not fall off, but you can pierce the mountain without effort to get the same result. This perk scales with your training boosters.

Connections(200): You manage to gain connections with the oddest of people, from the genius princess of the strongest country to the perverted elf to the dwarves that are legendarily difficult to encounter. And they all, somehow, like you! They like you very much, enough to drop what they are doing to come help you when you request something of them. But, they will expect to get something in return eventually, you wouldn't want to make your friends feel used, would you?

Cheat Life(400): The person you reincarnated into has inborn advantages, whether they be being part of a rich and powerful family, having a body seemingly made to wield swords, or simply being fated to become the strongest according to canon. From now on all of your future non-drop in origins will offer the same one way or another.

Legendary Instructor(600): You had to get to where you are now after living through childhood, relearning everything had taught you valuable lessons in how to teach others how to learn. Now teaching grows easier the more you do, teach a single person how to punch and next time you teach it to it takes half the time, or the same time but to two people. The people you teach grow outside of their limits, so if someone is able to reach level 100, and you teach them from level 5 to 20 then they will be able to reach level 115. And they are able to learn everything you know a bit about. As a bonus whenever you are teaching there won't be collateral damage, even if you are teaching a whole school, with the students and teachers wielding swords and dangerous elemental magic, they won't get hurt. Emotionally they might, but physically it will only be a surface level thing.
No getting teeth knocked out by getting trampled by 1300 people, and when breaking a limb by using a technique that their body isn't ready for? They will still be able to get up and walk it off after a few hours of rest.
You are also able to teach things you merely heard but don't know anything about, like how to use the master level technique that is reserved for the legends of the land, the Sword Aura for example, by throwing a few snowballs into the student's face and telling them to compress their Sword Ki like you compress a snowball.

Anti Special Presence(800): You were an inhabitant of a mundane world, called the Real World, where magic was just a fantasy. Your perception, combined with the magic of this world, has resulted in you gaining a strange power. You can generate an energy that is anti-special. People displaying more strength than their mass could according to Science? Their strength is gone. People throwing around fire from their hands? Next time they do they might either not generate the flames or burn their hands trying, depending on your intent when you directed the energy to them. This energy is like a curse, but not, and like a curse it lingers, but unlike a curse it cannot be cured, just slowly diluted and eventually free from it. As you are the generator of this energy it doesn’t affect your own abilities.
Capstone: Now this energy aids you in resisting special factors from outside negatively affecting you. You straight out negate all that is special that isn’t greater than your energy pool, so in game terms a poison curse that uses 5MP against your 5ASP means the poison curse isn’t inflicted upon you, but your ASP drops to 0 as it gets used up.
Also don’t expect this to save you from an ice shard attack unless you inject its user with the energy or the ice shard is made out of energy, and it might ground any lightning attack being shot at you from anywhere but above.

Summons

If taken with Summon origin the other Summon options add skills, abilities, and powers to you or you can summon too. You gain your starting choice points’ worth again if you actually bothered to read this, you can spend it anywhere.

Drop In

Real Life McNormalGuy People(100): Could be anyone real without exceptional abilities. From Angelina Jolie to Vladimir Putin to the 40 year old cat lady you saw some time ago.

Isekai Protag Without An OP Cheat(200): A person completely of your design from a parallel universe that spawned from your imagination, could be busty red haired 10 year old japanese girl, could be 3 meters tall combination of Husain Bolt, Muhamed Ali, and Joerg Sprave. They could have one minor ability of your choice, things like Infamous game series' protagonists' powers at the start of their game.

Original Character From Another Setting(400): Could be anyone that isn't world breakingly strong, if they are that strong then they can't bring out their full power. Think more along the lines of some Pokemon than Krillin.

Main Character From Another Setting(600): Could be any protagonist except those world breaking characters. In Another World With My Smartphone's protagonist is a good example, as is Naruto of Shippuden.

Strongest Character From Another Setting(800): What it says on the title, no limits on strength, go nuts.

Noble

Minor Figures From Mythology(100): Think Argos the faithful dog or the horse Loki seduced.

Mortal Figure Of Legend(200): Think pied piper, or the Minotaur.

Demi-Gods(400): Doesn't have to be demi-gods, think Achilles or Heracles power level.

Gods(600): Think Aphrodite, or Poseidon.

King of Gods(800): Think Zeus, or Cronus.

Villain

Lesser Demons(100): Think stupid demonic beasts, zombies with super strength but slow speed and in constant agony. Basically they are weak, have clear disadvantages, but have one or two potent abilities.

Minor Demons(200): Think doppelgangers. They generally have one power and no distinct weaknesses.

Demon Lords(400): Think vampires. They generally have multiple powers, very varied.

Demon King(600): Think Beelzebub, or Leviathan. They are generally gods, or have fought gods before.

Devil Gods(800): Think Satan, or Lucifer. They are on a whole new level, able to take down entire worlds through their own personal strengths alone.

Brave

Nature Sprite(100): Think a floating snowball that is capable of creating ice and snow and flying, as durable as it sounds. Weak, cute, but has a few specialized and potent uses, not that useful in a fight if it is fighting alone.

Elemental(200): Think Atronachs from Elder Scrolls Skyrim. Capable of specialized devastation.

Highest Elemental(400): Think Zapmolcuno(Thu-Fi-Zer). They are multiple elementals temporarily merging together, a fusion. They are generally powerful, potent, capable, but have some clear weaknesses.

