# Cheat Skill “Shisha Sosei” Ga Kakusei Shite, Inishieno Maōgun Wo Fukkatsu Sasete Shimaimashita ~Dare Mo Shinasenai Saikyō Hīrā ~

“Your ability is far too dangerous”
Licht, who holds the cheat skill [Resurrection], is executed on the order of the King out of fear of his power.
However, at that time no one could have known— that the skill [Resurrection] would even apply to Licht himself. Licht, who has survived, now stands as the greatest enemy of humanity.
This is a story of how Licht and the revived Demon Lord Army threaten the world.
The skill [Resurrection], which was shunned by the human world, would become the main force behind the Demon Lord’s Army.

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

By default you will start in Rathta Kingdom. It's a place where adventurers are valued and isn't as racist as other human countries. Although there's always the option to go elsewhere..

## Gender and Age

Choose the gender and age you want.

# Origin

## Human (Free)

Humans are the majority race of this world, remaining the dominant ones, even though there are some demon lords and other dangerous races. Despite being weaker than the other races, their numbers make up for it, allowing them to produce talents that can fight toe-to-toe with the champions of other races.
They are also a very versatile race in terms of their talents, so they may not be masters in specific areas, but they do possess great mastery in all areas.

## Non-Human (100 CP)

Despite being a minority, these types surpass humans in physical and magical abilities. We can find races like the elves, long-lived and beautiful, with talent in archery. The Drogonkind, resilient and stronger, with a talent in blacksmithing. We can also find other races that are rarely mentioned but have characteristics superior to those of humans.
In short, they make up for their numbers with their biological advantages as well as their talent in other areas.

## Demon Lord (400 CP)

Demons are a nearly extinct race, but despite their very small numbers, they are beings who can put entire kingdoms in jeopardy, the famous Demon Lords.
A Demon Lord is far superior to any other individual of any race, being so powerful that even a group of S-Rank adventurers won't stand a chance against them.
Their power—both raw strength, skill, magic, and so on—is immense, and they can wipe out armies of average soldiers by themselves.
Demon Lords are long-lived beings who do not lose their power or physical or mental capacity over the years, always remaining in their peak condition.

# Perks

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

You can turn on/off any Perk at your will or dial their strength.

## General

Standard Physiology (Free)

Like any fantasy world, humans and any race that inhabits this world have powers far superior to those of our own. To begin with, you are adept at magic, but at an average level like any other person in this world. Second, your physical and magical limits will increase. This doesn't mean you're more powerful, but with training and hard work (and depending on your species), you can achieve the power level of an S-Rank adventurer. Although it will be a difficult path and require much sacrifice, it is possible.

Immune to Ambushes  (100 CP)

You are immune to any type of ambush or surprise attack. You have a sixth sense that identifies these attacks, and you are always prepared to easily counter them. The only option to fight you is a head-on attack.
This does not protect you from pre-set traps.

Terrible Security (200 CP)

No matter what location you invade or how important it is, in most cases it will have very weak security, in the rest, none at all. Even if you invade the king's own castle, he will have few guards protecting it.

This would be an easy job, but there's a chance those guards are the kingdom's elite. This is a positive, as you'll have fewer enemies to deal with, but a negative, as you'll have to fight experts.

I suggest you be cautious when invading a location; you could find yourself with an extremely easy job or an annoying guard.

Witch/Warlock (400 CP)

You are not simply a genius in the use of magic; you are a talent that appears every hundred years. Your mastery of the discipline is incredible, allowing you to learn spells and magic in a week, compared to what the average person would take years of training and study. The potency and efficiency of your spells and magic will be tripled. Your skill and mastery are

such that the cost of any spell or magic will be halved. You will even have a reserve of magic ten times greater than that of an average mage.

But this is not limited to practice; you are also a brilliant scholar and researcher. Your ability to understand and analyze any topic related to magic will be very useful in pioneering new areas related to it or in discovering and creating new spells and items. You can be a great inventor and researcher of magical artifacts if you set your mind to it, or combine magic with areas of science such as biology, mechanics, etc. The limit is your imagination.

