Mairimashita! Iruma-kun by lolo

The story follows Iruma Suzuki, a 14-year-old human boy who is sold to a demon by his lazy, selfish and neglectful parents. The demon, known as Sullivan, takes Iruma to the Demon World and officially adopts him as his grandson. He enrolls Iruma in the Babyls School for Demons where he is the headmaster and where Iruma quickly befriends the demons Alice Asmodeus and Clara Valac. However, Sullivan tells Iruma to never reveal that he is human since he will be eaten if anyone finds out. Iruma then vows to blend in during his time in the demon world, although he only stands out because of all the situations and adventures that arise. By his second year Iruma turned 15 years old.

For the next 10 years, you will spend experiencing all that the underworld has to offer, its dangers as well as its eccentricities. To start, take 1000 CP to spend on all the options that will be offered to you in this jump.

Location

Choose the one you like the most or roll the dice and let luck speak, with this last option we give you 100 CP.

1 - Babyls Demon School: Is a prestigious school in the demon world run by the principal, Lord Sullivan of the Three Greats. In this place most of the events of the plot happen and most of the main characters meet.

2- Levilon Academy: A magical academy. Levilon is an underwater academy, specializing in discipline and manners. It is headed by Lady Levi of the Three Greats as Principal.

3-Jackapo Institute: Jackapo Institute is a massive, underground 66-story single tower, wreathed in flames and surrounded by a magma moat. It specialises in fostering competition of all kinds within the student cohort, and is headed by Belial of the Three Greats.

4- Walter Park: is a demon world theme park run by Ronove Lomiere's father, Ronove Rosevelt. It is powered by the magic of criminals kept in a prison 5 floors below the park.

5- Valhalla: Valhalla is an underworld club, specifically a place for adults to gather and fool around. It is one of the shady places in the demon world that can be easily swayed by money, and where a demon instead of money can be made as payment.

6- Free choice.

Age and Gender

Choose the genre you want but as for age choose one according to your origin.

Origin

Drop-In (Free): You are someone totally alien to this world (the underworld), like Iruma, you will have to manage to adapt but don't worry, no one will question your identity.

Student (Free): You are a freshman. You are forced to go back to school, the good thing is that you have all the papers in order, so don't worry about something as trivial as an entrance exam

SchoolStaff/Teacher (150 CP / 300 CP): Job stability is something desirable and we can negotiate this, for 150 CP you are an employee of one of the schools you choose, as a plus you are a Daleth or rank 4. For 300 CP, you are a full-fledged teacher. Not only do you have the honor of working in one of the most prestigious schools, but you are the pride of your family, if it is an ordinary family. As would be logical, your rank is that of a Zayin or rank 7.

Villain/ Six Fingers (Free / 300 CP): This series not only shows the friendliest side of the underworld, it also shows its most brutal side and the villains are the ones that dominate this part the most, you are a member of the most chaotic faction of the underworld, for 300 CP you are a member of the six fingers, maybe with your inclusion it would be seven fingers.

Perk

All perks can be turned on/off at will.

General Perks

Rank (First purchase is free, +50):

The underworld has a rank system that divides demons based on their power or number of achievements they have accumulated in their lifetime. For each rank you buy (the first one is free) you must pay 50 CP. It can only be purchased up to Tet Rank (Rank 9).

Bloodline Magic (Varies):

Bloodline Magic, or also called a Family Ability or Inherited Skill is a type of Magic that is unique to those sharing the same bloodline or ancestry. It appears that children inherit the parent's power. Buy as many as you want but each blood magic has a category. Tier 1 cost 100 CP, Tier 2 200 CP and Tier 3 cost 300 CP. Each tier represents the power or usefulness of each blood magic (categorization was subjective, examples in notes).

Demonic Power- Free

How are you going to use the magic of the underworld without demonic power? Now you can use demonic power, imagine that you now have a different mana bar called magical power and that by using different magic it depletes and can be refilled when it rests or by external means such as over demonic power from the environment or potions . Since it's free, you're going to have the same amount of power as an average demon of your rank.

Faces- Free

The faces they make in this series are very weird. Some can give off an attractiveness that can perplex you or a creepy face that can send chills down your spine. You can now use those types of faces in quite particular situations, such as when you are showing genuine happiness, confidence, or evil intent.

Appearance 100 CP

It is not uncommon to see attractive people in this series, or at least the main and secondary cast (mostly). Now you can get into that category, you are at least a 9/10. As an added bonus, the beauty scale of each world or universe you are in increases by 3 points.

Style 100 CP

Something common in all the characters in this series, they all have style. When fighting, when making important statements, when cooking. You know, be cool like Opera. Now you're just as stylish as him or the other characters, no matter what situation you're in or what you're doing. It's cool to be cool, right?

Combat Expert 200 CP

Some characters like Opera or Shiida are excellent in melee combat. With this Perk you are now someone with the same combat skills as them (not their level). As well, you will also be granted a considerable increase in your strength, dexterity and reflexes. As a bonus, you can use magic to amplify them as long as your body can take it.