Elemental Kings(600): Aspects of elements. Able to negate the powers of the spirits and summoners that use the element they are. Able to command their element perfectly and subconsciously.

Primordial Emotion(800): Aspect of emotion. Able to freely command the emotion they are, induce them or be empowered by them.

Summon

Equal Pact(100): Your pact with your summoner is of equal level, neither of you have much control over the other, you need to find a middle ground and understanding.

Advantageous Pact(200): You have the advantage on the pact that has been made, you can control your summon conditions, act in anyway you want, and even force your Summoner to summon you.

Scam Pact(400): You have a scam pact, in your advantage, you get the soul of your Summoner and the full control over their body and allows you to bring out 100% of your strength.

Perfect Summoner(600): You summoner is strong and close enough to you in understanding and personality that you are in almost always in perfect synch, allows you to bring out the 100% of your power, if taken with Scam Pact then you

can bring out double your power. You also can use your own power to fuel your special abilities rather than draining your Summoner dry.

Multiple Pact(800): You can make a pact with multiple people. The effect of this depends on your Pact level, with an Equal Pact you would have at least 1000 summoners all looking to summon you, allowing you 1000 windows to see the world from and aid them. With Advantageous Pact the number is lessened to 100 summoners but you could aid them, or control them, even better, refusing a call to aid another at your own discretion. With a Scam Pact you would have 10 Summoners, all your loyal followers to the end, and all capable of using a sacrificial ritual at your will to bring you back to life at the cost of theirs once a jump. They are also massive zealots, and seriously likely to form a cult around you.

Reincarnated

Self Summon(100): Your Summons can summon themselves without penalty.

Item Summon(200): Basically Requip magic of Fairy Tail but with a far wider range. You also get contracts with all the CP bought items, and thus summon them with a decision, they will get summoned by themselves if you have the Self Summon perk.

Multi Summon(400): You can summon more than one spirit.

Incarnation(600): A step below Ascension, where you take on a God’s mantle, becoming them whether temporarily or not. A step above Descent, where you call the God into your body and ask them to display their ages of experience to pilot you through your ordeals. You transform your body into the God's, becoming a fusion of you and them.

Manifestation(800): Your summon isn’t restricted in power and, like the first time it got summoned, uses its own power to stay in the world. Its magical abilities are the same as what they were in their world but you can share magic with it too.

Items

Undiscounted

Mushrooms(1000): These incredibly poisonous mushrooms will show those who ingest it the truth of the world and a glimpse of heaven. It is a potent thing that is 99% sure to kill anyone you want with a lick only. After the first ingestion, the target, if you want them to survive it, becomes immune to all poisons and gains a form of enlightenment, having intuitive understanding of the truth of the living world around them and never having psychological traumas. With further meditation, starvation, and other tribulations the ingestor could enter true enlightenment.

Wooden Bat(1000): The 'little' sister of Arcadia, made from the branches of Yggdrasil that got cut by a perverted elf the moment she read a dear friend of hers

was asking for any branches of it that fell. An all purpose stick that can solve every problem under the sun. Heals those hit by it, gives terrible pain with each hit. Each hit causes the hit part to heal and improved from the damage dealt, thus the harder you hit the more intense, and the better the target will become.

Four Great Academies(1000): You have four schools next to each other that perfectly deliver all the knowledge that the students needs to learn in half the time, and spend the rest of the time to build up perfect school memories and grow the students into fine adults, both in mind, psychology, physique, and appearance. The names of the schools are Arucia, the sword school, Marcis, the magic academy, Mercaria, the civilian school, and Yugrasia, the summoner school. In this jump the schools focus on what they are called, magical might for Marcis, connections between summons and summoners for Yugrasia, and etc. But in the future jumps you can change it all and even combine the schools, and maybe make it teaching from kindergarten to university level, with the schools each belonging to a different age group. Or after going to a Sci Fi world you can make them teach both the science of that world and magic of this world(and any other worlds you go to), the teaching time won't change, and the learning time will stay the same. Each school has enough space to house 1500 noble students very comfortably.

Made In Black Anvil(1000): You now have the Dwarves of Black Anvil on your side. They can make anything, and what they make becomes regenerating(projectiles), impossible to damage(walls and windows), and frankly impossible from a physics perspective(tentacle stairs, don’t ask). They are able to do anything as long as you can supply them the materials, and any mundane material work is for free, mundane as in naturally existent in the surroundings.

The Disciplines of Naruan(1000): Each year you get 3 Brave level Minions. Initially all these Minions will have as much potential as the late game hero of the setting they spawn in, but this potential will grow the more time they spend under your command. Also this potential doesn't have to be the same kind as the hero's, if the hero is a swordswinger you might want your Minions to be magicians. These Minions will follow you through the jumps as long as you want them to, but they won't grow young with you though your use of your skills might keep them from dying to old age. Also you are, by fiat, guaranteed from ever being bothered by their presence, meaning no government looking at you for criminal deeds will see you conversing with known terrorists, nor will their presence in the setting disturb your own plans.

Arcadia(1000): This world's sole, one true goddess. Has a strong unblockable blessing, those touched by it grow stronger with each hit, though you can turn that bit off. This strengthening creates an incredible pain, and enhances the effects of similar magics more and more, whether it be strengthening part or the pain part, depends on you. She can merge with other weapons without a problem and gain their powers. The ability to do anything and everything, that is Goddess Arcadia’s true powah!

Drop In

Praise Be The Metal Bat(100): You get your own story. Sadly you get no money from it as it is being released by a pirate site. You can go read it though, the comedic take on your experiences is sure to let you see the humor in those horribly traumatic memories.

