Redo of Healer - By PsychoAnon

Introduction

The Jioral kingdom - the vanguard of humanity that defends mankind in the war against the evil demons and their pet monsters. Among this great and noble kingdom, its greatest force of justice is the Hero party, a group of four people chosen by the heavens to gain the second class of hero. These heroes, after much hardship, have engaged in the final battle with the demon king Eve Reese to defeat the vile demon and save humanity!

That's what the Jioral kingdom wants people to believe. In reality, the Kingdom is rotten to the core. It was built off the enslavement of demi-humans and started the war with the demons in order to gain financial, military and political support from the other human nations. The kingdom even has plans to use the heart of the demon king to cast a spell which would allow them to rule the world. All this will fail, however, as Keyaru, hero of healing and a victim of abuse and brainwashing by both the Jioral kingdom and his fellow heroes, claims the heart of the demon king for himself and uses it to enhance his【Recovery Heal】to return time back to before his journey began and take revenge on everyone that wronged him.

Your journey begins just as time has been reset, before Keyaru regains his memories. He will soon visit an ancient spring and be blessed by a fairy, granting him the【Jade Eye】which will restore his memories. He'll go on a journey of revenge, discovering the dark power behind not just the demon king but the Jioral king as well. Whatever you do in this damaged world, you shall not go unaided. In accordance with the ancient rites, take this blessing.

+1000CP

System

In this world all creatures have access to a method of becoming stronger and gaining new abilities. Killing other creatures grants XP and gaining enough XP allows one to gain【Levels】. Gaining levels increases your stats (MP, attack, defense, magic attack, magic defense, speed) and the growth of your stats are also determined by【Talent Values】. The higher your talent values the more a stat will grow, so for instance someone with a higher talent value in speed gains more speed when leveling up than if it was lower. Talent values are mostly set at birth, though some things can increase them. Every being apart from heroes has a level cap which is set at birth.

Aside from levels, there are also【Abilities】and【Skills】. These grant entirely new powers one would otherwise lack, such as being able to use certain elements of magic, the ability to sense everything around one's body within sword range and alchemy's power to restructure matter. They grow with training rather than with levels and are determined by【Class】. Class works differently depending on the race. For humans, they gain a random class at the age of 14, but for every other being their species/tribe IS their class and they gain abilities based on that, for instance a demi-human of the Ice Wolf tribe would have the class【Ice Wolf Warrior】.

You will have a high level cap and decent talent values for your race, enough to one day be a match for one of the【Three Great Heroes】of the Jioral kingdom, such as Hawk Eye. It's up to you to reach that potential.

300 - Hero

Glory to the gods, it seems you've been blessed by the heavens! As shown by the sigil marking your hand, you have attained the coveted【Hero】class, a special second class usually only granted to humans, with only ten existing at one time. This sacred class's gifts are many - your level limit is now non-existent, allowing you to level up ad infinitum and your talent values surpass almost anyone of your race. Others can also have their level limit permanently increased by taking your …sexual fluids… into their body (this ability would typically be exclusive to males, but you are the exception). You can only increase someone's level cap three times per day, as there's only so much vital essence you can "build up" for the day. On top of all this, you and everyone in your party gains 2x the XP and this stacks multiplicatively with other heroes (2x, 4x, 8x, 16x) though only four people can be in a "party" at a time. All these benefits will apply in similar systems you may encounter.

The true value of being a【Hero】is the amplification of your class. Healers normally can only sterilize and accelerate the natural healing process with their magic, but being a hero granted Keyaru access to【Recovery Heal】, an ability to revert someone to their original form by experiencing all their memories. This led to him gaining【Imitation Heal】, the power to copy【Abilities】otherwise inaccessible to him and【Deterioration Heal】, the ability to shape someone into the wrong form to either change their appearance or utterly destroy their body. Other classes would see similar paradigm shifts which put them in a different dimension to anyone of the same class.

Race

Free - Human

Humans are special in this world for their nature as the only beings to have randomly assigned classes once they reach the age of 14. They're also selfish, perverse and idiotic,but I'm sure you already knew that. You may select your class freely among the human classes. Examples include: Fighter, Magician, Healer, Marksman, Alchemist and so on.

+200 - Demi-human

A race that's currently in turmoil due to the Jioral kingdom’s imperialism. Demi-humans are essentially humans with some animal features such as wolf ears, claws and big fluffy tails. They also have natural attributes based on the animal they resemble, such as the vastly superior sense of smell of a dog or wolf. Examples of demi-human tribes include the Ice Wolf tribe, Fire Fox tribe, Moon Cat Tribe and Night Dog tribe. As a demi-human, you have a lower level cap than humans or demons, but have notably higher talent values to make up for it. The main issue is that you also possess a weakness: your True Name.