Non-Verbal Magic (200 CP/ Free for Teacher and Six Fingers)

Is a very rare type of Magic that takes an enormous amount of training to master. So far only a select few demons can utilize this ability such as teachers, 13 council members, the Big 3 and prodigy students like Asmodeus. Don't waste your time reciting an incantation.

Tone 400 CP

Although the events of this series take place in the dangerous underworld, it’s genre is usually more Slice Of Life than Grimdark. With this little help, in each jump that you are in, you can change the tone of it into a more cheerful and relaxing one. You can transform a desolate and violent apocalyptic world into one where, despite being apocalyptic, most people seek mutual aid more, being more the story of how a

society rises again than a war of all against all for the resources where individualism and paranoia is the general rule.

Pacify 400 CP
You gave the kind of feeling that makes the people/demons and beasts around you relax, pacifying them, making them see you as their young to care and protect (I don't know I think it has some wrong thinking? Maybe make it so that how they see you depends on their age and personality)

Evil Cycle 400 CP

Demons have a tendency to commit acts of violence and sadism when their stress level reaches its limit. This loss of reason reduces their inhibitions and limits, allowing them to use their abilities to a greater degree. For around 400 CP you can enter this state without losing your reason and retaining all the benefits it offers. You can also hide its characteristics so as not to give yourself away to others.

Origin Perks

All perks are discounted to the appropriate origin. Discounted 100 CP perks are free instead.

Drop-In

Cute 100 CP

Just like Iruma, you're quite adorable, it's not that you give off an aura or something like that, it's just aesthetic. The good thing is that you can take advantage of this, for example dressing as a woman and being the number one idol (well not number one but you would be on a par with Irumi)

How to survive 100 CP

You are, like Iruma, a person who can adapt to any situation, no matter how dangerous it is, always keeping calm and coldly assessing the situation. You also have the survival skills to survive in forests and jungles full of wild animals, desolate deserts, etc.Even you have the skills to fend for yourself in the wild city life. Unlike Iruma, you will not have to go through difficult situations because of irresponsible parents.

Social 200 CP

More than the skills to be someone popular, you have something special, people are more prone to talk about personal issues, like that, they open up with you about their weaknesses, ambitions, etc. It is not that you will have the answer to help them but this Perk will make you look like someone reliable for this type of situation.

Challenge 200 CP

Normally one would like to live quietly and avoid challenges, but what if I told you that every challenge has a juicy reward. Now the challenges and challenges will be very common in your daily life, but they are not mandatory and can be rejected. That would be bad if it is not mentioned that in each challenge that you manage to win, you will be given a reward greater than what would correspond to the level of that challenge. Imagine that just winning a flight race increases your rank by two levels.

999 Evasion 400 CP

Your ability to evade any kind of danger is such that the chance to evade a non-area attack is 100 percent, with the chance to evade an area attack being 50 percent. You also have such a sharp intuition that you are able to foresee any type of danger and choose the safest option in any type of situation.

Lucky Encounters 400 CP

Like Iruma, you are lucky when it comes to meeting influential and important people. In every first meeting they will have a good impression of you, to such an extent that they propose to be your benefactors or subordinates. As an addition, each critical situation will become an opportunity that if you take advantage of it you will obtain much greater benefits than those risks.

Iruma Charisma 600 CP

For some reason you have such a relaxing aura that you make people relax and act in a friendly way, tending to show their more positive and good side not only with you but in their daily life. Also people will tend to pamper you or help you in any situation without expecting anything in return. It will be very easy for you to make friends or for people of your choice to fall in love with you. Just spending a day with you is enough to forge a strong bond.

It not only affects allies but also the antagonists, just by spending a few hours with you and speaking a few words, they will become your allies and you will "evangelize" them so that they do not continue on the wrong path. Keep in mind that someone with intent to kill you or who is a mega sadist will not be affected.

As a bonus, any kind of help you give someone will be seen as something bigger than it is. A simple and superficial advice that you give will be taken as a speech that will change the life of the listener for the better.

(Iruma also have the talent and charisma to change people around him by motivation see Chapter 65-66 Final Exam Arc)

Unlimited Potential 600 CP

It's not uncommon for Iruma, despite being a normal human, to have reached a level of power that only hard-working geniuses can reach. Now your potential has no limit, no matter your race or any type of external or internal factor, with hard work and enormous will power you can climb to the top and keep going up. Your limit knows no limits. As a clarification, this does not make you a genius, what it is used for is to eliminate that limiter that we all have, as well as any type of condition that creates this one, so growing is now something that depends on you, being able to overcome any type of adversity in relation to that limiter as long as you do not lose that will to overcome yourself.

Student

Enjoy 100 CP

Despite how horrible the underworld is, that should not ruin and corrupt you, you are stronger than that. You have the ability to see the best in any type of situation, you will always have an optimistic way of thinking and it will be difficult to corrupt you. But do not be confused, this will not make you innocent, but each situation will help you grow and acquire wisdom without becoming a nihilistic person.