The Beard(200): You have fake facial hair that makes it nearly impossible to discern you as yourself.

Ego Sword(400): An ego sword of your own, it doesn't have to be a sword just that it has a will and can talk to you. Humanoid form is optional.

Second Identity(600): You have a second identity that if you keep a hold of for a year means people will forget(identifying traits or all memories relating to) your original identity. This second identity is of equal level of standing as your original due to a sharing of skills and knowledge as it is your identity still, but has the advantage of not being negatively affected in anyway by your reputation or actions. Expect your second identity to be more famous than your original one, as long as you don’t put limits to its fame in its creation. Each jump you get to create a new identity, and if the world is similar then you may use an old jump’s identity and have it count as real.

Toy Arcadias(800): You get 10 toy sized Arcadias, they can move, have super strength and speed that lets them cover as much distance as a running regular sized athlete whether by running or jumping. They can turn into metal liquid like a certain terminator or Arcadia herself, and once stepped upon will give pain so bad that the lego memes will be left in the ancient past. They may combine to form a copy of Arcadia but they can’t talk in anything but the weird noises that the original Arcadia makes, and have much less personality than the real thing. They will obey you unquestionably and will always do their best to accomplish what you might wish. Whether that be throwing themselves to be stepped upon by ‘intruders’ or combining and tackling you to bed.



Noble

Staff(100): Good for smacking people with 'wind' spells when you are low on Mana. Great focus, unbreakable, and weightless unless you don't want it to be.

Strategy Chess(200): A game where you choose your soldiers(could be any, including those from future jumps' armies), and give them orders mentally to make them move after a set period of time. If you set a piece's actions to move, attack, and then defend, then the piece would scramble to automatically do those things when it is your turn. This means you need to predict your opponent's moves before making yours. Pieces attacked while moving will receive boosted damage, while those defending take less damage, and if affinities are right the defending piece could even do a counter attack by itself. Then there are special abilities of certain soldiers, and hero units, and how the opponent cannot see the other's soldiers until they enter their own soldier's range. This is a game that requires a lot of brain power.

The Key To Karuan Empire's Armory(400): Could be something else, but this is basically the uncapper on the limitations of the Fictional Skill. Could be Magneto's helmet to make you into comic book Magneto, minus his experience with his power, or the Unlimited Blade Works of the many characters.

The Scam Summoner's Scam Summoning Circle(600): A cheating magician's tool, its owner requires no additional runic drawing, just intent is enough for the circle to shift into what is needed, and any magic do on this will cost nothing and be totally in the owner's favor. Yes, attack spells included. If you summon a magical being with this, such as a demon then it becomes 'magic' in the circle, thus until it leaves the cricle it cannot bring any harm to you.

Post Nicerwin Yugrasia(800): The Summoner School. A military school from Hell Joseon, where the students are warriors that out do heroes that pride themselves in their intensity. Every night this school has Night Study where the students have two options, either to try to make a run for it or study in the Night Study. The Night Study starts after 17 o'clock, when the school day, that starts at 7 o'clock, should be over like all the other academies, which start their school at 10 to 11 o'clock, do, and lasts to 22 o'clock.
The school has a club by the name of Student Liberation Army club, which is a club focused on escaping the Night Study. The 250 teachers all fight back to keep the students in the school during the Night Study, and the 1300 students all fight to escape at any cost. But, if it was just the teachers that were the enemy then the massively large population of students would have broken through one way or another, so the school itself is a training tool that reshapes itself to offer the best possible training possible by pushing the students all to their limit. There won't be

any workarounds like flying over the walls or roof tops, the students have to walk out of the front doors or stay stuck until the end of the Night Study.
It doesn't have to be Yugrasia, the same advantages could be applied to Arucia the sword school, Marcis the magic academy, or Mercaria the civilian school, the result will just give a different focus to the students and change the shape of the school, whereas Yugrasia has a general focus on every part, with a particular focus on numbers and quality of quantity. A tower for Marcis that produces more magical traps and magic focused students, a fortress for Arucia where the traps are more physical and produces more martially talented students, and a civilian school for Mercaria where the traps are strategy based which produces paperwork demons and scholars of the highest grade. *Yugrasia=Eugrasia*



Brave

Farm(100): You have a large farm with a large field. A single part of any plant is enough to generate a whole crop in 1/100th the time it normally takes to reach maturity, and the crop will of higher quality than the original plant. Whenever you wish to change the crops the field itself will sense your intent and all you need will be planting another plant.

Yugrasia Academy Uniform(200): Enchanted with defensive spells from thread to thread, with cleaning and restoring enchantments layered on top for good measure. This is a potent uniform that would let the wearer go to war and not need any armor, as it gives the same level of protection as most armors, plus the flexibility and comfiness of cloth.

Harem(400): You get a harem of five almost readymade in each jump. The people in question all fit your preferences, all know each other, and all have a crush on you. The default model is one sempai, one kouhai, one osananajimi, one tsundere, and one deredere.

Hero's Sword(600): A sword that is basically a plasmablade. Will not cut anything you don't want it to, has a Holy effect, ignores mundane defense, unbreakable, gives off a strong white glow that never hurts your and your allies' eyes, cannot be removed from the sheat by anyone but you or those aiming to use it to aid you. Those who see you wielding it will know that you are a Hero.

