

The Knight King Who Returned with a God

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v1

by PerfectlyNormalShard

Welcome Jumper, to earth, or is it the world of Dragonia, or one of the countless worlds of fantasy and science fiction out there? Regardless all living being in this universe are subject to the predation from demons and all would be lost with the intervention of Leon of Dragonia, king of knights and agent of the gods, wielder of the lionheart and guardian of the grail, along with the divinities he follows. As for earth, it is one of gates and hunter, the power levels of these hunters and dungeons are similar to that of solo leveling from E to S, with a few exceptions such as war knight, grail knights, some demons and other worders, what is different are gate survivors, those who survive the invasion of their world, are attracted to one of these gates and survive. All are at least S rank and beyond.

Take **1000 Choice Points** to fund your adventures.

Starting Location

*Choose from one of the locations, or Roll a **1d8** to determine where you start for an additional +100CP.*

Kingdom of Dragonia

The kingdom of the king of the Lionheart, famous for their divine knights.

queendom of Spero

The queendom of the wise mage queen, famous for her magics.

The Ancient City

An ancient city from an advanced civilization, long destroyed by demons, only its last machine knight protects it, you are safe so long as you do not leave the graveyard you find yourself in.

Seoul, South Korea

The capital of south Korea, what more do you want to say, choose a random historical place, you wake up there

The Mage Tower

A rather famous place, known as a gathering for exceptional mages from all over the world.

Gate of the Beast God

A gate belonging to the beast god, housing his heretics and besieged by the grail knight of the Goddess of fertility and life Demera.

Gate of The Orc god

The gate of the orc god, that contain many orc camps, stay away from the river and the surrounding villages, and you are good to go.

Free Pick.

You are free to choose where you choose from the available options.

Age and Gender

Age and gender are largely irrelevant, so long as they make sense within the context of your origin

Origins

All origins can be taken as drop-in, the advantages are largely irrelevant

Virtue of the Forge

You feel a connection with the earth, with the ore and molten iron, and you know that no knight is complete without their steel, and no one know steel better than you, no one know nor care for your origin, only that you are essential for their work, be it mages and their wisdom, hunters and their hunt, or knights with their nobility, they that their work is for your work to be possible.

Virtue of Wisdom

The virtue of wisdom is often mistaken as the False Promise of the demonic, except that this is simply due to interference of sin or lack of caution, those who walk the path of wisdom are those who leave the uncertain and the mythic behind and leave power for the future

Virtue of The Hunt [100 CP]

No matter how common and basic the hunters of Earth are, that they take arm to protect the innocent is honorable enough, those who walk the path of the hunt temper their bodies, their senses, and instinct, so that no prey escapes and no one is left behind.

Virtue of Nobility [400 CP]

The virtue of the ruling class. Nobless Oblige so they say, the strong protect the weak, and you are very strong, your status is evident as king or queen, a difference in status and presence that differentiate you from the common rabble.

Race

Human [Free]

You are human, objectively the weakest of the sentient races, and many believe that you would vanish if not for the benevolence of the gods. How foolish

Demon [+300 CP]

How DARE you exist! Foolish creature that corrupts and feeds on human emotions, you who do not know death and revive at the next dusk. Only divine power can truly harm you (you are forbidden from taking the lionheart or any divine power/perks)

Orc [+200 CP]

The only good orc is a dead orc, hated for a good reason, your body is stronger than any human, your vitality and endurance too, nor are you affected by divine or demonic powers, it is only your faith and magic that are weaker than the other races, who hate you. Also you are dumber.

Machine [400 CP]

A variant of Sir jagd Spinne? Another model? It doesn't matter, what matters is that you are not organic, and therefore suffer no fatigue or biological limitation, a mind greater than any supercomputer on earth, only your motherboard is your true self, with a dedicated facility, you could modify your chassis however you wish

Divine Being [500/800 CP] (must take the drawback non-interference)

Oh, blessed are the divine who watch over their mortals, I should count you among them as your nature as a divine being is evident, be it one of the human pantheons, or kin of the lesser orc and beast gods, or even a demonic god. for 500cp you are the equivalent of a lesser deity, like the servants of the beast god or a demonic duke like the one trapped underwater. For 800 CP you are equivalent to one of the divine gods or even one of the seven great demonic lords.

Perks

Origins get their 100cp perks for free and the rest are discounted by 50%.

General [Undiscounted]

Impossible Beauty [Free]

A masterpiece crafted by the gods themselves, that is the only definition from those who lay eyes upon you, you are breathtaking and easy on the eyes. Frankly, you are so captivating that preference, orientation or type, are largely irrelevant.