This does not include Necromancy, but if you purchased that option, it will be enhanced by this Perk.

Resurrection (600 CP)

The most valued ability in many kingdoms, although considered dangerous by those more devoted to the Church. This ability allows the user to resurrect any dead person as many times as they wish, as it doesn't require much magical power to activate it. You can resurrect the same person as many times as they die. You can even resurrect multiple targets at once, allowing you to raise an army killed in the middle of a war as many times as you want (and as much magical power as you have).

The advantage of this ability is that when you resurrect people, they will be at their peak. You can also resurrect them with the clothing and equipment they had at the time of their death, as long as it wasn't looted from their corpse. Finally, you can use this ability on yourself as a 1-Up once per jump, so if you are killed, you will have a life insurance policy. Try not to get killed again. The conditions for this ability are that the resurrected being must possess a soul, that the being must not have been dead for more than two hundred years, and that the resurrected person must be in the same place where their body (or remains) is, or where they died.

The limitation of this ability is that when the resurrected person is resurrected, they will not be under the user's control (unlike necromancy), so they will retain their free will.

# Human

Opportunist (100 CP)

You have a sixth sense for detecting situations that could benefit you, whether it's business, combat, politics, etc. Depending on the situation, you can spot an opportunity to benefit yourself, such as helping someone who needs something you have, knowing that it's an important person who will pay you well.
If you play your cards right, you can easily climb to the top.

Generous Rewards (200 CP)

Any payment, reward, remuneration, etc. you receive for work or accomplishments will be much higher than expected. If you escort a noble lady to her home, her parents will not only reward you but also treat you like a VIP guest. If they like you, they will offer you the hand of their daughter.
This effect has its limits; people will only reward you as much as they can, so don't expect peasants to give you a castle for killing a dragon. But there are always other, non-material options, such as swearing loyalty to you or having trusted allies who will help you achieve your goals.

Necromancer (400 CP)

A skill that falls under the category of magic but is very far removed from the discipline, almost being a discipline in its own right. This magic allows you to control the spirits of the dead, those souls who have lost their physical bodies. You can command them to obey you and use them as you please.
You can control them to gather information, transmit messages, immobilize targets by making these spirits tangible, attack them with these spirits, etc. You can even have these spirits take control of a dead body, being controlled by you like puppets.
The number of spirits you can control at first will be forty, but with practice and increasing your magical power, you can increase that number.

S-Rank (600 CP)

You are not just an ordinary human; you are someone with the power of an S-Rank adventurer. Someone who reaches this level is considered a champion of the race, even a hero. Someone with this level is worth a hundred humans, being a trump card for many kingdoms.
If you are a swordsman, you can split a house in two with a single move; a mage could cast a spell that can destroy part of a fortress wall; a thief can infiltrate the royal palace undetected. You are basically a superhuman who could hold his own against a Demon Lord's executive.
In future jumps, your base power (not Bodymod) will be boosted by three. If you have other Perks or other similar ones with the same characteristic, their effect will be additive.

# No-Human

Natural Talent (100 CP)

Each race has a particular talent: vampires are adept at making wine, elves are excellent cooks, and dragonkind are exceptional blacksmiths. You may choose a talent of this type depending on your race. This talent will be more mundane, so don't expect to cook food that restores health or forge a legendary sword.

Grudge (200 CP)

An extremely dangerous ability for both the user and the opponent. Any wound or damage inflicted on you by your opponent will be reflected back to them. For example, if they cut off your right arm, their right arm will also be damaged. If they kill you, they will also die.
The downside is that it only affects the person who caused the damage, so if a mage mind-controls someone to kill you, the person who killed you will be the one who dies.