Favor of The Accounting(800): Whenever you enter a group, organization, or other, you will forever be given the cream of the top. This means the best equipment, the highest pay, and the strongest teammates of your level. You are the hero after all, giving you anything subpar just wouldn't do.



Villain

Escape Routes(100): All buildings you own will have escape routes, secret passages, and will at least double in size when you compare the hidden space.

Host club(200): All the spy network needed to learn all there is to learn from the upper class, from family techniques to daily happenings to everything else.

Writ of Governmental Power(400): You have a writ, that is signed by the most powerful person in the government of the country you are in, saying you are free to give commands to them. If you use this against a single person then you can do any one thing to them/get them to do pretty much any one thing, easily, but if you use it to take command over a group, such as an army or what have you, then the validity of the writ will come to question after a while and those in command will send queries to confirm the power given to you. This works perfectly when used to enter restricted places or to get people to do their jobs as best as they could, with those in power actually confirming the validity of the writ when asked.

Village of Utopia(600): The perfect self sustaining village where there is no racism, no favoritism, and where everyone shares. This is a communist's wet dream, you can combine it with your other populations to add a definition of 'perfect' to them.

Limited Edition 100 Cake(800): This cake is something not even nobles can get without ordering it 40 days in advance, and generally could only get one per decade they lived. Now you can summon one of these once a month, and use it to basically get whatever you want. This is something that will make someone willing to die if they can just hurt you stop and say they love you with tears in their eyes and others pursuing you to stop if they consider the one you give it to as one of them.



Summon

Athena's Spear(100): A very finely made spear, a good focus for any magic usage, can be summoned-desummoned.

Lævateinn, The Fire Sword(200): The sword that set the world on fire. Surtr's strongest weapon, the giant blade of fire that ended an era of mythology. Can be summoned or desummoned, and only harms what you wish, is extremely hot and hard to look at due to being a literally fire sword.

Mystletainn, the God-Killing Spear(400): This is a thin stick that looks as if it might snap from a single touch is in fact the god-killing spear that can even kill the unkillable, Mystletainn. If thrown it will fly in the path you imagined it to fly, and when it hits it will explode violently, completely vaporising an area equal to a single story building, all those that fail to dodge gets vaporized.

Boots of Loki(600): Makes you go 10* faster than your maximum, gives you the grace needed to run without tripping on all terrains, but using its maximum power without the strength to resist the strain might cause your limbs to break. Can be summoned-desummoned.

Aegis(800): A divine shield with a special ability called Medusa's Gaze, where it lets out a flash of light from the eyes of the snake haired woman on the shield and anyone that is living and watching the shield, and targeted by you, will turn into stone. Can be summoned-desummoned, and the Medusa Gaze only affects those you wish it to.



Reincarnated

Sandwiches(100): This is a sandwich made by the greatness of the modern world where ingredients are ample, where experiments by foodies are easy and costless, and where the ingredients are top notch. This is the best goddamn sandwich that people of this world can ever find, and you can summon an infinite amount of it at will.

21st Century Blueprints(200): Blueprints of what? Whatever you can find online. Yes, everything you can find on how to make online will be inside this thing. This is something only you and others from the 21st Century can see. It can come in any form you may wish, and will always be in arms' reach of you and have no physical presence if touched by anyone not from the 21st Century.

Naruan's Sack of Loot(400): You have a sack full of precious materials of noble families. This sack replenishes each jump, stealing and replacing the powerful or sentimental items of the powerful families. If you take the items outside the Warehouse then the replaced item will be realized as fake, until then it is as real as the original thing.

The One Book Of Summons(600): Contains all knowledge on all non-human fictional creatures that exist in all worlds. Can be summoned-desummoned.

Naruan's Cave Of 12 Trials(800): It is 13 trials where you ‘rest’ on the 12th trial room if you can give up your paranoia. Those who complete it will never fall to traps and trickery. Will take up to two years to complete for a normal person. Can be completed in, at maximum, 3 months by a hero(also called brave and protagonist). At the end of the 13th trial room the trial takers will be facing the 14th trial, the trial of pain where they will learn to endure pain by feeling a great amount of it. Through getting hit by the Bat. Not the Metal Bat thankfully. Those you explicitly do not want to won’t awaken their masochistic side through this trial, but others will.



Drawbacks

Start As A Baby(0):

Crossover(0):

Plain Rice(100): You get to eat plain rice for every meal, nothing to add taste. Even normal meals will taste like plain rice to you.

Tushitushi(100): You make weird sounds with your mouth whenever you do something, and deny that you are doing them when people say that you do. You also get unreasonably angry at those people.

Loli/Shota Voice(100): You have a lisp, you talk cute, and have a voice like a child's.

Super Sadistic Personality(100): You are a sadist, you love delivering pain.

Comments! Reviews! Moar For ME! Moar For The Translator!(100): You are forced to make comments on the action sequences, the drama and everything else of importance that happened during your stay in this world every time you have down time.

Little Presence(200): You have little presence, people often forget about your existence even while they are alone with you.

Your Head Went Weird(200): You got hit by one too many times by the Bat, you are now a masochist, this won't protect you against the Metal Bat.

No Summoning(200): Nope, not even devil will take a bite out of a soul as black as yours, thus no summoning creature will ever accept to become your summon.

Unstable(200): You are thought to be unstable, dangerous, and whenever there is a test for traitors, the real traitors are sure to pass with flying stars while you would be noted to be put under close watch.

Betrayal(200): You will get betrayed by your allies over a little thing, could be food, could be the reward of taking a day off of school, or maybe it is that you have a girlfriend and they don't will get to them and they will try their best to break you up.