Strength of arms [100 CP]

Swordsmanship, spearman ship, horse-riding, theology, politics, charisma, tactics... there are many things expected of knights, and you have mastered them all, with this, you are easily one of the best knights of the kingdom, equivalent to hunters from rank C to B.

Gift Of Mana [200 CP]

Mana is where wisdom and imagination meet, while all can possibly use it, with this perk you can qualify as great mage, choose an element, you are extremely gifted with it, so much so that your own mana mimics that element. And the spells of that elements are greatly enhanced.

Heart of the Lionheart [800 CP] (exclusive for Human and discounted for Virtue of Nobility)

This is a Capstone Booster

Glory and honor to the lionheart! He who wields this heart is the right wise king of Dragonia (or queen), this heart, forged from the vow to the divine, the feats of a heroic king, and the death of a Great dragon, is both a near-endless font and infinite reservoir of faith and mana, with this, you could be the sole worshipper of a god and still maintain their existence, your body and surroundings are automatically sanctified and suffused with holy energies. You may alternatively possess a different but equivalent heart.

Virtue of the Forge

Speak and Listen [100 CP]

A tongue can be just as sharp as a blade, and for those who need protection from knights, this can be a matter of life and death. Simply put, you are good enough at talking that people are more than likely to at least hear you out.

Call to Chivalry [200 CP]

A knight alone is an inspiration, an ideal to idolize, a knight surrounded by soldier is a call to arms. To put it simply, you are able to inspire those who are lesser than you, be it strength or status, so long as they listen, you are able to teach and inspire them to uphold the same virtue and follow you wherever you go, of course it is no brainwashing or mental coercion, so they may interpret your view differently.

Natural Bounty [400 CP]

The true limitation of a blacksmith is not skill or time, but resources. Luckily for you, this blessing will remove it for you, in short, so long as you have used a mined material to craft something (such as an ore) you are able to bless the ground to create veins of that material. Note that this is only for materials found in the grounds such as ore, dragon bones do not count.

Blessed of The Forge [600 CP]

You are favored by Hetu, divinity of steel and blacksmiths, that is the only explanation why you are able to forge wonders of the legendary ranks singlehandedly, so easily and with less time and resources than entire facilities and teams dedicated to the task. Even without a proper smithy, you can create legendary equipment, but with an adequate one, even the mythical epic class is not beyond your reach now.

Capstone boosted: (Star smithing glory)

To forge a blade from the aura of the stars, to forge a bow from the light of the moon or the glory of every warrior of the past, that goes beyond both skill and science, no? in short, any craft that passed under your hand is guaranty one rank higher than expected, second, you are able to forge creations that are closer to divine artefacts, capable to be used by humans or anyone you decide, and lastly, they are near indestructible, only conceptual or divine attacks made to raze a continent instantly, have any hope of breaking such masterpieces.

Virtue of Wisdom

Hidden one [100 CP]

Wise is the one who do not boast, but waits until the battle is over to show himself. You have the uncanny ability to hide, not just your presence, but your nature and intentions, unless one has an inkling to your nature.

Wise is the one surviving [200 CP]

Or is it luck? Happenstances and events, whether by your hand or others, conspire to aid you when you are in over your head, this will not change your situation, but it will help greatly with your situation

Wisdom is Usurpation [400 CP]

Wisdom is realizing that divinity is not exclusive to the gods. With magic, time, wisdom, and luck, you can slowly step into the forbidden, so long as it concerns corruption or usurping, your abilities are magnified to help achieve that feat, whether usurping an opportunity, corrupting corpses as a necromancer, or achieving immortality, the choice is in your hand.

Descent of Wisdom [600 CP]

Wisdom, for some, is the ability to manifest the ethereal into the concrete, in other words, the ability to call upon and give the gods physical bodies beyond mortal capacities, avatars that scale to their strength. First is the ability of after observing a divine skill and intense study, to call down that skill yourself without their consent, and if consent was given used more easily and less costly, lastly is the ability to descend a god upon your flesh making you an incarnation of that god/demon lord, giving you appropriate skills of your own and physical alterations to match (such as horns).

Capstone boosted: (wisdom incarnate)

Very few understand the difference between intelligence and wisdom, which gave rise to recklessness, not you, for you possess the ability to give divine beings avatar body on their own, or descend them upon another person, not only that, the cost of authorities and divine laws are cheaper to you and their range increased tremendously, lastly this divine feat marked your soul, granting you the ability to call upon the divine servant of your god, such as the beasts of the divine gods and command them, alternatively, you could create divine servants of your own, of the same power, but unflinchingly loyal to you above all.