Spirit Control (400 CP)

There are very powerful abilities in this work, and one of them is spirit control and sprite control. For this option, we'll combine the two into one.
You have the ability to control spirits that can enter the target's body to inflict various status ailments such as poisoning, confusion, paralysis, etc. You then finish them off by causing their bodies to bloom flowers or roots, killing them in the process.
You can initially control up to twenty of these spirits, but if you train and increase your magical power, you can increase their number.

Vampire (600 CP)

Within the category of Demi-Humans, vampires are positioned at the top. The reason for this is their great magical power, longevity, accelerated healing, and great endurance. But you are more than just a vampire; you are a purebred vampire, a noble. You are much stronger than the average vampire.
The first advantage is that you are resistant to sunlight, as well as silver and any blessed object or sacred magic, which is of little use against you. Second, you can turn others into vampires by injecting a bit of your blood, making them your loyal servants. The third advantage is that both your physical strength and magical power increase drastically compared to a common vampire, being able to put up a bit of a fight against a Demon Lord, even wounding them and leaving them slightly weakened. The last is that you can control your body, transforming into a large wolf or splitting into several vampires, as well as creating wings on your back, giving you the ability to fly.
If you chose another race, you can be a hybrid species while retaining all the advantages of this option.

# Demon Lord

Demon Lord's Ability (100 CP)

Demon Lords aren't just about raw power; they also have powerful abilities. You can choose to have the ability to read minds, which will help you anticipate your enemy and know everything they're thinking. Or you can choose telekinesis, which allows you to move objects

or people from a distance, even using it as an attack by snapping their necks or any part of their bodies, or even throwing objects as projectiles.

Just use Power (200 CP)

The power of Demon Lords is known and feared by most, and you are someone who takes advantage of that. You can use your power to convince people to make alliances with you, recruit talents, or resolve conflicts.
You don't need to make a political drama; just release a little aura and you'll see that in less than a minute people will agree to the conditions you set. Don't worry about any insubordination, rebellion, or breaking the agreement; they will be so afraid of you that betraying you won't even be considered.
This only affects people who are significantly weaker than you, as well as those who don't have a strong hostility toward you. A person who has a relatively small chance of killing you or those who hate you will not be affected by this Perk.

My Fate is Glorious (400 CP)

Someone like you is a chosen one, someone who will have a glorious future and leave a great mark on history. In other words, if your luck were to have a Rank, it would be SSS. Your luck is somewhat monstrous; in most cases, things unfold the way you want them to, or in your favor. Finding talents for your army or powerful artifacts to consolidate your power is something you find easily. Finding your enemies' hidden hideouts is something you do instinctively. Even in a bad situation, you can come out alive as long as the chance of defeat isn't 100%.
If luck has a favorite, it's you.

The Great Demon Lord (600 CP)

Your power isn't that of an average Demon Lord; you surpass that standard by far, five times as much, to be exact. Like Aria, you are above the average Demon Lord, able to beat one up in just a minute if you use your full power.
Another advantage of this option is that you can use Aria's ability, spatial control, to perfection. This allows you to control time in a given space (about 500 square meters), altering your opponents' perception of the flow of time. Keep in mind that their perception will be so distorted that a single movement of yours, even if they have the same speed and reflexes, will see your movements as moving at a speed far superior to theirs. You can use this to your advantage with your allies, so they can react more quickly to your enemies' attacks, although you won't be able to use both at the same time.

# Items

All origins receive their 100 CP Item for free. The rest of the Items of origin are discounted.

You can connect all your properties and facilities to your Warehouse if you want.

## General

Bare Necessities (Free)
A piece of casual clothing appropriate for your location, a bag with a week's supply of water and food, and finally some cash (equivalent to $1,000) to cover your expenses.

Potion (100 CP)
A potion that restores any wound, whether fatal or involving the loss of a limb. You'll receive another potion each year.

