God of Heroes Benefactor



You awake to find yourself in a cabin nearby is an oldman who looks…disappointed

Ugh! Another failure.

As you approach him he sees you.

Oh. Sorry about that. Didn't mean to bring you here. I'll send ya back

Accept

Right see ya again sorry

Ask whats wrong

I shouldn't….then again what do I got to lose? First let me introduce myself. I am Grimoire, God of Heroes. You are aware of the Isekai genre right? Character gets summoned to another world and all that jazz? Well there was one particular aspect of that has…dismissed. Stop me if you heard this one before A group of people get summoned and is asked to save the world-

You say stop

Yeah its been done to death right? But here's the part you are probably not aware of. That set up was played straight. Group is summoned or a person is summoned. They are the hero or heroes. They are asked to save the world from an evil. They slay it, sent home. Roll Credits. So why? WHY?! WHY FOR CRYING OUT WHY?! IS IT HARD TO FIND A ONE STINKING PERSON OR WORLD THAT DOESN'T MESS IT UP!!!!
He collects himself and elaborates

Okay take this recent one I was keeping an eye on.

He show Rising of the Shield Hero

Four Heroes are summoned asked to save the world. One is kind of looked down because his weapon is a shield. And I think "Okay he just needs to prove himself and they can unite" Instead Princess Bitch....She was renamed that by the way, decides to frame the sheild hero. AND IF THAT'S NOT ENOUGH THE OTHER HEROES ARE DRIBBLING MORONS!!! All I ask for is One. ONE HERO THAT DOESN'T MESS UP, BECOME AN ASSHOLE, OR BECOMES EVIL JUST ONE!

He sighs

Sorry but thank you for letting me rant...I can send you home now

Accept

Again thank you...see ya

Say you could do it

You? Well I mean sure you could but there are no world that is in a dire need of a hero that hasn't been....hold on...there is this new faggled thing going around in divine community called Jumpers. Hmmm....Say. Why don't YOU be my jumper. Yeah. And show those other heroes and those Gods and Goddesses what a REAL Hero looks like!

Accept

EXCELLENT! Now...uhh hmm... One moment we need to do a few things....you outside of the usual Body Mod and Warehouse things....First you need the proper boons and I need to set up some restrictions....think of them as rule or tenets. Then You can start. Now lets see.

Boons

Heroic System

Well we are trying to show those other 'Heroes' whats what. So it would be appropriate to give you a system. Now this is usual System. Levels, Skills, Spells, Attributes. All that stuff but what makes this one special is two things. 1) It's a part of your body mod. It will always be a part of you. Regardless of Drawbacks or Gauntlets. 2) It absorbs any other system or system like abilities into it. This includes perks, So keep an eye out for those.

Heroic Class

Well you ARE the Hero. So it would make sense togive you are Hero Class…or job or vocation or whatever the term is. Before you go thinking you're all-powerful. It starts at level 1. In each jump. But it evolves with each fantasy themed jump or JRPG themed Jump you go to. In addition like the system it can absorb other classes, vocations, jobs, etc. Into it. However these tend to be very rare or uncommon classes that get absorbed. So in addition I am going to add Classes/Vocations/Jobs you get from perks, items or scenario rewards to that list.

Heroic Weapon Mastery

While yes Heroes tend to favor Swords in most stories/games. I think it would be more appropriate, not to mention fun to expand it a bit…lets see, lets use Rising of the Shield Hero yes. Alright this means you can wield any Sword, Spear, Bow, Shield, Axe, Hammer, Gauntlet, Claw, Staff, Throwing Weapon (Originally called Projectile but I think Throwing Weapons fits more), Whip, Scythe, Fan or Katana with expert skill. A true weapon master.

Hero's Weapon

Hmm one second

Grimoire looks in his cabin. Then brings out…a Keyblade?