Pro Gamer 100 CP

The underworld is not without its entertainment industry, so one of the various branches of it includes video games. You are a professional in this area, being at the level of Lied. No matter what genre of game you're playing, you've mastered it to perfection. As a plus, your reflexes when playing video games increase drastically as well as your concentration.

Musical 200 CP
Natural in musical industries from singing, dancing, using instruments. In itself, this ability will give you the talent to know how to read the environment that there is a situation and know what melodies to use and the rhythm and synchronization to create the melody, the perfect dance for the right moment. As a bonus, you can synchronize all the members of any musical or dance group you are in to create a perfectly harmonious work.

Seduction 200 CP

The art of seduction is not something you should underestimate. You now have the same seduction ability as Clara or Elizabetta. You can easily manipulate people by exploiting repressed desires such as those lustful as any Succubus or Elizabetta does, exploiting her sexual attractiveness or those more innocent as Clara does, seeking to give them a more maternal affection.

Adorable 400 CP

For some reason people think you are beautiful or adorable. To such an extent that they will be willing to follow your orders and always seek to make you happy because that makes them happy, as if you were an idol. This power can only be used on people with less willpower than yours. If you prefer an alternative, you now inspire those with a weak will to submit to you, now more of a monarch. Your presence and your charisma make people recognize you as their master that they will follow until the very hell (technically they are there, but you understand what I mean).

Creativity 400 CP

Unlike the structured mind of an adult, a student can be more open minded. When it comes to executing plans, you have great creativity, capable of disrupting your opponent by being almost unpredictable and illogical, but being effective and efficient. But do not trust yourself, if you or your group do not have the ability to execute it perfectly, it will not be easy to achieve your objectives.

Command 600 CP

Just like the student council president, you are a born leader. You inspire trust and loyalty in those around you. You are capable of keeping a cool head in any type of situation, analyzing the pros and cons and how to use them to your advantage. You also have the ability to assign a person in a more suitable position to perform their skills. Not to mention any group that you organize will have a great synergy between its parts and as a whole.In critical moments, your mere presence will expire them so that they can get their greatest potential, fighting to the end and giving everything.

Genius 600 CP

Just like Asmodeus Alice or Azazel Ameri, you are a genius with great potential. Your magic level and control almost equals that of a professor as are your physical and mental abilities. Also your level of learning is five times faster than average people. It will be something common that you end up as the first of your course.

If that seems little to you, you may choose to be part of a powerful family just like those mentioned above at jump start. With an economic and political power that is only second to the most important authorities of the country where you are.It is optional if you want to start your jump with modest origins.

School-Staff/Teacher

Academic Skills 100 CP

You cannot be a teacher unless you have the ability to teach. Choose any type of school subject (within Babyls standards), you have complete knowledge in that area and the ability to pass it on to your students.

Manners 100 CP

What do you think about being an example to follow if your manners in general are bad? Now you are a sophisticated and elegant person. Your way of walking, eating, to sum up, your way of being inspires respect.

Just in time 200 CP

The teachers in this series have that talent of arriving at the critical moment to save their students from the dangers of the underworld. No matter the situation and the opponent, you will always arrive before they harm your students or a loved one. Keep in mind that if you have to work hard to save them, otherwise this Perk is useless.

Empathy 200 CP

Connecting with your students comes naturally to you. Your ties with your students will be so strong that their trust in you is absolute, no matter what situation you find yourself in, they will always be by your side supporting you.

You are also capable of impressing your ideals on them. Your values will be transferred to your students as well as your ideology.

Super Butler 400 CP

Opera is an incredible guy, capable of performing both domestic and administrative tasks as well as the bodyguard job of his teacher. Now you have his full repertoire of skills, such as cleaning and cooking, as well as the knowledge of martial arts to fight your enemies and the knowledge of administration to lead other subordinates of your master. It is necessary to clarify that your abilities are of the first level, not being the best but being very effective and efficient. This guy is worth 100 people.

Parental 400 CP

In this series, the parents can be a bit overprotective, as some pamper their children to the extreme. To avoid making the same mistake, you have the ability to know the limits so as not to suffocate your children so as not to make them feel alone, accompanying them when they need it and giving them their space so that they can learn things that are necessary to do on their own. It also has a special connection that allows them to know when parents and children are in danger, as well as an unbreakable relationship, being a relationship that mutual aid is something normal, helping each party learn from the other and grow as people as well as their abilities. . Not only does your relationship grow stronger over time, but you also grow stronger together by always encouraging each other and improving day by day.
As a bonus, your children have a Plot Armor, protecting them from any type of danger as long as it is not one that tries to kill them directly.

The Best Teacher 600 CP

A teacher only teaches what he knows, but a true teacher not only teaches what he knows, but also helps them grow. Like -Balam Shichiro- and a questionable Eggie-sensei (cough, Kalego, cough), you have the ability to see the weaknesses and strengths of those you teach in order to reduce or eliminate the former and enhance the latter. Getting the most out of your students is easy for you.

As a bonus, you have the ability to teach any Perk or Power you know to anyone, as long as they have the will to learn it.

