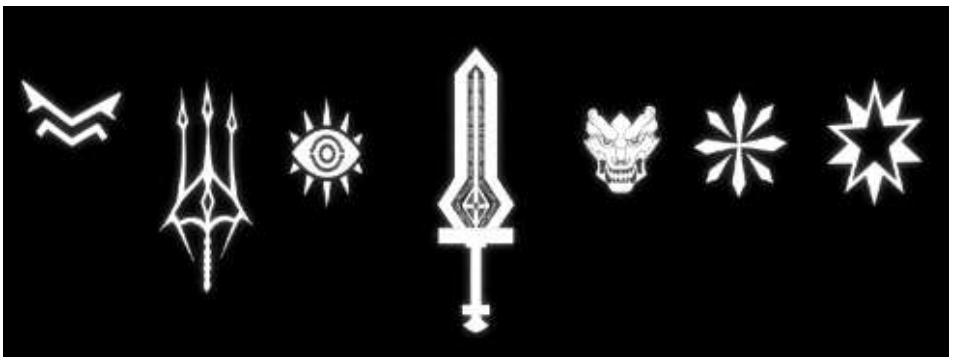


-Warrior Archetypes Supplement-

Made by Aleph_Aeon

-Introduction-

Well, you died. Regardless of the exact circumstances behind your death, instead of being sent to some afterlife, you've been summoned to another world and awakened as a Warrior (or Hero if you prefer this term).

You were tasked with slaying the local Demon Lord and, after a year-long journey, you fulfilled your mission and saved that world, being able to finally return to Earth, however, you retained all the extraordinary powers, abilities, and equipment you acquired on that otherworld.

This supplement works to help Jumpers that awakened as Warriors to decide which world they were summoned to and which abilities and gear they acquired, listing all the Archetypes seen in the canon version of The Warrior Returns world as well as some extra ones.

You don't receive any extra points in this supplement, so you'll need to use your **Choice Points (CP)** from the main **Hero Has Returned/The Warrior Returns** jump.

-Basic Mechanics-

If you have taken **The Warrior** perk in the **Hero Has Returned/The Warrior Returns** jump, then you'll be able to choose which world you were summoned to, your title as a Warrior, the adventures you lived there, as well as which extraordinary skills, abilities and equipment you consequently acquired there.

However, you need to keep in mind that there are clear differences in strength between the different types of Warriors. This is due to each Warrior being typically just slightly stronger than the Demon Lord they defeated, but some of them are able to bypass the peak of power of their otherworlds.

Some worlds also grant abilities that are far more useful and/or powerful to their Warriors than others, so this is another significant factor to establish a hierarchy between them. In order to represent this, while most of the following options will be free, some of them are generally weaker/more limited than the others and thus will reward you extra points if you pick them, while others are considerably stronger and will cost extra points instead.

Furthermore, if you choose to be the same type of Warrior as another currently active Warrior, you'll instead be from an alternative, identical version of their otherworld and won't replace them. For example, if you decide to be a new Faith Warrior, you'll have saved an alternative version of the Faith World and won't replace Hana Baek or Belgis.

As a bonus, all the weapons and equipment you receive from your chosen archetype will be fiat-backed and you'll be able to summon and unsummon them at will.

Lastly, the Archetypes will be separated into three main categories/sections:

- **Official Archetypes:** These archetypes are the ones that exist in the canon story of The Warrior Returns and they'll be (or were) present in the world even if you (or one of your Companions) don't pick them.
- **Fan-Made Archetypes:** These archetypes don't exist in the canon universe, so they (with their respective worlds and Demon Lords) will only exist if you or at least one of your Companions choose them.
- **Modified Archetypes:** Similarly to the **Fan-Made Archetypes**, these ones don't exist in the canon universe, but they're modified versions of the canon archetypes instead of being entirely new types of Warriors.

-Official Archetypes:

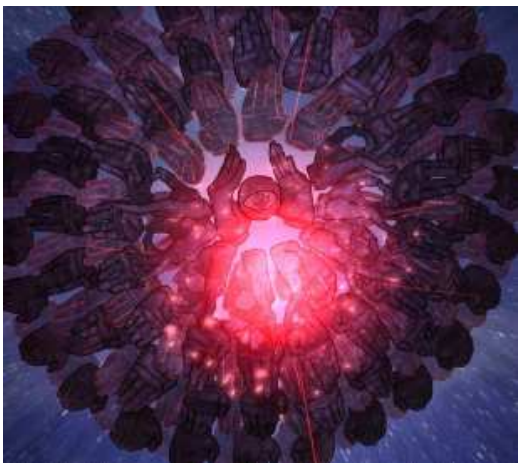


The Magic Warrior (+100 CP): You have been summoned to a world of magic, more precisely, to a world of magical girls.
To act as the Magic Warrior, you've been gifted with a heart staff equipped with the Sweet Crystal, which is the origin of your powers and allows you to enter in your hero form, giving you a girly outfit typical of magical girls, even if you aren't a girl.
Upon transforming into your hero form, you're able to perform various magic-candy-themed attacks, skills, and spells that are limited to your large magic reserves, such as firing a pink blast of magical energy and candy, flying through magic circles located on your back, transforming your staff's tip into a spiked hammer, or creating a hidden landmine of molten caramel that immediately hardens once it touches the air for example.
However, your power as the Magic Warrior has two major flaws.
First of all, as your power originates from your crystal, in addition to not having access to any of them outside your hero form, you'll be unable to transform if the jewel is destroyed, but there are ways to partially transform by roughly putting its pieces together, like by stabbing its remains into your fists. Second, as the Magic Demon Lord is relatively weak, you're also weak, being probably the weakest Warrior of all the otherworlds when it comes to your stats, but you can still put on a good fight for stronger beings if you learn how to use your abilities well.



The Verdant Warrior (+100 CP/100 CP): Even if you don't qualify to be the Sacred One, you've been chosen as a worthy vessel for the tree god of the Verdant World, as it's unable to move by itself and needs the Warrior's support to protect the world. As a vessel of a portion of the tree god's divine essence, you gained a set of powers centered around the ability to manipulate plant life using magic, being primarily a healer with several abilities that make you a good all-rounder, with you truly shining when you're playing a supportive role in a group battle.
Your healing abilities are considerably powerful, being based on the tree god's daughters. One of such abilities is based on conjuring a dandelion to heal someone

of sickness, instantly removing all harmful factors in the victim’s bodies and even instantly curing them from the Plague Warriors’ viruses.
Furthermore, while you don't have combat-focused skills, your attack power isn't low, but, if you were to injure any sentient living being, your power as the Verdant Warrior will no longer be usable for some time, but you’ll at least be able to fight for a few minutes by using your ability to manipulate plants as well as the ability to create and control a organic wood-like material that is unnaturally durable. As you aren’t actually hosting a god, you won’t lose your abilities permanently, so you’ll recover them after a month or two, depending on how seriously you injured other beings.
However, by paying **100 CP** instead of receiving **+100 CP** for this archetype, this limitation will be removed, so you’ll be able to fight normally while keeping all of your healing abilities.
Lastly, you have also received a special horned armor made from the same wood you can create, with constructs made using your wooden horns being especially durable, like prosthetic limbs that are superior to their regular counterparts.



The Golem Warrior (Free): As your title implies, your ability as a Warrior mainly revolves around using earth manipulation to create golems, allowing you to take a more stationary position during a battle while you fight long range by using your golems. The main type of golems you can create from earth are human-sized golems in the shape of hands, which are able to levitate (with them even being able to carry you) and are strong enough to very easily crush a human.
Your second type of golems are the Eye Golems, literal floating balls of earth with an eye design in the center. They’re used as a means of observing others remotely and you’re able to create and control a legion of them. The Eye Golems are also able to fire powerful laser blasts from the eye design and have access to a stealth mode, allowing them to stay invisible while not attacked.
Your ultimate technique as the Golem Warrior is a concentrated laser beam that requires a single Eye Golem to have several Hand Golems surrounding it, forming the “Flower of Prayer”.
Lastly, you’re able to manipulate earth to form many types of architectural structures that can work in the same ways as modern technologies or vehicles of any kind depending on the knowledge you have, however, you can’t replicate too complex technologies. You can make a speaker out of dirt, but you can’t make a functional cell phone for example.



The Sea Dragon Warrior (Free): You ended up being summoned to the kingdom of Atlas, the main kingdom of the World of the Sea Dragon, a world inhabited by sea creatures, where you were destined to fight alongside the prince (or another member of royalty of your preference, like a princess for example, as this isn't the same Atlas saved by Su-a Shin) against the Demon lord.

By yourself, you learned this world's magic, becoming specialized in casting defensive and support spells while having mana reserves on par with the Wizard Warrior. Your body was also adapted to this world, making you suited for living and fighting in the sea by giving you the ability to breathe and see underwater and to easily resist the ocean's pressure. As your main weapon, you'll receive a silver trident that you can telekinetically control and that is powerful enough to easily destroy a warship's artillery.

However, you truly shine as a Warrior when fighting alongside your loyal partner, as your spells are meant to support them in battle. In addition to counting as your follower, they're also able to transform into a true sea dragon, in the same way as the monstrous form granted by the **Monster From Another World** perk works, with them sharing your mana reserves. Unlike Blesse, your partner has no problem with adapting to Earth, so they won't have any difficulty in staying in their human forms.



The Exorcist Warrior (Free): Compared to the body of a demon, the human's body is as fragile as a butterfly, torn to shreds before they can even unfurl their wings. However, even if the world you saved had clear human "limits", you learned how to face monsters despite the limitation of your mortal flesh as they taught you how to fight as effectively as possible within your limits' confines.

In addition to becoming an extremely skilled fighter with an unyielding fighting spirit and peak human physical condition, by concentrating and removing all unnecessary thoughts, you're able to enter a state where you're able to truly achieve superhuman feats, such as gaining superhuman physical attributes or becoming able to throw projectiles with your hands fast enough to surpass a gatling gun. This will make you much stronger than many Warriors, despite lacking destructive potential.

Additionally, as a monster hunter and Warrior, your main weapons will be a hammer and a seemingly limitless supply of metal stakes, capable of causing even more damage than a technologically advanced gatling gun when wielded by you.
However, you also have a special ability that allows you to conjure iron chains from your stakes by saying “Chains”. These iron chains, possessing a dark purple aura, can be used to trap, capture and restrain your opponents, rendering them unable to move and thus easier for you to finish off. The chains can even be used defensively, by creating a powerful barrier to protect yourself from enemy attacks.
Furthermore, by throwing four of your stakes around your opponent, you can activate the Demon Sealing Formation, which transforms the stakes into tall black crosses that conjure more chains to restrain the target even more. While sealed, the target’s source of power will be weakened as well, with them only barely keeping their unique traits. This property of nullifying abilities even works with technologic-based abilities, like the ones possessed by the Transformation Warriors.
This sealing technique also has stronger variations, like the Demon Encasing Circle and the Demon Encaging Circle, which are activated by using more stakes and using the original technique multiple times respectively.



The Vampire Warrior (Free): The “Vampire Warrior” isn’t an official title, but, in a similar way to Hwarang Hong, you’re actually an Exorcist Warrior that, during the initial phases of your training, gave in to the temptation of acquiring power through the consumption of a vampire’s blood and thus ended up giving up your humanity.
As a result, you became an actual vampire, losing all the benefits and abilities you could have as the Exorcist Warrior, but, in exchange, you gained a lot of new monstrous abilities.
But fortunately, unlike Hwarang Hong, you weren’t possessed and still managed to defeat the Vampire Demon Lord.
Firstly, the main ability you gained is blood manipulation magic. This magic allows you to create, shape, move, control, interact and manipulate blood (both yours and of others) for several different purposes. In addition to consuming blood to enhance your abilities temporarily, the primary usage for it is to form constructs like weapons, spikes, barriers, wires, wings, or even hands.
It can also be used to create familiars by conjuring wolves/bats made of pure blood, by creating a perfect blood clone of you, or by giving your blood to humans in order to grant them a few vampiric abilities.
The more blood you have access to, the more powerful you’ll be, with no upper limit.
Lastly, thanks to your nature as a full-fledged vampire and a Warrior, you’re truly immune to aging and will have no weakness to daylight as if you were a Daywalker.



The Wizard Warrior (Free): You have been summoned to a world of magic, more precisely, to a world of wizards. Your summoners were four master wizards, who, to help you combat the Demon King's forces, trained you in the native magic of their world, the Magic Circle System. This magic system allows its user to utilize multiple elements by conjuring different kinds of magic circles, as well as achieving more complex effects like creating a Storage Space. There are 12 tiers of magic circles within this system and you mastered all of them and gained mana reserves worthy of legends, but you didn't stop at this level.

Originally, your summoners had the goal to create new magic circles, but, as you're able to bend and even break some of that world's rules due to your nature as a Warrior, you learned how to "stack" multiple magic circles of the existing magics you have access to on top of each other, allowing your to combine/compress them and thus create new magic spells.

This is the so-called Magic of the Unknown, with one of its most powerful spells being the Light of Creation, an extremely powerful spell formed by compressing 63 layers of magic circles that is able to create a blast of light capable of annihilating an entire district of Korea and leave behind a gigantic crater. You also have the ability to compress/fuse magic spells from other magic systems you have access to.

Additionally, you also receive a spellbook to help you cast magic spells, as it will register all spells you have access to, and a wooden, tree root like magic staff to channel your magical power.

Lastly, while you wield extraordinary magical power, as the Magic Circle System apparently lacks body enhancement spells, your body is completely unaltered so you'll only be as physically strong as a mundane human, so avoid overestimating your abilities when fighting a physical fighter.



The Martial Arts Warrior (Free): While you were on your journey, you were trained in the martial arts of the oriental-like otherworld you were summoned to, making you one of the most physically powerful Warriors when it comes to raw power behind your physical strikes. In addition to having access to a very effective fighting style, you also learned how to utilize and channel your body's inner energy through specific techniques that produce and release a form of green and purple energy that is directly connected to your physical stamina and lifeforce.
By using various hand motions, you can use several energy-based techniques, such as deflecting projectiles by redirecting them using your fingers or creating various constructs, like a small but precise beam of energy, a volley of blades, or even a gigantic snake.
This energy can also be used to further enhance your physical abilities, such as reinforcing your body for defense. Finally, you also learned a dark technique known as Cheonma Vitality Absorption Technique, which, by physically holding your victim, you're able to siphon and absorb your opponent's vitality and life energy.
As a last bonus, you receive an oriental style outfit of a design of your preference, consisting of a robe, a conical hat, and a mask representing some mythical beasts, like a oni or a tengu.



The Iron Arms Warrior (Free): You died and then you were summoned to a world that curiously looks a lot like modern Earth, except that it has actual heroes and villains, with its Demon Lord being a villain on a whole different level than all the others. Upon arriving there, you found yourself in the Iron Arm Laboratory, a military laboratory whose main research involves the creation of supersoldiers, like you.
Your entire body was instead rebuilt and modified by the scientists of the laboratory using the Serum-008, an unique substance that is the culmination of all the technologies developed to date by the lab.
As a result, you developed some basic abilities common to all other Iron Arms Warriors, such as immense physical strength (enough to at least put you on par with some of the physically stronger Warrior) and your body becoming completely self-sufficient, removing your need for any form of sustenance (including your need for oxygen), while you're still bound to die to old age. Additionally, you also received an ability unique to you. It's up to you to decide your unique ability, but it must be

something a stereotypical hero would have, like immense durability, laser eye beams, flight, regeneration, super speed, or even electrokinesis.
Finally, as a last resort and secret weapon, the scientists of the otherworld had given and built in a hidden, very durable capsule in your body that contains the unrefined serum, but, if the capsule was broken and the serum was unleashed into your bloodstream without regulation, your abilities will be enhanced even further and you'll gain the ability of every past Iron Arm Warrior (including Uiho Jeong's durability). However, this immense power has a price, shortly after, you'll go completely berserk and your entire system will be overloaded, eventually leading to your death.
Lastly, you also get a superhero outfit with a design of your choice, similar to the one used by Uiho Jeong.