All beings besides humans have a true name that can be used to control them if known, in theory. However, humans have only developed the method to control demi-humans and not any other creature, making it a major weakness if it's learned as you'd be completely at that person's mercy. Luckily, learning your true name is not so easy as even Keyaru can't learn it with either the Jade Eye or his healing, but if you ever let it slip you're in trouble. This weakness is removed post jump.

Free - Demon

The most misunderstood of the races. While both humans and demi-humans see demons as vile creatures of darkness, in reality demons are just like the other races except for their ability to command monsters, which are fundamentally just animals with mana. Demons are like demi-humans in that they appear like a specific monster, except they often look even more like the monsters they're connected to, with some having the body of a man but the head of a dragon or boar. This is not always the case, as seen with the Kokuyoku tribe or the Star Rabbit tribe. Demons are also simply born at a certain level, though their level can still increase up to their cap. In your case, you can roll a d100 and see what you get. The type of monster a demon resembles is the type they can control, excluding the demon king as they can control both monsters and demons with absolute commands. Examples of demon tribes include the Star Rabbit tribe, Iron Boar tribe, Kokuyoku tribe, Red Dragon tribe and Blaze Horse tribe.

Origin

Select your origin. Perks and items of matching origin are 50% off, except 100CP perks and items which are instead free.

Adventurer

You're just a humble traveling adventurer who's ready to see the world. Yep, nothing vaguely unsettling and menacing about you! You likely came from some small village with whatever money you managed to save up from manual labor in order to travel around, meet new people and see new things. Be wary, because this is a world where bad things can happen very suddenly.

Pure Soul

It's truly rare to see someone like you in this day and age. Your optimism and smile haven't faded even through the harshness of these trying times. That's not to say you're oblivious, but you're certainly not (knowingly) working for corrupt bastards like the Jioral King Proum or the Demon King. You may have come from all walks of life, but you're currently in a pretty humble position like a traveling merchant or shop owner.

Corrupt Elite

When you get down to it, everything in both the Jioral kingdom and the Demon King's territory is ruled by corruption, both figuratively and literally. You're one of those corrupt people - perhaps a noble of the Jioral kingdom, an elite knight of the Demon King or maybe even a prince/princess of some kind. In any case, you're relatively important, though that also paints a target on your back. Be careful about upsetting the wrong people.

Location

You can start wherever you like. There are many locations to choose from. There's the Jioral kingdom, the highly capitalistic free city of Ranalitta, the town of Buranika where all the races live together in harmony, one of the demi-human villages, the Demon kingdom's capital and so on. There are even other locations in the human world such as the Gransbach empire, which is the oldest nation with the most sophisticated culture of all humanity. There's also the Enritta kingdom, notable for its advanced self cleaning system which doubles as a defense system by running water all through the city.

Perks

Adventurer

100 - Sex Symbol
There's something special about you, Jumper. You have an erotic aura that enraptures those around you, making their loins burn with desire in your presence. You wouldn't disappoint them either, since your skills in the sack are godlike. You could satisfy five other people at the same time and still have energy to keep going. While this all sounds well and good, your “aura” doesn't discriminate. You'll inevitably end up attracting people you'd wish you hadn't. Truly vile people you wouldn't wanna touch with a 12 foot pole. Oh well, you take the good with the bad.

100 - Cook-Out
Are you sure you're supposed to be an adventurer? It seems more like you were made to be a cook! When it comes to making food, you're one of the best. Cooking, baking, grilling - if it involves food preparation, you're guaranteed to be great at it. What's more amazing is that you can make food as good or better than professional restaurants just with ingredients you find in the wild, as picking out good ingredients from nature is another one of your skills. Most importantly, you know how to remove the toxins from monsters to cook them. Certain types of monsters have adaptable genetics that permanently increase talent values the first time someone eats them, but they're toxic due to having mana. You have the rare knowledge of how to remove this toxic mana and could do something similar to creatures in future worlds. Cook enough delicious meals for people and they'll find you irreplaceable!

200 - Detox
This world has many nefarious characters, so it's no wonder that drugs and poisons are so prevalent. They're used to brainwash, kill, capture or do even worse to unsuspecting innocents. Thankfully, you have a high level drug resistance skill. This skill makes you virtually immune to the negative effects of any drug or poison save for the absolute strongest, though even those are less effective. This also applies to diseases, though keep in mind the disease of the god bird Caladrius could still easily spell your end.