Big 3 600 CP

It may not be 3 but 4. Now you have the power to rival Lord Sullivan himself. Your magic power and skill are among the best. We're talking about the guy who was able to easily stop the destruction of Babyls School. It should be mentioned that you are an encyclopedia of various types of magic.

As an extra, at jump start you may choose to have your social status be at the top eschelon, you do not depend on a family to be influential, you are influential yourself (in a monarchical system you would be at least at the level of a Duke).

Villain/ Six Fingers

Amoral 100 CP

It never happened to you that when you did something bad, you felt like it was wrong and you didn't have to do it, like the remorse you feel after doing it? I don't have to worry about such trivial things now, since you won't feel guilty for doing those kinds of acts.

Villain Aura 100 CP

You can't be a bad boy if people see you as a wimp. Regardless of your physical appearance, you emit an aura that makes even the bravest or most scum tremble in fear and think twice before attacking you. In a society of demons, you are the true demon. You can turn on/off this ability at will.

Evil Charisma 200 CP

Not only are you evil dear jumper, you are also the type of person who attracts other bad people. You have the talent to identify evil people and the skills to persuade them to work for you. Make no mistake, they will only work for you, they are not loyal to you. If a better offer appears or they see that the ship is sinking, they will flee immediately.

Nobody Special 200 CP

As Amy Kirio, you have the ability to fool anyone about your evil and sadistic nature. It will not be uncommon for people to look at you as harmless or pathetic. Your performance will be so perfect that it will come naturally to you if you want it. You can even fool Balam Shichiro.

How to Break Them 400 CP

You are a dangerous jumper, I say this because with this help you will not only have various knowledge of physical torture, but also how to mentally torture your victims. Worst of all is that you have the ability to know until the limit is reached so as not to break them and continue torturing them later. Worse yet, you know how to give them hope that something better will happen to them before or after torturing them to break their hopes at the most appropriate moment and in the most brutal and even ironic way, like letting them escape towards a door that is supposedly the exit for end up in another torture room.

Infiltration 400 CP

Just like how Baal was able to carve out a place for himself in the thirteen crowns, or how the six fingers were able to infiltrate Babyls, you have the ability to break into any type of organization, no matter how impenetrable. It will also be a simple task to rise in rank in those organizations, to such an extent that you will reach important positions within the organization.

Assured Escape 600 CP

For some reason you are a person who will never know what confinement is. It doesn't matter if you are locked in a maximum security prison or in a seal powered by powerful sealing magic, you always manage to escape within a short time after being locked up. Maybe you have the skills to get out or your allies freed you or luck is on your side, who knows. And the most surprising thing is that the same techniques or methods will not work twice, making it even more difficult for them to lock you up, maybe it is because they have no luck catching you or you manage to understand that sealing technique being able to create another technique to nullify its effect. But do not trust yourself, if they are going to kill you, this Perk will not be of much help to you.

Master Mind 600 CP

Any villain can prepare a plan, but only a true villain prepares a master plan. Your plans are not only meticulous at the level of covering any traces you leave, preventing any incriminating evidence against you from being exposed. You are also several steps ahead of your opponent, making it very difficult for them to gank you or spoil your plans. These can also be changed, adapting to any type of situation easily without affecting the final objective. As an extra you have an extraordinary capacity when it comes to managing your resources in the most efficient way to carry out your plans.

Items

All items are discounted to the appropriate origin. Discounted 100 CP items are free instead.

All types of facilities offered in this section can be connected to your Warehouse.

General

Money 100 CP

You're going to need some funds to survive in the underworld, well the conventional way. Monthly you will receive a moderate amount of money to live comfortably without having to work, but not at the level of living a luxurious life. No one will question where you got the money.

Devil's Ring Reservation 100 CP

How did you get a reservation for this exclusive restaurant? Once a week, you and a guest can enjoy a free dinner at this restaurant with all the services it can offer its customers. Post-Jump, you can have the same privilege in any luxury restaurant you want.

Transporter Elevator 200 CP

A two-door elevator that transports any users inside the said structure and teleports them to the desired location. Its wings are capable of instant transportation and are able to arrive shortly at any destination. Its walls are painted orange.

Snacks 200 CP

You have unlimited supplies of candies, sweets, chocolates and cakes that you like the most.

Evildol Agency 400 CP

You are the owner of a small Evildol agency, with 10 and 5 fully customizable Evildol staff. Do not worry about legal papers and taxes, all that is already completed and filedrequested. If you play your cards right you can earn a lot of money.

A Place Called Home 400 CP

It's not nice to have a place where you totally relax, isolated from the public eye and only having its sights known by you and those you consider worthy of going. This place located in an impenetrable forest, has a house full of everything you need for you to have a very comfortable stay, as well as all kinds of entertainment to your liking such as video games, books, etc. It also has several places to do outdoor activities such as a lake, a mountain, several caves, etc. In itself it is a mini paradise where you can relax and enjoy a mini vacation without being bothered by the press or any other concern.