The Time Warrior (Free): What a cruel world you were summoned to, a world that basically "consumes" its Warrior's own life during their journey. Once you were summoned to this world, you were "gifted" with the source of your power as the Time Warrior, the Demon Hammer Chronos. Although its appearance was that of a sacred weapon, Chronos was named as the Demon Hammer because it literally eats away its wielder. It leeches the life of its user in order to increase its mass proportionally by the number of years it takes away.
As the wielder of the Demon Hammer, you'll be able to exchange precise portions of your lifespan, or "the weight of time", in order to boost your physical abilities and increase the hammer's mass, forcefully aging you as a side-effect. However, these boosts are only temporary and last only for a few hours at best. For example, the hammer powered up by twenty years of your life is able to defeat the Time Demon Lord in a single attack.
Fortunately, unlike most of the Time Warriors, you only needed to sacrifice a minimum amount of your lifespan to defeat the Demon Lord, so you'll still be young and healthy when you return to Earth.
Furthermore, if you're biologically immortal, then, instead of consuming your lifespan, the hammer will directly consume your life force and vitality instead.
As a bonus, one of your blessings as the Time Warrior causes your arm to be marked with a number that precisely shows your remaining lifespan in years, days, hours, and minutes. You can turn the mark's visibility on or off at will.
Lastly, you haven't returned alone to Earth. As is tradition at Time World, a young girl or boy was chosen to accompany you as your squire (actually it's heavily implied their function was to replace you as your parents' child as you were supposed to return to Earth as an elderly person with only a few years remaining). Your squire will count as your follower and will be equipped with a few toy animal artifacts that can be transformed into the actual animals and vice versa by using a specific spell.



The Metamorphosis Warrior (Free): You've been summoned to a world protected by Rangers, a group of superheroes similar to the ones from Super Sentai Series, with you having been recruited by such heroes during your quest to defeat the Demon Lord. As the Metamorphosis Warrior, your primary equipment, source of power and partner will be your belt, an Ego-Weapon that possesses self-awareness and its own personality. While wearing the belt, if you or it says "Transform", you'll activate the transformation and wear a special hero suit, which will grant you greatly enhanced physical abilities that are impressive even when compared to the other physically powerful Warriors. Furthermore, the suit also has extra modes that grant you extreme amounts of speed, like the Accelerate Mode, Double Accelerate Mode, and the Triple Accelerate Mode.
However, your suit has a major weakness. As the suit generates a lot of heat (with the extra modes generating even more heat and consuming a lot of energy), it requires a cooling system and, if said system is damaged or broken, the heat from the suit will burn you while you're inside it, so be very cautious with how you handle the suit to not damage its cooling system.



The Combination Warrior (Free): The otherworld you were summoned was basically an alternative version of Earth, but in a post-apocalypse state due to attacks from rogue mechs and the dreaded Machine Lord (also known as the Combination Demon Lord), as well as having a lot of floating debris and islands spread across the planet.
There, you were welcomed by your new partner, your Combination Key, an Ego-Weapon similar to the Metamorphosis Warrior's belt but in the form of a special key. By sticking the key into the ground and turning it, you'll be able to summon a giant mech robot (known as Combiner) and pilot it from a cockpit located on its head. The Combiner is a very bulky mech, but, while it's as strong as it looks like, its main power isn't its colossal physical strength.
While inside Combiner, you can use an enlarged key that is part of the robot and transform multiple different items into tools for the robot to use, essentially combining the robots and said items. These can be weapons or general technology and, once combined, the items will enlarge and adapt to fit the giant robot.

A fighter jet may become a giant jetpack, a flamethrower will be integrated into the robot's fist, a hammer will become giant to be wielded by the robot, and an antenna will appear on the robot's back and directly send information to you.
Furthermore, once you kindle the flames of your heart, you'll be able to combine yourself with the Combination Key, causing it to become a stronger version of the original robot and giving you the ability to pilot it with your own movements that the Combiner will mirror.
The exact details of this stronger version varies according to your personal fighting style and other supernatural abilities you might have.
For example, when Taei Choi, who is an extremely fit but still mundane fighter, used this ability, his Combiner became much slimmer than before and gained a giant sword-like key while having a fiery aura.
Lastly, as a last resort to take out enemies, the robot can self-destruct, being able to destroy almost everything within a city block, with only extremely durable Warriors like Minsu Kim or the Iron Arms Warrior being able to endure such destructive power.



The Crystal Warrior (Free): You became a crystalline knight in order to save the otherworld, receiving a lion-themed medieval armor as well gaining abilities related to generating amber crystals to use offensively or defensively.
Unfortunately, there is little information about what are your capacities as the Hero of Crystals, but one of your main abilities is the power to seal your opponent by fully encasing them inside an amber crystal.
Once trapped inside, the victim is completely sealed and in stasis, being unable to move or age inside the crystal. While the crystal itself can be destroyed by a superpowered being like one of the stronger Warriors, the sealing itself can also be undone using a special key you can use yourself or hand it to others if you prefer.



The Glacial Warrior (Free): You were summoned to a world of ice by its goddess in order to save it from the Demon Lord and, unlike the main Glacial Warrior of the 21st century, you actually succeeded in your mission. Befitting your title, you've become a very skilled mage (with mana reserves on par with the Wizard Warrior) specialized in ice magic, allowing you to create weapons from ice and freeze targets almost instantly by touching them. In a similar way, you can also use your breath to heavily decrease the surrounding area's temperature.

In addition to your ice manipulation, you're also extremely skilled with summoning ice familiars, such as bears, wolves, birds, tortoises, giant squids, or even a perfect clone of yours (that you can only control one at once). Furthermore, your ultimate summoning ability is known as the "Frosted Dead", which allows you to summon the opponents you personally killed to act as your ice familiars and have them fight for you. Even dead Warriors and Demon Lords can be summoned through this ability but keep in mind that, the stronger they're, the more energy you'll spend to summon and control them.

Lastly, you also have some skill with sealing magic circles, allowing you to enhance your ice's durability with them in order to trap your opponents inside it. The more layers of sealing circles you enchant your ice with, the more resistant it'll become, to the point that it could become completely immune to even a dragon's fire breath.





The Spear Warrior (Free): You were summoned to the same world that Jeongsu Park saved, or, better saying, to an alternative version of the World of Spears.
In order to defeat the Demon Lord of Spears who once was one of the teammates of a previous Spear Warrior, you were trained in both the art of spearmanship, making you a true master when it comes to wielding spears and other similar weapons, and in enchantment magic, making you a powerful all-rounder.
Using your magical skills, while you're far from being a magic powerhouse like the Wizard Warrior, you're able to cast enchantments on your weapons to grant them additional elemental attributes for your attacks or on your opponents to use these effects offensively. You can apply various different elements with your enchantments, like Electricity, Ice, Earth, Fire, and Air.
Additionally, you acquired numerous powerful weapons in addition to a high quality armor, specifically thirteen spears forged by the world's most skilled blacksmiths and magicians. With the exception of the First Spear, Virbash, each one of the other twelve spears have their own unique skills and abilities you learned to use.
In summary, the twelve extra spears and some of their abilities are:

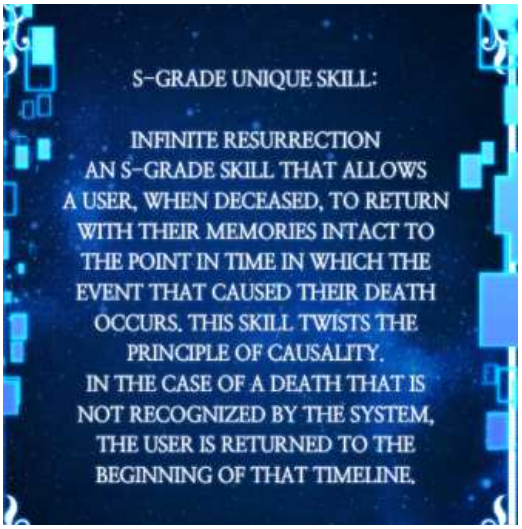
- Shield Spear Ancile (a spear resembling a cross which is primarily used as a defensive weapon, due to its possessing the ability to create powerful shields and defensive barriers using magic)
- Ground Spear Yeo Eui (a spear resembling a Chinese Polearm possessing earth-based magic)
- Holy Spear Paulo (a spear possessing holy attributes and the ability to manipulate light)
- Demon Spear Daryl (a demonic-looking spear that possesses demon-based abilities, which, when wielded together with the Holy Spear Paulo, can fire a

powerful blast of chaotic energy that possesses both Holy and Demonic energies)
- Flame Spear Ignit (a spear possessing fire-based abilities)
- Ice Spear Vasnes (a spear possesses ice-based abilities)
- Dragon Spear Chachatier (a spear that possess the abilities of a dragon and can unleash a dragon spirit at your targets)
- Fragment Spear Artier
- Savage Spear Baton
- Poison Spear Skola (a spear possessing the ability to release poisonous gas in the general area it lands in after being thrown, with the poison being strong enough to even momentarily damage Minsu Kim if he inhale some)
- Short Spear Filgain
- Iron Lance Heukto (normally, the thirteenth spear would be created by the Wizard and Smiths of the Spear World for Jeongsu in a few weeks from now, but as you're paying a special price to be a Warrior, you'll also receive it. This spear possesses immense piercing power and can operate similarly to a drill. Another additional ability is its power to animate the unicorn-horse-like statue in the lance, allowing you to ride it and granting you additional mobility, speed, and strength to pierce his target using the lance)

Lastly, like all the other Warrior's equipment and weapons, you unsummon and summon them at will, but, unlike the other Spear Warriors, when you unsummon a spear, it won't return to the World of Spears, so, as a bonus, your Warehouse will be receive a new attachment, a temple-like room that will contain numbered pedestals to display your spears while they aren't in use.



The “Dungeon” Warrior (Free): You were summoned to a world quite … familiar, after all, there are hundreds of games and stories on Earth about fantasy worlds like this one. The overseer and creator of this world, the Goddess of Resurrection, has her power manifesting in a similar way to how Earth’s video games work.
As the Resurrection Warrior, she provided you with the necessary perks and tutorial, as well as granting you game-like abilities, with the first one being a Status Window that allows you to view your stats, abilities and equipment. Like any good game hero, you also gained access to an Item Storage, an inventory-like pocket dimension where you can store various items and weapons, however, the blue energy that composes this inventory also has an extra utility, as you can form very durable barriers to protect objects and people while keeping them in stasis that can last for several days. As your final game-like ability, you can record images via one of your window screens, allowing you to livestream them to your allies in real time or save the recordings for later.
Furthermore, while you didn’t actually increased your stats and thus still have a weak human body, during your journey in this world’s dungeons, you acquired several powerful, high tier, “endgame” equipments that compensates for this, making you as powerful as any average Warrior, but having access to several different abilities due to your several different items like elemental weapons, potions, armors, and even portable traps. Unfortunately, you don’t have the broken level 99 items possessed by Seongjun Lee unless you also have the **Pinnacle of Strength** perk.
Actually, while you’re officially the Resurrection Warrior of an alternative World of Resurrection, for some reason, the goddess didn’t like you and thus didn’t grant you any S-Grade Unique Skill, so you don’t have any resurrection-related ability and you’re closer to being a “Dungeon Warrior” instead.



+The Resurrection Warrior (600 CP - Requires The "Dungeon" Warrior): Well, I was wrong, because the goddess actually liked you and granted you a cheat ability, in the form of the S-Grade Unique Skill, Infinite Resurrection, the very same skill that trapped Seongjun Lee and the entire local multiverse in an infinite time loop. This Unique Skill allows you, when deceased, to return with your memories intact to the point in time in which the event that caused your death occurs, by twisting the principle of causality. In the case of a death that is not recognized by the game system behind your game-like abilities, you'll be returned to the beginning of that timeline (that is, the point of time you first arrived in the jump or the local multiverse you're currently in, regardless if it was ages ago or yesterday).

The time rewind caused by this ability will affect the entire local multiverse and you'll have some freedom in manipulating when is the point in time that caused your death. For example, if you shot yourself, you can return to the point in time you picked up the gun or you can return to the starting point if you consider all of your actions caused your current death. Even if your body, mind and soul are completely destroyed at once with no piece of you remaining, this skill will still work and resurrect you, but keep in mind that, as this skill is basically a divine blessing, stronger gods and other anti-divine effects might be able to interfere with your resurrection, that is, if they're aware of it.

However, bear in mind that this ability won't be able to resurrect you if you die by a Demon Lord's hand, in this world or any future world you visit. But, as long as you aren't facing a Demon Lord, you'll be basically a living cheat, being resistant to all possible attacks, as, even if your enemies somehow landed a killing blow on you, you can just turn back time and dodge the attack. Now, you can properly be a true Resurrection Warrior.



The Transformation Warrior (100 CP): You were summoned to the World of Transformation/Reformation, an otherworld characterized by its highly advanced technology and science, which far surpasses that of Earth's, and it's inhabited only by robots that are battling against an evil A.I., the Transformation Demon Lord. Unfortunately, in order to survive in such a world, you were forced to relinquish your humanity by replacing your body parts with prosthetics.
First, your fingers were replaced with weapons. Second, your arms, to boost firepower. Then your legs, to improve stability. Next, your internal organs were removed in order to increase output. Eventually, at the end of this series of extensive, cybernetic surgeries, your mind was transferred to an artificial brain and nothing remained of your original biological body, fully transforming you into an android. Thanks to your purely mechanical body, you don't age and only need an energy source and regular repairs in order to stay alive indefinitely.

Furthermore, you also brought back some of the Transformation World's advanced technology, mainly a tech-based battle suit far beyond any other non-nuclear weapon developed by humankind without the support of some Warrior from another technologically advanced world.

But, despite your battle suit and your cybernetic augmentations, your greatest weapon is your brilliant mind, on par with Earth's greatest geniuses, and the knowledge of the World of Transformation.

During your journey, you gained extensive knowledge of its advanced technology and science, giving you all the needed knowledge and skills to repair even the technologies used on your prosthetics and battle suit, as well as build other machines on par with the ones found in the otherworld using enough resources. Unfortunately, while you have the knowledge of how to transfer a mind to an android body, you don't know how to do it using Earth's available technology and resources, so you'll need a lot of extra research to do this feat.

However, among all the Warrior Archetypes, the Transformation Warriors are the ones that are most altered with each generation as the people of the otherworld are able to achieve several technological advancements in a century, so future Warriors are always far stronger than their predecessors, so there are a few key differences depending if you're a **Current Generation Warrior** or an **Old Generation Warrior**.