Backpack (200 CP)
A travel backpack that at first glance looks like a regular backpack, but it has 100 cubic meters of space inside where you can store anything (as long as it fits inside the backpack's opening). When you want to take something out, just think about it and grab it as if you knew where it was in the backpack.The weight of everything stored will be reduced to 1/1000 of its total weight.
As a bonus, this backpack gives its wearer the ability to fly (levitate), so besides storing your things, it's a quick and efficient way to travel.

Library (400 CP)
A library containing various books, documents, recipes, etc., covering all the knowledge created in this world, be it magic, economics, art, etc. This library has different sections to separate different topics and make your search easier. You can even separate each section by era and country, as well as other subdivisions such as types of topics and even authors. Any material that could represent a danger, such as cursed books or others that destroy the mind of those who read them, will be stripped of their negative effects, making them safe for reading or use.
In future jumps, this library will update its content, including the format, which can be physical or digital if you wish. If other civilizations or other knowledge exist outside the world you are in, they will be incorporated into the library, but not those from alternate dimensions or other universes.

Upgrades (600 CP)
Your travels in your jump chain will take you to different types of worlds, some more rudimentary and others more futuristic. This could be a disadvantage if you go to a highly technological world with facilities adapted to the medieval era. Fortunately, this option will help you with that problem.
This item allows all your properties to be upgraded to the technologies of the jumps you visit. For example, if you leave a medieval jump and have purchased a kingdom, upon going to a

modern jump, all your properties will be upgraded to be technologically comparable to the most modern cities in that world. Buildings, infrastructure, facilities, equipment—everything will be at least at that level. This includes the knowledge of people like your followers (not companions); their knowledge will be upgraded to that era, so the court doctor will have the knowledge and mastery of the best doctor in the world. If your properties' tech level is higher, it will be upgraded to the highest active tech level of the jumps you visited since this perk. If you visited Warhammer 40K before going to A Song of Ice and Fire, I guarantee you'll destroy the place with all those futuristic weapons in your arsenal.

# Human

Documents and Papers (100 CP)
An ID that will allow you to enter any country or settlement, as long as it doesn't have an anti-human bias. This ID can serve as your citizenship papers and visa for foreign countries or kingdoms.

Staff (200 CP)
It can be any weapon you want, but the advantages it offers will be the same. First, it's an indestructible weapon. Second, it will double any attack or ability you use when using it, boosting your attacks and the effects of your abilities. Finally, the amount of mana (magical power) or any type of energy required to use your abilities will be reduced by half.

Research Facility  (400 CP)
This research center has all the facilities and equipment necessary for you to conduct any type of research that interests you, be it magic, potions, weapons, etc. It also has an unlimited number of resources necessary for you to carry out your experiments (if you need to use living beings, you will have substitutes that replace that option and give the same results). As assistants, you will have homunculus or golems with a type of artificial intelligence that will be in charge of efficiently assisting you in your research.
As a disadvantage, the resources you use will only serve to create prototypes or the final result of your research. You will not be able to mass-produce a potion you created with the resources offered by this option.
In future jumps, this research center will update both its facilities and equipment so that you can conduct research tailored to the characteristics of the resources and other elements of the world you are in.You can replace your assistants with robots if you wish.

S-Rank Formula (600 CP)
You have special vials that, when drunk, grant the user power equivalent to an S-Rank adventurer, drastically increasing their best attributes. For example, if a swordsman drinks it, their strength, speed, and reflexes will be on par with a swordsman of that rank.
The number of vials you receive depends on the number of subordinates, followers, and companions you have, but you will be granted at least a dozen if you have twelve subordinates or fewer.
You will also receive the recipe and instructions for recreating the formula, allowing you to mass-produce and market it if you wish (although I do not recommend it). Like the granted formula, this formula has no side effects, and its effect is permanent.

In future jumps, those who consume the formula will have at least power equivalent to an S-Rank adventurer in this world. If that power is greater, consuming it will double all their stats. It's worth noting that the effect only works once, so consuming it again provides no benefit.
In future jumps, the formula will adapt to the resources found in the world you're in.