No Magic(300): You won't be able to use magic in this jump as it rejects you entirely, at least you will be immune to any kind of magic detectors, all curses, and blessings. That includes healing magic.

Copyright Infringement!(300/800): You are unable to talk about or use attacks and moves that are copyrighted, so no Unlimited Blade Works or Kamehameha, but if

you do them without their words and give them a slightly different look than their original then you are fine. For 800CP your powers from other jumps are locked. Also in both versions copyrighted powers and abilities are unusable to you without cringing heavily and getting irritated and embarrassed.

Always Hungry(300): You are always hungry, and no matter how much you eat you will always feel a bit hungry.

Weakness To Naruan's Bullshit(300): You are a bit naive, you don't read the lines underneath the words, you do not see how out of character it would be for a cruel person to show kindness to you, and you are all around more likely to fall victim to Naruan's lies and plots.

Gynophobia(300): You saw things, so many things a man shouldn't see, and you came out fearing women. You aren't afraid really, you are just very reasonably cautious, after all it's not paranoia if they really are out to get you, and they are, you are sure of it.

Jumper Berserking Event(400): You will go berserk in this jump, what will happen, why that will happen, or how is up to the whim of fiat, but you will. You will snap out of your rage only when you fall unconscious, jump ends, or be left with nothing to take your anger upon. For an early jumper this perk isn't much, as long as they don't blabber things they shouldn't know while berserking.

Actually Evil(400): You are evil. No matter how much you refuse to believe it, you are evil. And you feel... Nothing about this realization, so you try to ignore the fact, but you are bothered by it. Due to your evilness you don't feel the need for love. For companionship. For mercy. You are the type of person to smack her staff into the head of the rival racer just as they jump out of the hole you conjured.

Death Event(400): You seem to be drawing in a certain event, with certain set of conditions. This might be getting stabbed by a scorned lover, getting killed in combat, or something similar, you just attract these events as if your string of fate is pulling at all the other strings to make that event true.

Draft(400): You will get drafted into Capture Ast Knight Order and be pulled into crazy missions where you will be expected to capture Ast, but he will escape each and every time you actually encounter him and not a lookalike. You'll get punished for it even if the fault isn't yours. You can't escape the order, but at least you will have a job, receive top quality training and payment.

Bullyable(400): You are so pure, so expressive, so fun to bully, that everyone wants to see you in tears and thus you constantly get teased. Expect to cry, expect to pout, expect to mop around no matter the situation.

Plotty Event Attraction(500): You attract generic story like events without end, you found a girl half dead in a cave? You better believe they are either a demon or a lost noble!

Out From The Frying Pan(500): Whenever you encounter a challenge, and triumph over it, you will create a legend around you. This is a legend that depends on what you need the least. Your outburst at a noble for kicking a tray of food, after months of hunger, will be just what you need to gain the approval of the population, and in turn the attention of your family who were just dismissing you as a potential candidate for the throne, thus keeping you out of the dangers of their scheming. This is always something you don't want, and it is a strong enough force that it also affects those around you.

Into The Fire(500): From now on whenever you enter a new situation you encounter a new challenge, the intensity of which depends on how desperate your situation is. On the run from the princess of the strongest nation, in the middle of the said said nation, wearing the identity of a weak bodied summoner coming there to become a professor, and nearly out of money? The school you went to will be on the edge of closing down. The teachers all useless layabouts. The students are all unmotivated teenagers. And the least said about the constantly crying principal the better. You get no backing, no aid, and must turn that school to the number 1 school by yourself, or you will be forced to travel, where you are sure to be found by the genius princess.

A Silver Devil In Love(500): Arcadia loves you more than anyone else, and will, in fact, disobey Naruan just to make ‘physical contact’ with you even if there isn’t any justification. No one will do anything about this.



The Revenge Plot(500): You forget you took this perk, and for one reason or another you will trust in authority figures, gain a group of friends, and then in one stroke be betrayed by all of them. It will hurt, emotionally, and keep hurting until you either take revenge one way or another, or settle down somewhere to live a quiet life. Though that will result in those that betrayed you finding you over time, only to die without any effort on your part.



Forever Alone(600): You will not be getting a girlfriend or boyfriend in this jump. You might get attention, but there will always be something that causes you to decide against, and if you ignore your instincts? Terrible things will happen. Constructs, summons, or things you create don't count.

Eternal Virgin(600): No sex. No sex at all this jump. You are unable to have sex for one reason or another. You must protect your chastity or your chain fails. It counts as sex if you are in physical contact while ejeculating, so long as you aren't, there is no problem. Constructs, summons, or things you create count as masturbation.

In The Way Of Sia's Love(600): A Yandere of Naruan, Sia, is aiming for you. She believes that killing you is the path to making Naruan her husband.



In The Way Of Princess' Marriage(600): You are in the way of Princess' marriage to Arst, prepare to die, brought back through ritual magic, and then be killed again.



Yandere Creator(600): Your presence seems to turn girls around you into Yanderes, at least they are all attractive girls so you know what to avoid, too bad they are drawn to you like moths to the fire.

Wanted(700): It seems you are now wanted by the country, don’t get caught.

+Hunted(700): You are now being hunted down by the full might of the Empire. Why aren’t you running?!