- If you're a **Current Generation Warrior**, then you'll have access to the knowledge related to all the technologies developed by the Transformation World's residents, with your battle suit being on par with Garam Lee's suit, having a fluid form capable of adapting itself depending on the circumstances as well as having the needed destructive capacity to destroy an entire continent with enough time.
- Alternatively, if you're an **Old Generation Warrior**, then your knowledge and battle suit will be a hundred years behind in technology, lacking their fluidity of form and destructive capacity, however, it's been a hundred years since you returned to Earth and you didn't simply idle those years away. You have also acquired the knowledge related to all the scientific advancements and weaponry developed by Marie Stevenson, such as her energy barrier technology, something that not even the people of the Transformation World have access to. Her technology is still inferior to the Transformation World's current technology, but, as a bonus, your own android body will have extra augmentations, giving you access to a few abilities such as flying using wing-like equipment and firing powerful lasers from your fingers and arms, so you won't be unarmed even when you're away from your battle suit.



The Shield Warrior (100 CP): The otherworld you were summoned to is a special case among all others, as the World of Shield isn't exactly a single world, but an entire universe where advanced-interstellar technology exists and humankind is organized around a galactic empire. The galactic order of the Otherworld of Shield is protected by the Knights of the Round Table, a group of eleven knights equipped with futuristic gear and being as strong as the average Warrior, with each one receiving a specific title.
After being summoned as the Shield Warrior, you joined the Knights of the Round Table, filling the position of "Galahad" and receiving an advanced technologically knight armor and large shield to serve as your primary equipment.
At the most basic, your durability is at least on par with an Iron Arm Warrior specialized in defense and you'll be able to use the Stealth Mode to make your armament temporarily invisible through a voice command, however, your other abilities are blocked behind a list of requirements based on the chivalric code that you need to fulfill before being able to use them. These requirements, or quests as they're called, can't be fulfilled while the Stealth Mode is active.

The first quest is **Adversity**, which is completed once your shield has withstood a sufficient number of attacks. This quest's reward for you will be the **Shield Of Joseph Of Arimathea**, which grants you the ability to release a shock-wave based attack with a potency based on how strong were the attacks you blocked with your shield.

The second quest is **Epic**, in which, after completing the first quest, the shield's system will calculate the number of intelligent beings who trust you, measured in Leonhardt. If sufficient, the quest will be completed, granting you the **Blessing Of The King Fisher**, two draped cape veils that will anchor themselves to the floor in front of her. These veils will then prevent you from being knocked back and are capable of pulling you forward.

The third quest is **Sacrifice**, in which, after completing the second quest, the system will calculate the damage you received and, if you received enough damage, this quest will be complete, granting you access to the **Armament Of The Perfect Hero**, causing a Valkyrie helmet to appear on your head and providing additional armor to you.

The fourth quest is **Qualification**, in which, after completing the third quest, the system will calculate the total value of life you're trying to protect. If it's deemed sufficient, this quest will be completed and you'll gain access to the **Fairies Of The Lake**, small mechanical constructs summoned from a portal that work together to create and power a large green defensive barrier in front of you to improve your defensive capabilities and increase the range of your protection. Dozens of these fairies are also scattered across the area you're trying to protect to effectively protect the civilians. You can also command numerous fairies to use their barriers to try to capture your opponents or to protect your allies from attacks.

The fifth and final quest is **Salvation**, in which, after completing the fourth quest and withstanding an attack, the system will calculate the number of lives that have been saved, If it's deemed enough, you'll be able to summon and remotely control the **Leonhardt-Grade Superconductive Cruiser "Shield Vessel"**, a gigantic kite-shaped mechanical shield similar to a spaceship that is far more durable and powerful than your regular shield.

Finally, with all the five quests completed, you'll be able to request to the central system "Merlin" the usage of your ultimate ability, meant to serve as a last resort in situations where the survival of a planet-scale civilization is at risk, being pretty difficult to draw out its approval. This ultimate ability, **Fortification**, causes the giant shield to shed its fortifications, forming a large structure while the Shield Vessel will stay floating in the sky. Upon activation, a thin force field is constructed around you, allowing you to automatically control the gravity acting on your armament, and the structure will create dummies based on the recorded combat data of the rest of the Knights of the Round Table. Each of the replicated knights are extremely powerful, with them being as powerful as the average Warriors, and, due to them technically not being real, they can't be killed conventionally.

However, this ability's effect will persist as long as Divine Power (that is, the energy generated by the amount of lives that you're protecting) is maintained. Furthermore, the number of dummies you can create is also limited by the number of people you're protecting, with five millions of people granting enough Divine Power to create four dummies, including one based on the Knight King himself.

Lastly, as a last resort, you can summon the treasure that all the Knights of the Round Table sought, but only you, "Galahad", managed to acquire due to being the only one who understood what "sacrifice" truly is. This treasure is the **Holy Grail** itself that, when summoned to your hand, will offer you one of four powerful rewards. These rewards are the **Promised Sword of Victory**, the **Fairyland Avalon**, the **Spear that Pierces All**, and the **Knights of the Round Table**. The only one whose effects are known is the last reward, the **Knights of the Round Table**. This ability allows you to forcibly mandate a "Code" within its area of effect, the Roundtable. The duration and forcibility of the code are proportional to the sacrifice offered by the user. For example, Sun-Hwa needed to sacrifice all of her available Divine Power and her own life force to use this ability to designate that "all beings within the Round table are no longer allowed to harm each other", thus preventing all beings within her designated territory from hurting each other as the very laws of physics prevented any possible attack for approximately 42 hours, making it as if the concept of fighting never existed.
The other rewards' effects are unknown, but they're probably as powerful as the Knights of the Round Table and will also be of single-use.



The Plague Warrior (100 CP): Unlike all other Warriors, your power stems entirely from science and reason, as the godlike scientist of the World of Perfection used cutting-edge techniques in biotechnology to reconstruct and engineer your body, transforming you into something akin to a living plague, a pandemic made sentient.
In addition to your regular human body being already above peak human, your first and main power is to create and engineer powerful deadly plagues within your body and then release them airborne from holes located on your fingers, with their effects and symptoms being customized by you, to the point you can even control mundane beings that were infected by it or even replicate the effects of plagues you have access to by consuming them.
You can choose to be able to generate a greater range of different pathogens or then specialize in a single type (like viruses, bacteria, or fungi) in order to be able to more easily generate stronger strains. Regardless of your choice, you'll be connected to the plagues you create and can tell the speed and location they're spreading in, allowing you to also tell if your plagues are cured or eliminated.
Furthermore, now comes the second part of your nature as a living pandemic. In truth, the title "Plague Warrior" isn't the most proper for you, as your current nature as a living plague is merely the form you took because it's the most effective at absorbing your victims' life force.
So, after you spread your plagues enough, you'll have the ability to gather a large amount of your plagues and the biomass they consumed and condense all of them into a single sphere of purple miasma and biomass, effectively creating an "altar" that concentrates your plagues. By gathering enough biomass, you can condense the sphere into a small pill you can consume in order to enhance even further your powers and unlock other abilities.

Once you consume enough biomass and life force, you'll be able to use the infected biomass in the form of a gunk to manipulate your own physiology, allowing you to reconstitute or even rebuild your own physical body by transferring your mind to a big enough amount of plagues. You can even use this gunk to create clones that can be used as suicide bombers to spread your plagues further or create mindless minions to serve you as army.
Eventually, your physiology manipulation will evolve to allow you to replicate the biological traits of your victims and to even create different bodies for you to control, like even a giant, monstrous worm if you gather enough biomass.

However, all of your abilities are just meant to serve as a path of growth to allow you to enter in a metamorphosis process in order to evolve into the pinnacle of all life, the final form of the Plague Warrior, or better saying, of the Perfect Warrior.
A living being that possesses the infiltrative power of the tiniest organisms, the adaptability of the weakest organisms, the life force of the largest organisms, and the destructive power of the strongest organisms.
But, while this ultimate form could grant you a power on par with ascending into a Demon Lord (even if you don't actually evolve into one) or into "something else", the process of a successful metamorphosis would require a gigantic amount of biomass and life force, equivalent to consuming the bodies of hundreds of thousands and sucking the life force out of millions.
If you're willing to take things slowly unlike Mareum Yoon, you can try to find alternative ways to gather biomass and energy to fuel the metamorphosis that don't involve killing millions of people, like how a Plague Warrior specialized in fungi could use them to consume biomass from decaying organic matter and absorb energy from the environment, as well as having the capacity of using their fungi to build structures to support their growth due to their reduced infectability.





The Faith Warrior (200 CP): You were summoned to one of the most “weird” otherworlds, one that is always heavily influenced by their current Warrior’s beliefs, religion, disposition, etc. In this world, you underwent a ritual that, in exchange for your humanity, granted you immortality and more importantly turned a specific form of faith into the basis for your powers as the Faith Warrior.
It’s up to you to decide which type of “faith” is the core of your abilities, as well as your cosmetic theme. For example, Hana’s faith is based around Fear and Doubt and she wears a black suit with a headband covering her eyes; Belgis’ faith is based on Fascism and he wears the Nazi German army uniform; and Saint Damien’s faith is the Faith of Benevolence and he wears an angel-like outfit, complete with a halo. Other possible examples of faith could be the devotion towards money, some fictional deity or even yourself, if you want to be similar to a corporation owner, a cult leader or an idol. However, keep in mind that numerous possible types of faith aren’t necessarily inferior to other faiths, only different.
With your chosen unique type of faith, you gain a set of special skills and abilities that are fueled by energies and power drawn from that faith from others and yourself, with the more faith you gather, the stronger you’ll be.

Your first ability allows you to brainwash people that are feeling your unique type of faith, turning them into your believers/zealots and your sources of power, as well as causing them to wear your thematic outfit, like how Hana’s believers wear the same black suits and headbands.
Superpowered beings like the Warriors will be more resistant to this conversion, but they aren’t immune, as even other Faith Warriors can be turned into your believers if

you have access to an overwhelming, absolute amount of faith, however, it would be no easy feat, as each Faith Warrior's source of faith is different and might be incompatible with yours.

Your second ability is your immortality, as, unless all of his believers are gone or your body is fully disintegrated, you'll be able to use their bodies to regenerate your own and resurrect yourself. You don't need to consciously order your believers to sacrifice themselves, as they'll do it automatically every time you suffer a fatal wound. In theory, while you still age, you will also be able to sacrifice your believers to slow down or even reverse your aging.

Your third ability is transmutation, with three different tiers. At the most basic tier, by sacrificing some faith, you'll be able to alter and morph your own body into other shapes, like forming a scythe with your hand. Furthermore, you can also extend this to your believers' bodies, allowing you to transmogrify them into different forms, like turning them into simple weapons, tools, structures, or even fuse and mutate multiple believers into a single flesh monster. You can also harmlessly turn your believers back to their human forms at will
At the highest tier, this ability's feats evolve to be worthy of being called miracles, as, once you gather enough faith and sacrifice some believers to acquire extra power, you'll be able to transform, alter, or transmute any external, unprotected matter, energy, elements, objects, and beings into any non-living thing. Hana could convert missiles into petals and melt warships while Saint Damien can passively generate honey from his feet for example. These miracles can also be used to heal others and create hard light constructs like barriers and giant hands.

Your fourth ability allows you to summon otherworldly beings, like angels and demons that fit your theme, capable of using powerful abilities like firing a powerful blast of demonic fire or wielding a flaming sword capable of damaging souls if you have enough faith to spend. However, the beings summoned by you aren't the actual beings but instead they're illusions that are embodiments of your faith created by a religious icon.

Your fifth ability is simpler, as it allows you to manifest thematic wings in your back that give you the ability of flight. The number of wings you can manifest will be indicators of the power and number of followers you currently have. By manifesting your wings, you can also levitate your believers.

Finally, it's not every Faith Warrior that has all of these five abilities, but, in exchange for losing some of them, the rest of the abilities will be strengthened. For example, Damien can't brainwash people but his ability to summon angels, passively absorb faith and do miracles is above all other Faith Warriors, while Belgis have only the three first abilities (with the third ability being limited to the first two tiers) but all other of his abilities are extremely powerful (like how he can convert his believers into

more complex equipment and even weapons of war such as tanks, bombs and airplanes). So, if you want to, you can sacrifice any number of your five abilities in order to enhance the remaining ones.

Lastly, while you're arguably one of the most overpowered Warriors, on par with Sword Warriors considering your unique abilities, you also have your own weakness. First of all, your believers and unique type of faith is your source of power, so, without them, you'll be left completely powerless. Second, your control over your believers isn't absolute, as strong emotions might weaken or even break your hold over them. Third and more importantly, your powers are also tied to you also having your unique form of faith, so, if your faith is based on fear and you stop feeling fear, your power will begin to get weakened unless you have a lot of believers to compensate for this.





The Sword Warrior (200 CP): You're basically the closest to being a stereotypical "Isekai protagonist" of all the Warriors, having been summoned to a stereotypical fantasy world that is being threatened by the Demon Lord of Swords and its army of demons. However, the most important aspect of you is that the Demon Lord you defeated happened to be the strongest Demon Lord of all the otherworlds and thus you're essentially the strongest Warrior of all when it comes to your physical stats, being the strongest, the most durable, the fastest, the one with most endurance, and the one with most impressive reflexes. Only the Warriors that are specialized in a single stat are able to surpass you in that specific stat, like how Uiho Jeong would be potentially the only Warrior that is more durable than you.

When it comes to your abilities, your power set is also pretty simple, being all focused around your swordsmanship skills, having access to special techniques like sending shockwaves or projecting your slash attacks to a distance. Furthermore, you also received a unique sword worthy of a Warrior as powerful as you, being forged by a dwarven master swordsmith and being on par with Durankal.

This sword, in addition to its power growing to match yours, also has several alternative modes, like a mode that causes its blade to grow bigger, a mode that turns it into a different type of sword, or even a mode that causes it to split into multiple swords. You're free to customize the sword's appearance and alternative modes, but keep in mind that these modes won't add any new abilities to it, only alter the way of how they're used.

Furthermore, you also received a knight armor of similar quality, with its durability being enhanced to always match yours.

Last but not least, you were also gifted with a special blessing by the goddess of the World of the Sword, Seraphine herself. By activating this blessing's power, you'll be able to summon a visage of Seraphine that can do one of three possible options: enhance the power of your next attack, heal you from certain damage, or protect you from an incoming attack. However, this blessing's healing is useless against things that are within your body, such as the lethal frostbite spreading through your body.

-Fan-Made Archetypes:

The Shinobi Warrior (+100 CP): After your death, you found yourself in an oriental-like otherworld, having been summoned by the empress of the main nation in this world to join their secret sect of assassins and receive adequate training to prepare you for your task. Thanks to your training there, you became an archetypal ninja, gaining an above peak human physical condition focused on striking enemies rapidly and evading attacks, thus having poor defense unfortunately.

In terms of skills, you're a skilled martial artist on par with the Martial Arts Warrior in terms of fighting technique despite being far weaker physically, but, in exchange, you're also far more agile and have training specialized in stealth approaches, allowing you to move in almost total silence to the point only the Warriors with sensory abilities would be able to detect you approaching.

Furthermore, you also have access to a special form of magic known as Ninjutsu, which is fueled by your own body's inner energy (similar to a form of energy known as Chakra from another universe) rather than mana and is activated through specific hand seals. Your Ninjutsu is very similar in nature to the Martial Arts Warrior's mystical techniques, but, instead of being specialized in raw power, the techniques you have access to are more varied, such as shooting fireballs, switching places with objects, creating an electric aura around yourself, creating an orb of pure inner energy, making basic illusions, using nearby water to create a water dragon, and many others.

Unfortunately, while your arsenal is composed of a lot of magic tricks, they're clearly inferior when compared to the abilities possessed by the magic-focused Warriors as they're meant to complement your fighting style as a ninja. As a last bonus, you receive a stealthy ninja outfit with a design of your preference.