200 - Alchemy
Alchemy is one of the most useful skills in the world. Typically locked exclusively to alchemists, you've acquired this skill regardless. Alchemy allows for not just the brewing of potions and poisons, but also the reshaping of matter itself via contact. As long as it isn't currently alive, you can warp the shape of any solid matter to suit your needs and someone who's very creative can do incredible things with this, like turn the corpse of a dragon into an airplane powered by wind magic.

400 - Carved Into the Soul
There are certain things that can't be forgotten or forgiven. Events so painful or memories so fond they've been carved into the deepest part of your being. You will retain these memories no matter what happens. Even if your whole brain were wiped or time itself reset, these memories will remain. So long as these memories remain, your other memories will soon follow. You will never forget what they've done to you.

400 - Unbreakable
Losing yourself is perhaps the worst fate that could befall someone. To be broken and made nothing but someone else's plaything, having your very personality snatched away. It won't happen to you, though. No amount of torture or brainwashing would be able to make you lose yourself. You'll always retain your will, your drive, your personality no matter what you have to suffer through. You will survive and you'll pay them back tenfold for what they've done to you.

600 - Blessed Eyes
A right eye of the spirits that can see through all things in this world. A left eye of the gods that can peer into the future itself. These are the gifts that have been given to you. Your right eye is the【Jade Eye】and its abilities are many. It grants enhanced perception of everything. You can see mana in the air, the leylines in the earth, you can see perfectly in darkness and can even see through objects like x-ray vision. You can also see poisons or diseases in liquids or in other people and you can see in high detail up to 200 meters away with some focus. You can do an appraisal of someone just by looking at them with this eye, allowing you to see their race, class, level, stats, abilities, skills and even talent values. Its final ability is enhanced kinetic vision. By increasing the eye's focus, you can perceive time as vastly slowed down around you, allowing you to easily react to things you otherwise could barely perceive.
Your left eye, the【Spirit Eye】, is much simpler but is just as powerful. It allows you to see several seconds in the future, foretelling your opponent's actions and reacting accordingly. Both these eyes take stamina to operate and the【Spirit Eye】can be particularly draining if used too much. With these eyes, there is nothing you can't see through.

600 - True Love
People who dedicate themselves solely to revenge will find nothing but emptiness once their revenge is complete. You're not so foolish as to only care about revenge. You have another pursuit just as important - the pursuit of love. Through both your natural charisma and some good fortune (and brainwashing, gaslighting, drugs, hypnotism...), you draw lovers to yourself like a moth to a flame. As you spend time with them your love will only deepen until they're solely dedicated to you, not minding that there's 5 other people also in love with you. These lovers you bump into often turn out to be powerful allies, like a future demon king or the world's greatest strategic mind. Who says you don't deserve to be happy?

Pure Soul

100 - Angelic Beauty
You will have the envy of entire nations. Your appearance is like that of a fairytale prince or princess. You're so beautiful that some people may fall in love with you at first sight and it's certain you'll receive favorable treatment from most people just due to how attractive you are. Of course, this could attract the wrong types of people, but you'll cross that bridge when you get there.

100 - Taming the Beast
You may end up falling in love with someone only to find out they're just a teeny bit absolutely nuts. That's okay, though - you can fix them. The longer you spend in a relationship with someone the more your presence begins to change them. They'll slowly soften up not just to you, but to the world, and a madman hellbent on revenge will eventually become a decently good guy that just wants to cook. This can be turned off if batshit crazy people are your thing.

200 - Instructor
Combat in this world isn't as simple as just gaining higher levels and stats and overpowering your opponents. You have to train your body and your reflexes in order to reach your maximum potential - having a high speed stat means nothing if you literally can't react to how fast you're moving, after all. Not only are you an expert in combat who can quickly train up your body to match your level, you can even train others to do the same very quickly. With just a few months of harsh training, even a prissy princess could fight on the level of a knight.

200 - Black Angel of Chaos
O, spear of light… O, sphere of darkness… Come forth! You have the rare ability to command both light and darkness magic. Light magic is a powerful offensive magic which can travel at the speed of light and tear right through almost anything in its path. Aside from beams, explosions of light can also be generated. Darkness magic is less offensive as it directly creates and manipulates darkness to do things like shroud your enemies in a veil of darkness. It has direct combat applications which are unlocked at higher levels of skill. Use the power of duality to reap the souls of thine enemies! …okay, maybe that was a bit too chuuni.