Peasant Born(700): You start your jump as a peasant with nothing but what you buy to your name, if your origin was Noble then your house fell to ruin, if your origin was anything else then your parents were farmers or tailors or other similarly minor jobs. Your life is in the hands of the nobles, and one day far too soon that foolish noble will start a war that will ruin your house. Your parents will pass away, your siblings fall to hunger or disease or any other medieval reason, and you will have to fend for yourself.



The Popular Isekai Demand(700): You are now a weak monster. Whether it be goblins, slimes, skeletons, or an inanimate object turned sentient.

Second Great Famine(700): Like the famine that led to the first emperor of Karuan Empire rising up against the rulers and then, once he succeeded in overthrowing them, conquered the nearby kingdoms and form a stable nation that worked only due to the loss of life and the weakening of people's spirits, there will be a famine.

Sealed by The Gods(1000): You wake up one day in this world, wondering what you just dreamed about, you feel like it was of critical importance. Your memories are sealed, but your mind is still there, and if not your powers then at least your skills are still there, just locked and kept locked for the duration of this jump to you. You will believe yourself to be a normal man, of the origin you picked, and act your life as such. Unknowing of the constant whispers your true self is directing you by, unknowing why the people around you look at you weirdly whenever you call yourself weak or normal.

Scenarios

A Soldier of Ast (Karuan Empire)
Elite Soldier of The Strongest Empire

You gain the experience, skills, and capability of an elite soldier, the best of the best. Whenever you take lead with soldiers behind you, they find their morale to be unbreakable, always able to puff out their chest in pride, always able to stay strong in the face of desperation and temptation. And your enemies? They can't help but shiver in fear at the thought of coming eye to eye with you, let alone actually fighting you.

An Apprentice of Naruan (Howling)
Howling
The biggest criminal organization of the strongest nation. It has its hands in everything, and is by fiat impossible to take out in a single strike by any yandere princesses.

A Student of Nicerwin (Yugrasia)
Ace Student of The Top School
You become a pride and joy for any teaching institution you become a part of. Whether it be the charisma to get your fellow students to vote for you during student council president election, high enough understanding of the scholarly subjects to get first place in each and every test, or enough skill to be chosen as the captain of all the sport teams your school has, you are the best at all subjects that a school can teach. And even if your school teaches some classes that would disallow you to study others, whether it be because both of them are happening at the same time or the study of one clashes with the principles of another, you would still be able to enter those classes, find time to go to all the classes, and become the Ace Student at all of them without effort.



The Famine
Karuan Empire
The superpower empire, the strongest nation in the whole wide world, and housing a militaristic capability that is fifty times more powerful than any other nation in the world.

Combinations

Truth In Fiction(Heroic Intuition+Gift Of Prophecy+Senses of a Villain)
Like a certain long nosed brave warrior of the sea, you are also able to tell, or write, tales that turn real. Told a tale about giant goldfish whose poo are big enough to be thought of as islands? You'll encounter that as soon as possible. Wrote a lewd story about the president having a secretary underneath the table while he is giving a press conference that becomes true! Wrote about you, yourself, finding love? You'll find it very difficult to write that, nearly impossible as inspiration pushes you into more interesting events like you falling down the stairs(which will happen because you thought of it while trying to put it to paper), or a bowling ball rolling towards you and you mistaking it for a real ball(if you can stop thinking of the conclusion then you might save your leg from breaking by trying to kick it to a stop). As long as you keep trying you will be able to write about yourself, having paid for the SIn that you wrote down. Or would be paying soon enough.

Persona Shifting(The Elven Smile+Man of Many Faces+The Beard+Second Identity)
By putting on a pair of fake googles, mustache, and styling your hair to the other side you are able to disguise yourself well enough that you can scam someone you scammed twice already. You might not need the first two if the person in front of you isn't particularly good at memorizing faces.

Divine Looks(Charismatic+Elegance+Presence+Perspective)
It is like the Gods' carved you into the perfect specimen of your race! You are that beautiful, your movements are that graceful, and your intensity is powerful enough that people standing against you will wonder which war god you were born under.

The Sword God(Mundane Sword Mastery+Title+Sword Aura+The Legendary Magician+Metal Bat Trained)
You are the undisputed master of your weapon of choice in every world you go to, in this world that means you are able to do building slicing slashes with your hands and can fight nonstop for weeks on end.

Mankind's Emperor of Diplomacy(Loved By Summons+the Drop In Summons line)

You are looked upon favorably by all that is human, regardless of strength, personality, or position. At least at first glance, but a good start is generally the sign of a good interaction.

Gods' Chosen Mediator(Loved By Summons+the Noble Summons line)
You are favored by all that is divine or myth based, regardless of strength, personality, or position. Unless you do something to change their mind then they might show that affection through blessings and favors.

The Devil's Best Friend(Loved By Summons+the Villain Summons line)
You are endorsed by all that is demonic, regardless of strength, personality, or position, they feel an urge to help you out and be unnaturally fair with you. And in hell you gotta trust your instincts to survive. They also feel calm and peaceful when with you, the dark voices in their minds strangely quiet.

Spirits' Spokesperson(Loved By Summons+the Villain Summons line)
You are beloved by all that is spirit, regardless of strength, personality, or position. It will be very hard to change their opinion.

Hero Town(Farm+Village of Utopia+Strategy Chess+Connections+The Disciplines of Naruan+Made In Black Anvil)
Your village has grown into a town, almost a city actually, and has gained a nickname, The Hero Town. Due to the amount of Great People it generates regularly, whether they be world star actors or government officials or actual Heroes. It also exports double the amount of what they consume, thus generates a great amount of revenue, and is seen worldwide as the icon of perfect settlement by all.