The Gun Warrior (+100 CP): It's pretty common for Otherworlds to be less developed than Earth, however, while most of these appear to be medieval settings, the one you were summoned is more similar to the Wild West, a desertified land without an unified government but having several states and independent towns around the main continent instead. In such a world where you can find many old mine shafts and farmlands around, you learned how to fight in the same way as this world's native inhabitants, as a gunslinger worthy of legends.

You're unnaturally proficient with handling guns in general, but especially revolvers and pistols, as well as having incredible eyesight and agility. You're not only able to always strike your intended target regardless of distance as long as you're aware of their position but you're also able to use tricky shots that are almost as if you were controlling your bullets through telekinesis.

Following their native traditions, you also acquired some minor magic, allowing you to summon lesser nature spirits that can protect you from incoming attacks (capable of even tanking direct attacks from the weaker Warriors or redirecting stronger ones) or from environmental effects, allowing you to safely travel even through desertic lands or burning battlefields.

Furthermore, your main weapon is a legendary revolver that was forged by a mage for a previous Gun Warrior and their successors a few generations ago. While this gun's power is just on par with a modern day shotgun, what makes this weapon special is its two basic but useful enchantments.

The first one allows you to summon the weapon at your hand at will while the second one gives you the ability to condense your mana to create its ammo, allowing you to potentially create over hundred bullets before fully exhausting yourself as your magic reserves are around half that of a Magic Warrior.

Lastly, you have a secondary weapon as your trump card, one of the cursed guns that was once used by the Gun Demon Lord, the mad bandit queen that used her charisma, cruelty and arsenal of cursed weapons to send the whole world into a downward spiral where she could perfect her sadistic "art of killing".
In addition to the Demon Lord's corruptive influence and insanity still remaining infused in this weapon and will attempt to possess you every time you use it, the gun doesn't require physical bullets as it'll drain your own lifeforce to use as ammo, with each shot being as strong as an anti-materiel rifle. Alternatively, this gun can also morph into a secondary form, causing it to develop grotesque tendrils that can suck the lifeforce of others near it to use as a power source instead of yours.

The Dragon Knight Warrior (Free): Like many other Warriors, you were summoned to another stereotypical fantasy world that is ruled by a giant empire and is being threatened by the local Demon Lord, and his army of demons. In order to defeat the Demon Lord who was a corrupted dragon knight that became a mutant draconic warlord and controlled an undead elder dragon, you received the needed training to become one of this world's most important types of knights and beast hunters, a dragon knight.

Similarly to the Spear Warrior, you mastered the art of spearmanship, making you a true master when it comes to wielding spears and other similar weapons, however, your training didn't involve magic arts but instead focused on making your physical attacks as powerful as possible.

As a result, you're insanely fast with equally fast reflexes, capable of fast leaps into the air that look like teleportation to others and capable of matching the Metamorphosis Warrior's speed in the Triple Accelerate Mode during short bursts. By combining your physical strength and speed, you can even damage the most defensively powerful Warriors like the Iron Arms Warrior.

Unfortunately, while your physical condition is still above peak human, your own body lacks durability in exchange, technically making you a "Glass Cannon".

To compensate for this weakness, you wield a draconic armor actually forged out of an elder dragon's scales that can put your defense on par with the average Warrior and, to further augment your strength, you wield the mythical Lance of Abel, an unbreakable holy spear forged by saints ages ago.

However, in addition to being a very high quality weapon, your holy spear also is your trump card. By meditating and keeping your heart calm, you can tap in the enormous holy power stored within the spear, transforming into a holy dragon knight,

causing your armor to become white and golden and greatly enhancing your physical attributes as well as granting you access to healing magic only a tier below the level of the Verdant Warrior.

Unfortunately, this power not only greatly consumes your energy but it also requires you to keep your heart calm during all times to maintain this transformation, so, if you become angered or shocked by something for example, you'll end up returning to your default state.

The Bow Warrior (Free): The World of the Bow wasn't created by a single deity, but by a pantheon of twelve main gods and other lesser divine beings with each one of them ruling over a single constellation or star. As the Bow Warrior, you've been chosen as their champion to save the world from the Star Devourer, a titanic worm-like beast from the void between worlds that became this universe's Demon Lord while seeking to engulf all of reality into darkness.
To act as the gods' champion, you received a divine relic in the form of an ornate large bow with a stellar motif that comes together with a similarly themed armor.

This bow infused with the gods' blessings can passively absorb the power of the stars in the sky by being exposed to their light, allowing you to fire arrows made of pure star energy capable of destroying entire tanks with ease.

Furthermore, the effects of the gods' blessings vary depending on the time of the day. During nighttime, you'll be empowered by twelve constellations of your choice that usually exist on Earth's sky (as the Bow World's sky also shares the same stars coincidentally), gaining unique abilities related to them.
For example, you could gain access to a highly poisonous energy to infuse in your attacks by being powered by the Scorpius constellation or the ability to summon an extremely powerful shooting star from the sky by being powered by the Sagittarius constellation.

However, while you're mostly free to customize your unique abilities' power and effects, keep in mind that stronger abilities require way more star energy, so the aforementioned Sagittarius constellation's ability would consume several days' worth of exposure to starlight.

On the other hand, during daytime, the influence of the rest of the constellations are at their weakest as the Sun (or other similar astronomical objects) becomes the dominant star in the sky, allowing you to wield the power of the head of the World of the Bow's pantheon, the Sun Goddess herself.

While you don't gain any new unique ability, the sunlight becomes your new power source, giving you a lot more raw power and causing your arrows to become so fiery and powerful that they can melt an entire building with a good shot when charged at their full power.

Unfortunately, despite your versatility during the night and your absurd raw power during the day, all of your abilities as a Warrior depends on being exposed to the light of the stars to refill your energy reserves, so, if you were to be imprisoned away from the stars, you would eventually become powerless until you see the light again.

The Psychic Warrior (Free): In a manner similar to the Iron Arms Warrior, you were summoned to a world that looks a lot like modern Earth, but this one isn't a bright world of actual heroes fighting against villains but a world locked in an almost perpetual state of Cold War where the nations are using thousands of people as subjects to create supersoldiers as they haven't developed nuclear weapons.
Upon arriving there, you found yourself in a shady military laboratory of one of this world's main nations, whose main research involves the creation of supersoldiers through the usage of drugs and complex surgeries to turn them into Espers capable of harnessing psychic powers.
The scientists of the laboratory then proceeded to modify you using experimental techniques in order to turn you into a super weapon capable of slaying the Demon Lord, an uncontrollable psychic supersoldier just like you that was created centuries ago by them but that ended up evolving into a colossal manifestation of pure psychic energy, as well as giving specialized training to you.

As a result, while your body is only as strong as a regular human, you became an Esper and acquired your own set of three main psychic abilities in addition to a huge reserve of psychic energy, starting with an immensely potent and precise **Telekinesis** capable of easily crushing an entire tank and of quickly dismantling a rifle into its base parts, with a range of at least a hundred meters from you.
This telekinesis can also be used to simulate flight and to generate a defensive barrier around you or others capable of tanking an attack from some of the physically stronger Warriors without breaking.

Your second ability is **Telepathy**, allowing you to form a mental link with several other persons at a very large range, becoming able to send information to them, essentially talking with them using your psychic powers. You can also allow linked people to talk with each other using your mind as a communication medium.

Your third ability is **Spiritual Awareness**, giving you the capacity of sensing the psychic energy of people around you, being precise enough to allow you to even differentiate Warriors or specific individuals from others. The longer you concentrate, the longer will be the range of this ability, with you passively detecting beings a few meters near you and a few minutes of concentration allowing you to detect the presence of any intelligent being in a range of up to 20 kilometers.

As a bonus, like the previous Psychic Warriors, you're also specialized in one of your three main abilities of your choice, allowing you to achieve greater feats with said ability.

For example, if your speciality is telekinesis, in addition to your raw power being greatly enhanced, you'll gain the capacity of using more complex techniques, like using it to enhance the strength of your physical attacks, to use multi-layer barriers, to create psychic constructs, or even to generate explosions by igniting your psychic energy. The more advanced techniques you gain access to, the less raw power you'll gain in your speciality and vice-versa.

Alternatively, instead of being specialized in one of these three abilities, you might instead acquire a fourth one, like the ability to project illusions into your enemies' mind or the ability to consume people's psychic energy for example.

Finally, as a last resort, you can tap into the genes of natural-born Espers that were infused in your body in order to enter into a sort of super state that greatly enhances all of your psychic abilities in exchange of causing you to enter into a berserk rage. However, this state causes severe strain in your body and might damage your mind if overused.
As a last bonus, while you don't have a superhero outfit, you still get a military uniform, courtesy of the laboratory that painfully turned you into a supersoldier.

The Crown Warrior (Free): Almost all the Warriors were summoned to be the hero that would personally slay the Demon Lord, however, you're one of the rare exceptions to this rule, as you were summoned to mainly lead armies against the hordes of the Demon Lord of the Crown instead. In order to fulfill such a position, you were taught by the best teachers and strategists of the world's main kingdom everything they knew about effectively leading an army in battle, from all the logistics involved to the military strategies (both conventional and unconventional ones) and the speech skills/charisma needed to be a proper leader.

However, the World of the Crown isn't a boring mundane version of Earth during the Middle Age, but also another fantasy world where the power level is considerably low compared to other Otherworlds, so, in addition to your mundane education, you also gained the ability to wield this world's magic, becoming specialized in casting support spells while having mana reserves on par with the Wizard Warrior.

Such support spells are meant to buff and/or control an army, so all of them have large scale effects, with some examples being strengthening your soldiers, creating large barriers, enchanting their equipment, and telepathically communicating with them. You can even enhance yourself with your spells, but keep in mind that their effect isn't that impressive on an individual scale. Additionally, when someone willingly pledges loyalty to you, you'll be able to bless them which causes all of their attributes to be considerably enhanced, to the point that they'll even become smarter and fight better, for as long as they fight for you.

Furthermore, as your trump card, you have the ability to claim a territory that is recognized as yours by a considerable amount of sentient beings to further empower you and your magic, even if you don't rule said territory despite your title. Just merely having a territory already slightly enhances your spells but, while staying inside it, your magic reserves will refill considerably faster and your power will be enhanced to a whole new degree. If before you could enhance a mundane human to peak human levels at best, now you would become able to enhance them to an above peak human level on par with the likes of Captain America.

Finally, each generation's Crown Warrior has a different theme for their abilities and appearances, as one could be similar to a medieval monarch while another could be more similar to a modern politician. It's up to you to decide which will be your theme but this is mostly cosmetic as the only importance of it is that, the longer you spend inside your territory, the more similar it'll become to your theme.

Lastly, just for the sake of curiosity, the Demon Lord of the Crown was once a general that centuries ago helped to defeat the previous Demon Lord and became a war hero. However, when his generation's Crown Warrior returned to Earth, he started to use his reputation to spread his sick ideology in a way similar to a certain monstrous dictator from Earth. Eventually, he turned an entire kingdom into a medieval equivalent of a fascist nation and started a war campaign that resulted in his ascension into a Demon Lord. While he was physically weak as all of his powers were a twisted version of the Crown Warrior's abilities, he still had a Demon Lord's invulnerability against non-Warrior attacks so you were the one that personally came to his castle to finish him.

The Druid Warrior (Free): Among all the Otherworlds in this multiverse, there are futuristic worlds, there are worlds with a development level closer to Earth's, there are underdeveloped medieval worlds when it comes to technology, and then there is the Druid World, a primitive world where so little technology and scientific progress to the point that the most advanced civilizations found here aren't as developed as the Ancient Sumerians were on Earth.
This primitive situation isn't for nothing, as this world is filled with super extreme habitats, like jungles with powerful beasts and seas full of monsters that get stronger the closer you get to the depths, which prevents any civilization beyond simple tribes and clans from surviving long enough to progress further.
This became even worse when a being capable of adapting to threats mutated beyond its limits and evolved into an apex predator among apex predators in the form of a horrifying chimeric beast that nature itself fears. Not only this but this beast also ascended into the Druid Demon Lord due to devouring anything in its way to fulfill its endless hunger. You were summoned to this primitive world by this world's divine overseer, the Goddess of the Druids, in order to stop this beast's rampage before it's too late.

Following her guidance, you were welcomed by one of the native tribes that gave you some basic supplies, including primitive "clothing", and taught you their magical art, the Wild Shape, the ability to magically shapeshift into animals and similar beings you personally defeated.

During your journey, you travelled all over the world to defeat several different monstrous beasts, from lions with highly durable hide and giant spiders to colossal krakens and extremely fast humanoid dinosaurs, in order to acquire enough transformations and power to face the apex predator.

However, despite you having a set of several different beasts to transform into, with some of those beasts potentially matching the power of the average Warriors, such magic skill comes with a limitation. The stronger or the more different the beast is in comparison to a regular human, the more strain it'll cause on your body.

Furthermore, you also have a few other minor abilities related to druids, such as the power to control small animals like birds and insects when you take on similar forms to them.

Finally, if you also have the boosted version of the **Pinnacle of Strength** perk, you'll also have the ability to transform into the form of the Druid Demon Lord, however, keep in mind that this form's madness will still influence you and try to force you to also devour anything in your way.

The Sage Warrior (Free): Similarly to the World of the Bow, the Sage World is also one ruled by a pantheon of deities that were supernatural beings, magicians and sages that managed to achieve immortality and apotheosis by somehow acquiring a shard of divinity and cultivating it to the utmost limit.
However, while this world is ruled by such gods and is home to majestic kingdoms while also being essentially a fantasy version of ancient China, there are also dangers roaming around the land, in the form of demons.
In this world, the demons are intelligent and abnormally powerful animals and plants that were spontaneously born in regions rich in natural energy. The lower ranked demons are merely more dangerous animals however higher ranked ones tend to evolve into new forms, as well as usually becoming more humanoid. Originally, the demons were isolationist beings, until they decided to follow a certain being. This being is a certain monkey demon who achieved greater power by mastering mystical arts and achieving a degree of twisted divinity, which resulted in him ascending into the Sage Demon Lord and becoming the King of all Demons.

This is where you were summoned to this world to stop the mad king from annihilating humankind and starting a war against the gods, having been received by the royal summoners of the so-called Emperor of the West.

In order to start your journey, you were gifted with a single cup of Heavenly Wine that you drank and survived. While it wasn't enough to turn you into an immortal, the wine still turned you into an existence akin to a Demigod, granting you a godly constitution that put you at least on par with other Otherworlds' top ranked adventurers as well as giving you a near limitless stamina and endurance.

Furthermore, before you defeated the Demon Lord, you needed to defeat each of his main generals, the Great Demon Sages. They were a fraternity of high ranked demons who all became sworn brothers with the Sage Demon Lord, each one possessing some kind of unique technique, ability, or weapon that you acquired after defeating them.

The first Great Sage was the **Boar Sage**, a prideful but reckless opponent whose greatest trait was being a tireless brute. The sages of the Emperor took the lingering vitality from his remains and infused it into your body in the form of a set of tattoos. During the heat of battles, you can tap into the vitality contained in the tattoos to regenerate your wounds and even enhance your physical durability.

The second Great Sage was the **Rabbit Sage** who, despite lacking impressive physical attributes, was one of the most intelligent of the seven sages and mastered

the way of the sword as no one else in this world. After you managed to defeat her, she trusted you to wield her personal weapon, the Moon Rabbit's Blade, a jian-like sword whose sharpness is proportional to how calm the wielder's heart is, with its blade becoming completely dull when wielded by a rampaging berserk but being capable of cutting even the body of the Iron Arms Warrior when wielded by someone perfectly calm.