Its NOT a Keyblade. It's actually one of my creations that I made while I was playing Kingdom Hearts and Duskfade. ANYWAYS! This Chrono Edge. Technically a sword but it

also counts as a wand. And yes…it can be treated as a Keyblade. Shush. It can not control time but it does hav access to variety of time related spells like haste, slow, and stop. Even can shoot clock based projectiles. But what make this special is that any item you purchase that falls under the weapons types that I have listed in ***Heroic Weapon Mastery****, can be imported into it. Making it stronger and gaining their abilities. And If you somehow import a weapon like a copy of the Master Sword or even a Keyblade it will works just as well as the original MC Coy. Plus it can shapeshift into the weapons you imported into it. I'll add a knife and bracelet form to it so you carry it without being look at funny. In addition, this weapon can absorb materials to gain new forms. Those forms grant abilities and can 'level up' to gain newer abilities once a form reaches max level up (Level 10) it is considered mastered, and the abilities that form grants is available to the weapon permanently, regardless of form*

Hero's Armor

This time he shows some garments that don't look like armor



Now I know it doesn't like much but this is armor. It only looks like this right now because it is starting at level one. Oh did I forget to mention this. This Armor Level's up. So does the weapon. But here's what makes the armor more special. I know for a FACT that you are going to be obtaining other classes/job/vocations/whatevers out there in your chain. Well

as you collect them this armor will develop enchantments and qualities based on those things. In addition just like the weapon you can import armor into it….or rather robes, tunics, regular clothes, light armor, plate armor, Chain Mail armor and leather armor into it. Nothing Heavy though…that ruins it. In addition it also shares a special abilities that the weapon has it can absorb materials to gain new forms and abilities. Just like the weapon once that form has been 'Mastered' the abilities that form grants will be available to your armor in any form it takes.

Bringer of Potential

So this one is more focused on others then yourself. Basically any companions that you recruit will be able to level up and get stronger like you. But more over and more importantly they will unlock classes/jobs/vocations etc. unique to them that only they can use. So they can stand by your side. Without fear of being left behind in the dust

Hero's Quest

This one may seem odd but you can take any Scenario without having to worry about any restriction it may have. AS LONG AS IT IS A HEROIC QUEST! No trying to use this boon as a means to find loop holes to do dark deeds! Speaking of which lets talk about those rules

Class Blessing

Okay so this one is a bit special. Pick one class between: Warrior, Mage, Rouge, Cleric, Blacksmith (Basically any crafting Class). Any purchased perk associated with that class becomes part of your Body Mod. If an entire Jump is dedicated to the selected class, all perks purchased from that Jump become part of his Body Mod. These abilities remain part of his fundamental capabilities rather than relying on a particular world's magic system.

<u>Tenets</u>

Be the Light of Hope

Remember you are a HERO! This means being a good guy. Not a villain. So you must seek to do acts of good, help others, and beat villains. So the minute you start acting villainous or being stuck up jerk I'll chain fail you.

Humility and Kindness Brings Success

Don't get me wrong you are going to be powerful. But don't act like pretentious jerk or get too cocky. That's how so many 'Heroes' end up messing up

Empathy and Wisdom is Important

Not just care for others. But also be mindful of your actions. And if something is your fault resolve or fix the damages that have been done and accept fault for it. That's the only way to improve.

Teamwork makes the Dream Work, Not Lust

While companions are nice. Arm Candy isn't. If you are going to recruit a bunch of people they have to contribute to your journey. You can't just recruit someone to be your bed warmer. Friends are fine but they can catch up thanks to ***Bring of Potential*** *boon. Basically your hero's party should not look like an over glorified harem. Each member should contribute something to your quest. Then again that being said this also means any companion that you have imported at least once becomes a part of your Body Mod and can be imported for free and gains 1000 CP. If there is an import options it gains 1000 CP on top of whatever the import option is offering.*

Heroes are NOT idle, but they can NOT solve everything

This one sounds weird but what this means is that while yes you can get involved in the plots of the jumps you enter. It doesn't mean that you should do the Main Characters of that World's job for them. You can aid them. But you have your own quests and adventures of your own. Just do your part to ensure the big bad of the plot is defeated.

Trials of the Hero

Once every 10 jumps you will be asked to head to a fantasy setting or JRPG setting.

<u>One Last Gift</u>

Ah before you go there's this kid that I was hoping to send to another world for a while now and now that you are here he would be a good first companion for ya. His name of Taro.



Taro

This is Taro. He was recently reincarnate and was kept an eye on. His 'Cheat' is the ability to use any form of magic if he has seen it and practices at it. Right now he has a selection of basic elemental spells (Water, Fire, Earth, Wind, Lightning, Light, Dark, Metal, and Wood) and beginner level healing magic. He's pretty good with daggers and short swords.

That's everything. NOW go forth MY HERO!

Changelog

09/16/26: Version 1.0 Complete