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A Wild
Last Boss
Appeared!

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(Yasei no Last Boss ga Arawareta)

Welcome to Midgard. Here you will find your standard isekai fantasy world, complete with swords, magic, demons and summoned Japanese teneragers. Well, maybe it is way too standard, to the point of coming out as a bit fake and bland at times. After all, its maker isn't the brightest person, and she pretty much lifted a lot of inspiration from an Earth not too dissimilar to your own.

This universe was first made as an attempt of creating a world without suffering, by a being that would be pretty much uncontested in her claim of being omnipotent, but who maybe was a bit too powerful for her own good and who lacked the wisdom to properly use her almighty powers. That is, this is the creation of the Goddess of Beauty and Creation, Alovenus, who governs every aspect of this world to the best of her severely lacking ability.

After her first failed attempt to create a world without hardship and suffering ended up in disappointment, Alovenus instead created one where she would artificially create a source of peril for the world, just to help the people of this world by powering up their heroes and raising them to defeat the threat. Repeating this cycle forever, she felt that she had done a good job in guaranteeing the maximum amount of happiness through a never-ending cycle of suffering and strife.

In this staged world, only a single person has been capable of raising to have the potential of challenging the Goddess Alovenus' scenario, to the point of completely shattering it with her mere presence. The Black Winged Overlord, Ruphas Mafahl, a woman that not only destroyed the Goddess's scenario, but also exceeded what it should have been possible within her system, achieving a power that was unheard of before. In time, however, she was betrayed by half of her allies under the influence of the Goddess, and banished from Midgard and sealed.

Now, the Devil King, one of the agents of the goddess who has been designated to eternally play the role of a villain, has refused to step down from his role and instead has defeated the heroes, not ending the last cycle. He claimed he did it out of fear of the potential of the heroes who defeated Ruphas, the only other being besides the Goddess who terrified him, but perhaps some other reason guided his actions. As such, the threat of the Demonkin wasn't stopped when it should have and continues to torment mankind even after 200 years of that defeat.

Meanwhile, Ruphas' previous closest subordinates, the Tyrannical Twelve Stars, have been spread across the world and are still causing mayhem as walking living disasters. The Seven Heroes that sealed the Overlord are either dead or crippled, and the Seven Races, the free people of this world favored by the Goddess, face their darkest hour.

In these perilous times, a certain human kingdom has tried to call for a hero from a foreign world using an ancient ritual. But instead of receiving a brave teenerager with the potential of saving the world, the Overlord herself has appeared before them! Except from her point of view, she was a Japanese gamer that has suddenly been sucked into his in-game avatar. Maybe you could say that they got half of what they asked for.

Usually, foreign elements of your potential wouldn't be that welcomed by the Goddess Alovenus, but it seems that an exception has been made for your case. Have your customary +1000 Choice Points (CP] to help you in this messy universe.

You begin your adventure in this world the day after Ruphas Mafahl is resummoned into the world of Midgars. You will spend ten years in this world.

~Location & Time~

You may start in any location in the world of Midgard, barring any of the sleeping places of the Ouroboros, the Demon King's Castle or the Mafahl Tower.

~Origin~

In a world where everyone is part of the play of the Goddess Alovenus, it doesn't really matter what background you have. After all, you would still be a mere character in her eyes. You could be a 'hero', a noble, a merchant, an adventurer or whatever you fancy as long as it doesn't give you too much of an advantage in terms of actual personal raw power. The only other background choice that you are facing is whether you are a **Native** of Midgard, a **Summoned Otherworlder** who has been brought from another world, or a **Reincarnator**, an otherworlder who has been reincarnated into the body of a local. Neither of these will actually impact your time here much. If you choose to be a Summoned Otherworlder or a Reincarnator, you may choose to enter as a **Drop-In**, renouncing any background memories that you may have otherwise gained.

You may choose your physical (apparent) age as well as your real age freely, as long as it fits your general level of power and your race. As a reference, those who are stronger would usually have lived way longer than those of lower levels thanks to how the accumulation of power works in this world. You may choose your gender freely as well. If you are a Reincarnator, you may even choose to be a former man reincarnated into the body of a woman or vice-versa, without any negative side-effects.

~Race~

Pick one of the following.

The Seven Races [Free]: Also referred to as 'mankind', they are the races considered the protagonists of this world under the Goddess' scenario. It is also fitting that each of these races was represented in the Seven Heroes of 200 years ago who defeated the Black Winged Overlord, all of those going to create their own nations shortly afterwards, and many of them still ruling them today. You may choose any of the following races by picking this, or be a mixed half-bred of any of a human and any of the other six.

-Humans: They are the race with the highest population in Midgard, and as you would expect from a fantasy world, they are the balanced race that has no inherent strengths but also receive no shortcomings. Their inherent skill is called [Solidarity] and grants them a slight stat and experience boost when they are accompanied by their comrades.

Finally, as the basis of the other Seven Races, they are able to breed with the other seven races. If you see a half-breed around, one of the parents must have been a human. Strangely, the human beauty standards are also shared by everyone in this world as well, which also motivates some of the monster-races to try to sleep with humans too. Truly exceptional individuals may live up to two centuries, although that would be a really strange sight.

-Elf: They are also a pretty cliche race. Usually considered more beautiful in average than the other aces, they are distinguished by their long ears. Their lifespans average in a thousand years. Their physical stats leave a lot to be desired, but they compensate for that with a great affinity for learning magic.

Their inherent skill is [Mental Unity], which gradually regenerates their SP over time.

-Flugel: One of the first 'original' races of Midgard, the Flugels once had a special attunement to mana that allowed them to gather the exceeding ambient mana in the world, condensing it in special golden apples. But after the fall of their first civilization, they ended up losing that ability.

They have the ability to fly, and are a pretty long lived race with great stats in every field, being especially exceptional in the intelligence and SP stats, making them ideal alchemists or acolytes. Their weakness comes from their sensitivity to high mana concentrations and their null attitude for offensive magic. Additionally, they normally have a bad compatibility with arcane magic, although some rare exceptions have been able to surpass this limitation.

Their racial skill is [Coercion], which allows them to immobilize weaker foes for a random amount of time. Although the effects scale substantially depending on the level difference.

-Beastman: The Beastment are a race of humanoids with various animal traits. They usually reside deep within the forests of Midgard, although after the time of the Seven Heroes, a great nation of Beastmen was also founded by one of these legendary heroes.

They can be divided into two groups: the herbivorous beastmen who are specialized in speed, and the carnivorous beastment who specialize in strength. In general terms, they can outperform even the Flugel race in terms of close-combat capabilities, although they may fall behind in terms of their average intelligence stat. They are usually not too proficient in magic due to that.

You should keep in mind that only mammal-based mixes are considered beastmen, and that all the Beastmen are bipedal. Those based on fish, insects, plants or those who are non-bipedal will be regarded as monsters by most of the Seven Races, even if they are sentient.

Their special skill is [Detection], which allows them to mark enemy positions on the map.

-Vampire: They are a noble race whose highest strength is displayed at nightime, they aren't considered monsters in this world but one of the humanoids. These individuals are also prone to having quite high egos.

In addition to their stats being on par with those of the flugel race, they are also capable of wielding magic. A hidden skill also allows vampires to revive infinitely at night, albeit the limits of this ability aren't too well defined, so it is still possible for overwhelming force to still end for good even at night time. Furthermore, their inherent skill, [Regeneration], is a broken ability that enables automatic health regeneration up to a certain limit. The stronger the vampire gets, the more potent this ability becomes.

In exchange, they have many limitations. Vampires suffer from a drastic stat decrease in daylight. They also have very low affinity for the holy attribute and cannot use Divine Magic.

-Dwarf: This short race of long bearded people excels in defending, and their vitality and dexterity. That being said, in terms of actual close combat, they are still inferior to the mighty beastmen.

Instead, they are valued for their natural talent when it comes to craftsmanship. It wasn't uncommon for many dwarves to devote entirely to the creation of items and weapons and never participate in battle directly. Their inherent skill, [Craftsmanship], doubles the rate of success of item creation.

-Hobbits: A race of small humans who are also often called "halflings" or "grass runners". They're cheerful and nimble little creatures that are well adapted to the ranger class. Hobbits don't boast of the most impressive magic or offensive ability, but they're the most reliable when it comes to dungeon exploration, and their stats tend to be better in the agility and dexterity department. They are a rarer sight nowadays after their nation was destroyed by one of the Twelve Tyrannical Stars.

The hobbits' inherent skill is [locate], which multiplies item drop rates by 5. Sadly, this race's kingdom was almost wiped out several years ago, or at least so thinks the common public, so their sight is actually quite rare.

Demihuman [Free]: Demihumans are races that are derived from the trait mixing of humans and other animals, either by direct creation of the Goddess Alovenus, or naturally born through magic or race mixing. While they still maintain a human basis and most of them are capable of reasoning unlike the common magical beasts, they are regarded as monsters by the Seven Races and hunted down as such. These races also have their own inherent skills, making this option pretty much free form. Basically, if anything can be considered a humanoid, but isn't included in the Seven Races, chances are that they are Demihumans.

Magical Beast [Free]: Finally, there are the magical beasts. These are beings who are usually evolved from animals who mutated thanks to the natural mana of this world, albeit there are some pure mana-born monstrosities like the devils (not to be confused with the demonkind). Some rare individuals may display sapience and a high level of intelligence, although it is not by any means the norm outside of tamed monsters or some rare species of magical beasts. Being an exceptional individual yourself, you obviously possess intelligence on the level of the other races already. Their inherent skill varies from each magical beast, so you may choose anything that fits as long as it's not more powerful than any of the above, and you can do the same for any inherent weaknesses and strong points.

Magical Beasts grow vastly in size the higher their level and stats grow. Once they start hitting the upper triple digit numbers, they can be at least a few dozens meters in stature. Even if they won't be reaching the heights of the Oroboroses barring the acquisition of exceptional abilities later in their lives, these legendary monsters are still quite a sight to behold.

Normally they don't have any humanoid form unless they have been tamed previously, but exceptional individuals may acquire such abilities themselves.

Sentient Equipment [Free]: Probably the rarest kind of sentient being in this world are the sentient items. They usually have been granted this condition thanks to needing to fulfill a task given by this Goddess herself, but some items of awe inspiring power may develop sapience on their own. You may choose to be either a reforged item, in the same vein as Libra, who happens to have a humanoid form, or be similar to Aquarius, Who has an humanoid avatar separated from her cup form.

Your abilities are higher than they should be for your intended function, and you aren't susceptible to several status alignment effects thanks to them not being living beings, such as mind altering, poison or instant-death effects, as you would be considered either equipment or a golem thus not susceptible to such inconveniences. But on the other hand, you cannot grow using the regular method of mana absorption and instead can only increase your level and stats via direct modifications to yourself.

Demon [Free]: The truth behind the demonfolk is that they are nothing more than the designated enemies for the Goddess' tale. Unlike their king, they are simply a magic casted by the Goddess, and exist to serve that role. They don't possess real bodies, although they possess something similar to real souls, but are still fully sentient beings. This designate role means that they are quite stronger than the vast majority of humanoids on average, but they are also kept on a level that they are a great threat but

not one that cannot be surpassed by the humanoids. They are conditioned to attack the humans and make them suffer, and refusing to actively do so results in their deaths.