The third Great Sage was the **Snake Sage**, a mysterious mage that wield powerful control over the weather but whose loyalty to the Demon Lord was merely based on self-interests. After you defeated her, her unstable magic ended up being absorbed by your divine body, not only granting you magic reserves on par with a Magic Warrior but also granting you the power to temporarily gain control over the weather and the related elements such as electricity and water, in exchange of it causing severe strain over you while active.

The fourth Great Sage was the **Tiger Sage** who was an … odd case. Despite having a mighty body, he wasn't a physical fighter but a priest that worshiped the Demon Lord and the Sage World's gods capable of even wielding holy and dark magic. Due to his wavering loyalty, he leadered an army that followed the Demon Lord's crusade but he wasn't hostile against you so you didn't actually face him in battle. Instead, the Tiger Sage genuinely helped you to understand yourself, giving you a greater mastery over your own emotions, as well as blessing you to give you a resistance against the Demon Lord's corruptive power and other similar forms of demonic corruption/mind control.

The fifth Great Sage was the **Dragon Sage**, the one who possessed the greatest destructive potential by using her massive body and terrifying fire breath as well as also being the most feared by humankind. The battle against the dragon took several sacrifices from the side of humankind but you still managed to defeat her and, as her blood covered your body, you developed a supernatural resistance against basically any non-supernatural fire and extreme heat, capable of staying inside a volcano without any problem.

The sixth and final Great Sage was the **Bull Sage**, whose legendary power was only below the Demon Lord himself. He was the "warrior prince" of a community of demons that existed even before the rise of the Sage Demon Lord, being arguably the most skilled physical fighter in the entire world. After you defeated him, you ended up acquiring his nameless personal weapon. This weapon is made from an unknown metal alloy that grants it shapeshifting abilities, allowing the weapon to change its shape to almost any melee weapon, such as swords, axes, maces, scythes, katanas, and spears. The weapon can also alter its size to always match its wielder.

Only thanks to the skills and abilities you acquired from the Great Sages that you managed to defeat the Sage Demon Lord in battle and finally returned to Earth.

The Ego-Weapons Warrior (Free): As you already know, the Ego-Weapons are a special type of self-aware, intelligent weapons that are found on some Otherworlds like the World of Metamorphosis, however, they're aren't as important there as they are in the world you were summoned to.
This world is similar to Earth on the surface, but with a key difference, the existence of an established and heavily developed magic system. Across the ages, the main focus of many mages and researchers was the art of creating and upgrading golems in a far more refined way than the ones found in the World of the Golems.
Not only this as, six centuries ago, a certain mage genius developed a complex series of magic circuits capable of generating fully developed artificial souls, so, combining this to advanced golemancy techniques, led to the creation of this world's branch of Ego-Weapons in the form of human-like constructs capable of taking the forms of more traditional weapons at will to be wielded by their masters.
Nowadays, these Ego-Weapons are almost indistinguishable from regular humans and other existing species in this world when outside their weapon forms aside from some inhuman traits they always have like magical circuits appearing in their skin. These artificial beings are also marked by their endurance, as they can stay awake without rest as long as they have remaining mana and they only truly die if their inner core is destroyed.
Since five generations ago, it's been a tradition for this world's Warrior to become the master of a team of twelve Ego-Weapons created using the highest quality materials and the most advanced techniques available for the native inhabitants.

You're no exception to this rule, having become the leader of your team (or "battle harem" if you prefer this term) that, together, slayed the local Demon Lord, a sapient but soulless golem made as a failed attempt to create a true Ego-Weapon.

Your team consists of twelve Ego-Weapons, with each one of them having different but always attractive appearances of the gender(s) of your preferences in their human forms, while taking the forms of several different weapons or tools while in their alternate form, such as a rifle, a sword, an armor, a shield, a hammer, a pair of gauntlets, and others. As weapons, they're extremely powerful, capable of even matching the destructive power displayed by the Transformation Warrior's advanced weapons, with you having been trained to wield them with mastery.

They also have unique abilities while in their weapon forms, like a shield being able to extend its defensive power as a magic barrier, a bow capable of shooting arrows made of an extremely hot fire, a sword capable of consuming the vitality of those cut by it, or even a mirror that can open portals between large distances.

Furthermore, as artificial constructs of the highest quality possible for their world, they're fully independent beings with fully developed personalities and quirky traits that are based on the so-called "Dere Types".

Even the species they were made to resemble and their unique abilities are based on their personality, like vampire yandere with blood manipulation, a masodere earth elemental with an insanely high durability, or a half-demon tsundere with fire manipulation for example.

The Ego-Weapons of your team also retain a reduced portion of their unique abilities while in their human forms, allowing them to even defeat some of the weaker Warriors if they fight together against them. As a bonus, the Ego-Weapons have brought peculiar outfits they like to wear, a set of maid/butler outfits, with some of them actually being trained housekeepers while others being the opposite.

Additionally, you also acquired the needed mundane and magic skills to repair the Ego-Weapons' artificial bodies if they're ever damaged or even rebuilt them from their cores as long as you have enough resources.

As a last piece of advice, keep in mind that, while you're extremely powerful when wielding your Ego-Weapon partners, you have only a peak human condition thanks to your training so, without them, you're nothing compared to any other Warrior. Lastly, your Ego-Weapons were programmed to see you as their boss, leader or even master but, as they're independent, they can still resist your orders or even leave you if you treat them too badly.

The Speed Warrior (Free): Even among all the otherworlds, the one you were summoned is particularly crazy. In summary, the Speed World is a crazy racing world that is a futuristic version of Earth with changing highways that connect the entire planet, so its inhabitants have the need to move fast to get to another place, with their super technology being only focused on making them fast in many different ways.

However, in a world where people need vehicles and special equipment to be fast, a certain crazy speed freak achieved the status of a true monstrous speedster by fusing with an unstable experimental engine. After it spread a lot of destruction across the continents, it ascended into the Speed Demon Lord and was barely defeated by the first Speed Warrior who was summoned three centuries ago.

In order for you to defeat the Speed Warrior, in addition to a racing suit that can protect you from the side effects of extremely high speed and enhances your reflexes to supernatural degrees, you received your own relic, a heavily tricked out vehicle built using this world's super technology, like a motorcycle, a car, or even a rideable rocket for example. Such a vehicle is capable of easily reaching speeds exceeding 300 mph (or 1080 km/h) as well as having a built-in automatic system that allows it to be driven safely and effectively by a rank amateur (something you're not) even at ridiculous speed. The automatic system also has the function of altering the vehicle's form in order to better adapt to the environment. Basically, this is an extremely fast yet maneuverable vehicle that almost drives itself, however, this is just the tip of your power as the Speed Warrior.

As the Speed Warrior, motion and speed is equal power for you, with movement not being part of the power, it is your power and your power source. You can achieve actual supernatural feats by using your speed, however, as a rule, each time you use one of such abilities, you'll spend your speed and get slower, needing to recover momentum and speed up once again.

First and most basic of all, the faster you are, the stronger you will hit, even needing to worry about damaging yourself due to the impact, basically like Newton's

second law of motion while being protected from the effects of his third law of motion. This also allows you to cross any terrain without your speed damaging them, unless you want it, like if you want a trail of fire to be left behind by your vehicles' wheels due to the friction.

At higher speeds beyond the sound barrier that you can achieve after a few minutes of speeding up, you acquire the capacity of using some more esoteric abilities such as phasing through physical matter, running over the water/across the air, causing shockwaves at will, generating absurd amount of heat around you without burning yourself, or even manipulating your personal time.

It's hard to quantify how fast you can get with enough time to speed up, but you can definitely break the ThrustSSC's speed record of 1227.985 km/h (or around 763 mph).

As a final ace up your sleeve, you can detach some of the components of your vehicle to fuse them into your suit to create a power armor that greatly enhances your physical condition and gives you superhuman speed, allowing you to run and fight directly, removing the need of driving your relic to fight. However, your power suit's speed will only be able to achieve a tenth of your relic's regular speed, so this is an option if you need to face your opponents directly or if the vehicle ends up too damaged to function properly.

The Detective Warrior (Free): The planet you were summoned to is very similar to Earth during the Victorian era, but the biggest difference between both is that there is a lot of steampunk technologies in that world, such as airships, more developed steam powered engines, mechanical automatons, analog computers, and many thematically appropriate weapons.
Unlike many otherworlds, the Detective World is one focused on intellectual combat rather than physical, with this being perfectly displayed by both you and the local Demon Lord.

The local Demon Lord is a Moriarty-based criminal mastermind that reincarnates each generation, always obsessed with driving civilization past the point of no return by manipulating the rulers and using weapons of mass destruction of their own design. They're also completely willing to twist the ambitions and lives of others to serve their purposes. Despite their brilliant but cruel mind, they're usually mostly human, even if with some technological augmentations, however, this makes them no less dangerous than other Demon Lords.

On the other side of the coin, there is you, the Detective Warrior. In terms of physical abilities, you're generally weak and have just a slightly above peak human physique, however, this is due to your main weapon being your own mind.

While you're not a scientist like the Transformation Warrior, you could be described as a "detective protagonist in drugs", possessing incredible intellectual prowess, legendary levels of deductions, perfect memory, insane multitasking to the point of being able to maintain multiple trains of thought, alongside multiple other similar mental abilities.

While you also have some generally good physical combat skills, what makes you frightening in actual combat is your incredible quick thinking and improvisation skills, making you able to make even someone like Seongjun Lee struggle like he did in the battle against Hwarang Hong. Furthermore, during combat and investigation, you also have access to dozens of “spy gadgets” that you brought with you from the Detective World, like guns hidden in mundane objects, miniature cameras, pistols with silencer, protective fabric, grenades, smoke bombs, gas masks, poisonous pens, and even needles filled with a paralyzing toxin.

Lastly, as your trump card, by blocking yourself from any distractions and focusing completely on your current situation, you’re able to increase your mental abilities to a whole different level that allow you to easily use all the information available to discover everything your allies and enemies plan to do. Some would say this is a kind of Deus ex machina ‘I already knew your plan the whole time!’ sort of thing and it might probably be. Of course, this is incredibly exhausting for you and will cause a lot of strain over your mind so you won’t be able to use it more than once a year.

The Card Warrior (Free): A long, long time ago, a group of divine beings from beyond the stars first arrived at the Card World and taught the humans how to conjure spiritual beings through scrolls before going back to their homeworld.
As the time passed, humankind perfected the summoning techniques going from scrolls to slips of paper to cards in the modern days.
However, while those alien gods left behind their blessings that molded this world’s human society as it’s today, they also left a curse, an infant of their kind that was still a cosmic entity despite its young age and immaturity. This childish entity saw the world as their sandbox and started to love playing with the fragile mortals, especially having fun in using the same summoning cards to torment and collect mortals and spirits. Like a cruel manifestation of life’s darker joys, this child ascended into the Card Demon Lord and started to dream to collect the entire world and drag everyone into their personal “toy chest”.
However, there is still hope. Despite its power on par with that of gods, the Demon Lord is childish enough to accept playing games against each Card Warriors, preferring to summon minions through their own cards to fight for them instead of facing them directly.
After all, why would they want to use their full power as it would cause their fun to end so soon? They don’t even hate the Warriors. In fact, they’ll always look forward to playing with them.
You have been summoned as your generation’s Card Warrior, the one that faced the Card Demon Lord in a card battle that decided the world’s fate.

As the Card Warrior, you have the ability to summon/conjure over sixty different spiritual beings to fight for you. In order to summon them, you need to utilize cards that are similar to the ones seen in some of Earth’s anime and video games. You’re mostly free to customize the forms and abilities of your summoned creatures

but they must be similar to the Yokai, Cryptids, and other similar legends from Earth. It's up to you to decide if they're sentient or not.

The power level of your summons greatly varies, with most of the sixty creatures being just as powerful as a human soldier, however, the more powerful of them are only around ten but each one of them are as powerful as the average Warrior with the single strongest of them potentially matching the power of the stronger Warriors.

Some of these creatures can be summoned at any time, but the stronger ones require you to meet some criteria to be summoned, like sacrificing specific summons or following a specific set of actions before actually summoning them. The aforementioned strongest of them would require some very specific and costly requirements, like requiring you and your other creatures to defeat it before each time you summon it for example.

While not summoned, these spiritual beings will stay in a parallel dimension contained with your deck of cards and, if they're killed, they'll be resurrected inside this plane after a week. However, if their card is destroyed, you'll permanently lose them, so take good care of your deck.

In addition to your spiritual beings, some of your cards can also cast a few basic magical effects, like fireballs or lightning bolts, instead of only summoning creatures, giving you some capacity to defend yourself even without the support of your creatures.

Finally, once a decade, you can use your trump card, literally. This special card allows you to capture the soul of a being that you have personally killed to become your new summon, causing them to gain a new appearance to fit the aesthetic of your deck. Again, it's up to you to decide if they keep their former memories or not, but they'll be fully loyal to you regardless of it.

The Forge Warrior (Free): Unlike many fantasy-like otherworlds, the vast majority of the native inhabitants of the Forge World are unable to naturally wield magic, so, to compensate for this, they developed the art of "Forging".

In this world, Forging works similarly to alchemy and its law of equivalent exchange, as it consists of using tools in the shape of staffs or pens that are able to alter and repurpose mundane physical matter into any shape the users think of by consuming the energy of magic stones. This essentially allows its users to create anything that comes to mind, provided that they understand how it works in precise details and have the needed raw materials.

Of course, as magic stones are expensive, only privileged ones have access to the abilities granted to Forging, so this holds back this world's technological and magical development. However, this didn't stop a demon from usurping the art of Forging during its earlier days to fulfill his own dark purposes.

Hiding away in his hellish workshop located in some remote land, this demon began to forge several objects of power using monster parts and esoteric materials, from objects as powerful as a castle sized suit of mechanical and/or magical armor to something as small and unassuming as a ring.

The demon then gives them to several different people, all in order to slowly corrupt them through their “gifts”. Such corruption caused them to slowly fuse with the objects of power, eventually transforming them into inhuman beings fully willing to do anything for their new master. Eventually, the trail of destruction left behind the ones corrupted by his creations allowed the demon to ascend into the Forge Demon Lord and starting the cycle in this world.

You were summoned as the Forge Warrior of your generation, receiving a mystical staff and having been trained to become a master of the art of Forging. However, what makes you special compared to the native inhabitants of this world is that you actually have a magic reserve comparable to the Magic Warriors, so you don’t need to utilize magic stones to fuel your ability to reshape physical matter by using your mystical staff/pen. Thanks to it, you can essentially manipulate any kind of non-living physical matter, but, the more durable it is, the more mana you’ll need to spend to alter it.

Through forging, while you won’t be able to fight directly due to still being a completely mundane human, you can build basically anything you can precisely think of on the fly, such as weapons and structures as long as you have the needed materials. Fortunately, you also possess a genius level intellect, on par with Earth’s greatest geniuses, allowing you to quickly memorize every detail of a machine’s blueprint and remember it with just a few seconds of concentration.

Finally, by entering in a state of deep concentration for a few minutes, you can project a **“Forging Zone”** that allows you to manipulate physical matter within its range of around ten meters with your own mind, removing the need of touching it with your forging staff/pen. Unfortunately, maintaining this zone is mentally taxing, so keeping it active for more than a half an hour a day will exhaust your mental stamina and overusing it might cause you to faint.