400 - God of War
It's easy to feel useless if you're surrounded by strong people while you lack that strength. There's something you possess that they lack, though, and that's your brilliant mind. You are a genius, capable of reading and memorizing whole documents in a few seconds due to your amazing memory. Your intelligence especially shines through in the fields of politics, military strategy and tactics. You can plan tens of steps ahead and mentally simulate a battle countless times to accurately deduce what the outcome will ultimately be. Strength wins battles, but your mind can win wars.

400 - Voice of a Goddess
Did you fall down from the heavens? You have a charm and charisma that could only be described as divine. You can deliver speeches so profoundly moving that they can cause two enemy armies to stop fighting each other or start an uprising on the spot, not to mention what you can accomplish on the personal level. Your acting skill is also supreme and only the sharpest individuals could see through a lie if you were telling it. Finally, your actual voice itself is beautiful and when you sing your heavenly vocal cords can move grown men to tears.

600 - Sword Saint
The Krylet lineage are a noble family which have bred for many generations to produce the greatest swordsmen, gaining an entirely new class, the【Sword Saint】class. Their skill with the blade is unrivaled, but among all of them you are the greatest (even if you have a different class). Not only do you have the skills and abilities of the class such as All Seeing, which allows you to detect absolutely anything within your vicinity that's in sword range, but your raw skill and talent with the blade is unmatched. When you focus, you can see and cut at the gaps between molecules and enhance your blade with “qi” in order to cut through even nigh indestructible materials like orichalcum. Your reflexes and the speed at which you swing your blade are second to none as well and this, combined with your massive talent values in speed and attack, make you the greatest swordsman alive. Your children will inherit this talent and even continue to grow stronger in the blade as the generations go on.

600 - Divine Beast
Mortals behold the true power of divinity! Rather than a mortal race, you are a newborn divine beast, heavenly beings which take many forms and hatch from eggs. Your form could be anything from a majestic hawk-like bird to a fox, though with your young age you're likely small and cute. You are naturally very powerful and have unique abilities you can decide on befitting your form, such as a fox having shapeshifting and special enhanced fire. One of your main abilities as a divinity is the ability to battle forces of corruption. You can conjure white holy flames which can incinerate unholy and evil things and imbue these flames in spells, people and objects to enable others to fight against these dark forces. These flames can burn away not just evil beings, but even things like illness, curses and bad luck. You can switch between a small animal form and a more humanoid form at will. Some day you'll undergo a sudden evolution and become just as big and powerful as the god bird Caladrius, though that could be 100 or even 1000 years from now, so until then enjoy being a cute little god!

Corrupt Elite

100 - Perfect Mask
A noble king, a pure princess, a kindhearted priest - in the Jioral kingdom these are all just fronts hiding the disgusting scumbags underneath, though the citizens certainly seem fooled. You can maintain a positive reputation in the eyes of the public despite whatever heinous crimes you may commit, so long as you keep them on the down low. People are very slow to suspect you of any wrongdoing and would need airtight proof before you'd get in any sort of trouble. Even if you did something awful in public you could still turn it into a situation where you're in the right with a good spin.

100 - Brainwashing
It really is bothersome when some worthless scum refuses to do what they're told. Well, you know how to make them obey. Using a combination of drugs, hypnotism and good old psychological manipulation, you can break practically anyone into an obedient little puppy begging you for more drugs and asking you to step on them. Aren't they just the cutest when they're like that?

200 - Spy
It's not exactly a surprise that you'd use underhanded tactics to get what you want, but what is surprising is just how good you are at it. You're a master when it comes to intelligence gathering, espionage and infiltrating groups as needed. You can sneak into heavily guarded castles or vaults undetected or act like a double agent for years without being found out. You can train others in these skills easily, allowing you to create your own intelligence network. You'll be one step ahead of everyone.

200 - Scapegoat
It really is convenient just how stupid the public is. No matter what you do wrong, you can just blame someone else for your crimes. Whenever you do something wrong like start a war or enslave an entire race you always manage to spin the perception so that you're the one in the right. They started the war, not you! And those slaves are happier like that anyways. If it's too egregious, then even you can't trick the general public. The people are not gonna buy that you were just trying to turn everyone on the planet into mindless monsters for their own good.

400 - Ultimate Warrior
Your strength… extraordinary. You possess physical abilities far beyond what your appearance or even level would suggest. You can swing even a heavy axe so fast it creates a sonic boom and shatters orichalcum. Your speed and reflexes are just as amazing, as even someone near the level of the demon king would have trouble perceiving you move at all. Even your skill is likely the best in the world apart from the Krylet lineage. If it's just a purely physical fight, you should never lose to anyone.