Subordinates 600 CP

Like Belial-Berry Razberry, you have about 1200 subordinates, all Daleth rank (Rank 4). They are totally loyal to you following your orders and rules. Despite not being very strong, they are quite useful, more so if they are in a group, having first-rate synergy and teamwork, their actions being efficient and effective. You can customize the uniforms of your group, as well as the percentage between men and women.

Walter Park 600 CP

Walter Park is a demon world theme park. Walter Park has rides and restaurants for all members who want to have fun. It is also a source of income that will be fixed (adjust for inflation). It also has a staff of 150 fully customizable employees to manage it and they are absolutely loyal to you and skilled to fulfill their tasks. Unlike the one in the series, this one does not depend on prisoners to function, being able to generate its own energy and it does not have a dangerous area. Do not worry about legal papers and taxes, all that is already requested.

Drop- In

Hellphone 100 CP

Netherworld's version of a cell phone. This has unlimited battery as well as signal anywhere you are. This one is updated to be on par with the high-end mobile devices anywhere you are.

Survival Book 100 CP

This book that can rival Iruma's survival instinct, has written all the advice you need to survive in any situation, within the limits of the mundane. Be it in the jungle, forests, desert, in the middle of the sea, etc. If you end up in the underworld, I don't think this book will be of much help to you.

Balam's books 200 CP

These richly illustrated and easy to understand books were written and illustrated by Balam Shichiro himself. These are so useful that even Iruma himself was able to pass all of his exams despite having low grades at the beginning and having little time to study for the finals. These books are updated to whatever jump you are, as well as the educational level and area of specialization that you study.

Demon Perfume 200 CP

You have an unlimited supply of this perfume. It allows the user not to smell as a human. The best thing is that this will have a 24-hour effect without being able to be eliminated by external factors.

Invitation to the Thirteen Crowns 400 CP

No, they do not invite you to be one of them, but you are one of the candidates to be the new Demon King. In whatever world or universe you are, you will be a potential candidate to occupy a very important position of power, being one of the favorites and having the full support of an influential faction.

Earring 400 CP

It can also be a ring, bracelet or pendant. This gift given by someone very important to you (your teacher or someone you respect) has the ability to triple your basic abilities such as speed, strength, resistance, reflexes, magic, vitality, etc. Quite useful to survive in the underworld.

Weapon 600 CP
Bow & Arrows, Sword, Hammer, Etc.You choose the one you want.This weapon is not only indestructible, it also has the ability to grow, being able to become stronger and acquire abilities when certain conditions are met, such as ranking up or fusing them with a magical object. As well as merge with other weapons and gain their power and abilities, being able to acquire other forms, changing at the will of the bearer. This can only be used by its rightful owner, so it will not be useful in other hands. If you wish, it can have an ego, but be totally loyal to its bearer. The advantage is that it can guide you in meeting the conditions to unlock skills. It can also take a human form or similar, retaining its skills and acting independently.

Ring of Gluttony 600 CP

A ring capable of absorbing magic and replicating any spell the absorbed magic user knows. Unlike the Iruma ring, this one has infinite capacity. Also, if you wish, it can contain a thinking being that will help you in any type of problem and be loyal to you. If you wish, you can convert it into a weapon of your choice that will be adapted to your tastes.

Student

Uniform 100 CP

A school uniform that can be adjusted to the size you want, cleans itself and repairs itself. It can become the uniform you want whenever it is.

Instrument 100 CP
Trumpet, Piano, Violin, Etc. You choose the one you want. This instrument has the special property that it will feel like an extension of your body when you use it, so it will be easier to maneuver it, being able to perfect its use in a short time, being able to be at the level of a professional in the short time of a year. Also the melodies that it emits will be very harmonious for those who listen to them, making them live a unique and relaxing experience.

Detection-Warding Glasses 200 CP

It is a magical item that allows the user who is wearing it to be difficult to be detected, or to an extent, harder to gain attention. It does not wholly make the user undetected, but rather make it almost on par. In normal circumstances, everyone will completely stop noticing the user, no matter how much they stand out.

Relaxing Juice 200 CP

This fake alcoholic drink is a drink for children, which when diluted in water, has relaxing effects, as well as a unique flavor that goes beyond sweet or bitter, adapting to anyone's taste. You have a supply of seven bottles that are replaced when all seven are used up.

Battra 400 CP

Congratulations, you are the president of your own Battra (school club) of the theme you want. Evildol, Magical Tool Research, etc. This club will follow you in all the educational institutions where you study, giving you the right to be its president. You will also have the necessary funds to equip your club and do all the activities that are related to its theme. Consider it an effective way to recruit companions and followers.

To avoid future problems, this is immune to all school regulations that could close it for breach of institution rules.

Familiar-Summoning Sticker 400 CP

A single-use sticker used to force-summon a user's familiar. They don´t need to follow a criteria that has to be put on the caster's hand then putting their hands up unlike the series. Every time you use one another will appear.