Furthermore, while active, your mind will automatically scan things that can be considered “objects of power” that are within the zone, such as the relics possessed by the other Warriors. This gives you the ability to produce replicas of them after analyzing them for a few minutes even if you lack the needed raw materials.

These replicas can only exist within the Forging Zone and you won’t remember how to build them once you deactivate the zone, requiring you to scan them again if you want to produce more replicas, but they’re exactly as powerful as the original versions with replicas of Ego-Weapons also being loyal to you.

The Witch Warrior (Free): You've been summoned to a world protected by Rangers, a group of superheroes that fight villains, but most of it is just a facade. Most of the villains' attacks are used by the superheroes to keep their tyrannical control over the world hidden from the general public, with most villains being actually people that opposed them. Even the so-called greatest hero of the world that poses as the most virtuous being in the world is actually a monster that thinks of humankind as no more than his toys and secretly wants to destroy everything, with this hero also being the local Demon Lord that only a handful knows of his existence.
You were summoned to this world not to join the "superheroes" but to be on the side of the underhanded and unheroic that are willingly to play the villains in order to save the world. You joined the main villainous group in this world in your quest to defeat the Demon Lord and became the Witch Warrior, becoming similar both in unheroic aesthetics and theme to the witches/sorceresses of the Super Sentai series, even if you're not a woman.

As the Witch Warrior, you mastered the native magic of their world, however, while the other magically focused Warriors have access to more conventional forms of magic, your abilities are instead focused on using the darker types of magic, allowing you to apply curses, mind control mundane people, create monstrous familiars, brew potions of varied effects (like deadly poisons, healing or physical strengthening), manipulate shadows, and other dark feats.

In terms of capabilities, you're on par with the Wizard Warrior when it comes to raw power, even if you lack destructive spells like the Light of Creation, but, in compensation, you also have your own trump card. Once a week, by infusing your dark mana into one of your familiars, you can temporarily transform it into a titanic beast for a few dozens of minutes whose strength puts it on par with the strongest Warriors.

The Spectral Warrior (Free): Well. you died … and technically stayed dead as you weren't revived when you were summoned to another world. In truth, you were summoned to a world that is split in two halves, the Land of the Living and the Land of the Dead.

The Land of the Dead is essentially an afterlife, the purgatory-like plane where the souls of the Spectral World's inhabitants go after their deaths. This dimension is characterized by its gothic architecture and eternal night, with all of its inhabitants being ghosts of the dead and native spectres that kinda form a society there.

On the other side of this coin, the Land of the Living is a regular world similar to many other fantasy medieval worlds, however, this society is ruled by the church that worships the Spectral Goddess whose dogma makes them believe the ghosts should obey the living. For this reason, the church is currently in war against the ghosts, capturing them and forcing them to obey them for their own twisted purposes. Actually, this dogma was actually forged many centuries ago by the one who is the church's current Pope, a soul-devouring Demon Lord that plans to consume the ghosts and eventually the entire underworld.

For now, they're limited to attacking the ghosts found on the Land of the Living, but soon they'll start going directly to the Land of the Dead. This is why you weren't summoned by the living but by ghost summoners to help the dead against the Spectral Demon Lord, the church and the living.

As the Spectral Warrior, you're literally a ghost, a disembodied soul capable of channelling ectoplasmic force and having the usual ghostly abilities one would expect, such as intangibility, invisibility, flight, telekinesis, possession that only works on mundane beings, heat absorption, and even ghost rays that can are powerful enough to harm the average Warrior. Thanks to your intangibility and the ability to twist your ghostly body, you're immune to basically every physical attack, however you're still vulnerable to magic and only partially immune against magic-infused physical attacks, so there are Warriors whose abilities still work against you.

Furthermore, as a ghost you also have some of their characteristic weaknesses, like being more vulnerable to sealing techniques and being weak to abilities that specifically target souls. Raw iron will also burn you and coarse salt will repel you.

You also acquired a special relic there, taking the form of a memento from the Spectral World. By concentrating on this object, you'll be able to change from your regular ghost state to return to life as a human. In this state, you'll be completely alive again, losing all of your vulnerabilities and weaknesses as a ghost, but your spectral powers will be reduced in an order of magnitude to the point you'll completely lose your intangibility and immunity against physical attacks. You can use the relic at any time to become a ghost again, but it takes a few seconds of concentration to transform back, so it's not something you can do safely in the middle of a battle.

The Dollmaker Warrior (Free): As your title implies, your ability as a Warrior mainly revolves around infusing mundane materials with magic circles to create special puppets to fight for you, allowing you to take a more stationary/isolated position during a battle while you fight long range by using your puppets. This sounds a lot like the Golem Warrior's abilities, but, after all, the World of Dollmakers is also a generic fantasy world like the Golem World with the main significant difference being the techniques to create magic puppets being spread to the general people.

The types of puppets are also more diverse than the existing types of golems despite them being weaker overall, giving you more versatility in exchange of raw power. The most basic puppets you can create are faceless ones, being no stronger than a human but being extremely cheap to create, as you only need to infuse your magic in a bunch of mundane materials like wood to shape them into your puppets. They also require very little mana to maintain active and you can even communicate with people through them.

All the higher tiers of puppets require you to build a somewhat humanoid body to infuse and turn them into proper puppets, but nothing prevents you from using statues (and regular vehicles) as the base bodies for your puppets, as you aren't forced to be the one that builds them. The second type of puppets are then based on combat classes or mundane professions and thus having skills related to what

they’re based on. For example, a swordsman puppet would have generally good sword skills, a mage puppet would be able to use basic spells, and a doctor puppet would be able to treat patients by doing simple surgeries. They’re already as strong as a chimpanzee at its peak, but they still require little mana to maintain so you can still swarm your opponents with them.

The third type are the monstrous puppets, unique constructs that can’t have human-like forms. Usually taking the form of giant puppets with abnormally long limbs, animal-like puppets, or even mechanical vehicles, they’re all meant to be unique entities that require unique bodies that must be not human-like to be used as their basis. A monstrous puppet, regardless of their form, is usually as durable and strong as an armored military vehicle, but they require a lot more time to build their bodies and significantly more mana to be created/maintained due to their non-humanoid forms, so you can keep fewer of them in your puppet army.

As your trump card, there is your fourth main type of puppets, originally fruit of the obsession of a previous Dollmaker Warrior. By observing, analyzing and studying someone for at least several hours, you acquire the ability to replicate them in the form of a customized puppet that requires hours of work and a ton of mana to animate.

There are two options of mimic puppets. The first option are the puppets that merely copy the appearance of your target down to their last details to the point of having their intelligence and personality despite being absolutely loyal to you but they still have no true independence and are no stronger than a mundane human.

The second option are the puppets that are meant to copy the target’s abilities and skills down to their last detail, being exactly as powerful as the originals are. However, this type of mimic puppet is even harder to create, as the stronger the target is, it’ll take more time studying them until you become able to replicate them and more mana will be needed to create them. If you were to create a mimic puppet of the Void Demon Lord, you would need to observe and study him for decades and it would consume your entire magic reserve, that is similar to a Magic Warrior’s reserve, to be maintained for example.

Unfortunately, you can’t make a mimic puppet of someone that doesn’t have a humanoid form, but you can still replicate someone that is a giant for example.

Lastly, you can also remove limbs from your puppets that can be implanted and serve as high quality prosthesis for yourself and others as long as they have mana to fuel said limb.

The Elementalist Warrior (100 CP): You've been summoned to the Elementalist World, a planet split in four main continents where their native inhabitants live in many spread city-states, smaller kingdoms, and even a particularly big nation.
In this world, they developed four different ways to wield magic, almost exclusively elemental magic in this case as other kinds of magic are too unstable there.

In the first continent, there is a unified, heavily industrialized nation that keeps itself mostly isolated from the rest of the world. This nation's people, due to living close to areas with high volcanic activity, had a steady access to natural crystals filled with fire magic and thus used such crystals to develop their technology using them as their power source.
Using the crystals, the engineers, researchers, and scientists that received the title of "pyromancers" developed several gadgets and machinery that are able to use fire magic in several different ways.
Some examples include true magic flamethrowers, engines that requires no other fuel beyond magic fire, blades that heat themselves, devices that can absorb regular fire to fuel themselves, gauntlets that can telekinetically control fire, reddish flames that only burn off when they can consume all magic in their range, and even power armors that not only increases the wielder's physical strength but also grant total immunity to heat and flames.
The current strongest pyromancer is also this world's greatest genius, a brilliant but pyromaniac scientist whose creations can even be considered weapons of mass destruction. Her greatest weapon is her signature power suit, a four meters tall mecha powered by an eternal flame that gives her an absurd physical strength and grants it enough power to burn down an entire mountain with its fiery attacks and aura.

The second "continent" is currently a giant archipelago as most of its land mass flooded into the ocean in the 14th century. The native inhabitants live in the several city-states and smaller villages spread across the numerous islands of varying sizes that form the archipelago, with the ocean being part of the lives of most of them, be they fishers, explorers, shipwrights, merchants, or even pirates.
As the people adapted after the great tragedy, they started to face the countless sea beasts that inhabit the ocean and innately utilize water magic.
Eventually, the humans discovered how to safely consume the magic crystals that form within the beasts in order to acquire their ability to wield water magic, becoming the so-called "hydromancers".
The stronger the beast that crystal came from, the more potential the hydromancer will have, as, in addition to all water-related spells, they also acquire the ability to release that beast's authority over other marine creatures to manipulate or even control the weaker ones.
The current strongest hydromancer is the legendary pirate king who, even in old age, is still powerful enough to conjure tsunamis big enough to flood entire small islands and can keep constant control of a few sea beasts that, together, can be a match to a Sea Dragon. Even when weakened due to being away from the ocean, the pirate king can still create water from nothing using only his mana to use deadly attacks.

The third continent is the smaller one, located on the tropical region of the planet and has a jungle covering it entirely. The people living there didn't develop complex cities or societies, as most of them live in tribes or small villages, but, in exchange, their connection to nature is unmatched by any other people of this world. By observing nature, the elders discovered a special pattern that most magic animals possessed and, using a special ink made from unique flowers, they created a set of tattoos that, when they cover someone's body, grant them the ability to wield earth magic by passively absorbing natural energy.
Those that ritualistically received this blessing became known as the "geomancers" and usually have spiritual roles within their social groups. Some more skilled geomancers even have the ability to manipulate plants in a way similar but far inferior to the Verdant Warriors.
The current strongest geomancer is the young spiritual leader of an isolated tribe within the jungle's heart. Despite his young age, his connection to nature is unmatched to the point that he can refill his magic reserves faster than he can consume by merely staying in a forest. Despite being a pacifist, in battle, he theoretically could create absurdly dense stone walls and cause minor earthquakes. He also has the ability to manipulate plants, but still inferior to the Verdant Warrior's.

The last and fourth continent is the most populous one, where society is more developed as there are a few kingdoms and city-states under the control of a bigger nation. This nation's culture greatly values those that are able to innately wield wind magic, however, the origin of this magic is interesting.
Originally, wind magic was a blessing granted by an elder dragon to monks and nuns who lived in isolated temples. The ability to innately wield wind magic was hereditary and, as they rarely had children and kept themselves isolated from the rest of the world, the number of "aeromancers" remained very low. However, as the time passed, their traditions lost their meaning and the aeromancers started to move to other places. Eventually, the ability to use wind magic was spread to a small but considerable portion of the fourth continent's population, as there are more aeromancers than any other kind of elementalists in this world.
The current strongest aeromancer is the president (technically dictator) who controls the nation with her dark charisma, reputation, and overwhelming power. She can create literal hurricanes and tornadoes to attack her opponents in battle as well as having the ability to fly at absurd speeds. Her wind magic also allows her to feel air currents around her in a range of at least a hundred of meters.

However, even these four extremely powerful elementalists wouldn't be enough to battle the Elementalist Demon Lord, or better say, the four split fragments of the original Demon Lords that keeps its immortality. Each one of the fragments is usually sealed in one of the four continents, taking the forms of sentient disasters of their respective element. Every time they resurrect, they start their journey from the four corners of the world until they meet and create a great destroyer through their union.

Preventing the four disasters from merging and stopping their rampage were the reasons you were summoned to this world as the Elementalist Warrior. However, the Elementalist Warrior is a special case among the other archetypes, as they first appear in a different continent in each generation and thus the abilities they acquire depend on their starting location.

It's up to you to decide which one of the four continents you were summoned and which kind of elementalist you became (pyromancer, hydromancer, geomancer, or aeromancer), but, regardless of your choice, your power and abilities will be on par with that of the strongest user of your chosen element.

Unfortunately, you can only have the abilities of a single element, as the methods related to acquiring the ability to wield one are incompatible to the methods of the others due to the laws of the Elementalist World. For example, if an aeromancer tries to use a pyromancer's device, the wind magic passively emitted by them disrupts the delicate mana flow of the fire crystals required for such devices to work.

However, if you have **The Strongest Warrior** perk, instead of receiving a power boost and a very powerful unique ability, you might decide to have your status as a Warrior to be able to allow you to bypass this world's laws. This means you'll be able to become a True Elementalist Warrior, having the power of all the four elements instead of a single one. While your original element will still be your strongest one, your raw power and skill with the other three elements will be at least half of that of their respective strongest elementalists.

The Undead Warrior (100 CP): Plagues, wars, famine, natural disasters, and the local Demon Lord that was born from an amalgam of undead abominations. Despite still technically being a fantasy setting, the world you entered is one filled with corpses that are even on the streets of the poorer cities as there are too many deaths happening at all times there.

In such a world that is almost falling to complete anarchy, the one responsible for summoning and guiding you was this otherworld's divine overseer, a skeletal deity that has been long forgotten by the native inhabitants. This death god granted you his boon in the form of a portion of his power and authority over the dead that, for a mortal and Warrior like you, gives you access to necromancy at a level worthy of legends as well as granting you mana reserves on par with the Magic Warriors to fuel your abilities.

At the most basic, you can spend your mana to raise a dead corpse into an undead minion absolutely loyal to you. Such minions will be as strong as they were in life, but they'll only keep an echo of their previous selves and initially will be nothing else than mindless soldiers following your commands. Keep in mind that, while your magic will prevent them from rotting, your servants will also have some weaknesses characterics of undeads like vulnerability against holy magic and fire.

It's up to you to decide how they'll look like, like if they keep their flesh and have a more zombie-like appearance or if your necromantic power will cause their flesh to burn away and cause them to remain only as reanimated skeletons. Beings that are stronger and/or bigger than the average human will also proportionally consume more mana to be raised.

There isn't actually a limit to how many undeads you can control at once as long as you have enough mana and corpses, but keep in mind that it's harder to command larger armies, but, fortunately, the longer an undead serves you, the more they'll evolve. This might cause them to get more intelligent and potentially even develop their own personalities if this is what you want, so you'll be able to use them as your "generals" to relay your orders and commands to your lesser minions.

You also have some freedom in how you create your minions. By experimenting with the corpses you plan to raise, you can create special types of undeads that usually tend to consume more mana than regular minions.

For example, you could mix bones from several animals/beasts and revive them as a sort of skeletal chimera, you could combine multiple skeletons into a monstrous form, you could use a lot of extra mana to restore a zombie brain in order to at least partially preserve their original intelligence/personality, grotesquely fuse dozens of corpses to form a single undead abomination, or even work together with other Warriors to create new undeads like the combining your minions with prosthetics developed by the Transformation Warrior.

Raising beings with supernatural abilities will also technically result in unique undeads, as you can even turn Warriors into your undead servants but they will only keep a small portion of their unique abilities.