400 - Contingencies
You've been around for quite some time and seen all the ways people's hopes and dreams have crumbled to dust in their hands - so many poor souls who never stood a chance or stumbled right before the finish line. You don't intend to go down like that. Due to your combination of experience, intellect and creativity you are the world's greatest schemer. You always seem to find the best route to reach your goals while being prepared for any possible calamity that could befall you along the way. You understand how people think so predicting their moves is child's play, and in the event you do get caught in a hopeless situation you can always think up some clever way out. Your beloved won't be seeing the last of you any time soon.

600 - Demon King
How could this be? Somehow, you've become the new demon king! As a demon king, your strength is freakish compared to anyone else - whereas 80 is an unheard of level for nearly anyone, your level is over 180. You've also gained two powerful skills which you can decide the effects of. An example is【Corrosion】, which could near-instantly decay anything the demon king touched to nothing. Aside from your strength, you can issue orders of absolute obedience to all demons and monsters, meaning it's impossible for them to disobey your verbal commands. This ability applies to similar creatures in future worlds.

600 - Black God
You know of a dark secret that few others do. The power of the Demon King is secretly the power of an evil god that wishes to return to this world. Using a modified philosopher's stone to replace your own heart, you've managed to tame this dark being’s power as your own. You are filled with a black miasma and liquid. This liquid can be manipulated remotely to do things like manifest tentacles to attack your enemies. You are immortal, untiring, unaging and you can regenerate near instantly even from being reduced to nothing but ash and smoke. Purifying flames of a divine beast and the divine stamp are your only weaknesses, but due to the massive concentration of dark substance in you it would take a ton of either to kill you. You can infect those who touch you or the dark goo with the substance, granting them the same abilities. You can also manipulate their biology in ways such as giving them wings and somehow making them glow. The more of the dark substance is in someone the stronger they get, and with the amount you have you're stronger than even the Demon King. You'll only get more powerful the more people you infect, as their power will go to you and in turn increase the evil within you. You are a god, and now it's time to make your own heaven on Earth.

Items

Free/100 - Beasts
It's a big world out there and you're gonna need some way to get around. That's why you've got a raptor. Raptors are large lizard monsters significantly faster than a horse and strong enough to carry three people on their back without issue. For 100 CP you can instead gain a tempest wyvern. This is a dragon type monster famous for their impressive speed and ability to manipulate wind. A trip that could take months on raptorback would take only days riding a wyvern. They're also powerful death machines otherwise, as it's still a dragon after all. They normally only obey their particular demon master, but this one has taken a liking to you.

If you are a demon, you also get one of whatever type of monster your tribe controls for free, such as the giant cows controlled by the mad cow tribe or even tempest wyverns if you're of the tribe that controls them.

Free for Hero/200 - Divine Arms
The greatest of artifacts in this world were not crafted by mortal hands, but gifted to humanity from the heavens countless ages ago. You've acquired one of these sacred treasures for your own. The divine arms are weapons that normally only bond to a【Hero】, though in your case it will make an exception even if you aren't one. It begins as a red jewel and the form it takes, as well as its abilities, are based entirely on your wishes upon taking a vow with the divine arms. Keyaru's divine arms, Gorgias, took the form of a gauntlet and would automatically cast recovery heal for him in response to harm to make him nigh immortal and also let him use deterioration heal up to a few meters range via a beam instead of needing direct contact. Another example is the divine cannon Taslam, a laser cannon with unlimited ammunition which fires super powerful shots that can either home in on a target or be manually aimed, with the bulky parts secretly being tons of attachments to a small pistol that's easily concealed while still being powerful. Carefully consider what you want, because once your divine arms takes form you can't change it.

Adventurer

100 - Alchemy Toolkit
You have all the equipment a budding alchemist could need - vials, beakers, ingredients and so on. You also have tons of diseases and poisons on hand, from paralytics to aphrodisiacs and even deadly neurotoxins. With enough experimentation, you can create almost anything including synthesizing cures for diseases. You've also got darts to administer these drugs from a distance. Have fun!

200 - Monster Food
Monsters are considered inedible due to the toxic mana in their bodies, which is unfortunate because they also have special genetics which can boost talent values. Luckily for you, you now get some monster parts that have been cleansed of the toxic mana, making them entirely edible. You receive parts of a whole new monster every day in amounts enough to feed ten people - bears, boars, giant crabs, even orcs if you can stomach it. The first time someone eats that day's particular monster, one of their talent values will rise by 3. This means regular stat growth for both yourself and your party, guaranteeing you'll be a force to be reckoned with. It's still up to you to actually cook the stuff, though.