Legal Harem(Harem+Writ of Governmental Power)
Your harem is recognized by the government, and you can get married to multiple people. No one will think this is weird. No one will question it, unless you want them to. You may add more wives to the Harem.

Refusal(Anti Special Presence+Resistance)
You can directly refuse things now, whether that be an active magic effect like a portal, a barrier, or an ice shard flying towards you. But this rejection is incredibly straining mentally, and too much of it might knock you out. Once a year you can refuse the death of another person, post spark you can reject as much as may wish, though the strain exists, if far diminished.

Flying Fortress (Post Nicerwin Yugrasia+Four Great Academies)
The Flying Fortress is an intelligent flying fortress, it follows your goals, keeps those in it safe and trained to the limit. Perfect training ground for you, a bit dangerous for others as they are forcefully faced with traps from the jumps you've

been to. Can separate into the Four Great Academies, with either one keeping the extreme defences or upgrading all the academies to the state of the art, both in technology and actual art, of all the worlds that the Flying Fortress has visited.

The Golem (Teacher+Post Nicerwin Yugrasia+Four Great Academies)
A golem that is a combination of the Four Academies coming to life and merging to aid you in your darkest hour once per jump. Will keep those inside alive come hell or high water. Will train those inside outside of their limit. Will scale up to the strongest person of the setting, doesn't degrade.

Protagonist School (Naruan's Cave Of 12 Trials+Teacher+Post Nicerwin Yugrasia+Four Great Academies)
All students that spend 3 months in your school gain the Brave line's perks, the combined perks and items' effects negate the drawbacks of each other. The students will grow to hero level, gain its perks, become impossible to kill through trickery, be immune to all but Divine level of pain, get the best education possible, and learn all that there is to learn and turn into fine adults in mind, psychology, body, and appearance, in 3 months. And upon graduation they will have the same amount of room to grow as they would have had they not came to your school.

The End

Now that your 10 year has passed by all your drawbacks are deactivated and removed, unless you grow attached to them, then they turn into toggle options. But besides that, at the end, your time in this world is done, and now you have to pick between three options.

You can *Return Home*, healing from all the mental and physical damage you gained over your journey, and taking all that you earned here and before you came here.

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You can *Keep On Jumping*, gaining more and more power, hopefully not forgetting that all journeys reach an end eventually or changing into someone you would be ashamed of.

Or you can *Stay Here*, and not leave those that you bonded one way or another behind.

Notes

The items you buy aren't what they are in the story, if you buy Howling then you don't become their boss, unless you import the item in their place.

The items you buy, if related, can be merged or customized to your desires, the fluff is just that, fluff, you can add your own interpretation that is tangentially related to the item description or name, as long as you don't exceed the power level of the CP cost then there is no problem.

The items you buy cannot be turned or used against you, not even by lifting them and smashing them on your head will deal any kind of damage to you.

This setting is deliberately generic, the MC and one other person are the only two known people to have reincarnated here and then set the world spinning with their OOC acts.

You can import all your companions for free, and take any companion that catches your eye for free.

You can obtain multiple summons of the classification you bought in the jump, but bringing them out, or them using their power, takes mana. If you have infinite mana then you can gain infinite summons. Since to a summon, their summoner is the only exit they have to another world, the majority of summons have a very strong sense of possessiveness as the more summons that a summoner has, the less opportunities their summons have to leave through that ‘exit’. Even low-ranking elementals without even a proper sense of reason dislike their summoner contracting another summon, so would those gods and devils, or others, with their high sense of pride, ever wish for such a summoner?

Summons cannot be killed, they are sent back to their world and heal over time, but it isn’t a long time at all, with certain stronger beings taking seconds to heal up completely. The story hasn’t mentioned anything about it but for convenience’s sake your summons don’t age, find your own explanation as to why, maybe they are actually departed spirits, and that in reality all that you can summon are dead nature’s soul(plants and bugs) and souls of the departed. Or maybe something else, depends on you.

You can form summoning contracts with being in the world you are in, summoning them means they are there in the physical sense so you cannot dismis them, and them dying in the world they are from means they die for real.

In future jumps your summons’ abilities, and your skills related to summoning will all work as intended, and you can obtain more summons in each jump. As long as they fit the criterias of the summoning perks you bought.

List of known places
Karuan Empire where the story takes place, the home to the 4 great academies, the empire with the strongest military power and strategies. Formed when a great famine devastated the lands and a person rose up to take down the ruler of a kingdom and right afterwards turning towards the kingdoms around and

conquering them. Is 1000 years old. Its Emperor is called Sword Devastation, and the person closest to the princess has the title of Sword Princess. Sword Princess was the youngest person to awaken Sword Aura, before a reincarnator awakened hers at age 18, then during the story another person awakened Sword Aura at age 17.

Merdeia Kingdom (which fell to the Empire) was conquered by the empire in 3 months after the empire's princess got determined to end the war to search for a person called Arst.

Magratina, which was destroyed by the empire long ago in the past, and the direct descendant of its royal family is the current leader of the anti-empire army.

Arucia the Swordsmanship School is currently considered the greatest of the Four Great Academies. Amongst Kuran Empire's knights over half were the products of this school, that means that this school is a place where countless prodigies of famous martial families gather. Let alone the empire, in the entire continent, there is a saying amongst those who dream of becoming the Strongest Sword, namely 'Arucia or the Keshar family, pick one,' showing just how much of a holy land for swordsmen this school is. In addition, both of the empire's current archdukes were Arucia alumni.