Furthermore, the same cyanish/purplish flame you use to raise your minions from corpses can also be used offensively, as it directly burns your enemies' life

force, weakening them gradually until they become lifeless husks that can be effortlessly raised by you. However, using this is far from efficient, as the flames consume a lot of mana to be shot as a regular attack.

Beyond your power to control death, you also have the ability to generate, grow, and manipulate bones made from your mana that can be used to form structures. If you're creative enough, you can find a lot of uses for this ability, as you can grow sharp bonus spurt from the ground, create bone weaponry, create a manually-controlled bone golem, or even create an entire castle made of bone if you're willing to spend a lot of mana and time building it. Unfortunately, while you can manipulate the bones of corpses, you can't control the bones from living or undead beings.

Additionally, as your trump card, you tap in a bit of the divine authority given to you by the death god, allowing you to raise someone into a being that is neither alive nor dead. They aren't true undead due to their nature, so they lack their weaknesses, but are still absolutely loyal to you, but this isn't what makes them so special. While undead are a mere echo of what someone was in life, such beings are exactly as powerful as when they were alive, potentially even more as they'll not be limited by any disease or wound they originally had. In addition to them retaining their unique abilities at their fullest, they also keep all of their mental faculties, so you'll have full control over how much of their original personality is manifested at any given time.

Finally, if you're ever killed, your own necromantic flames will revive into a lich-like undead, causing all of your undeads to fall apart as your body reabsorbs your power in them. This also causes you to lose your power to raise undead servants in exchange for greatly enhancing your physical condition and your flames' destructive power. However, unlike your own minions, your undead state isn't permanent but can only be maintained while you still have remaining mana and, as you can't regenerate mana due to not being alive anymore, you'll be marching slowly but steadily towards death. Even if your reserves are full and you avoid fighting, you'll only survive a few more days before crumbling to dust again.

The Dragon Warrior (100 CP): You were summoned to a world that is suffering from a massive dragon invasion led by the alpha dragon, an unique type of titanic dragon that is born once a generation and inherits the power of this world's original Demon Lord.

In order to battle the countless dragons, the native inhabitants decided that they needed to become much like those that hunted them so, to gain more power, their adventurers and protectors started to consume dragon's body parts and blood. Such a practice caused them to become more powerful, both physically and magically as some also absorbed draconic magic.

Unfortunately, many people ended up being incompatible or little compatible, resulting in rejection that led to mutations, while others lost their minds due to acquiring too much draconic power.

Fortunately, when you appeared here, they discovered that you were perfectly compatible with draconic power, meaning you could absorb as much dragon blood as you could without worrying about mutations or insanity.

During your journey, you hunted hundreds of dragons and consumed several litters of their blood, resulting in you acquiring very good physical stats, almost enough to put you on par with some of the physically stronger Warriors, as well as giving you an unique form of a draconic magic that gives you the ability to fire beams of pure fiery energy.

However, this isn't what makes it special among the other archetypes. After you suffered a lethal wound that basically destroyed your heart, your summoners took a desperate measure to save your life. They decided to implant a dragon heart in you that grew and evolved together with you.

As a result, it's given you the ability to gain a fraction of the traits and magic of those you kill personally, with your abilities even evolving to emulate theirs in some rare cases. Usually, this effect is more noticeable the more similar beings you kill, however, killing beings that are stronger than you will grant more of their power.

For example, if you're just the Dragon Warrior without any out-of-jump abilities and kill the Void Demon Lord, you would not only acquire a significant power boost as your "dragon breath" magic would evolve to be compressed in such a way that mimics his ranged slicing attacks.

The Titan Warrior (100 CP): You ended up being summoned to another Otherworld that is essentially an alternative version of Earth, one that is being attacked by waves of kaiju-like monsters coming from space, living weapons created by an ant-like alien race that went extinct due to the greatest titan going rogue after ascending into a Demon Lord due to their war campaign.

In order to fight such creatures, the best scientists of the world united their efforts and managed to summon you as the Titan Warrior and, through experimental genetic reengineering, they modified their body to give you the ability to transform into one of those kaiju-like monsters with an appearance of your choice, be it more similar to an insect, a reptile, a mammal, or even a giant slime.

You'll have control over how big your monstrous form will be up to a certain limit, with you getting stronger the bigger you get but you'll also be risking more to lose yourself to your monstrous instincts. At your minimum, you'll be ten meters tall and strong enough to be on par with the average Warrior while keeping your mind intact. On the other hand, at your maximum, you'll be as tall as a skyscraper and as strong as Minsu Kim himself, however, you'll completely lose your mind while transformed and will attack anything in your way.

You'll also have a few minor abilities related to your titan form, such as fire breath if you're closer to a reptile, regeneration if you're a slime, awkward flight if you have wings, or even the ability to electrocute those you touch like a certain primate kaiju. Regardless of your abilities, they still won't be as powerful as your physical strength.

Furthermore, your kaiju nature also allows you to feed on both radiation and mana by passively absorbing it or by literally devouring power sources to live and fuel your attacks. You can also use this nature to assert your authority over other similar giant monsters, including sapient ones like the sea dragons, as long as you can prove to be stronger than them.

Finally, you can also enter in a partial/hybrid form that is considerably weaker than the complete transformation but allow you to fight while maintaining a human size.

The Nanomachine Warrior (100 CP): The so-called Nanomachine World was following the same route as the World of Shield as humankind was starting to spread around the many planets in the galaxy until they were first invaded by the Ascendant, a species that abandoned their organic bodies to mechanical ones following the commands of Machine Gods. In truth, these “gods” are ancient alien A.I.s that destroyed their original creators, stole their advanced technology, and manipulated the Ascendant to carry on their goal to eliminate all life as the highest leader of this pantheon is actually the Nanomachine Demon Lord.
As the war advanced, humankind started to scavenge the technology of the invading aliens to develop experimental weapons in the form of nanomachines, so, as part of the cycle to stop the Demon Lord for a century, a compatible Warrior was summoned to be augmented with them, you.

Your body was rebuilt and modified to the point you’re almost entirely made from these extremely advanced nano-machines derived from the Ascendant and the Machine Gods’ technology, turning you into a nigh-unkillable fighter with superhuman physical attributes while also technically making you not a human anymore.

Thanks to your new physiology, you’re capable of shaping the nanomachines that compose your body to generate powerful mechanical constructs that range from regular natural weapons like blades or hammers to more complex weaponry like plasma blasters or laser blades. This also makes you capable of rapidly adapting to their opponent's attacks due to your large arsenal giving you a lot of versatility.

Furthermore, your nanomachines can consume mundane physical matter to produce more of themselves that can be used to form bigger weapons, to generate more energy that is required for some of your weapons, or to regenerate your body. As your trump card, this ability can be extended to allow them to consume and replicate on an exponential scale, causing them to produce a massive horde of nanites by consuming a lot of physical matter.

However, you won't be able to cause a grey goo scenario because your mind can't control too many nanomachines at once, so you’ll only be able to control up to an entire building-worth of nanites.

Lastly, while you aren’t human anymore as you also replaced your biological body to a nanomachine-based artificial body just like the Ascendant, your mind and soul are perfectly stored within the nanites, so you’ll perfectly retain your humanity and you won’t die as long as an amount of nanites enough to form your heart survive intact.

The Story Warrior (200 CP): The world you were summoned is … weird, a plane where stories and legends have an actual metaphysical weight and the deities chose their champions to be heroes/villains and write new stories while a paradoxical Demon Lord with no known origin threatened to burn everything.
In this world, as a being that wasn't bound by this reality's specific rules, you learned how to manipulate the world as if it was a story by summoning a book that is your relic and source of power. While you have incredible versatility with your skills, your power set consists mainly of two extremely powerful abilities.

The first ability you gained access to is using the book to read surprisingly detailed descriptions of major events (like the fights between Warriors and similar superpowered beings) that happened in the past or are happening in the present. This could also be used to read about the major events that will happen in the future but with far less precision, even more considering the future is constantly changing in this universe due to Seongjun Lee's interventions. The book has seemingly infinite pages, so it could take some time for you to find the pages detailing the event you want to know about, but the more you already know about it, the easier it will be to find it.

While you're incredibly vulnerable and weak naturally due to still being just a human, your second ability allows you to copy the abilities and traits possessed by the "story's characters", that is, the beings that are relevant to the world's "plot". The copied abilities won't be as powerful as the original versions, but this is compensated by nearly unmatched versatility as you can literally copy the abilities possessed by all the other Warriors. The amount of time that you can maintain copied abilities is limited, but the more familiarity you have with the abilities and the "character", the longer you'll be able to maintain the abilities. Unfortunately, you can only copy a single being at once. It's also up to you to decide how exactly the copied abilities manifest.

Furthermore, if said being massively dwarfs your power, it'll be impossible for you to properly copy their abilities or even won't be able to copy them at all if the difference is too big. For example, if you're just the Story Warrior without taking in consideration your out-of-setting abilities, you'll be able to copy a very diluted version of the Void Demon Lord's abilities and you won't be able to copy the Witch of the Snow's abilities.

Lastly, the book that is the source of your powers isn't an actual physical object due to its metaphysical nature, so it can't be destroyed by mundane means and no one can read it without your permission.

The Axe Warrior (200 CP): You were summoned to a fantasy world, however, you arrived here too late due to circumstances beyond your control.
By the time you arrived there, the Axe Demon Lord had already almost fulfilled its goal of destroying the world and all life, with the ones that were your summoners being vengeful spirits instead of living humans as humankind was completely wiped off the face of the planet.

As the Warrior of a destroyed world, your goal wasn't to save it, but to avenge it and slay the Axe Demon Lord. In order to fulfill it, you became a true barbarian fighter in loincloth, an unstoppable monster possessed by complete and utter rage who can decimate whole armies and not be winded, complete with even possessing an actual healing factor to keep you fighting. In addition to an endless stamina and endurance, your physical attributes rival those possessed by the Sword Warriors.

The source of your power is the Relic of Resentment, an enormous axe infused with legions of vengeful spirits that fuels your unstoppable force for as long as your warpath continues in exchange of causing your anger to be greatly amplified, however, if you ever stop fighting for whichever reason, you'll temporarily lose a significant part of your strength. Fortunately, you'll gradually recover this lost power as you begin to fight again.

Lastly, just for the sake of curiosity, the previous Axe Warriors also wielded the Relic of Resentment, however, as it wasn't infused with too many vengeful spirits, they were far weaker than you are now. Even the current generation's Axe Demon Lord that you defeat became extremely more powerful than all of his previous incarnations after it destroyed most of the world.

The Random Warrior (200 CP): After you died, you were summoned to a world that can be described as a mixture of fantasy and sci-fi, filled with weird things happening on a regular basis. However, even with the presence of advanced technology, aliens, magic, monsters, and fantasy species, the most important aspect of the Random World is its actual main source of power that all the native inhabitants and even you have access to: a gacha based system, consisting of three key abilities. After all, it seems like the Random Goddess is a relative of the Resurrection Goddess.

The first ability is **Summoning**, where the user sacrifices something, most likely money but other valuable things and beings are also valid, to roll for an *Unit* (an intelligent servant like a possessed armor, a tamed monster, a spirit familiar, or even a random slime that will attack anything on its way) or an *Item* (weapons, tools, relics, stat-enhancers, or even mere souvenirs). Of course, the object or being that is summoned is completely random, however, more valuable sacrifices tend to improve the odds of summoning something useful.
Fortunately, as you're basically the embodiment of this world's power system due to being the Random Warrior, you have some insane good luck when it comes to betting through this system, even more when you're in danger and urgently need something specific in order to have a chance to survive.
Furthermore, in this universe, the items/beings you summon will be those of the Random World, however, in future jumps, you'll be able to summon thematically appropriate things for each setting.

The second ability is **Storage**, a minor power that grants you access to an inventory-like pocket dimension that, unlike the Dungeon Warrior's Item Storage, can only be used to *Summons* (both summoned *Items* and friendly *Units*).

The third, and probably more important ability due to being more reliable, is **Enhancement**, where the user can sacrifice something to improve their *Summons*, though the stronger something is the more that is needed to enhance. Of course, being only able to enhance *Summons* greatly limits this ability, however, the real kicker here is that your nature as the Random Warrior allows you to simply ignore this rule, allowing you to affect anything you want to, not just your *Summons*. You could even enhance yourself at a considerably increased cost or give away your relics and weapons to other people and they would work just as well.

Considering there is no limit to how many things you summon and enhance, you might eventually become insanely powerful if you're willing to make enough sacrifices. Even more considering how you can basically mass-produce strong fighters by enhancing them a lot and gifting them with good items if you spend enough sacrifices on them.

Custom Warrior (Varies): There are many different canon and even fan-made Warrior Archetypes you can acquire in this supplement, but, if you want some more freedom to express your individuality when it comes to this power system, this is the perfect option for you. By taking this option, you'll be able to create your own unique archetype with the abilities and traits you want.
However, this archetype's price, possible abilities, relics, possible drawbacks, and power level varies according to its tier, being around the various tiers the other archetypes are listed on plus an extra 100 CP, so you'll need to fanwank responsibly to decide which tier your custom archetype fits in.
For free, your custom Warrior Archetype will be among the weaker Warriors, such as the Magic Warrior.
For 100 CP, your custom Warrior Archetype will be among the average Warriors, such as the Metamorphosis Warrior.
For 200 CP, your custom Warrior Archetype will be among the stronger Warriors, such as the Shield Warrior.
Finally, for 300 CP, your custom Warrior Archetype will be on par with the strongest canon Warrior Archetype, the Sword Warrior.
Additionally, keep in mind that you'll also need to have at least a general idea of your custom archetype's world and Demon Lord, as they're related to the **A Warrior's Epic Tale** scenario and the **Demonic Incursion** drawback from the main jump.

-Modified Archetypes:

The Werewolf Warrior (Free): In truth, you're actually an Exorcist Warrior who, during the initial phases of your training, gave in to the temptation of achieving further heights of strength by acquiring the power of a demon and thus ended up giving up your humanity. However, while a "Vampire Warrior" would have received power through the consumption of the Demon Lord Vampir's blood, you instead fell in temptation and accepted the offer of one of her henchmen subordinates, a particularly powerful werewolf that allowed you to devour his heart as a prize for beating him.

As a result, you became a true alpha werewolf thanks to your Warrior nature influencing your lycanthropy, causing you to lose all the benefits and abilities you could have as the Exorcist Warrior, but, in exchange, you gained a few new monstrous abilities. Fortunately, you weren't dominated by your beastly instincts and still managed to defeat the Vampire Demon Lord.

Firstly, the main ability you acquired is your ability to shift into a human-wolf hybrid form at will, giving the mighty body of a demon whose superhuman physical attributes are on par with those displayed by an Exorcist Warrior while they're focused, as well as granting you some degree of healing factor and enhanced endurance. While you can't regenerate limbs, you can heal from basically any non-fatal wounds and you could survive a few minutes even after having your heart ripped out. You can also partially transform if you want to.

Furthermore, during the night, you can, at will, trigger a second monstrous transformation, having a greatly increased strength, at the cost of becoming a berserk beast, attacking everyone in your way. Fortunately, you can eventually learn how to maintain this form without losing control over yourself through experience and training.

Additionally, as an alpha werewolf, by feeding common humans with a considerate portion of your blood, you convert them into lesser werewolves, loyal but still considerably weaker than you. In addition to not having the ability to convert other people, they'll also be unable to transform into their full monstrous form during the day and they can only enter in their second transformation during full moon nights.