## No-Human

Swimsuit (100 CP)
A swimsuit that fits your body perfectly. No matter your appearance, you'll look attractive in this suit. It's easy to clean and indestructible. You can choose any type of swimsuit you want.

Sword of Resentment (200 CP)
A sword that increases its wielder's power as they feel more hatred. It's indestructible, and you can choose another weapon if a sword isn't your thing.

Legendary Beast (400 CP)
A legendary beast that can be a dragon, a great white wolf, or any type of mythical beast that will be your ally and pet. This friend's power is on par with a demon lord's executive.
It can also serve as a mount and guardian. It also has the ability to alter its size to a smaller one, so your ten-meter dragon can play in your yard if it shrinks to a suitable size.

Castle (600 CP)
A medieval-style castle worthy of someone of nobility. The land you own covers an area of one square kilometer, and the castle is a fortress that occupies 700 square meters. The castle has three floors: the ground floor houses the reception, the quarters for your regular servants and soldiers, the kitchen, the main hall, and more. The second floor houses the quarters for your trusted servants, such as your elite soldiers, the library, and studies. The third floor houses the quarters of the owners, their families, and VIP guests. Outside the castle are the gardens, training areas, and other facilities.
You will have a staff of one hundred people: fifty guards, thirty servants, ten cooks, and ten people in charge of general services. You can customize these to your liking. They are completely loyal to you and will obey your every command.
The castle has a self-repairing and self-cleaning system. It has enough rooms and workers' quarters to accommodate up to five thousand people.

## Demon Lord

Feast (100 CP)
A Demon Lord like you deserves nothing less than a generous amount of food to entertain you. Every week, you'll receive a feast of all kinds of fine foods and beverages (alcoholic or non-alcoholic) of your choice. All of this is for you, but if you're generous, this food can satisfy four people.

If there's any leftovers, you can choose to give the leftovers to your subordinates, store them, or they'll disappear if you're not interested.

Demon Lord's Armor (200 CP)
A suit of armor worthy of a Demon Lord such as yourself. This armor resists 25% of any physical or magical damage. It fits perfectly to your measurements. It's not indestructible, but it does have an engraved spell that will cleanse your armor of any dirt or stains, leaving it as good as new.
You can customize the armor to your liking.

Vassal (400 CP)
A Demon Lord like you is powerful, but what better way to demonstrate power than by having subordinates who obey you? You have under your command one hundred loyal subordinates of different races who will obey your orders to the letter. These individuals will have the average level of a veteran adventurer, the twenty elite will be at the level of a high-ranking adventurer, a very small group of five will have the power of an S-rank adventurer, and one executive will be almost at the level of an average Demon Lord.
You can customize these individuals to your liking, both in appearance and personality.

Dystopia (600 CP)
This dungeon is an excellent base for someone of your title. The above-ground dungeon is no different than a small cave, and four people can easily enter it together. The cave is twenty square meters in size, but in the center, there are stairs leading to the actual dungeon.
This dungeon has about ten underground floors, each one square kilometer in size. You can customize the first eight floors with environments such as labyrinths, snow-covered areas, volcanic areas, and so on. The ninth floor contains common facilities such as dining halls, barracks where your subordinates' quarters will be located, training areas, libraries, and so on. The top floor contains your throne room and chambers, as well as rooms and spaces for your exclusive use. It's worth noting that it will be decorated with more luxurious furniture, as well as other decorations that highlight your status.
Each floor can be inhabited by monsters brought from outside, as long as they can adapt to the environment. If they die, they will be reborn within your dungeon. It will also feature a number of treasures to attract greedy adventurers or those seeking adventure and riches.
If you don't like the dungeon layout with underground floors, you can change it to something else, such as a tower or castle, but respecting the options written here.
The dungeon has a self-repairing and self-cleaning system.

# Companions

Import (free/100 CP per or 400 CP for eight)

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 friendship.

# Drawbacks

You may take any amount of drawbacks you like.