400 - Caladrius Egg
Did you lay this egg? It seems to have bonded to you either way. The egg is slowly sucking off tiny amounts of both your essence and to a smaller extent the people around you and when it hatches it will become a divine beast reflecting the people it harvested mana from. Divine beasts are incredibly powerful, possessing the ability to purge corruption and also having forbidden divine knowledge they can't tell you without facing retribution. It will one day suddenly transform to match even the god bird Caladrius in power, though that could be a century or even a millenia away. It will also likely be very cute and small, making it a fun pet.

600 - Philosopher's Stone
The heart of the demon king, a legendary item which enhances magic to unimaginable heights and stretches the bounds of what's possible with it. The stone can take a spell meant to revert biological beings to their original form and instead revert the concept of time itself. A ritual that would require the sacrifice of hundreds of thousands of souls could instead be cast merely by possessing the stone. These are just two examples of what's possible with this almighty gem. The world is now your plaything.

Pure Soul

100 - Plane
Now where did you acquire this strange device? This is a flying machine known as a plane constructed out of dragon parts. It has no mechanism to move itself and is meant to be operated and steered via wind magic. It can get around very quickly, though not as quick as the tempest wyvern it was evidently crafted from. It also has no sort of landing mechanism like wheels and is meant to be stopped via wind magic. For an additional 100CP (undiscounted) this is an upgraded model made with mithril. Besides the new material, the biggest change is the addition of a landing gear and turbines which utilize a combination of wind and fire magic to compress and then burn air, which then spews out the back to achieve speeds many times faster than a tempest wyvern, fast enough to make a months long journey into six hours of flight.

200 - Family Heirloom
Your family left you a special gift. This is a weapon of superb craftsmanship which has been enchanted with the ability to break apart magic on contact, disrupting things like enemy spells by swinging at them, though this isn't absolute and may not work on highly superior magic. It has been further enhanced to be bathed in purifying holy fire which can destroy beings of an unholy or corrupt nature, negating their ability to heal themselves from the damage the weapon inflicts. Finally, it's been engraved with a sigil down even to microscopic levels, this sigil being a divine symbol that can sever the connections between dark beings and their hosts. You can choose what type of weapon this is.

400 - The Tribe
Both demons and demi-humans live in tribal structures, but these tribes can be very advanced. Some demon tribes are mighty and numerous enough to have small nations to themselves. You're now the leader of one such tribe of either demons or demi-humans. You can decide the species, whether it's the vicious and mighty ice wolf demi-humans or the fast and thick thighed star rabbit demon tribe. Their resources and battle power are equivalent to a small nation and they loyally follow and obey you as their leader.

600 - Caladrius
The kokuyoku tribe are unique among demons in that there is only one being they can tame, and only one has tamed this being before, but now you have too. This creature is the god bird Caladrius, a massive bird with an over 500 meter wingspan which can both consume and produce disease on a large scale. Caladrius once destroyed an entire nation over the span of a night by raining its disease down on them, a disease that is impossible to resist or adapt to. With just a few minutes of raining down its snow like particles which carry the disease, Caladrius can wipe out a city of tens of thousands. Caladrius also possesses the ability to fly many times faster than the speed of light, wrapping its master and their allies in a shell so they don't instantly die from the acceleration. Caladrius is not to be summoned lightly, however, as to use its power eats away at your life force, a part of you so fundamental that even the hero of healing can't restore it. The strength of your life force may vary, but on average you could only use its power three times before you'd be reduced to a vegetable. Your life force will very slowly recover over the course of years.

Corrupt Elite

100 - Opium
If you wanna tame a puppy you have to give him some treats. People are much the same, except instead of biscuits you give them drugs. This pink liquid opium is highly addictive to the point where regular consumers are effectively turned into mind broken zombies desperate for the stuff. Perfect for turning unsuspecting heroes into cute little pets

200 - Shota Spy Network
Information is one of the most valuable things in the world. One little secret can bring whole nations to their knees. You have a massive network of agents at your disposal which operates on an international scale, made up of elite agents who've been trained to be the world's best spies. They are extremely devoted to you in particular (in more ways than one) and you've selected them partially because they're all very attractive and your type, be that adult female beauties or little boys. You sick fuck.