At least, that should be the case for the vast majority of them, but there are also several demons who don't follow this rule, like Terra, the son of the Demon King, or Sol, the avatar of the Sun Ouroboros, as they are both demons and the creations of an Ouroboros. Due to your outsider condition, you also keep your free will like these two demons and aren't conditioned to cause suffering to the humafor nor you risk disappearing for refusing to do that. Perhaps you may even find a way to make a physical body that isn't entirely based on magic, but at least you don't risk being dispelled by your creator as that part has been taken care by your Benefactor.

~Perks~

You may discount two perks from each tier from 100 CP to 600 CP, and one discount for the 800 CP tier. Discounted 100 CP perks become free.

Status [Free for everyone/-200 CP, can't be discounted]: In the world of Midgard, everyone is subjected to the System created by the Goddess. Through it, anyone can benefit from the power of Goddess, also known as mana, and grow immensely on power through their own efforts.

The system also serves to measure everyone's power through a detailed 'status' screen. Everyone has access to their own 'status', which details their level, the amount of levels in job classes that they have, which is always equivalent to their level, as well as their stats. The observation of the status of others requires the usage of a special skill, and usually only those subordinated to oneself can have their full status be observed.

The parts of your status that are usually visible without subordination are your Name, which displays only the name that the observer recognizes you with, your HP, which details how much damage you can take until you die, and your SP, which indicates your mana reserves and serves to activate both spells and many skills.

Your other stat values are usually hidden are the following: Strength/Attack Power, Dexterity, Vitality, Intelligence, Agility/Speed, Mindpower and Luck. These, as well as the previous two values, increase along with your level, but consumable items, skills, spells and equipment may also increase or decrease them either temporarily or permanently.

Your stats not only reflect what you can do, but also denote how much others can affect you, as those with greater stats are much harder to be affected by spells and skills, requiring way more power to notice the efforts of others. Those at the top of this world are incredibly hard to affect even with most magical abilities, and they will simply shrug off even the most extreme environmental effects of the planet.

On how leveling works, the simplest explanation is that it functions uniquely via killing. Each time you kill something, an amount of mana relative to the strength of the being killed will get released and absorbed by you. If multiple people work together to get a kill, only the one who gives the killing blow will receive the mana from the target. It should also be noted that usually the efficiency of the mana absorption via killing is not terribly great, as only around a ten percent of the mana that is freed from a kill gets absorbed by the killer. It wouldn't do to get walking disasters just for slaying some goblins, would it?

Normally, if people were to use this method, they would require centuries to reach the highest level, even for the most talented of individuals. Up to the point that non-natural Level 1000s were extremely rare until the generation of the Seven Heroes and Ruphas.

Additionally, those under the System of the Goddess Alovenus can only deal a certain amount of damage per attack, regardless of their actual stats. That is, they cannot deal more than 99,999 HP per attack, which means that no Level 1000 should be able to destroy the world in a single attack. You will be subjected to this limitation during your time in Midgard unless you can somehow transcend the limits of the system and ascend to the realm that what lies beyond the Level 1000, but after this jump you are freed from this limitation.

You and every companion that you bring to Midgard with you gets this for free. If you decide to pay 200 CP, you may extend the potential of Midgard's power system to anyone of your choosing in future universes. You may also decide whether or not they are affected by the damage limitation, but in that case they must either be weaker than output of damage or consent to limit themselves in such a way.

Level [Free/-100/-200/-300/-400/-500 CP, can't be discounted]: As stated above, every being in this world can have their power measured in levels. The only way to increase one's level in most cases is via the killing of other living beings, which will give you approximately a ten percent of their strength in experience points, or raw mana, in return. As you accumulate this energy, your body will transform and evolve further, increasing one's stats as well as allowing you to gain more abilities thanks to being able to take more job levels. This growth in power as one increases their level is close to exponential.

Your starting level will be set on what you choose here, which of course may change in time. Your level will also reflect how much power you can draw from the perks listed below, as the more levels you have, the more strong and varied powers you can draw from at the same time based on your stats and job classes, and some super-skills will only reveal themselves as you advance further in your level. This means that some of the special skills of the perks below will only be available to you if you reach a high enough level, and in some cases, new skills may appear beyond what's described if your level keeps increasing.

As reference, if we were using Eathling human terms, a level 1 being is a child, a level 2 is your average adult man, and a level 3 is your professional athlete. At level 5, you could be considered the strongest man on Earth. But in Midgard, the level 4 is barely the level acceptable for being able to fight. Regular knights and lowly adventures range from level 11 to 30, depending on their strength. From level 31 to the level 70, you would enter the top elite of your country.

You will be starting your time here at level 100 for free. This puts on the first step of transcending what is normally possible for humans in this world, a true living legend. At least among humans, as the more long lived demihumans or even the demons have been known to have many more elements on this level. It is not impossible to destroy a kingdom for you, albeit it would be extremely challenging and dependent on your exact abilities.

For 100 CP instead, your level would be in the 200s. Now these are what could be called walking strategic-level weapons, capable of threatening entire kingdoms. Your running at this level is capable of

putting you above the speed of sound. Your arcane magic would be able to burn down an entire forest in one go. Attacks with a sword could cleave the land itself leaving sizable fissures in the very earth.

In many other worlds, these individuals would be quite deserving of the title of final bosses. In an early 21st Century Earth, they would be able to fight against armies alone, although they would still be destroyed if they face nuclear weapon strikes.

For 200 CP, your level would be in the 400s. The level of mythical and legendary figures, those who have transcended the limits of living beings. Their might is comparable to entire kingdoms and their blows may even produce changes in the weather. If they are giving their all, even erasing a small area of land it is possible.

In modern Earth's terms, each of them would be comparable to the military of one of the major developed countries, discounting any nuclear arsenals. Albeit at this level, it is possible that a monster of this caliber may even survive a nuclear strike with severe damage if they are focused enough in defense or vitality.

Originally, the Seven Luminaries, the leaders of the demon invasion on the human countries, were thought to be of level 300. Of course, there are several among that group that surpass that level, and many more among the demonkind who sit around it.

For 300 CP, your level would be in the 600s. The creatures that have reached this level would better be thought of as walking natural disasters of a country scale that have a will of their own. They can split seas, crack mountains and change the very geography of the planet, albeit on a more localized scale. At this point, any common sense that was left stops applying to them.

Around this level, is it actually possible to follow a fight between those at the top of the world, those at level 1000, going all out. Even if they were attacked with a small scale nuclear weapon, they wouldn't be killed and they would still be able to fight.

Even to this day, it is still possible to come across monsters that are around this level, albeit they were more common in the past, before many of those who that sat around this level that were either subjugated by Ruphas Mafahl and later died in the war, or they were killed by the Vampire Princess, Benetnash.

For 400 CP, your level would be placed on the 800s. These are the monsters capable of ending entire civilizations on their own. Eventually, they could wipe out all life on the planet if left alone.

Even for those at level 100, it would be almost impossible to follow their movements if they are fighting seriously. Their resistance is such that, if the strongest of Earth's nuclear weapons was to be detonated directly over them, they wouldn't die from that.

Rather than being compared to the forces of nature of this planet, it would be better to classify them as giant meteors capable of affecting the entire planetary ecosystem.

Finally, for 500 CP, you would be placed at the Level 1000. This is the stage that would be almost impossible to see any individual grow up to during their life-times (even if those are measured in centuries), normally reserved to monsters that the Goddess designed to be spawned directly on this level, or have been elevated to this level by her. Of course, there was an abnormal generation when many individuals approached this level, but that's a thing that was unique to the generation of 200 years ago thanks to a certain Flugel.

This is the level that is considered the pinnacle of personal strength. While they lack the power to destroy the planet on one hit, those on this level can make it into a dead rock in an extremely short time. Capable of moving in the realm of 'stopped time', in which they move so fast that they perceive the rest of the world as if time had stopped, they could wipe out entire nations or even continents in a single move, and even if all the nuclear weapons of the modern world were to be launched at them, at best they would manage to make them suffer some small damage.

Still, even if your level cannot advance more than this via the conventional laws of this world, this is not the end of your growth. If you were to somehow train your stats even more after reaching this level, you might become a fearsome monster similar to or even above the majority of boss monsters, capable of fighting groups of level 1000 on your own. Probably you should take a look at the rest of options that you can purchase below this one, as they would still be worthwhile regardless of your level.

Laws Of Physics-san Went On A Vacation [Free/-200 CP]: In the world that the Goddess and yourself originally came from, people were subjected to the laws of physics, a set of rules and constants that govern reality that dictated that most of the things that you would see in this document are impossible. Of course, when the Goddess made the universe that hosts Midgard with a small portion of her power, the Laws of Physics-san was fired and instead it got replaced by the Laws of Fantasy.

What does this mean? You see, in Midgard there are quite a few people capable of breaking through the speed of light quite constantly without causing nuclear fusion, girls with regular weight are capable of going around tossing mountains, and when they grab these colossal objects, they don't collapse under their own weight. Now, these same rules apply to you and your companions too.

If you wish to, and pay an extra 200 CP (discountable), I can bless the future universes that you travel to with the same Laws of Fantasy, though you must decide to do so at the start of each jump. Whatever you choose, you can turn this effect on and off at your convenience for you and your companions.

Attribute [Free/100 CP]: The seven Attributes represent seven fundamental forces in the world of Midgard that everyone is attuned to. The attunement to an attribute represents both a strength and a weakness. The being in question will become more resilient to damage that comes from their attribute

or sources that their attribute is strong against, but in turn they will become weaker and less effective against those of an attribute they are weak against.

The spells that one gains here will usually be based around these attributes they are attuned to, as well as their general skills will be manifested in some way related to these attributes. However, it is not impossible to acquire powers beyond your starting attribute, but it should be considerably harder for most individuals. Finally, the attunement to an attribute also usually reflects in some ways in their user's personality. Those attuned to the Fire attribute are usually stubborn and prone to rushing things, those with the Moon attribute can be quite wicked and so on.

Pick your starting Attribute for a free from the following. Optionally, you may gain a second Attribute for an extra 100 CP, to be like the Goddess' own avatar and gain the benefits of both at the same time, also from the below selection.

-Wood: The Wood Attribute is associated with the control of nature, primarily by the means of manipulating wood and plant life, although it can also extend to controlling the wind, as it is considered a part of nature. It is strong against the Earth Attribute.

-Fire: As one would expect, the Fire Attribute relates to the manipulation and creation of fire and flames of various effects. It wouldn't be entirely wrong to say that it is also the most attuned to direct destruction. It is strong against the Metal Attribute.

-Earth: The Earth element is related to the manipulation of the terrain and landscape. It can manipulate the ground if it is soil, but not if it is stone, as that is the domain of the Metal attribute. At its most extreme levels, it can also control gravity.

-Water: The element that controls water, as well as ice. It is also the element that contains the most powerful healing spells, including the ability to resurrect the shortly deceased. It is also the main attribute of the Goddess and her avatars. It is also useful against the Fire element.

-Metal: Also known as Gold element. It is associated with the manipulation of metallic and precious ores, as well as with reinforcing physical substances, such as making one's body extremely more durable. It is the best counter against Wood Attribute.

-Moon: The Moon Attribute is mainly attuned to darkness and shadows. Its powers are ones based on debiliting one's enemies, through a variety of effects including curses and other debuff type spells, and canceling their spells. It seems to be especially effective when it comes to interacting with Divine Magic.

-Sun: The Sun Attribute is based around light. While it is similar to the Fire Attribute, enough that its representing Ouroboros may get angry for how much the two are often confused, its powers are different. The Sun Attribute is rich in support skills, allowing those attuned to it to enhance both their allies and themselves to much greater levels.