Marcis the School of Magic has a difference to the other academies. It is that there are more people imparting knowledge in this school's halls than their officially hired teachers. Apprenticing from a young age in a small and close group the graduates find it very hard to refuse requests to give a recounting of their experiences after graduation. And more importantly, as magicians of all sorts are very valuable, both the Magic Towers and Empire come to clash in this school's halls to pull the students of this school to their side after graduation. Its students go on to become great sorcerers, magicians and sages after graduation.

Mercaria the Gateway For Commoners is a place that mass-produces Empire's office workers. The cheaper tuition fees compared to the other schools, and the fact that getting a job is guaranteed one way or another as long as you graduated means that countless commoners apply to enter this school every year. If they have a weakness, then it is that they are always last in sports and culture festivals. But as their graduates become giants of the Empire and make their presence known, their current position is still a lot better than it was in the past.

Yugrasia the Summoner school. At one point in the past it competed with Arucia and Marcis for the place of the greatest of the Four Great Academies… But currently it can't stand up against even Mercaria, pushing it to the position of the worst of the Four Great Academies. It is a very strange school that has similarities to both Arucia and Marcis, all depending on the summon. There is only one reason for that. The sheer diversity of summons. The diversity and range of summons are very wide indeed. Starting from spirits and divine beasts, to weapons and armour,

angels and demons, and finally even the gods of other worlds! But summoning is an art that forms a contract with beings from another dimension and hence putting restrictions on their power, and so often what you see is the summoned being used as a support. Especially the weapon and armour-type summons, blanket-termed the equipment-types, their summoners could use weapons and armour suited for any given situation and hence were used frequently by the army, but on the contrary, that meant that they were summons that had no use aside from providing weapons and armour. Meaning, these were summons where the user's physical specs needed to be outstanding to be useful! Summoners that contract these types of summons are better off enrolling into Arucia and honing their martial arts skills and learning the uses of weapons, since they had nothing to gain from enrolling in Yugrasia, the majority of equipment-type summoners went to Arucia. And of course, similarly for summoners whose summons had high fighting power. If the summon's abilities are outstanding then it's better to go to Marcis to learn magic to support the summon. Because of that, the majority of those with strong abilities as summoners are, either strong knights that are summoners, or strong magicians with a summoned beast! It's not like that there are no strong people as summoners in their own right, but those are limited to those who could turn the tides of war personally, those who made contracts with either gods or mythology-class devils, and opportunities to make contracts with them were nothing short of a miracle. Because of that, all the good talents are headed to other schools, and only the trash and leftovers are left in Yugrasia.

Yugrasia is also called Eugrasia.

List of known factions
The Anti Empire is a 1000 years old generations upon generations of brainwashed descendants of the kingdoms that empire conquered when it formed.
Howling is the shadowy criminal organization of the empire, it existed since the time of empire's forming.

List of known titles
Underbelly of the Student Council
Darkness of the Student Council
Casanova of the Century
Elemental Army
Female General
Empress of the Skies
Sword Heaven: One who mastered mundane sword arts, and has a pride as a master of sword without the need for magic.
Sword Princess
Sword Devastation
Sword Disaster
Sword Saint
Sword Star
Survival King

Maddest Dog In The Empire
Team kill academy Yugrasia
Iron Flower
Apostle of the Evil God
Sky of the Sword

List of known magics: Ritual magic, Summoning magic(including demon summoning, elemental summoning, other world's god summoning, and fictional character summoning), Elemental Magic(includes the super special wind magic where you slam your staff onto your enemies' heads), Magic Sight(and other senses), Illusions, Enchanting, Contract Magic, Sword ki-aura, and some magical pressure that paralyses those around you.

The magic seen in the setting requires no chants, and the only thing they are useful for are the image they create in one's mind, which is what is needed to create a magic, as such they are merely training wheels for real magicians.

There are only around 50 people capable of this ability in the strongest empire of the world you are going to.

For finding this your starting points are doubled. This does not combine with the other secret bonus points.

List of known races: Humans, dwarves, elves, dragons, demons, and spirits.

Yugrasia academy teaching program
Program C: The teachers protect their spots and keep the students from advancing.
Program B: The teachers can move.
Program A: The Silver Devil is sent out from the top floor and the students have a time limit of 20 minutes to escape before that and 10 minutes more as she goes through the floors to the lowest one.
Program Alpha: The Silver Devil(Arcuria) will 'heal' the teachers that fall, boosting their will to win and not get hurt.

Special Program: Traitor Mode: This is when the students are forming a too great of a teamwork to take down the challenges given to them. Certain students are given the task of being traitors for rewards, then becoming a traitor depends on tickets, like lotto, you need to keep your traitor ticket when you get one as when the Night Study starts you become the Traitor.

Special Program: Barred From School: You are stuck on top of the school, with no clothes but your nightwear, no meals but loot boxes that are teachers' meals, and have to escape the school before rejoining the After Study escape.

RATH The Original Version: The shorter version, and arguably funnier. And definitely simpler. Reading this will give you an easy understanding of the setting and story.
RATH The Remake Version, Also Called ReRATH: The much longer, more complex, better writing, explanations, and logic(other was a bit of a crack story). Even the speech is better, but it will take a while to get everything because of how much in depth every explanation is, it isn't info dump, it is just heavy on the explanations and the POV changes sometimes makes you lose your focus if you weren't reading while giving attention to the story.