**Crossover (+0 CP)**
Are there any manga, anime, game or novel 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.

**Clean World (+0 CP)**
Normally any series that takes place in the medieval era would not be the best choice to live. Anime and manga make them look neat, and the people who live there have the manga or anime filter, being beautiful compared to how they should look, uneven and dirty.
With this option, the world where you are will be a very clean and neat place, free of bad smell and any dirt.

**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.

**Employee (+100 CP)**
Unfortunately, you'll be employed by an authority figure in this world (a King or a Demon Lord). That might seem like a positive thing, but I assure you it's not as gallant as it sounds. You'll be working for a demanding boss who will require your full attention. That doesn't mean you'll work twenty-four hours a day, but if he/she calls you, you'll have to show up immediately.
Forget about entitlements like weekends and vacations; you should be available every day of the year. The good thing is that there will be days when you don't do anything because there won't be work, but maximizing your days off will be unthinkable during this jump.

**Workaholic (+200 CP)**
You have a work addiction; you're the type of person who prefers to spend their free time working. This means that out of every 24 hours in a day, you spend 18 hours doing your tasks or helping your coworkers finish theirs.

**Arrogant (+200 CP)**
You're the type of person who would be perfectly described by the word "arrogant." You believe yourself to be powerful and important, so it's normal for you to speak condescendingly to others, even Kings or Demon Lords. You're even one of those who thinks only your opinion matters, and you're prone to conflict the moment someone disagrees with you.
As someone who thinks you're the greatest, you tend to underestimate your opponents or enemies. At the beginning of any fight, competition, or conflict, you'll only use 20% of your capabilities, only giving your all when you recognize your opponent's abilities (when they beat you, vastly outnumber you, or block all your attacks or moves).

**Problematic Skill (+400 CP)**
Apparently, one of your abilities, whatever it may be, is considered heretical or dangerous, marking you as a target for elimination by the Church or a kingdom where it has a strong presence.
Prepare to be considered a fugitive, being hunted by assassins or mercenary groups paid to eliminate you. No matter where you are, there will be at least one attack from these groups once a month, and that's if you're in a place where the Church doesn't have much power. If you're in one of those places, prepare for daily pursuit; even the kingdom's soldiers and knights will be after your head.

**Enemy of Demon Lord (+400 CP)**
A Demon Lord, not Aria, is after your head. Perhaps because of one of your abilities, a past grudge, or because he/she has knowledge of your nature as a jumper, he/she considers you a threat and your elimination is a priority.
During your stay, you will have to deal with the attacks of some of these Demon Lords, accompanied by their armies at their peak. They will even be capable of entering into conflict with a kingdom in order to kill you.
A Demon Lord's executive is stronger than an S-rank adventurer, and a Demon Lord could easily kill a quartet of these adventurers.

**Wrath of the Maou-Sama (+600 CP)**
Aria is the Great Demon Lord, a being far superior to current Demon Lords. We're talking about someone who can kill a Demon Lord in just five minutes at 100%.
Aria is a complicated person, not accepting any kind of insubordination or disrespect, whether from an ally or enemy. And for some reason, she considered any act of yours unforgivable.
You'll spend the rest of your jump being pursued by her, using all her resources to eliminate you. And we're not talking about a simple individual, but a small but elite group of people who can outmaneuver any Demon Lord executive.
You can kill her and end this nightmare, but be careful when you attack her, because one of her subordinates can take the attack, affecting any damage they receive, even killing you if you kill that person.
The only good thing is that Licht won't be around to resurrect them, so it's not an impossible task. But killing her and her original group will be a pain and a challenge, so good luck.

**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 chokwerman, Schuldraigh, Kelgamum, { TheCount } and everyone for fixing my grammar and helping me make this jump.

Resurrection Perk: Post-spark, the one-time 1-up limit is removed. You may use this Perk to resurrect yourself an unlimited number of times only after you finish your Jumpchain.