Observation Eyes [-100 CP]: An useful skill that allows one to see someone's name, HP and SP values, as well as their level. Normally, the skill doesn't allow you to fully see the opponent's status if they aren't part of your own party (as an ally or a subordinate) or if their level isn't below yours. But since you are so interested in this, you will be gaining a version of the skill that's on the same level that the Goddess' servants use, which allows them to see the full stats and job classes of others regardless of the difference in levels or stats.

The Man Loved By The Goddess [-100 CP]: In this land of world shaking monsters, where the entire planet could be reduced to rubble at the slightless whim of a few beings, it wouldn't be surprising if you were to get disheartened and wished to simply curl into a ball and cry. But you are made of something else. It's not clear what pushes you forward and lets you get up again and again after being faced with what may seem as impossible odds. Maybe you have a deep wish that you won't stop until you see it fulfilled. Maybe you are doing it for the sake of another, either out of love or loyalty. Or maybe you are just a meatheaded idiot that thinks that charging in is always the optimal path. Whatever you have the determination to keep moving forward even at the impossible odds, and enough courage to stand besides these legends even if you were to be nothing more than an ant to them without flinching.

(Demi)goddess of Beauty [-100 CP]: It is simply natural that in a world made by a (self-proclaimed) Goddess of Beauty there would be so many people that border the supernatural in how good they look. After all, it should be expected that at least some of her good traits rubbed off in her creation.

But, could it be that you are related to the Goddess herself after all? Because that gorgeous body of yours surely would be hard to appear naturally. Whatever theme you go for, whether you style yourself as a dangerous overwhelming beauty that seems to be beyond any mortal, a womanizer prince whose smiles and pecs can conquer any woman or a more refined princess whose cuteness can melt any heart, there is no denying just how hot you are. And even back on Earth, there would be no beauty contest you couldn't casually beat, even those that were rigged on.

More importantly, as it would be strange if the Goddess of Beauty wasn't recognized as beautiful by every species in her world, your beauty has been made as universal as it would be in Midgard. As such, whatever flavor of beauty you display, it is perceived as such universally by members of all genders and races even in future worlds.

Mr. Charming Prince [-100 CP]: Even if you do not have the power of the heroes of fables, you certainly aren't lacking in the 'looking the part' department. Not only do you have quite a good appearance, everything about your mannerisms and general attitude screams of 'heroic'. From how you are able to don that shining armor and cape, to how you appear in the eyes of those that your sword protects, it seems that you can't help but to look as the ideal hero protagonist out of a fairy tale.

Whatever it is, this impression of you is strong that even if you were to be the son of the ruler of the demons himself and the chief commander of the army to exterminate all the free races, people would

still be hard pressed to not recognize your heroic aura. You may even outshine some of the actual heroes in here!

A Bloody Princess [-100 CP]: Midgard isn't an easy world. Death is everywhere, and the massive amount of monsters and the demonkind make fighting for survival a common occurrence. But you don't shy away from the cruelty of this world. Instead, you have pretty much accepted the eat or be eaten mentality. You are capable of easily turning away any sense of guilt over the destruction that you may cause, as well as feeling nothing regardless of how much violence you inflict towards your enemies, or even the prey that you hunt in order to get stronger.

This doesn’t mean that you have lost your ability for compassion or empathy, but you are now more than capable to carry out any deeds that would have otherwise repulsed most individuals for the sake of surviving and growing stronger without regretting it either. You may turn this mentality off and on if you wish to.

Inventory [-100 CP]: You have access to a small pocket dimension attached to your being. In it, you can store a few tons of equipment without much of a problem and without fear of it getting spoiled, as well as retrieving it in a moment's notice just by thinking about the relevant items. While it was something common in X-Game online, it is quite a rare sight in the actual world of Midgard, but still a useful minor ability to have.

World-Class Secretary [-100 CP]: Every great leader needs a great second in command. And not only for the battlefield, but also for their own internal affairs back at their domain. It could be that even if your physical powerness wasn’t the best, or if you shied away in combat or if your tactical skills were to leave a lot to be desired, you would still be quite sought after among those heads of state. Because when it comes to organization, general governance and even staff management, you are one of the greats. If you ever had to take over as an actual political leader, you would still do a pretty good job.

Hack Crab [-100 CP]: Like a certain member of the Twelve Stars, you happen to have an extraordinary aptitude for cooking. You are a natural in the kitchen, capable of preparing feasts fit for kings, as well as quickly beating even the best cooks that serve them. But your strongest point comes from your great ability to replicate dishes just from having them described to you. Or at least the closest thing that you can manage with the available materials.

Aim Before Shooting [-100 CP]: People must live with the consequences of their actions. As such, it is important to be sure that what you are doing is something that you would actually be able to live with afterwards. You have a great introspection ability, making you able to easily determine whether you will regret something based on your own morality and conscience right before doing it. This also makes you quite resistant to manipulation attempts, as you can determine whether any proposed course of action is something that truly aligns with your best interests or not.

Divine Magic User [-200 CP]: Divine Magic, also known as Heavenly Magic or Holy Magic, is one of the two types of magic that exist in the world of Midgard. While it doesn't have any relation with any deities, as both forms of magic are just two sides of the Goddess' own power, it's name is still derived from the fact that it is a magic that is the antithesis to the demons.

The Divine Magic's power is the ability to transform what's around the user, as all of the spells of the Divine Magic are based on the caster turning something that already exists into something different via drawing mana from the world around you, as well as your own reserves of mana. Whether they are offensive or support-type, all the spells of this type are based on transforming or altering something that already existed previously. Albeit it is obvious to see that this line of magic will see way more in the way of support-type spells.

The spells that you know now may allow to heal injured bodies, to make an ally stronger or an enemy weaker, but it will never be able to turn something that didn't exist into something that exists. Some more sinister magics such as curses can also be found under this classification. At its highest level, even something such as resurrecting the recently deceased becomes possible.

Your actual specialization is up to you, as you could easily fit into the Priest Class, but there may be other Divine Magic-related classes that you may also fit into. Someone of high level with this talent could even fit into multiple classes, with all the spells and skills that it would grant you, and you are guaranteed to have a special talent on developing and learning Divine Magic related spells.

Sword Master [-200 CP]: Beyond the warrior class, this class is actually quite rare and denotes a great talent of the sword. As it couldn't be any other way, taking on the path of the blade grants you an immense talent when learning the usage of sword, as well as a natural proficiency using them.

You don't need to rely on a single sword all of your life, as you can also quickly master any bladed weapon that you get your hands on as if you two had been lifelong companions in just some practise swings.

Obviously the main drawback of this class is its reliance on a weapon, as without one matching your talent you cannot hope to perform at your best. But it also lets you draw the maximum potential of your weapon, which when added with the monstrous stats that you should already possess, makes you quite a formidable foe to even those who rely on more exotic powers.

Still, this class is not without special skills, and as you level up, not only your strength and skill with a blade augments, but you can also learn new skills such as [Phantom Sword], which leaves afterimages behind the user that last for a certain amount of time, or [Meteor Rush], the most powerful of the Sword Master's skill that allows for a tremendous single use destruction, making the user's falling blade comparable to a powerful meteor was coming down into the ground.

Finally, if you want to, you may style this class for a different type of melee weapon, and you will get fairly similar skills adapted to your weapon.

Ranger [-200 CP]: The class of those who prefer stealth and dexterity over brute force and direct confrontation. You are naturally gifted with the matters of stealth, dungeon exploration and trap evasion and colocation. You are also quite faster than many of your peers, as well as being an expert on moving in the shadows without being detected.

The skills granted by this class are quite often focused on exploration, such as the powerful [Trap Master] that lets them detect any trap, mapping skill that lets them draw perfectly accurate maps of the locations they are in, or even skills for finding money even in the middle of combat. But they are also still quite capable in combat given their aforementioned increased dexterity and speed.

For some reason, some rangers become so stealthy that people have trouble remembering about them. Or maybe they became rangers because they didn't have much of a presence in the first place? Probably you shouldn't try to imitate that part.

Grappler [-200 CP]: Rather than using magic or hiding behind a weapon, you are the kind of person who prefers to take matters into your own two hands. As such, you have developed quite a fearsome gift for unarmed combat. This could manifest through the actual acquisition of Martial Arts, you surely won't lack talent in those fields. But more likely than that, you manifest your strongest when delivering simply but efficient and devastating blows.

The skills available for the Grappler class are usually quite straightforward, but nonetheless quite effective. At a high level, some of this abilities include [Smash], which always deliver a critical hit, the skill [Shine Blow] which delivered a light speed punch with absolute accuracy, or the [Buster Impact] skill, which is basically the Grappler's version of Meteor Rush, also dealing a massive amount of damage in a single attack.

Arcane Magic User [-200 CP]: The other half of the magic of this world, it is the one derived from the power that creates something from nothing. Generally, Arcane Magic is more suited for the offense, compared to the more supportive Divine Magic.

As said before, this side magic has the power that creates something from nothing by drawing the mana of the world around you, as well as your own supply of mana. Spells based around your attributes will create vast quantities of said element with different shapes and properties. Creating great waves with Water-attribute magic, storms with Wood Magic, chains made out of solar energy that completely restrict the enemy's movements indefinitely or huge balls of dark energy in the shape of an arrow capable of shattering the planet are some of the examples of the spells commonly associated with this side of magic. More exotic spells such as [Invisible Break], which acts as an anti-magic spell are also possible.

With this talent, you could have levels into the Sorcerer class, but other specializations such as Necromancer would also be possible. If your level is high enough, you could even dip into multiple Arcane Magic related classes. Regardless of what you choose to specialize, you have a much easier time coming up or learning Arcane Magic spells that you would usually have.

Esper [-200 CP]: A rather straightforward class, the Esper class is based around the usage of psychic abilities. As you may have guessed, this class gives the user several forms of telekinesis through the skills it grants, allowing them to move objects without physically touching them. As one's levels in this class progresses, the amount of objects and their size that can be manipulated, as well as the user's precision, increases as well. A high level esper would be able to perform feats such as restraining hundreds of enemies, transporting them and themselves through the skies or simply crush them under a rain of rubble.

Its offensive capabilities scale with the users' intelligence stat. As such, races like the Flugel more commonly make use of it. It combines quite well with the Alchemist class, as it can be used to instantly throw any creations that the user makes. Because what's cooler than creating a rain of high-speed swords that destroy your enemies while you stand still with your arms crossed?

The Summoned Hero [-200 CP]: Maybe you were actually summoned to save this world. Or maybe you weren't, but it seems that everyone among the masses and nobility still reveres you as the same brought in saviour of the world. Most nations will offer you as much support as they can as long as you show them that you are using it to save them from the menace of the demonkind that threatens to destroy them, and you will be respected all around as long as you don't do obviously evil things.

Lastly, you are internationally recognized as an impartial and benevolent figure, and popular enough that your support may even allow some figures such as the feared Overlord from the past who conquered most of the world be given at least the benefit of the doubt when turning on a new leaf. But you should keep in mind that the moment you stop pursuing your goal of saving the world, or such a thing is accomplished, this effect will quickly vanish. After all, a summoned hero is only needed as long as the threat he was called to deal with still persists.

In future worlds where there exist similar threats, you may decide to take on a similar reputation and role.

Tank [-200 CP]: A class for those who use their bodies to protect their comrades, and maybe the masochists. Your durability is out of the charts for what it should be, allowing you to take incredible amounts of punishment without giving any ground, even from enemies that should be in a league above your own. But in this world where the strongest magic users can fly or jump high enough while moving so fast that gravity isn't able to get a hold on them, your chances of shining may be limited once you hit the highest levels, as you seem to exceed in the melee action.