Royal One 600 CP

Also known as The Demon King's Classroom is a location within Babylus Demon School. This prestigious classroom was built solely for the sake of the previous Demon King. The classroom has at least two stories, with high ceilings, luxurious carpets on the floor, priceless vases as decoration, and a spacious lecture hall with a blackboard. The classrooms have special facilities such as a napping room and a gymnasium. The Demon King's Autokeep Magic permeates the classroom, keeping almost everything in perfect condition and can self-repair any damage. One particular centerpiece of Royal One is the ornate throne across from the blackboard. If this does not convince you, anyone who studies or trains within these facilities learns 10 times faster than their normal capacity.

Encyclopedia 600 CP

The dream of every student, an encyclopedia that has information about the history of the world, all the relevant information about the creatures that live in it, anyone you know their name or alias, all types of magic, blood abilities, existing techniques and places that currently exist and existed. It has in its content well-guarded information such as hidden treasures or information erased from history that the vast majority of people do not know. To avoid future problems if you lose it, you are the only one who can read its content. (When I talk about relevant information, pretend that the book is a Wikipedia with all the information it can offer).

Post-jump, this book will adapt to the jump you are doing.

School -Staff/Teacher

Hell Grey Tea 100 CP

You have a box with an unlimited amount of Hell Gray Tea of the highest quality and excellent flavor. Don't worry about that expiration date thing, it never expires.

Watch 100 CP

A pocket watch must be one of the most stylish things, although not so practical. This pocket watch is indestructible and adapts to the time zone of wherever you are. It also has a very refined, almost unique design. During an exam, when you take it out to see the time, it will create a unique sensation in your students that will make them more efficient and faster when taking any type of exam, as long as these are logical to the limits that they can reach.

Succubus Brand Pheromone Perfume 200 CP

Considered as a secret weapon for the succubus, one whiff of contents will make any opposite gender head over heels with the target. You have about seven flasks that when all are used are recharged at the beginning of each jump

Kalego's Notes 200 CP

What a lucky jumper, this book contains various data on the students you have under your care. These data vary in general information such as age, gender, strong points, weak points, data on your student's family, their relatives, etc. It also includes some very detailed feedback notes about the students to help them grow not only as students, but as people.

Mansion 400 CP

Don't you envy Iruma's luxurious life? Well, it is no longer necessary to think about those trivial things since you have your own mansion. This has all the luxuries one would like, several rooms, swimming pool, dining room, garden, etc. It also has a fully customizable staff of 20 people who are completely skilled and loyal to you. As an addition you have a Khet rank (rank 8) security butler, capable of doing any task asked of him and is very loyal.

VIP 400 CP

You're a pretty important jumper. You are the owner of a card that will give you exclusive benefits only for important people in any hotel, restaurant and any type of business. These benefits are like having priority when reserving a room in a hotel or a table in a restaurant, 50% discounts on any purchase of a product or service, access to exclusive products or services, etc. Someone of your level deserves this kind of treatment. Post-Jump you will have the same benefits in any jump you do.

Babyls Demon School 600 CP

Congratulations, you are the proud owner of one of the best schools in the underworld. This has facilities equipped with the best educational equipment you can find, classrooms, gym, conference room, etc. It also has facilities for its teachers providing them with the best comforts. You have a fully customizable and loyal faculty of 30 top-tier teachers who are at least Zayin rank (rank 7) and some Khet rank (rank 8), as well as a diverse staff of Daleth rank (rank 4). You have a security that can repel any kind of threat, so don't worry that they can harm your students, at least inside the school. Your school attracts many talented and disciplined students due to its immaculate reputation. You can choose the canonical school you want or create a new one.

Connections 600 CP

Like Lord Sullivan, you have two powerful acquaintances who can influence the course the underworld will take. In each jump you will have a friendship relationship or as business partners with two people who have great power in the world or universe, seeing you as an equal, helping you in each proposal that you offer them as long as they are not harmed and have some kind of profit, although the biggest slice of the pie is only for you.

Villain/ Six Fingers

False documentation 100 CP

It is not a good idea to infiltrate public and popular places giving your true identity. These documents will record a false background that will be in all the records, thus preventing them from discovering your identity and intentions.

Villain Outfit 100 CP

If you are going to be a villain it is your obligation to have appropriate clothing. This suit is fully customizable for you to create the ultimate outfit. It is also adjustable to your body and cleans and repairs itself.

Incriminating Evidence 200 CP

These photos, documents, etc. These are information that can be used with any person, containing evidence of them committing some type of crime that can not only land him in prison but also considerably ruin his reputation. It can only be used on three different targets per jump.

Suspicious Bar 200 CP

A good way to recruit people or make orders is to have a discreet place available. This bar, at first sight normal, is a place where mercenaries like people with moral doubts will gather who will be willing to do any type of order without revealing the identity of their employer, as long as they are paid well. Despite being in practice the owner, it will be registered in someone else's name, so don't worry about being investigated. If you wish, you can use an intermediary for your orders.

I Know Someone 400 CP

A villain should be someone with a lot of contacts, who not only knows but also owes him/her favors. In each jump that you are, a person of a high position is indebted to you, owing you ten favors that they can do for you (as long as within their abilities).