400 - Nopperabou
What manner of creature is this? Whatever it is, it seems loyal to you. You have a large black pool of the dark god's power which has formed itself into a tall humanoid with no face. This being has the same form of immortality as others with this power and by touching a being with human level intelligence for 17 seconds it can absorb their power, making them into a mindless black knight under its command. Due to it absorbing their power, it copies all the knowledge and abilities of those it transforms, although it may be a bit too stupid to use them completely effectively. Much like the corrupted Jioral King, it can extend spike tipped liquid tentacles from its body as a powerful attack. Its main weakness besides its relative stupidity is that it is still harmed by the purifying fire of a divine beast.

600 - Kingdom
You are no mere noble, but a ruler in your own right! You now rule over a prestigious and powerful kingdom, one which can match even the Jioral kingdom when it comes to military might and reputation. Not only do you have plentiful resources and many cities and villages under control, but you have both an elite and hardened military and heroes who can match up to the Jioral kingdom's mightiest heroes. The reputation of your kingdom is one that strikes fear and admiration in the hearts of all other nations and beyond all that, you have one secret trump card. Hidden within your massive castle is an ancient ritual chamber designed to cast a spell powerful enough to mind control the whole world. For a ritual of this magnitude to be cast you would either need hundreds of thousands of souls as sacrifice or the philosopher's stone, but such a thing can be managed. This chamber can be reworked to cast other rituals of this scale, but it would take an incredible amount of magical knowledge and skill.

Alternatively, you have a very different kind of kingdom. This place is devoid of humanoid life, instead filled with humans possessed by the dark god's power. These beings number in the thousands and are under your command. Besides the basic ones, there are many elite ones which are absurdly strong, have angelic wings, glow with a golden light and can turn people into more monsters. This force is more than enough to conquer the world!

Companions

100 - Me and the Girls
Do you really wanna bring your friends into this world? Are you sure? Alright. For 100CP you can either import or create two companions, who both gain the ability to select an origin, race and +600CP to spend on whatever they like. Alternatively, you can import/create just one companion for 100CP who gains all the same benefits but +1000CP instead of +600CP.

100 - Crazy Psycho
If you'd like to bring one of the colorful characters from this world along with you, here's your chance. While you can companion people for free, paying guarantees they'll accept your offer to come along with you.

Free - Chéri
You've found yourself a foxu! This beautiful woman is from an obscure demi-human tribe, the white fox tribe. The tribe's accent is noticeably unique and hers is clearly thick. She had a rough childhood due to her abusive and neglectful mother, so she traveled to Buranika to be an entertainer. She's got a goofy and fun personality, and she loves teasing her friends by sharing cursed sexual knowledge she's learned over the years. She's a bit dense at times, has terrible memory and she's starting to get into her 30’s so she desperately wants a strong, capable and simultaneously somewhat dumb man to sweep her off her feet. Her abilities are buffing others and shapeshifting, and she occasionally likes taking a loli form and even a goofy but cute looking animal form. She also has a slight obsession with ketchup.

Drawbacks

+0/+200 - Do of Healer
Instead of starting on Keyaru's loop, you're starting in the original timeline where he is still naive and knows nothing. Assuming you don't change much, things will play out the same as they did in that version of the world. However, there's another option here if you choose to become the【Hero of Healing】. In exchange for gaining +200CP, you are now Keyaru in the first loop. You will soon awaken to your role as the hero of healing and princess Flare will come for you. The same events will happen to you as what happened to him if you don't take action. It will also inevitably end up being your responsibility to stop Bullet, the hero of the gun, from dominating the world and making you his sex slave. Good luck.

+100 - Low Level
It's unfortunate, isn't it? You've got all that potential, but you'll never reach it. You were born with an abnormally low level limit, around 20 for a human/demon or even 14 for a demi-human. This applies even to heroes. There is one way around this, namely taking the semen of a male hero inside you, which can raise your level about three times a day if they're giving it all to you. Will you take your destiny in your hands? In case you're wondering, no it won't work if it's your own. You're nasty.

+100 - Dark Desire
You have a strange proclivity, a need really. It's a vile perversion that would cause others to scorn you if they learned about it, like the desire to molest and kill young boys. This desire is possible to resist for a time, but sooner or later you'll give in to temptation. You should be fine, though, as long as nobody finds out.

+100 - Naive
If only you knew how bad things really were. You've been rather sheltered from the harsh truth of this world and so you assume the best in people. This will not end well for you. On top of that, you're also clumsy and inexperienced when it comes to combat. All this can and will be fixed with time, or rather you'll have to fix it if you wanna survive.