This doesn't mean you are a complete dead weight in a high-level combat, for not only are you the ideal shield with your increased defense, but you can also increase the damage of your own allies! However, this class only grants a single attack method, the skill [Acubens], a guaranteed counter attack that adds half of the damage that they have been dealt back into the attacker. While it's a powerful skill since the damage returned is proportional to the one received, the user still needs to suffer said damage, turning their battle into one of pure endurance when fighting alone. But surely you are sturdy enough for that.

Lastly, your other main skill [Asellus Australis], also allows you to redirect any attack towards your direction. Sadly, it doesn't guarantee that it will hit you, as anything that stands between you and the one who launched the attack will take the attack first if they aren't careful.

The Serpent [-200 CP]: You seem to be naturally gifted for the arts of deception and infiltration. You are a master of lies, playing masks and creating new personas that let you introduce yourself into any group. Not only that, you are also great at playing at multiple sides, easily convincing others that you are aiding them in detriment of the rest, while your true alliances remain known only to you. Even those who are extremely suspicious of you can be convinced that letting you run around doing as you please will be more beneficial for you in the end.

Your abilities are to such a level that you may even be able to fool a god while also being their avatar on Earth. It also helps that you have an almost supernatural instinct that lets you know when it is time to escape and avoid the repercussions of being caught by those deceived by you. After all, being able to live to tell the tale is an important asset for a successful spy such as yourself.

Holding Back [-200 CP]: You have the most surprising ability to properly hold back whenever you intend to! At least when it comes to killing and destroying others. You have come into the possession of the [Blunt-Edge Strike] skill, which you can apply to any of your powers. It basically allows you to strike and use your strongest abilities on any target as much as you like, being sure that you will always leave them at least 1 HP, regardless of how much HP they had before the attack, unless they were already dead, or the damage that your attacks cause. Be warned that once your targets are out of the range of this skill, environmental damage may still kill them. But with this skill, even your continental destroying punches wouldn't kill even a fly while it is active.

Tamer [-400 CP]: The tamer class is one centered around allowing one to turn defeated foes into allies. Initially, one would think of it as a class centered around controlling defeated monsters, but the potential for this class extends to even the seven races, including humans, and magical items. Basically, any kind of being that has its own status would be a valid target. Once defeated, the monsters can be 'captured' into the tamer's forces via the usage of a special skill, whose success and number of attempts depends on the Tamer level.

Once the target is tamed, their level will be reduced to always be below the tamer's level, effectively sealing even the most powerful monsters into a more manageable level. Always provided that they were defeated, or willing, first. Also, once the monster is tamed, they become loyal to the tamer and will

follow their orders. It is not a complete brainwashing, mind you, as those who held deep hate for the tamer may still carry them even through their enforced loyalty. It is also possible for tamed monsters to rebel and escape their master's control with enough time, especially if the tamer isn't paying attention, but it would require an exceptional and hateful monster for that to happen.

Finally, tamed monsters may be granted a human form if they didn't have one before. Normally they will look completely human, but some may take some inhuman traits into their form. For monsters, it will usually result in a reduction of physical power as their human form is physically weaker compared to their monster bodies, but it also provides some advantages compared to the gargantuan forms of high leveled monsters in terms of agility.

Smith King [-400 CP]: In this world, those with the Alchemist class such as yourself are quite valued for their ability to easily outfit the inhabitants of this world with all manners of items. But few of them will be able to stand besides you in the future, and perhaps few of them could even in the times of the Seven Heroes.

The main skill of the Alchemist class is [Transmutation]. It allows the Alchemist to turn any materials into a desired object, as well as transforming materials into different ones. The amount of materials that can be transformed at once and the scale of the change is dependent on the Alchemist's level, their SP and the amount of levels that they have in the Alchemist class.

Usually this ability is used to make simple constructions, albeit more complex ones are also possible if you are creative and skilled enough. Ranging from crafting magical weapons that possess several abilities, to simply making large changes in the environment, all of this can be instantly done via the usage of the Transmutation skill as long as you have the appropriate level of skill, materials and you know what you want to get. It is also possible to use this ability to repair other's constructions.

One of the most intriguing abilities is the golem creation skill. Golems are autonomous animated constructs that can operate on their own without any support from their creators and are capable of following complex orders. The level of a golem is dependent on the Alchemist's level and the amount of levels that they have in the Alchemist class, and generally they will be far weaker than the Alchemist. Golems are powerful . Also, Alchemists can repair all of their golems as long as they have SP through the usage of the skill [All Repair].

Usually, it is not a class fit for battle that is more suited to supporting others through the crafting of equipment and golems. But ingenious application of this class, possibly with the combination of other abilities, may allow for surprising and powerful results even mid-combat.

All of this wouldn't be complete without the great creativity that now overflows through your mind, allowing you to always get new and innovative ideas on how to approach your problems whenever you get to work into them.

Overlord [-400 CP]: Charisma, presence and beauty, you have it all and in abundant quantity. You could say that you were born to rule and be on top. You naturally instill loyalty and love and those around you, as if such a thing was a fact of life rather than a thing you work hard to earn. Even those who would be your enemies find themselves attracted to you in some ways. Perhaps they appoint you as their destined rivals, an obstacle that they must surpass in order to be completed. Prephaphs something of a more benevolent nature.

The only person who could begin to compare to your ability to esnare both the bases and individuals of great power as if you were using hypnosis itself, making even the most terrifying of monsters into devoted followers that would still insist on taking revenge on your name centuries after your defeat, is the Black Winged Overlord herself. Even the Goddess of Creation would be jealous of your ability to get into the hearts of others, and it won't be long before you have your own legions of loyal followers surrounding you.

The Strongest Kitten [-400 CP]: What a graceless option. But I guess all stories need a strong brute whose main gimmick is his muscles. You seem to be really eager to fill up that role with that stupidly strong body of yours. Whatever race you are a member of, at least from a purely stat perspective, you will always find yourself being at least ten times stronger than what you should have been at that level. At a lower level, this stat increase will be really noticeable, but at the higher levels it's going to be terrifying, enough to make you into one of the 'boss' monsters of this world, regardless of what you are.

Your combat powerness doesn't end with your unnaturally excellent body attributes, you are also a genius when it comes to martial arts, combat sense and acquiring the related skills. But obviously someone whose mere fist is enough to pulverize your level peers and their cheap tricks is not going to need something like that.

You have the makings of a true Boss-Class Monster, and as such, your increased status also grants you an immunity to instant death attacks. It wouldn't do for the King to be killed by such petty tricks.

A True Player [-400 CP]: Inequality runs in the core of this world. Befitting the nature of a world carefully designed by the Goddess, there are still great disparities of power even when one reaches the ceiling of the Level 1000. Some may be monsters born with unfair abilities and incredible stats, such as those known as 'boss monsters'. These were granted their power by the Goddess herself, and as such, there is little born in the Scenario of the Goddess that can defy them.

But there is another path to distinguish yourself at the cenit. One that doesn't rely just on pure raw power, but on sheer talent and skill. What good is the brute force if you cannot properly utilize it? Not only are you a genius on combat terms, capable of adapting to most scenarios on the fly and master any powerset you get your hands into in the blink of an eye, but you are also the perfect optimizer who always comes with the most efficient method of action, step by step, of what abilities should be used to defeat the enemies before you.

It seems that your obsession for optimization has reached your entire build as well, as if you had built your entire being from the ground to get the most of what was possible for you. Whatever your classes are, you have chosen the best combination to ensure that your stats are as high as they could be, and that you get the strongest skill and spell combinations out of them. And that's not limited to your current abilities, for your gift for min/maxing will still apply to any growth that you are still capable of, always intuitively knowing what paths you should pursue to achieve the greatest heights in personal power.

Finally, all of this skill has also granted you an incredible precision when it comes to using your powers, always being able to just use the right amount of power and force for the results that you intend. Truly, it is an ability that a certain Goddess too powerful for her own good would surely love to have.

Shrine Maiden [-400 CP]: The role of the Shrine Maiden was given by the Goddess Alovenus to protect the Sanctuary, and with it came multiple boons. You have been designated as the second Shrine Maiden, probably thanks to the previous one passing away without designating a successor and actually siding against the Goddess. If you ask her, the Goddess would probably say that it would be nice if you were to stick to your job of guarding the Sanctuary instead of just running away with the next charismatic brute that defeats you.

This grants you some incredible boons. First, you have an immense talent for Divine Magic, especially that of the battle control kind: buffs and debuffs. Albeit, since you aren't inheriting the skills directly, you don't gain any actual Divine Magic that you didn't have already. But if you put some effort, you will become one of the best support mages in history in no time.

To make use of this, you also have the ability of multicasting. More specifically, you are capable of simultaneously casting four spells at the same time in each go, which is quite a frightening ability even if you only devote yourself to support-type spells.

And lastly, it seems that you also have gained the ability of the one who will probably become the next Shrine Maiden. The skill [Vindemiatrix], which allows the user to form a sealed area within mana is dispersed, dispelling most spells as well as making the casting almost impossible within it, and even dealing severe and incurable wounds to those whose bodies are made of mana.

Finally, once per jump you may reenact the passing down of titles from each generation of Shrine Maiden, albeit in a special way. You can pass down all your divine-type magic and the skills associated with this perk to any successor who you designated. You will regain these powers in the next jump, but until then they will remain inaccessible.

Stellar Archer [-400 CP]: Archers, the class fitting for those who don't really want to take the frontline and prefer attacking from a safe distance. But, aren't you taking this a bit too far? Not only your skill and reflexes with a bow have grown to such ridiculous levels that it would be almost impossible for you to miss a target that doesn't greatly surpass you in terms of speed, but your vision has also become truly ridiculous, to become almost a cheat of its own. If it wasn't for the curvature of the planet, you could

focus your vision to still see a person on the other side of a country clearly enough to aim your arrows at their eyes, and it will continue to get better the further your level goes.

Your amazing skills extend beyond bows to any ranged weapon, albeit on a lesser degree at first. Maybe some extra training can make up for that difference. Still, with your precision and firing rate, even automaton snipers of a level higher than yours would only come as a second to you in those areas.

Finally, your skill set is completed with the ability to use the skill [Alnasl]. This skill makes it so that your projectiles never miss their target, making any of your shots a guaranteed bullseye, even on top of your already ridiculous aiming skills. It works regardless of the distance, and once activated, the projectile will ignore the distance and automatically hit their target, as if teleporting. The only requisite is that you must be able to observe the target somehow. Luckily, while your eyes are nothing short of amazing now, you can even aid yourself with the use of a telescope or other tools to further increase your vision and still activate the skill.

You can even allow a small delay between the activation of the skill after the arrow is fired, allowing you or anyone else to grab the arrow yourselves, assuming you are fast enough for that, using this skill as a teleportation method of sorts.

Avatar Madness [-400 CP]: To obtain the power to rule over creation may be an appealing thought at first. But when even your laugh can destroy half of the multiverse, you may find yourself struggling to get any kind of social interaction. For that reason, the creation of avatars may become a necessity if you want to go back to mingling with the mortals. Or even the gods, if you are already on such a titanic scale as the ruling goddess of this setting. You have the power to easily create avatars, small scale copies of yourself that allow you to interact on a lesser level to your own. These avatars will always represent only a very tiny fragment of your power, but you may be able to manifest multiple instances of them at the same time, their number depending on your overall power. These avatars may be full puppets that you directly control, or they may instead be fully independent beings based on your appearance and personality, but with thoughts and wills of their own, born. Obviously, you can take direct control of them at any time, as well as just access to their senses and memories whenever you wish for, as they all have their own version of the [Marfik] skill implanted in them, albeit unless you have some other special skill that allows you to properly multitask, you can only be controlling directly controlling a single avatar at the time.