Information Network 400 CP

You have a network of informants in all parts of the underworld, to such an extent that you will find out every single detail of your opponents, but these are not your subordinates, so I suggest that before making deals you have the funds to pay for their services. The good thing is that the price will be very accessible. Post-jump, this will be available anywhere you are.

Your Organization 600 CP

You can't be a villain without a group to back you up. Your organization has funds that equal that of a small country, a large number of subordinates totally loyal to you and capable of doing their job, as well as discreet so as not to betray you. Your military strength is comparable to that of Babylus Demon School, having Zayin rank (Rank 7) subordinates and a few Khet rank (Rank 8) subordinates.

Beasts of the Underworld 600 CP

Congratulations, you are now the owner of a laboratory that creates these mutant beasts that will make people point out your lack of morals to life and respect for nature. These considerable beings of power can destabilize an entire country if they are all loosed together and left to run amok, giving even rank 7 demons trouble. Worst of all, they are at your mercy, so for them your word is law.

Companions

Import (free/100 CP per)

You can import up to 8 people for free, but for 100 CP you pay for each, they will receive 300 CP to spend on this document.

Canon Companions (free/100 CP per)

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

Familiar (100/200/300CP)

Good jumper, what kind of demon are you if you don't have a Familiar who accompanies you in happy moments, as in those sad ones and fights by your side in every battle.
For 100 CP you will have a familiar that specializes more in support like Clever Monkey, Floral Papillon or Smart Hawk. For 200 CP your familiar will be a fighting type like Gorgon Snake, Snow Fox King, Kelbie or the Blizzard Wolf. For 300 CP your familiar is a powerful demon that will rival Kalego himself without limiting his power by contract. I'm talking about a scale of power, so you can customize your familiar but keep in mind that it must respect the Lore and the logic of the series.

DRAWBACKS

You may take any amount of drawbacks you like.

AU (-000/+0/+000)

Maybe rather than the vanilla story you want to change it a bit? Omegaverse? Pack Mates? (Don’t know more help please or just delete this?)

Human +100 CP

By default it would be of the demonic race but if you are so confident why don't you choose to be a human. The disadvantage is that you do not have demonic characteristics such as wings or blood abilities or when you summon a familiar a demon will appear, it would not be suspicious but it is rare. You also have to rely on an item or power of your own to use demonic energy.

Abnormal Class +100 CP

Congratulations, you are a member of the abnormal class. You have the privilege of sharing your student life with all the relevant characters in this series, it's great. But I want to remind you that this class is full of problematic students and the conditions in their facilities were very bad before they moved to Royal One. Not to mention that the rest of the student body saw them as pariahs.

Irumi +100 CP

For some strange reason people tend to dress you in clothes of the opposite gender to yours. The worst thing is that you will feel uncomfortable with the situation, to the point of wanting to escape from the place. And if you want to put more salt on the wound, people will encourage you to dress like that, if you're ugly because of morbidity or if you're cute because they're dirty.

Demi-human Appearance +100 CP

In the series there are not only waifu and husbando, there are also people with reptilian, animalistic or alien characteristics. Well, now your appearance is more demi-human than human. Not that it's a bad thing but the series tends to indicate that those with a human appearance or close to it are more attractive. Do not expect to have special abilities, it is something aesthetic only.

The Worst Parents +200 CP (Only Drop-In)

For some reason your parents or your legal guardians will behave totally irresponsible with you, to the point of selling you to a questionable demon. To make it worse is that you don't have the luck of Iruma to be adopted and pampered by that demon, so I advise you to run far away, it's not like they're going to come after you.

Eggie-Sensei +200 CP (Only Students)

You don't have luck with teachers, for some reason you have teachers who give you extra homework and enjoy doing difficult exams to exhaust you mentally and physically. I hope you are a good student so that you can pass all those tests. The good thing is that he will only be very demanding and want perfection, he will not try to sabotage you.

Kalego Luck +200 (Only School Staff/Teacher)

For some reason your superiors and your students are a headache that only cause you problems and more jobs. It is not that they seek to harm you, but they are going to put you in stressful situations that sometimes you will have to request paid vacations. Be careful, there is a slight chance that a certain student will summon you as a familiar.

Crime Sometimes Pays +200 (Only Villain/ Six Fingers)

No matter how meticulous you are, there will always be someone who will interfere with your plans, not that they will always stop you, sometimes you will be successful and other times that person will sabotage your efforts. The good thing is that you will not be discovered as its author, only that they will ruin your plans.

Bad Luck +400 CP

For some reason you are always involved in dangerous situations, monster attacks, terrorist attacks and any type of situation that occurs to you. The good thing is that you are not the target of these but an innocent that was involved in the situation, but it is certain that you will be in the most dangerous area, so be very careful.

Hell Training +400

Your training sessions are spartan, to the point that more than training sessions they are tests of survival. Imagine training like the abnormal class had in the Special Tutor Training Arc. As an addition your teachers will be sadistic and unreliable like General Furfur. Don't expect it to be something situational, it's something every day.