The Ancient Transformation Warrior (Free): You were summoned to the World of Transformation/Reformation, an otherworld characterized by its highly advanced technology and science, but, you were summoned to this world in the 14th century if you're an **Old Generation Warrior**, several generations before Garam Lee and Marie Stevenson (or then you were summoned to a more primitive version of the Transformation World if you're a **Current Generation Warrior**).

You were essentially the first Transformation Warrior that was fully transformed into an android, but the technology used in you is centuries behind the one used in Garam Lee, lacking countless technological advancements such as laser weapons or fluidity of form.

This also means you have an even less human-like form, as you look more like a simplistic primitive robot than an android like Marie or Garam Lee. Despite this you still have the benefits of a purely mechanical body, such as not aging and only needing an energy source and regular repairs in order to stay alive for an indefinite period of time.

Like the younger Transformation Warriors, your greatest weapon is also your brilliant mind, on par with Earth's greatest geniuses, as well as the extensive knowledge you acquired related to the advanced technology and science of that more primitive World of Transformation.

However, while your cybernetic augmentation and even your scientific knowledge are clearly very inferior to those possessed by Marie and Garam Lee, it's been hundreds of years since you returned to Earth and you didn't simply idle those years away.

As humankind in the Middle Ages saw your technology as some kind of magic and wouldn't even develop the first steam engine in a few centuries, you lacked support to develop new technologies so you needed to innovate and "invent" an entirely new branch of science related to electricity, achieving feats that even nowadays' humankind only see as theoretical.

Using this experimental technology, you upgraded your own android body to grant you new abilities, starting with the ability to generate extremely huge amounts of electricity that can be stored in your fists for incredibly deadly melee attacks or shoot as lightning bolts. This electric energy can also be used to increase your movement speed in the ground.

Your body also generates a special kind of unnamed particle alongside electricity that gives you access to more esoteric feats. Once enough of these particles are released and fill an area, you can creates a cage of pure electricity around you, with a size of a minimum of 10 cubic meters. Inside this cage, the electricity generators in your body react to the special particles in the air in order to activate an anti-gravity system inside you, effectively allowing you to float off the ground and reach top speed at a single instant. By spending more energy and releasing more of those particles, you can manipulate the cage's form, allowing you to alter its shape, increase its size, or even make it mobile that can be used to simulate actual flight.

Furthermore, while inside the cage's particle-dense environment, you can synchronize with the particles in another place within the cage for a few seconds to teleport to it. However, this teleportation consumes a lot of energy and it puts strain on your mechanical body, so, if you overuse it, your body will start to break down.

Lastly, in addition to your android body's enhancements, you also have all the knowledge of all the scientific advancements related to them, allowing you to build other devices, machines, and weaponry that utilize the same concepts of your new abilities. Unfortunately, your scientific advancements are still technically less developed than those developed by Marie due to lacking destructive potential and versatility but it isn't too important as you followed a different branch of technology than her that granted you more esoteric abilities.

The Instrumentality Warrior (100 CP): You were summoned to one of the most "weird" otherworlds, one that is always heavily influenced by their current Warrior's beliefs, religion, disposition, etc. In this world, you underwent a ritual that, in exchange for your humanity, granted you immortality and more importantly turned a specific form of faith into the basis for your powers as the Faith Warrior.

However, in truth, your summoning wasn't random. Hidden behind the scenes in Earth, there is a mysterious, religious group formed by influential individuals whose primary guide that established their philosophy is the teachings of another evil, old Faith Warrior. Their main goal was to create a "god", that is, a Demon Lord, that would unify all the souls of humanity, so, to fulfill this project, they raised you since your childhood planning to turn you into their hollow puppet and then they killed you in the exact moment needed to ensure you would be summoned as the Warrior of an alternative version of the Faith World.
Fortunately, the Resurrection Warrior eliminated said group before you returned to Earth, setting you free from their control but, as their manipulation was still affecting when you underwent that ritual, you still ended up becoming the exact version of Faith Warrior they needed for their goal.

As the Faith Warrior, your abilities are pretty unconventional compared to other Faith Warriors, being different enough to the point many wouldn't identify you as an actual Faith Warrior but yes as another type of Warrior.

First of all, while you still have a human form, unlike Hana Baek and the other Faith Warriors that are only inhuman in nature, you need to assume your angelic-like true form in order to access the full extent of your abilities.
By transforming into your true form, your skin will become pure white and you'll grow several fleshy wings (that are part of the Faith Warrior's fifth ability), also causing your size to increase the more powerful you become and even a third eye may eventually appear in your head once you grow strong enough. While you're in your true form, you'll also be accompanied by your "core", a red orb made of an exoteric form of matter that floats around you and is a vital aspect of your abilities.
You can also return to your fake human form at will that won't make you lose your immortality, but, in exchange, you'll keep only a fraction of your full power until you drop your human mask again.

In addition to your cosmetic theme being fixed to an angel-like eldritch aesthetic, your source of power isn't actually any particular faith, which also changes how your first ability, the one that allows regular Faith Warriors to brainwash people and turn them into your zealots/followers works.
By using other people's doubts and desires to induce them to accept your "guidance", you can convert people into your "zealots", that is, dissolving their bodies and exposing their souls. Right after it, you're then able to absorb these souls into your core.

Instead of faith, these souls are your true source of power that fuels your miraculous abilities and immortality, with you growing stronger the more souls you absorb.

Furthermore, your second ability (Regeneration) works similarly to the other Faith Warrior's, but you need to sacrifice souls stored in your core instead of your zealots, while your third and fourth abilities (Transmutation and Summoning respectively) work almost like the same, however, you have some greater freedom than theirs. This allows you to achieve feats like creating illusions, forming energy barriers, shooting powerful beans, becoming intangible, creating biological constructs, using large scale telekinesis, and even forcing mundane people to dissolve into souls once you become powerful enough.

Lastly, while you lack many of the weaknesses of the other Faith Warriors due to not having a particular type of faith as your power source, your power isn't unlimited as the energy contained within a soul is limited and you'll end up powerless if you consume all the souls you absorbed. Furthermore, as you can't simply turn someone into a bodiless soul if they're feeling a specific type of "faith", you'll need to find some way to manipulate people into lowering their guards and accepting you until you get strong enough to simply dissolve them at will.

The Treachery Warrior (100 CP): You were summoned to the World of Shield, a special case among all other otherworlds, as this one isn't exactly a single world, but an entire universe where advanced-interstellar technology exists and humankind is organized around a galactic empire. The galactic order of the Otherworld of Shield would normally be protected by the Knights of the Round Table, a group of eleven knights equipped with futuristic gear and being as strong as the average Warrior, with each one receiving a specific title.
However, the world you were summoned to is different from the one saved by Sun-Hwa Yoo. In this world, the empire was on the verge of losing the war and couldn't keep the order through the galaxy, so the Knight King took a desperate measure. Following his orders, a new title was created to replace the position of "Galahad" that would normally be filled by the next Warrior.

After being summoned as the "Shield Warrior", you joined the Knights of the Round Table, filling the position of "Mordred" and receiving an advanced knight armor and large sword to serve as your primary equipment.
However, the technology used in your equipment is experimental, as, instead of using Divine Power (the energy generated by the lives you're protecting), it utilizes its antithesis, the so-called Unholy Power, altering the very nature of your abilities. This is also demonstrated by your armor's primary color being red instead of green like all the other knights.

At the most basic, while your durability is an order of magnitude lower than that of a regular Shield Warrior, your physical strength is at least on par with Minsu Kim himself and you'll be able to use the Stealth Mode to make your armament temporarily invisible through a voice command, however, your other abilities are blocked behind a list of requirements based on the twisted chivalric code that you need to fulfill before being able to use them. These requirements, or quests as they're called, can't be fulfilled while the Stealth Mode is active.

The first quest is **Opportunity**, which is completed once your sword has done a sufficient number of attacks. This quest's reward for you will be **Clarent**, the former ceremonial sword of the Knight King, which grants you the ability to release a massive beam of pure red energy with a potency based on how many attacks you managed to properly hit before releasing the attack.

The second quest is **Ruin**, in which, after completing the first quest, the sword's system will calculate the number of intelligent beings who are hostile towards you, also being measured in Leonhardt. Unlike what happens with Divine Power, Unholy Power isn't only generated by the numbers of beings that are hostile against you, but the stronger they are, the more power they'll generate to you. If sufficient, the quest will be completed, granting you access to the **Servant of the Empress of the Wilderness**, a small fairy-like mechanical construct summoned from a portal

whose function is to detect and alert you of the presence and location of anyone hostile towards within a very large range.

The third quest is **Betrayal**, in which, after completing the second quest, the system will calculate the damage you caused, both damage on living beings and collateral damage. If you caused enough damage, this quest will be complete, granting you access to the **Armament Of The Traitor**, causing a holographic, unstable red cape to appear on your back. This cape provides additional agility and mobility to you as it can form makeshift thrusters as you move.

The fourth quest is **Ineligibility**, in which, after completing the third quest, the system will calculate the total value of life you're trying to protect. If it's deemed sufficient, this quest will be completed and you'll gain access to the **Sin of the Siblings**. This ability allows you to convert your Unholy Power into a mud-like substance that you can spread from portals. This dark substance that looks like malice turned into mud will proceed to burn anything it touches as well as consuming the life force of any being engulfed by it, being even able to slowly move towards living beings before eventually cooling down and permanently becoming inactive. Even Warriors would have difficulties in escaping this mud if they were fully engulfed on it.

The fifth and final quest is **Damnation**, in which, after completing the fourth quest and doing an attack, the system will calculate the number of lives that you have taken with said attack. If the number is deemed big enough or if the ones you killed were powerful enough, you'll be able to summon and remotely control the **Leonhardt-Grade Superconductive Cruiser "Blood Sword Vessel"**, a gigantic cross-shaped mechanical sword similar to a spaceship that is far more deadly and powerful than your regular shield. You can even use it to spread the dark mud generated by the Sin's ability through its blade.

Normally, with all the five quests completed, a regular Shield Warrior would be able to request to the central system "Merlin" the usage of their ultimate ability, **Fortification**, however, even if you became "Mordred" with the permission of the Knight King and all of your awful acts were necessary to defeat the Demon Lord and its army, Merlin would never consider you worthy. Considering this, its A.I. wasn't even installed in the central system, which prevents you from using Fortification.

However, in exchange, you have something else as your "ultimate ability". Normally, only "Galahad", managed to acquire the greatest treasure of all, the **Holy Grail**, due to being the only one who understood what "sacrifice" truly is. However, as you were the one forced to spread so much evil for the greater good, you decided to take the grail by force, causing it to become tainted by your Unholy Power. While you don't receive any of those powerful rewards, you can still summon the Holy Grail at will in order to activate your ultimate ability, the **Root of All Evil**.

When activated, the Holy Grail will physically manifest floating in front of you and will start spilling massive amounts of that same dark, muddy substance, causing massive damage around it. Unlike the version of this dark ichor you can summon, this one is almost “alive”, as, the more it spreads, the more it’ll seek for more living beings to consume, going from a mere mud that spreads forward to eventually becoming something akin to vines that attack anyone in its path, including you.
Considering it’ll even attack you if you end up in its way, the main benefit it has for you is that it will constantly supply you with Unholy Power for as long as it’s active and you’re within a city range from it, fueling your abilities and greatly strengthening them.

However, this power has a very dangerous downside. As the black mud spreads and consumes, the Holy Grail’s malice will grow and your control over it will weaken.

During the first few minutes, you’ll be able to deactivate and unsummon the grail with a simple thought but, after it starts consuming, you’ll need a few seconds of concentration to unsummon it. Eventually, the grail will simply stop answering you and you’ll need to directly touch or attack its physical manifestation for it to stop.
If you let it loose for too long, it’ll eventually stop obeying your commands at all, making it impossible for you to control it for as long as it has things and living beings to consume.

If you let the grail reach this point, there is still hope, as, if it doesn’t find any more beings to consume, it’ll eventually run out of energy and you’ll recover your control over it. However, depending on where you summoned it, there is a considerable possibility that it’ll consume the entire planet before reaching its limit so you’ll need to be very wise of how you use this ultimate ability.

Lastly, it’s possible for others to destroy the Holy Grail’s physical manifestation, forcing it to be unsummoned (in this case, you’ll need to wait an entire year before being able to summon a new physical grail), but it’s so durable it would require something akin to a nuclear bomb to destroy it. If you’re killed, the grail will also be deactivated as your death will purify it from the Unholy Power’s corruption.

-Notes-

1. If you have take **The Warrior** perk, then you'll able to pick a single **Archetype**, however, if you also have the **The Warrior of All Warriors** perk, you'll be able to pick six extra **Archetypes** to gain a portion of their abilities instead of their complete power sets;
2. It wasn't my intention to make those huge walls of text in each **Archetype**, but it was the only way to properly explain the Warriors' abilities, especially in the case of the fan-made archetypes;
3. Thanks to LuckEClover for suggesting a lot of Demon Lords;
4. Almost all of the **Fan-Made Archetypes** were suggested by other Reddit users, so thank you all very much for your suggestions:
   -Bow Warrior: Suggested by Archerof64, MistakesWereMade2124, NewAtmosphere6282, and Infinity-Master.
   -Psychic Warrior: Suggested by camijojo21 and LuckEClover.
   -Crown Warrior: Suggested by camijojo21, Skystrike431, and DeathmetalArgon.
   -Druid Warrior: Suggested by camijojo21, Sundarapandiyan1, and Particular-Judge9906
   -Shinobi Warrior: Suggested by camijojo21.
   -Sage Warrior: Suggested by camijojo21 and Glittering_Pear2425
   -Elementalist Warrior: Suggested by ScarfSpark.
   -Gun Warrior: Suggested by Deaderthandeath, LuckEClover, and Sundarapandiyan1.
   -Ego-Weapons Warrior (also known as the "Battle Harem" Warrior): Suggested by ZealousChristian24.
   -Speed Warrior: Suggested by NewAtmosphere6282, LuckEClover, and ZealousChristian24.
   -Detective Warrior: Suggested by Sundarapandiyan1, Deaderthandeath, and MistakesWereMade2124.
   -Card Warrior: Suggested by Sundarapandiyan1, camijojo21, LuckEClover, ZealousChristian24, and Archerof64.
   -Forge Warrior: Suggested by Skystrike431, ZealousChristian24 and LuckEClover.
   -Witch Warrior: Suggested by LuckEClover and NewAtmosphere6282.
   -Spectral Warrior: Suggested by and NewAtmosphere6282 and Infinity-Master.
   -Dollmaker Warrior: Suggested by Sundarapandiyan1.
   -Undead Warrior: Suggested by camijojo21, MistakesWereMade2124, and NewAtmosphere6282.
   -Dragon Warrior: Suggested by Infinity-Master.
   -Titan Warrior: Suggested by Skystrike431 and jordidipo2324.
   -Nanomachine Warrior: Suggested by jordidipo2324, Diligent_External, and NewAtmosphere6282.

-Story Warrior: Suggested by camijojo21, Sundarapandiyan1, and Infinity-Master.
-Axe Warrior: Suggested by Infinity-Master, MistakesWereMade2124, LuckEClover, and The_smiling_wrath.
-Random Warrior: Suggested by ZealousChristian24 and Deaderthandeath.

5. Other Reddit users also suggested other Warrior Archetypes, like RanjuM1 who suggested a Music Warrior/Hero and LuckEClover who suggested the Renewal Warrior and the Mad Warrior. I preferred to not add them in this update because the list of Fan-Made Archetypes was already too big, but I might still add them in a future update.

-History-

V 1.0: Released