But if even someone like the Goddess Alovenus can struggle to make the ideal avatar to host a small portion of her power, and she ends up making gargantuan avatars even with just the tiniest pieces of her power, you don’t seem to have that problem, being as skilled at avatar creation as Ruphas is or will become. Your aptitude in this area is such that you can even create avatars for others under the same conditions as above, as long as they are willing.

Finally, since these avatars are still technically a part of yourself, any avatars that you create for yourself or a companion follow you between jumps without taking any slots. They don’t get resurrected if they

die unless you have that power yourself, but may be made into full companions if you import them in other jumps.

Commander [-400 CP]: While it could be said that Pollux of the Twins is one of the most powerful in the Twelve Tyrannical Stars only thanks to her ability to summon hundreds of powerful heroic spirits, the truth is that without a capable leader on site, a disorganized force is not going to accomplish much besides of terrorizing some weaklings. That's why Castor, the other half of the Twins constellation, is such a key part in the Twins constellation's overall position as the strongest. And now you could be called his equal when it comes to taking the command of a military force and quickly organizing into an efficient, singular engine of destruction.

Your capabilities aren't limited to directing just at the macro level like your usual army officer, but you are also able to micromanage hundreds of powerful individuals at the same time without losing sight of the bigger battlefield. Regardless of how diverse the groups you find yourself directing, you quickly gain a hold on their capabilities and how to best use them, and you find that those placed under your command have little trouble following your commands, at times even anticipating your intentions. Having complete strangers managing feats such as chaining attacks without stepping on each other as if they had fought side by side for years is simple under your leadership.

This doesn't guarantee absolute loyalty, but even those with conflicting personalities are much less likely to cause trouble and find coordinating much easier as long as they all identify you as their leader.

Hero [-600 CP]: The Hero class is probably the single most powerful job class created by the Goddess, and the only possibility within her system besides the naturally incredibly powerful Ouroboroses that could threaten Ruphas Mafahl. And for a great reason. Not only does the Hero's class demonstrate incredible growth even within the constraints of the Goddess System, but its stats are the highest that the system can give. That is, if a hero managed to be on the same level as the Black Winged Overlord, they could fight her and possibly overpower her based just on their stats alone.

Sadly, while this class provides a quite noticeable accelerated growth, unparalleled within the system of the Goddess, it still falls shortly behind the usage of the Golden Apples. What it lacks in that, it still gives it an immense amount of higher stats and skill gain, allowing even a regular teenager to become a master swordsman in some weeks with just some combat experience.

Finally, the hero has the sucide skill [Soul Succession], which after activation creates a powerful barrier that massively weakens one's enemies and strengthens one's allies. It's price is the user's life, so it would only shine at their last and most dire moments. However, if someone were to discover a way to cheat death, I'm sure that it could become a powerful asset as it only requires you to 'die' but it doesn't go away even after the user resurrects.

God-Killing Flame [-600 CP]: A skill created by the Black Winged Overlord for one of her subordinates, now also in your possession, materializing in the skill [Mesaltim]. It's a skill that was created outside of

the Goddess' system, so it's rather powerful. It allows one to deal damage based on a percentage of the enemy's maximum HP, as well as dealing damage over time on a percentile of that same maximum HP, albeit it is still restricted to the damage limit of this world.

Basically it's the ideal skill for dealing with the strong bosses that rely on being too tanky. No matter how much HP they have, you will be able to deal at least some considerable damage with this.

If you were to reach the top of this world's level, you would be able to unlock the skill [Hamal], which allows you to strike with a flame that will consume half of their maximum HP on contact once per day, regardless of their current HP. Who knows, maybe in the future you may develop even more powerful flames.

An ability that would let one inflict severe damage even to the boss monsters and Ouroboroses even with a massive stat difference.

Level 6 Priority [-600 CP]: When two skills come into conflict, like an evasion skill and a certain hit skill, there is a simple way to solve the conflict unknown to almost everyone in this world: each skill has a priority level, and the skill with the higher priority level will go through the one with the lesser level. The scale normally goes up to Level 5, but there is a sixth level that is only bestowed upon certain skills. Those are the skills of the Goddess' own agents and avatars, and now, your own skills.

Your skills and powers, both your current and future ones, can now be imbued with the Level 6 Priority at your discretion as if you were one of the agents of the Goddess of Creation. This means that your abilities will always activate instantly, they cannot be evaded or blocked by any other skills, regardless of their potency or how 'absolute' they should be. Your homing attacks will always hit. Your mind-control cannot be defended against. Your absolute defense barrier will block all attacks as long as it is active. Only those who are truly transcendental to the point that they can disregard all the laws of this universe or those who have acquired some broken cheats that could destroy even the skills of the Goddess after they have been activated may hope to prevail against this divine privilege.

Golden Apple [-600 CP]: Normally, the process of gathering mana from death foes is a tedious and inefficient process. Only those with extremely long lifespans and an obsession for battle may hope to reach the heights of the 400 level, and the greatest freaks may be able to reach the level 600 after centuries of single minded killing. After all, it would be a pretty scary world if everyone could just easily get to the level of the boss monsters.

You, however, possess a method that defies the common sense of this world. By gathering around yourself the mana of those recently killed, that 90 percent of mana (experience) that would go back to the world can instead be condensed into a golden colored apple. And thus, whoever eats that apple will gain all the mana (experience) absorbed by it. It should also be possible to absorb other ambient mana in the same area, as in the one that isn't being used to maintain active spells, but usually you wouldn't find enough of it in the air to create worthwhile Golden Apples.

This is a method that the original Flugels were able to use in order to purify the world from the high amount of mana that existed in the air, a method that the Goddess Alovenus took away from there after the fall of their first civilization. For some reason, your constitution has manifested this trait, which not only allows you to form Golden Apples, but also increases the absorption rate of mana of defeated foes, allowing you to gain ten times more experience per kill than any regular person would by absorbing the full liberated mana from the foes that you personally kill. Keep in mind that if you absorb their full mana into yourself, then you won't have anything to form Golden Apples from.

X-Gate [-600 CP]: In its essence, this ability allows for the manipulation of space by connecting Divine and Arcane magic. But its most common usage is the creation of portals, holes in the space-time continuum that allow to instantly connect two distant points in space. Albeit this is not the limit of its potential, for applications such as sealing objects or attacks in the space between worlds via other skills like [Subspace Seal], or escaping outside of space to dodge or hide one-self are some entirely possible applications of this power. Even using the sub-space created between the X-Gates as a stupidly large inventory of sorts it is possible.

The scale of these portals also increases with your own magical power. At some point, you would even be able to transport entire cities, and as your power increases, it wouldn't be impossible to think of moving the entire humanoid population of Midgard. The only limitation is that living targets must consent in order to be transported.

Normally, the usage of this ability is quite limited in this world, as it requires the usage of both arcane and divine magic, which makes it hard for races that are incompatible with one of the types of magic to use or learn it. Luckily for you, you seem to have gained a compatibility to both at least to the level of being able to use this skill with the same potency as Dina, regardless of what your race was.

The range of the X-Gate is not limited to the world you find yourself in, or even the same universe. If the destination is known, it can even open gates to other universes across the space-time continuum. It should be possible to even open a X-Gate just by having a rough idea of what you are seeking, such as the Hero Summoning ritual, which is just a subspecies of this skill.

Hero Creation Kit [-600 CP]: In many stories, the heroes are blessed by the gods who answer their desperate prayers of enough power to vanquish evil. It seems that such inspiration is what prompted the Goddess Alovenus to create these skills you now come to possess, as she has been using quite similar abilities through history to empower heroes in times of need, as well as making them her puppets in Midgard.

The first skill is the Memory Manipulation ability, which allows you to mess with the minds of others. You could implant, alter or remove memories, amplify emotions or dull them until they disappear entirely. The range is only limited to those you can perceive, which allows you to do things such as making yourself 'invisible' by making those around you to forget about your presence entirely.

The second skill is called [Alrescha], and it allows you to possess others outright, taking control of their bodies and even minds in order to manipulate and command them. It is also quite an special skill, as it being derived from the Goddess makes it one of the few Level 6 Priority skills in this world, with all that such a thing implies.

While this possession cannot be resisted, it may be hard for you to fully take control of individuals who are greatly above your league, in which case you will be wrestling for control for the entirety of the duration of this skill. Even a Level 1000 would struggle to alter the movements of an Ouroboros, for example.

Lastly, you also have a special inherent ability. Combining these two previous abilities would let you lend a portion of your power, overwriting the target into a possessed puppet of your will. You only need to temporarily give up some of your power in the process and let the target agree to receive it, and this control instead be completely irresistible, and could only be dispelled via your consent or the death of the target. Effectively, they would become one of your puppets carrying your every command and will without you needing to control their every moment.

Antagonist Creation Spell [-600 CP]: There can be no happiness without a bit of suffering. And a life cannot be called that without some struggle. It seems that such thoughts are the ideology that gave birth to this spell. A magic originally used by the Goddess, this is a spell that summons an entire species of antagonistic beings. A feat similar to how the Goddess creates the demons and other antagonistic races for her scenarios.

These beings are strongly compelled to oppose and attack those the spell target, which may be a city, a nation or even an entire species. The only requisite of this spell is that the target must be a quite sizable group. They will always be at least a bit stronger, whether in personal power or number, than those they were summoned to terrorize. After all, their main purpose is to give them a challenge.

You may decide whether they disappear after some objective, like for example the defeat or their leader, and even decrease or increase their scope, numbers and power to adapt to a different target group over a short period of time.

Be advised that the amount of 'demons' created via this spell and their power are dependent on the caster's personal power. From the level 800 and beyond, it ought to be possible to match entire nations of the current Midgard, but in order to compete with an entire world, it would be necessary to transcend the level ceiling imposed by the Goddess.

Ophiuchus' Clock [-600 CP]: One of the signature powers of the Goddess' avatar, the ability to manipulate time. Normally this power is so unfair that only the proxy of the Goddess should be able to utilize it, and as such it is a skill that is given a Priority Level 6. Somehow, you have also granted use of this power as well.

It is divided into two skills: First is the [Yed Prior] skill, which allows the user to separate a target's time from their surroundings', and then speed up their separated time without an upper limit. Effectively, this skill can age things without limit, and it could potentially bring the target to the end of time itself, transcending it. Albeit there is very little that could survive such a thing.

The second part is the [Yed Posterior] skill, which also separates the target's time from their surroundings, but instead it is decelerated without limit. At some point, the time flow will stop entirely for the victim. If the user continues to decelerate even further, it will turn into a time rewind, which eventually will rewind the target into the point that they didn't exist.

If combined with the X-Gate skill, you may also use it to open X-Gates to specific points in time, allowing you for a more controlled and free-form time travel.

Devil King [-600 CP]: Isn't this guy supposed to be represented by the Ouroboros perk below? Oh, you mean the *Devil* King. That bug in the system was born from the mana rich environment of Helheim. You really want to take after him? Fine.