Magic +400

Make no mistake, it's not an advantage. Your magical power is almost zero, regardless of your race, also you can not use magic by any means. Magic is very important in this series, so I recommend you think about whether it's worth the risk.

Iruma +400

Many want to be the main character of a series but not many take into account that the life of these guys is sometimes a fight for life. You take the place of Iruma, the good thing is that this Iruma has loving parents who care about him, so someone has to replace him to continue the plot. The bad thing is that you have to live through all the arcs of the series, taking the main role. You can change some things like instead of going last in the race you can go first but you will have to face the King of the Valley to save Sabnock Sabro.

Tasty Human +600 (Only Human)

One of the earliest jokes in the series is that demons see humans as food, and that joke has now been taken very seriously. You will spend the next 10 years either escaping from demons or fighting against them because the fact that you are human is well known and that they want to eat you is an everyday reaction among them. I suggest you be well prepared.

Baal Target +600

Apparently one of the thirteen crowns (Baal) is aware that you are human and not only that, but that you are the key to bring Derkila to complete his plan. Unlike in canon, he will be more aggressive and very meticulous in his plans, to the point that it will be almost impossible to relate him to any plan of his authorship. Worst of all, he will have twice as many resources as in canon and will be much more persuasive in convincing other demons to join, to the point that he could convince academy professors to come after you.

The Fury of the Thirteen Crowns +600 CP

The Thirteen Crowns see you as dangerous, so they will go after you, including the Three Greats. The good thing is that there is room for negotiations but I suggest you be careful, one false step and they will kill you.

Hell +600

The series despite being set in the underworld is a series that mostly shows a friendly tone, not always but it is not something brutal as one would expect the underworld to be, I would dare to compare it with humans since they care about themselves and their close ones. We can fix this, now all the demons are in their Evil Cycle, being cruel and sadistic and living in a state of anarchy and violence where killing is something of every day, like in ancient times. Baal would be pleased with this situation.

Choices

Go Home

Stay

Continue

Notes:

Bloodline Magic

Tier 1:

Charisma | Attention - Attracts or demands the attention of those within a certain area of the user regardless of the situation.

Buzzer | Bell of Lies - Detects lies and wrongdoings of the observed target in an instant.

Controller | Sense Stealer - Steals one or more of a target's five senses, with its corresponding organ becoming black upon being stolen. More magic is required with each extra stolen sense.

Full Love Gauge | Favorability - Anyone well disposed towards the user will be compelled to try and gain the users favor.

Pit | Furtive Glance - Reveals hidden items in a person’s possession and the quickest route to steal it from their person.

Close Friends | Translation - Beings that are able to recognize, understand and translate the languages of other creatures and be able to converse with them. They are also able to command all those they can communicate effectively.

Love Eater

Poison Fang

Bloom

Gobbler

Flexibility

Thick Skin

Shapeshifting

Round Up

Tier 2:

Healing Factor | Near Imortal - This bloodline grants the user the ability to rapidly heal from any injury as long as they have mana, making the user effectively immortal but doesn't stop them from feeling the pain of wounds.

Full Marks - One hundred shots one hundred hits

Barrier - Creates a temporary glass-like pane anywhere which can block incoming attacks or physical objects from passing through it.

One Hit Bullseye - Allows the creation of a temporary fiery bow in the shape of a phoenix, which can be knocked with arrows of the user's choice. The released arrow from the bow is able to bypass barriers and cannot be stopped until it has reached its target

Weapon Creation - By biting down on a material, the user can instantaneously create any type of weapon made from the material the user was biting on.

Anti Recognition - the ability to absolutely not stand out.

Trauma

Kamaitachi | Wind Sword - Using the manipulation of the wind, it can form an array of slashes and can become a sword-like structure. Together with a handle, it can be creatively used as a blade.

Perfect Understanding

Big Small

Illusion of Choice

Mood Ring - Can

Tier 3:

Ice Façade - Can lower the temperature of surrounding water particles, even in the air to lower temperature and create ice for offense or defense. A drawback is being easily triggered by emotion with overuse resulting in a fever that requires specific medical attention or someone with the same ability to lower.

Stars Aligned - Gives the user an incredible amount of fortune and luck.

My Area - Ground/Earth Manipulation

Romanticist | King of Delusions - A power that releases without any restraints, it can draw out one's maximum strength if they believe they have one. The user should have an iron will as it acts as a double edged sword that hurts the user if they are scared of the opponents they face. Once the battle is over, over-sensitivity happens from the pain in using such magic.

Summon | Toy Toy - Allows the instantaneous and perfect reproduction of any object seen by the user either through hammer space or somewhere in their body.

Trigger | Imperial Wrath - If they speak or use their voice to the opponent, they are able to provoke them, agitating them and can gradually drive them insane.

Cerberion

Master of all Trades

Fire Magic

Demon Ranking System

1) Aleph

2) Bet

3) Gimmel

4) Daleth

5) Hé

6) Vav

7) Zayin

8) Khet

9) Tet

10) Yodh

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