+200 - Trauma Dump
Hey, what's with that look in your eye, pal, you alright? You've had some BAD stuff happen to you in the past and it's driven you a little crazy. Maybe you're a sadistic psycho who tortures people for fun or you think imaginary people are talking to you. Whatever the case, you're kinda out of it and may not be yourself for a while. Like, “a decade” a while.

+200 - Retarded Revengeance
I don't know what happened to you, but you've become obsessed with the concept of revenge and constantly seek it out. Your new moral code is that you won't act against someone unless you personally have a reason to take vengeance on them. The logic for this can be pretty loose, but you still need an excuse of some kind before you can lay a finger on them.

+200 - Nemesis
There's an enemy out there that you wish to defeat more than any other. Just thinking about them strikes fear and anger into your heart, and with good reason. Although they may not necessarily be stronger than you, they're definitely smarter than you and more experienced, plus they know you like the back of their hand. They can predict your every move with ease unless it involves information they had literally no way of knowing about, and with the intelligence network at their disposal that information is few and far between. Worst of all, they have a nasty habit of surviving even when it seemed like their death was guaranteed. You may be able to take them out, but it'll take a hell of a strategy. If not, they'll likely end up making you their plaything.

+200 - Dead or Alive
You really must've ticked someone off. You're wanted by a massive power like the demon King's army or the Jioral kingdom. They'll be hunting you to the ends of the earth and they'll send countless mercenaries, assassins and even elites of the battlefield to ensure your death. The only way to stop this would be to take down the very governments themselves by assassinating the leaders, so good luck with that.

+300 - Slave
What a sorry state. You've been reduced to a plaything, a mind broken slave of some cruel master who's found a way to guarantee your absolute subservience such as drugs,.mind control or the knowledge of your true name. You're regularly abused in almost every way imaginable and too out of it to even resist. In a few months you'll regain your mind without your masters knowing, but your only chance for escape will be a rare opportunity in the future you'll have to plan for to achieve. If you miss that opportunity, you're pretty much screwed.

+300 - No Hands
Other people have special powers. Other people are amazing. You're just you. Your combat ability and potential is practically non-existent, to the point where even just a regular soldier would whoop your butt ten times out of ten. You may have saving graces in other areas like intelligence or certain skills, but strategy and tactics are all you'd be able to contribute to a fight, if even that. Don't go developing an inferiority complex, now.

+300 - Demon King's Woe
The demon king is actually just a vessel, a tool for a dark god to try to resurrect itself into the world. Now, you've taken on that role but without any of the power or prestige that comes with it. The dark god has put a fetus inside you which heals all your wounds and prevents you from starving. This may sound nice, but it is not. It prevents you from eating and sleeping though you still feel hunger and get tired and as more and more corruption from the dark god enters your body you'll become less and less yourself, your actions increasingly controlled by the dark god. You can resist this, but due to the constant agony you're in that's easier said than done. It'll have to be done, though, because if you don't the dark god will be reborn through the fetus to take over both the world and your chain, dooming countless worlds. Who would want to be king?

The End

And so your journey in this world comes to an end. Hopefully it wasn't too traumatic on you.
Now, you'll just have one final decision to make.

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Notes

- In terms of talent values, anything above an aggregate of 400 is impressive, high 500s is hero level, Eve Reese, the future demon king, has over 600 and Guren the divine beast has over 680.

- A “party” is just a type of group people can agree to be in that binds them so that any XP any of them gain is evenly distributed among the group. More than four people can fight together at once, but they can't all be part of the same “party”.

- Keep in mind for Demon King that demons in this world are more like monster people and not infernal creatures from hell.

- The Hero class has a hidden divine power strong enough to even blow away the goo monster Jioral King, but this power has long since been locked away due to the fact it eats away at the hero's being and kills them within 2-3 years. The only one to unlock this was Keyaru by using recovery heal to revert the concept of his own hero class and he then promptly put it back so he wouldn't die.

- Black knights are people transformed into mindless zombies that are immortal and regenerate from basically anything. There are a couple ways to deal with them. The main one in the series is the purifying fire of a divine beast, though weapons with a particular sigil carved on them can also work as that sigil severs their connection to the dark god and removes their regeneration. There's also freezing them and using transformation heal, which both effectively make them unable to do anything. The demon king can also counter it because the power technically originally belongs to the demon king. Finally, it was revealed the regeneration is fueled by their soul, so if you just kill them enough times (probably a couple dozen) they'll burn their whole soul out and die for good. If you're a Black God I'd say you can use the power of the philosopher's stone in your chest instead so you revive infinitely.

- Chéri is based on the Vtuber Kirsche Verstahl.

- Thanks for using my Jump!