A monster among monsters, this is a power that would make everyone fear you indeed. The first part of this power makes your body be partly made of mana, making the regeneration of any body parts almost instant as long as you have more mana or SP to recover. The second ability is the skill [Deneb Algedi], which infuses your attacks with a curse of unhealable damage. Your nature also makes you more proficient at casting curses, as well as being able to induce the 'madness' status effect over a large area, which amplifies all negative emotions.

But that it's only the weaker half of this skill-set. If one were to reach the level 1000 on your level of existence, they could also use their nature to gather all the mana from… Basically the entire planet, massively increasing all their stats and forcibly preventing anyone on the planet from using magic. In this state, it could even be possible to give a good fight to an Ouroboros for a time.

This makes you one of the biggest threats to the stability of the world of Midgard. If someone with this were to break from the restrictions placed upon the world, it could be a challenge even to an Ouroboroses. What do you mean about what could happen if someone used this power to gather all the mana in the universe, you ask? Don't be silly, who could get control over an entire universe for that feat? But, hypothetically speaking, I'm sure their power would grow beyond anything the Goddess ever imagined.

If you prefer, apparently there is another 'devil king', or 'bug', that has been sleeping in the seas of Midgard for quite some time that you could take after instead. By giving up the affinity for curses of the Devil King and his ability to absorb mana to empower himself, you would gain a stronger affinity for madness inducement, with a telepathy capable of spreading through the entire world carrying your madness. Those who get twisted by your madness will mutate into loyal and slightly stronger imitations

of your terrifying being. Your regeneration would also be quite increased, making it all but impossible to kill you for good using only in magical and physical attacks. Even if your HP were to reach zero by these means, you would simply go into a forced sleep and reawaken a few years later on as good as new.

Not only that, but this telepathy could also spread your own corruption on even a deeper level, disrupting the local laws of reality and replacing that with the one of the world of your dreams on a global scale, allowing you to remove the Goddess' own laws, such as the hard limits on maximum damage or level. Albeit you should be careful on using this, since this effect is extremely unlikely to be harmful to those who are already considered great calamities in Midgard, and could even end up also empowering them since their own level limits may also be erased. The effect will only remain as long as you aren't defeated, and since it emanates from you, it only persists as long as you are in range to do so.

You may opt to purchase this again (a purchase that is also discountable if you still have available discounts) to gain the version of this perk that you didn't pick first.

Fairy Princess [-800 CP]: You have been granted a very important role for this world. First, you are recognized as one of the ultimate forces of good on this planet. Heroes across all races and locations will know of your legend and see you as a figure to seek guidance from, and the most prominent of them will often present themselves before you as if guided by fate. And once those heroes meet their ends, your role is to keep guiding them even after their deaths. It is not like this universe can afford to waste all those heroic souls.

This last role manifests through the skill [Argonauti], which allows the user to call forth the souls of heroes to serve in battle for them, granting them physical bodies to fight for the user. Once summoned, a Heroic Spirit is indistinguishable in form and capabilities to their living counterpart in their prime, save for them not lacking their actual gear, as best getting a cheap knock-off that pales in comparison to the weapons that Heroes may often use.

A Heroic Spirit being killed means nothing, as they can easily be resummoned once again by you. It should be noted that even for a Level 1000 being, the summoning is quite costly in SP and can quickly lead to exhaustion depending on how many Heroic Spirits are a summoned, albeit there is no cost in maintaining them nor there is any difference in cost whether the Heroic Spirit regardless of the differences in strength of the Heroic Spirits. The second weakness is that your dead would dispel all the summoned Heroic Spirits, so keep that in mind.

There are two conditions for the usage of this ability: the person or being who you are trying to call upon must be recognized as a hero by yourself in some capacity, and they must be dead but their soul must still be reachable in some way. That means that those who have fully reincarnated or whose souls were completely destroyed cannot be called from this ability.

While the summoning cannot be refused, normally those summoned as Argonauti aren't immediately loyal to the summoner, but your nature as a guide of heroes makes most Heroic Spirits see you in quite a

favorable light. The summoner may however decide to remove all of their personality for getting a more loyal puppet. This however will severely limit their actual skills in combat as most of their creativity and thought process will be severely dampened to maintain their loyalty.

The Arch-Enemy [-800 CP]: Certainly this is a skill that would bring the Goddess to tears and make her despair at the sight of your person. After all, she already has enough bugs in the system to also need to pay attention to you. But she probably should, seeing how dangerous you are to her and beings like her.

The Arch-Enemy is the name of the class that represents the one who stands against the *"perfect"* script that directs the world of Midgard. Its bearer is one that has the ability to surpass and destroy any predetermined fates, regardless of the deity or entity that is enforcing them, with their mere presence. Any forms of destiny manipulation fail, requiring a way more direct action to be taken in order to take someone like you out.

It is also the culmination of the Overlord archetype, as it is a class that fills its skills slots with the skills and powers of one's subordinates. A true cheat that concentrates the power of one's closest aides into a single monster. The number of skills that can be accumulated into this skill depends on the number of levels that it has, with 1000 levels being enough to accumulate the powers of 13 people.

Not only that, but fitting to the one that would dare to spit in the face of the most perfect Goddess of Creation, you have quite an obstinate will. One that could be considered a cheat in itself. Your willpower is basically unlimited, and once you have decided to do something, you can keep going no matter what. It doesn't stop you from reevaluating your course of action if some new perspective, information or point of view actually guarantees it, but your heart is not one that will easily be swayed by self-doubts, anger or any other factor. Yours is a resolution that could be terrifying in the Realm of Gods, so the Goddess would be really thankful if you didn't come near it.

And fitting for such a stubborn person, your mind seems to be specially naturally resistant to all kinds of mental or memory manipulations, regardless of their potency or origin, as you can shrug off those attempts even without realizing it, to the point that it is basically an immunity to such effects, even to those casted by the almighty Goddess of Creation herself or her avatars.

A skill that makes you the worst kind of piece in a stage, one that vehemently refuses to listen to the director. One who may even grow to smack them if they start abusing their position too much.

Aldebaran [-800 CP]: A skill developed by one of Ruphas' most trusted allies, and arguably her first true companion. The ability to forcibly terminate any skill, spell or other power that is currently active via physical making contact with it, its user or its affected target. It is a skill that deals no physical damage at all, even if it's delivered by the fist of a Level 1000 magical beast, but it will destroy any power that it comes into contact with.

It doesn’t matter the potency of the skill, its origin or effect. As long as your fist could be said to connect with the target of the skill, its user or its area of effect, it will get forcibly cancelled. The spells will fall apart, those possessed will get freed with no side effects, transformations get undone and all buffs and debuffs get removed. You can even use it on your own person to terminate all the negative status effects or skills being used on you.

The only weakness that it has is that it can only disrupt active spells or skills. For example, it couldn’t remove the possession from someone that has already been fully overwritten, nor could it return a rock to its original state after being transformed by an alchemist into a sword. And while it could destroy constructs that are being actively maintained, such as the avatars that are a form of magic, it couldn’t do the same with things such as golems or avatars that are fully independent, even if their origin was a skill. I’m sure the Goddess Alovenus would be happy to hear that these game breaking bugs have some limits to them.

Alkaid [-800 CP]: The signature ability that manifests in those who transcend the rules of this world, and thus they become able to grow without limit. Racial weaknesses and limitations become mere suggestions, even the level and damage caps can be broken repeatedly by these horrible cheaters!

And for some reason, you now also possess this skill, which will be named [Alkaid] in the short future. Any limits that you have before can now be surpassed by merely accumulating power, whether using the system of this world of absorbing the mana from the dead foes or other methods foreign to it that you may possess. Not only that, but you also seem to be more suited than before to leveling up. While it would take a normal person centuries to bridge the gap from level 600 to level 1000, you could do it in a few years, and a few countries worth of corpses.

The number of 'rules’ and ‘limitations’ that can shackle you down for good is now non-existent. Whether they are the laws of reality mandated by a creator deity, the inherent limits of your powers, how many of a thing you can gain, or even the absoluteness of others’ abilities… None of it can hope to stop you anymore as long as you continue to grow in power. Some barriers may require more effort to breach than others, but eventually you will get there with enough effort, as your growth is unlimited in all senses and meanings of the word. It wouldn’t be wrong to say that this skill would be one of the main prerequisites for someone who wanted to stand against the Goddess of Creation herself… Albeit actually winning against that nigh-omnipotent blockhead will probably require more than just this.

It’s only saving grace, as far as the health of reality is concerned, is that the usage of the power that you have gained transcending your limits can be ‘deactivated’ at any point, effectively sealing your greatest abilities back to the limit of what was possible for you before. If we were to deactivate this in the world of Midgard as an example, someone who had transcended the level 1000 would return the user to the level 1000 regardless of how strong they had become using it. Of course, you can return to your full strength in an instant whenever you wish. Which may be a pretty helpful feature, as it’s not unheard of for some beings growing too strong that they cannot meaningfully interact with reality anymore.

Ouroboros [-800, Requires purchasing Level 1000 via the 'Level' perk]: One of the finest and most terrifying creations of the Goddess Alovenus. The Ouroboroses are her agents in the world of Midgard, and under normal circumstances, their power is only exceeded by her own avatar when she is possessing her. It's not hard to see why you would want to be part of such a select group of walking apocalypses.

Each of them holds supreme abilities over an attribute that they embody, as well as their own cheat-like skills. You will be representing the Attribute that you picked earlier on. While they are currently lacking a Water and Metal Ouroboroses, since Water and Metal are already the elements of the Goddess, but I'm sure she won't mind you taking that role for the time being, or even choosing to exist as a second Ouroboros for another of the elements. However, even if you are attuned to two attributes, you may only take one for your Ouroboros form to be attuned to.

With the exception of Moon Ouroboros, who plays that role of the main villain in the Goddess' scenario, the rest of the Ouroboroses are asleep at all times, only awakening to bring the end of the world. It's no wonder why. Their true bodies are of a massive scale, each is large enough that they are capable of encircling the planet, and their heads are on a size that would make the true forms of the Twelve Tyrannical Stars look like ants. Their physical and magical strength make it so that even their simplest movements and basic attacks could easily destroy the surface of the planet, and even entire teams of the strongest level 1000s would have an extremely hard time just facing an Ouroboros while they hold back, for even without their skills, their scales are hard enough that most of the Twelve Tyrannical Stars at their strongest would need to combine their attacks just to lightly damage one of them. Also, while they aren't fighting to destroy the planet they are on, they also may draw unlimited SP from it. If they wished to, their breaths and strongest attacks could even destroy a star.

While you are in this world, forcing you to run around with this massive form would probably just get most of the planet killed. So just like the Moon Ouroboros, you are capable of containing yourself into a humanoid form of your choosing, with the reduction in stats and loss of abilities that your greater form grants. And just like the rest of the Ouroboroses, you are also able to create an avatar in order to interact at an even lower level, albeit that probably requires quite some training to get right unless you took the relevant perk before. Mind you, even your avatar would probably result in a being comparable to the peak of the Twelve Tyrannical Star, Leon of the Leo, at least in terms of raw destructive potential. Finally, the final, albeit less relevant skill of the Ouroboroses, is that their SP bar will be unlimited until they turn against the planet that they inhabit to destroy it.

Normally the Ouroboroses are counted as Magical Beasts, but if you picked a different race, you may have your alternate race as your avatar separated from your main form or as how your humanoid contained form looks like.

~Items~

An item of each price tier can be discounted, with the 100 CP items that get discounted becoming free. You may import similar items you already own into these for free.

Civilian Clothing [-50 CP, can't be discounted): A good quality and extremely stylish set of clothes ideal to blend among the masses. Even the infamous Black Winged Overlord could still walk among the common people with such a cunning disguise.

It also has some magical properties that allows you to hide some inhuman features such as wings or horns without suffering any discomfort.

X-Gate Online [-100 CP]: The MMO created by Dina in order to train Ruphas' avatar on Earth. It is a game based on Ruphas' time during Midgard, designed to help her avatar to familiarize himself with her powers and gain some combat experience for the moment of his reincarnation. You get several copies of the game, as well as all the server infrastructure necessary to maintain the game, although seeing how unbalanced it was, it may be hard to keep a stable player base.

Novel System [-100 CP]: In a similar manner to how X-Gate online recorded the achievements of the players and incorporated them into a novelized version of lore and history of the game, you too have gained a self-updated novelized record of your adventures and achievements. These books update themselves on their own as you live through new and interesting adventures that make some impact in the world, and you get new volumes as the old ones are filled. Their prose appears to be of at least on a professional level, so they are quite an enjoyable read too.

Orc Meat Supply [-100 CP]: Possibly one of the most sought ingredients in this world. The flesh of the pigheaded orcs is considered not just for their taste, but also because if one harvest one particular piece of their flesh, known as 'Orc Meat', and eats it, they will get a random boost of their HP from 100 to 300 HP points. How lucky for you that you don't have to worry about things such as having hunted them to extinction in a frenzy for their meat as you get a supply of several dozen rations of this meat per month delivered to your Warehouse or another location of your choice to enjoy on your own.

Golem Transport [-200 CP]: A golem in the shape of a camper van, similar to the ones that a certain Flugel alchemist will be making in the future. It doubles as a comfortable transport, as well as a decent bodyguard, as its level is around the 300s. Even if it is not geared for combat, it is still quite a powerful tool on its own, at least compared to the average of the current Midgard. For some reason, its creator thought that it would also be cool to give this golem the ability to fly by deploying jetpats and to transform into a humanoid robot to engage in combat. As a mildly advanced golem, it can follow your commands with a decent level of intelligence.

JumperKing [-200 CP]: Your own family restaurant chain! For some reason it is filled with imitations of Earth's recipes, as if someone tried to recreate them just from a passing mention. Still, it is quite a

popular business that is not only profitable for you, but it also doubles as a spy network of sorts, as it has extended to have franchises in basically every part of the goble where intelligent creatures dwell, and you can easily gather any rumors that can be heard inside the walls of your restaurants through your own loyal staff. In future worlds you will come to own a similar business chain, with a similar spreading capacity and the same capability for covert intelligence gathering.

Elixir's Bottle [-200 CP]: The fabled elixir is the pinnacle of healing potions. Developed by Ruphas and her comrades more than two hundred year into the past, it is an item that can heal any injury or illness, no matter its severity, instantly. It may even bring back those who have just recently died. As such, it is a priceless item of legends nowadays, albeit during Ruphas' reign it was way more of a common sight even if still a commodity, at least among her subordinates. You get a bottle of this elixir, and will get another one each month.

Maid Fighting Force [-400 CP]: Based on the Libra Golem originally created by Mizar, these mass production models were prepahps made by the similar hands. With a level of 700 each, this squad of five android shaped maids are on the level of national treasures. Of course, these golems do not need to follow the same design as Libra of the Scales if you don't wish, as perhaps they have a different background more suited to your own story. Regardless, they remain powerful combatants, and the entire group may be able to give some pause to some of the Twelve Tyrannical Stars for some time.

For all intents and purposes, you count as the creator of these golems as far as they and the mechanics of this world are concerned. If destroyed or heavily damaged, they will be completely repaired in a month.

Kaus Media [-400 CP]: A bow that is capable of changing the elemental attribute of the magic casted through it, allowing the user to use magic of attribute through it. For this world where Attributes cannot be easily changed, it means that this weapon is capable of always targeting the elemental weakness of any foe its wielder encounters, making them a terrifying enemy no matter who they are fighting against.

The Argo [-400 CP]: A large and ornate flying ship capable of housing a few hundred troops quite comfortably has attached you in a very special way. At any moment, it can be summoned by you and it will appear whenever you command it, unless some truly powerful force can stop you from using the skill to call it.

It is capable of moving across the world in just a few hours, as well as flying at heights of tens of thousands of meters without danger for its occupants. Besides that, it has not much on the offensive department. It can be controlled mentally, as well as piloted as if it was a regular ship, and if destroyed, it can be resummoned just by expanding some of your SP.

Lifthrasir [-600 CP]: The favored weapon wielded by the greatest bug in the system, the Black Winged Overlord, it's an equally obscene item. It is a composite sword that can be separated into two pieces. Lif, which can destroy divine magic and penetrate any defensive barrier, and Tharsir, which can destroy

arcane magic and defend against enemy spells. Or also can be used as a single destroyer of magic, as it can cut through spells as a hot knife would through butter. A weapon that can possibly have the claim of being indestructible, as it could survive even the collapse of an universe. It is a weapon that maintains its effectiveness even as the user grows in power, remaining always a powerful weapon regardless who wields it. Even the Goddess Alovenus herself wouldn't mind using this weapon.

Jumper's Tower [-600 CP]: A gargantuan construction inspired by the fortress that Ruphas and her followers erected. A black tower that reaches up into the skies, without any entrance in the lower floors, basically forcing anyone but yourself to enter using flight. It is not only stocked with high quality materials and supplies of all kinds, but its interior is big enough that it could size an entire nation worth of people inside of it. It is also quite resistant, as it could even survive the destruction of the planet.

Your Toybox [-600 CP]: Much like how the Seven Heroes went to create their own nations, you too are the rightful king of a nation of similar scale. It is quite relevant in the politics of the world, and home to hundreds of thousands of individuals at least. Your capital is quite fortified, as it is needed to stand the attacks of the demonkind nowadays. It is also protected by a powerful monster, who is loyal to you, capable of facing at least some of the weaker Twelve Tyrant Stars for a time, with a level around the 800s. If this guardian magical beast is damaged or destroyed, it can repair itself after some time using the natural resources around your nation.

~Companions~

Companions may not purchase other companions.

Import [-50 CP per, first two Free, or 300 CP]: Exploring this world without some travelling companions would be just too dull. Adventures are meant to be lived with friends! So for that, you may take your first two imports or new companions for free. For the rest, you may pay 50 CP per imported or created companion, importing as many as you can afford. Regardless, they each receive a Race and 600 CP to spend in perks and items, as well as all having the same discounts you qualify for. They may not take their own companions, but may take their avatars with them if they create some either via the relevant perk or with some other method.

Your newly created companions' appearance, personality and history with you are up to your design. Try to make something original.

For a discounted price of 300 CP instead, you may import or create up to Thirteen companions (including the first two free ones that you gained) with the same conditions as above, except for one of your companions having a budget of 1000 CP, in order to make your own *Thirteen* Tyrannical Stars. No idea why you would want to go to such an organization, but everyone around here seems to be a fan of those kinds of groups.

Reforged Treasure [-100 CP per]: In this world, it is possible for very special items to have a will of their own. While this is normally reserved to items created by the Goddess to fulfill some sort of function in her Midgard, maybe some of your own items could benefit from this. You may decide to import into this option any sort of item that you own, including even those that you have gained from this jump. Whatever you are importing, it can't be bigger than a small house, though.

The imported item will gain a consciousness and will of their own and an innate loyalty towards you, albeit this loyalty could waver depending on how you treat them and their own life experiences. After all, most of the Goddess' treasures ended up deserting her for the more charismatic Ruphas Mafahl. They have their race set as Sentient Equipment, and their level would be the closest to their capabilities as described in the **Level** perk, capped at Level 1000 for the duration of the jump unless they have a way to break the level cap. They also gain 600 CP to spend in perks plus all the free perks and discounts, but cannot take any items.

Canon [Free/100 CP]: Even for such a messy place, this world doesn't lack its fair share of colorful characters that you may want to take with you. So as long as you can convince them to come with you, you can take as a companion any character that you meet in your journeys here. I'm quite certain that the Goddess Alovenus would be quite happy if you were to take with you some of the most troublesome elements with you.

Optionally, you may choose to pay 100 CP to have a previous history in this world with said characters of your choosing, as well as them having a more than favorable disposition to the idea of coming with you.

You could be a live-long companion, a childhood friend, a trusted subordinate or boss, or maybe something more exotic. If you have the ‘Avatar Madness’ perk, and providing you are stronger than them at the moment of entering the jump, you may instead use this option to make said character your avatar. They won’t gain the ‘Marfik’ skill and they are already independent, but hey, if you want to be weird like that it’s like this story is swarmed with sentient avatars. Obviously neither Alovenus nor her avatars or the Ourobososes qualify for this second option.

Dina [Free, requires taking 'The Age of the Overlord']: While may not offer herself on an automatic purchase, but you can take the Goddess’ latest avatar, the half-elf that was given the birthname of Dina. If you take this option, she will stick to you as she did with Ruphas after she started to gain power and become a threat to the Goddess herself. Initially, this will be just to observe you on her behalf, but perhaps she may come to enjoy your company. Whether you help her to develop her own independent personality or decide to stick with the copy of the Goddess’ greater self, you will gain a powerful and capable ally to aid you in future worlds.

‘Alovenus’ [-300 CP]: Well, if you really want to take the ‘Author’ of this world, and can pay for it, I’m sure something can be arranged. Taking just a tiny fragment of the Goddess Alovenus shouldn’t pose much of a problem. Unlike Dina, this version of Alovenus is the genuine article. However, she is not at full power, instead being a full avatar of the Goddess Alovenus, similar to the one that Ruphas would make after their final battle for her to walk around Luna and Midgrad. Somehow, this exciting new character coming from a world not of her design has caught her attention, so much that she now wants to go to explore the bigger multiverse with you. The Goddess wants to give you a ‘balanced’ and ‘fair’ experience, this companion can only access powers at the same level as yourself.

Besides gaining a powerful *good for nothing,* don’t expect much else coming from this inept author.

~Drawbacks~

You may take as many drawbacks you think that you can handle.

Replacement [+ 0 CP]: It seems that for some reason, Ruphas wasn't resummoned into Midgard and instead you appeared in her place. Have fun,because things are about to get messy and you are going to be in the center of the conflict as some people still regard you as Ruphas, or at least an agent of her will, for better or worse.

The Age of the Overlord [+0 CP, incompatible with Replacement): Do you want to see more out of this world? You may decide to start your adventure earlier than Ruphas' resummoning. Your alternative starting points are: the early days after the creation of Midgard, Ruphas's Childhood or Ruphas' reign. Whatever your choice is, you will spend a minimum of ten years here, and you may stay up to ten years after the timeeRuphas was resummoned in the original story.

I'm Male, You know?! [+100 CP]: Whatever your original sex was, it gets switched into the opposite. It will be uncomfortable and confusing at times, regardless of what opinion you may have held previously on the matter. And also, this kills your libido entirely. Have fun.

Prideful Prick [+100 CP]: Not that you really mean it, but anything you try to say will be 'filtered' by the Coercion skill and come out sounding as arrogantly as possible. Diplomacy will be indeed hard for someone as you. You don't actually gain the skills, you just suffer one of its effects.

Introduced Too Late [+100 CP]: For whatever reason, it seems that you aren't suited to participate in any of the big events of the story. It's not like you aren't strong, you may as well be the strongest in Midgard, but for some reason people just keep forgetting that you exist unless you constantly remind them, in person. Forget about being invited to take down the final boss, the chances of anyone having any interest to interact with you unless you are the one prompting it are almost zero. Of course, this doesn't count if you anger someone so much that they would want to kill you.

An Orc's Woes [+100 CP]: In this world, there is a sense of aesthetics that is shared by every sentient being. Regardless of their race, they always find humanoids attractive. Sadly for the more monstrous species that aren't part of the Seven Races, humanoids don't exactly share that same taste for them.

Now you are in a similar predicament. Everyone seems to be extremely repulsed by your appearance, regardless of your personality and actions, there is something about how you look that really brings disgust out of others. I hope you like disguises, because chances are that most girls will faint just by seeing your face. And to make it worse, you are really into human girls.

Beastspeak [+100 CP]: Much like a certain Sword Master, you are now incapable of communicating outside of the language of the Beastmen. And for some reason, your accent is thick enough that even Beastmen have a time understanding you. You should try to learn some other way to communicate that doesn't really involve using a spoken language. If taken with Prideful Prick, you still come out as an

annoying asshole with too much ego, but people won't be able to understand you regardless besides being deducing how big your ego is from your tone.

Black Wings Of Taboo [+200 CP]: There is some trait about you that brings the memories of a great enemy of this world from the past. People will hold it against you and be distrustful of you merely for this. It is also pretty hard to hide this aspect of yourself, with even your disguises coming undone at some point to make anyone you interact with aware of your condition. It wouldn't be wrong to compare your reputation with the infamy of the Dragon King. And the hate that the free people held is equally matched by both monsters and demons too. At least this doesn't affect your previous companions.

I'm Not That Smart [+200 CP]: You will fit right in with most of the 12 Heavenly Stars. Not because of whatever personal power do you have, but in that you are a massive idiot. Strategies and any plans that don't involve charging ahead to destroy the opposition are far beyond your grasp. You will often just charge at anyone that mildly offends you, and you will do such things such as taking in spies of your main enemy as your close confidentants because you thought that having the enemy so close would be a cool thing to do.

Bargain Chip [+200 CP]: You have been cursed by Orm, the Demon King. He has permanently reduced your power down to level 500, or half of your current power, whichever is lower, and he will only let you use your full strength when facing the Goddess. And he is set on challenging her and dragging you towards that near suicidal battle. Better find a way to escape this curse soon, but know that you won't be able to do it on your own and you will need some external help to break this spell.

Over-specialized [+200 CP]: Have you ever tried doing anything that wasn't sitting around and play gacha games, Jumper? Your physical stats are complete garbage. Your magic and your mind are still the same, but your other physical stats have been reduced to the ones of around level 10, and you won't get any stronger during your time here. This means regardless of what powers you have, this physical disadvantage will make it extremely easy for anyone high leveled enough to move faster than you can even register, and just a casual slap from them could kill you if they impact directly into your body. You better grab some popcorn and enjoy the light show, because trying to get into the middle of any big leveled fight won't end up well for you.

A Lion's Pride [+200 CP]: Special powers? Skills? Tactics? Such things seem to be beyond you. It's not that you are dumber for taking this, or that any of those abilities are sealed, but you simply refuse to use any kind of special power, relying only on your brute strength in any fight. After all, for someone as mighty as yourself, there is no need to use the tools of weaklings. Even if it leads you to your dead, you won't do anything more than punching, kicking and biting during your time here.

Fake Isekai'd [+300 CP]: Jumper? Who is that? You just remember being a regular guy on Earth living a normal live, and suddenly you got dragged into this weird body. With time, your memories may return, but it won't happen fully until the end of your time here. As a side effect of your memories, your powers have been massively reduced, down to a 1% of their original strength. From time to time, you may get

some flashes of your past life, either in this world or as a Jumper, and recover some of your lost power. But don't expect to even perform at more than 50% of your original power until you leave this place.

Defying The Scenario [+300 CP]: You have been declared an enemy of the goddess. That means that everyone in the world will see you as an unholy monster to destroy. And no matter how many you defeat or conquer, at best you will get a couple of weeks of rest before another strong party appears chasing you. It wouldn't be surprising to one day wake up facing an united army of the believers of the Goddess.

In time, other strong agents of the Goddess such as Pollux or even the Ouroboroses will start to give chase to you if you prove to be such a mighty enemy.

Goddess' Champions [+300 CP]: You seem to have further infuriated the Goddess, as it seems that your enemies are often empowered by the Goddess herself, making them much more of a threat. Strong individuals will become near 12 Heavenly Stars-level, while exceptional individuals may even reach the level 1000.

On top of that, the Goddess seems to randomly try to posses some of your allies to have them fight against you, and not only this possession is almost unavoidable under the rules of this world, it also cannot be removed without the Goddess' consent or without having a skill that can somehow shatter the power that gave birth to the very laws of reality of this world.

The Sunken City [+400 CP]: The Devil King, Aigokeros. The Mutant God, Thulhu. Two massive bugs in the system of Midgard born by high concentrations of mana. Besides the fact that both of them are immensely powerful, being natural Level 1000 beings, their nature is so powerful that they are capable of easily inflicting madness on a large scale, and their powers can only be considered cheats, as they have different ways to break the rules of this world. At least, there have been only two of them.

Or it would have, if you hadn't picked this. Now, there are at least a few dozen of these 'bugs' in the system awakening at the same time you arrive at this world, all of them seemingly inspired by the works of a certain Rhodean horror fiction writer. And all of these new alien monsters seem to be strangely drawn towards you, and neither of them carry any good intentions. Even if you manage to slay or neutralize them, a new group will appear a year after, ready to give you chase again. Even if you manage to overcome them with sheer force, their corruption will surely spread through the world, turning it into a much grimmer place unless you do something about that too.

Balance Patch [+400 CP]: I have been thinking that it is a bit unfair that Ruphas and her friends are the only ones that get to be strong. It makes the rest of the world look a bit dull in comparison. So let's give it a bit of an upgrade. Now, the world has become massively more dangerous: The random adventurers and monsters are now on the level of the seven luminaries, the Seven Luminaries and the 12 heavenly stars have grown to match the initial power of Ruphas at her summoning, while Sol, Leo and Ladon are now on the same level as Benetnash at her first fight with Ruphas after her return to Midgard. Finally,the

Five Ouroboros, Orm, Benetnash are now on a level comparable to the power of a fully reawakened Ruphas. And Ruphas herself is now at the same level of power as Dina when she is possessed by the Goddess. While Dina herself in this state would scale to become something ten times as powerful as her original power, just a step short of the actual Goddess, discounting the actual White Room shenanigans.

Why should you care about all of this? Well, besides making this world a lot more dangerous, it also guarantees that the awakening of the Ouroboroses and the final fight for Midgard will come to happen, and that you will have to play an important role during that fight. And on top of that, you will also be constantly involved with the most powerful monsters of this world, as well as coming into conflict with them at a surprising rate.

Obviously, this doesn't give your powers or those of your companions any increase at all, regardless of what you purchased here, and even if you are choosing to become one of the Ouroboroses. Fitting for a world under Alovenus' script, perhaps you also want a more challenging way of life.

Death Of The Author [+500 CP]: Well, it seems like you have truly done it now. As soon as you enter this world, the Goddess Alovenus will possess her mortal avatar, granting her powers beyond comprehension, from commanding the mighty Ouroboroses to even ending the universe. Don't worry, for she can teleport you into another universe in order for your fight to not instantly destroy Midgard. It would be quite impressive if you managed to defeat her even in that form, so she won't childishly kill you instantly even if you defeat her avatar.

But if you manage to kill or defeat Dina, then the Goddess will just make another avatar in a year's time and fight again, adapting the avatar to the best possible counters that she could come up with her powers. Finally, at the end of your ten years, she will face you personally for a final showdown with the Goddess of Creation herself.

A Player's Rage [+600 CP]: Ruphas, Dina and the 12 Heavenly Stars want to kill you. Maybe they see you as a threat to the world at large, or you just personally offended them enough to guarantee a group of world-shaking monsters going all down on you. All of them are their peak power save for Ruphas, who is at level 4200. But soon she will enter the White Room to challenge the Goddess Alovenus and elevate herself to her same status. You better defeat her before that, unless you want to fight against a nigh-omnipotent goddess for whom using multiverses as throwing stones is a weak attack.

If taken with Death of the Author, Alovenus and Ruphas will put away their differences to fight just with you, with Alovenus empowering Ruphas even further to match her power.

~Ending~

You survived your time here. Now it's time to make a choice. If you died for good, you will simply be returned to your original world.

-Return Home: You may return to your original world to live the rest of your days there. It's certainly an interesting place, as even the local deities are taking inspiration from it. Or at least its local equivalent.

-Stay Here: Eh!? You really want to stick around? Well, it's your choice, I'm sure you won't be bored in this world regardless.

-Move On: Time to choose a new adventure and leave this madhouse.



~Notes and clarifications~

-Sentient Items may still benefit from the Status perk's method of growth outside of their Item alt-form.

-If you just buy levels but don't take any of the perks that grant classes and their skills, then you would be just a very powerful brute like Leon, with only extremely basic skills besides those granted by your race. Assume that you would have very basic jobs such as 'Warrior'.

-Even if you don't take any purchases in the Levels perk, you would still be perceived according to your strength by both others and the Goddess system. Albeit without the Alkaid perk or some other method of breaking this world's laws, everyone is still perceived as level 1000 and limited in the damage that they can do, at least while you remain in the universe of Midgard. After all, this is a hard law of reality that is enforced by several seals placed by the Goddess.

-You can still purchase or take the canon companions even if you took a drawback that pits you against them. If you do so, your victory condition is changed to needing to utterly defeat them at least once during your stay and then survive your remaining time in this world being attacked by them. If both of you are still alive at the end of the jump, they will get past their previous grudge and agree to join you. Like a certain grumpy cat.

-It should be noted that certain classes may interact with each other, revealing strong skills that cannot be acquired in any other way. For example, Ruphas was able to unlock the special skill 'Ex Coalesce' that allowed her to fuse the effects of other skills via having 200 levels in both the Monster Tamer and Alchemist classes. There is not much detail into this, so it is pretty much up to fanwank.

-You can take as many Class skills perks as you want to. They will just be distributed among your levels with the same amount of proficiency. Go around being a monster like Ruphas if that's what you wish and can afford it.

-In future worlds, you will be able to gather the same mana of this world from killing other living beings as experience points, and you may use the ambient mana of other worlds to fuel your spells. Consider it a parting gift.

-If you decide to do so, and provided your avatar is sentient enough, you may turn them into fully independent beings that may exist beyond by sacrificing a portion of your power. If you do so, they will start counting as full companions and will take a slot.

-The names of the Skills may vary depending on the media version or translation. They usually are references to constellations of stars, so the jump uses the ones that Hand of Vecna and Two Two More Free Thoughts use in their translation of the Web Novel.

-If you somehow manage to break through the Level 1000 cap at some point, you too will gain the skill [Alkaid]. It won't have the same benefits of the perk version, but it will let you keep gaining levels by accumulating experience points/mana.

-If you ever manage to reach the Realm of God, also known as the White Room, where Alovenus' true body resides, you will be able to keep the abilities inherent of godhood in future jumps, as well as being able to downgrade your existence back to the regular world or upgrade it again like Ruphas. Since Mana is in truth just a small portion of Alovenus' power, it is possible to grow to this level at some point in the far future after breaking the level cap just by accumulating more experience. It would probably take a massive time if you are just leveling up via killing, considering that one seems to need at least a third of an universe's worth of mana to reach the Realm of God.