Virtue of the Hunt

Special Skill [100 CP]

All notable hunters possess one, to put it simply, it is a mana using skill to create a unique effect, hardly a divine law, but it is far quicker and more efficient than the elaborate spell it is equivalent to.

Modern Management [200 CP]

The most impressive achievement of earth in the eye of the king is its bureaucracy, and as a hunter, nothing should impede your hunt, not even paperwork, you have the skills of an excellent secretary, knowing the ins and outs of hunter Law and able to manage a large guild, along with its needs and budget. You know who to call to get what at a very reasonable price and keep everything above water so to speak.

Friend to The Infinite [400 CP]

How charming, is it your down-to-earth nature, your honest approach, your spark? Either way, there is something about you that attracts the divine, irrelevant to their treatment of you, so long as they even possess a spark of divinity, demigods too. They may treat you as a pet, a toy, or simply a servant or priest, you are beloved, and it is easier to use skills and rituals that require divine power. And should you already be the apostle of the divine...you will be loved by all divinities far beyond any lover could.

Eternal Vitality [600 CP]

The best hunters are those who after choosing a prey, do not let go, humans are endurance hunters, and you exalt your ancestors with this perk, first, you don't get tired, ever, even during training, while your muscles snap, you do not need to catch your breath or relax, second is you can survive mortal wounds more easily your injuries, healing faster than normal along with that extreme resistance to injuries, finally, your injuries refuse to impede you, pain, thirst or hunger do not affect you while you are hunting prey.

Capstone boosted: (lionhearted body)

The ageless body of a demigod, with skin harder than any armor, muscles, and bones harder and stronger than adamantite, a body that requires no sustenance nor need to secrete anything. A heart unclouded by doubt or corruption, immune to temptation, a mind that does not forget, skills forever treasured, immune to mental, perception, or emotional control. A soul that never wavers, capable of producing faith, hope, and virtue unending.

Virtue of Nobility

Cultural Difference [100 CP]

It is far easier to claim cultural difference for you due to a social faux pas, than anything else, how unfair.

Curse of Corruption [200 CP]

A magic akin to a curse, the essence of corruption, a coquetry that tempts all living beings to hedonistic and worship of you. adaptation is impossible, you can't get used to it, only outright immunity to lust AND love, or straight undeath. Could save you. Loyalty is no shield either, as their servants are now your servants. Thankfully, unlike the queen, yours is something you can control, suppress or scale back.

Wise Sovereign [400 CP]

If the king of Dragonia is known for his lionheart, then the queen of Spero is known for one thing above all, magic, first is the removal of all restrictions when it comes to magic, learning spells, mana affinity and more, along with an increase in skills and reserves, second. choose a theme, dream, eclipse it matter not, you have a devastating signature spell tailored to that theme, along with several lesser spells, lastly, when performing magic related action that work toward that theme, your magic is far more potent and reactive to you.

Divine Authority [600 CP exclusive to divine Being and Virtue of Nobility]

Divine power harvested from the believer's faith and crystalized into a domain. How do you possess such a thing, are you perhaps a god? Or a priest, or a god possessing a mortal avatar? a mortal possessing divine power? It matters not I suppose, what does matter is that it confers you multiple divine laws, and the ability to develop more so long as they are from a domain you possess, with this perk alone, you are granted two. Divine laws are exceptional in how powerful and far-reaching their power is, but also how unavoidable and absolute they are, they work not due to faith or mana or even divine power, but simply because it is the wielder's right. And the more follower you have, the more divine power you invest, the greater the potency.

Capstone boosted: (agent of ALL that is Divine)

Forget being the priest of a single god, you are the incarnation of the pantheon's will upon the mortal realm and beyond, you may be capable of hosting and sustain the entirety of a divine pantheon singlehandedly, but you are also seen as their favored agent and will be treated almost like a favored child, you will also be considered the head priest of each of the gods will all the benefits, you gain access to their authorities and may mix and match any divine laws so long as you can handle it, this also makes you far easier to contact, and bless, as well as natural focus for the gods attention and a facilitator for their miracle. You may choose to have the divine pantheon of dragonia if you wish, additionally should you wish, you may create a pantheon of your choosing, using faith and divine power based off your ideals, so long as you have believers that believe in them, this will of course alter their relationship to you, but still at the same level of love as before if not more, possibly a beloved parent, no matter how feeble you might be or become the number and power of god depend on the amount of worshipper, their zeal and sacrifice, mana, divine power, legend and a million other factors, which also affect the time it takes for them to hatch from the theoretical cosmic egg.

Items

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

General [Undiscounted]

Fashion outfit [Free]

A king must be presentable in any circumstances, using only the Best of the Best!

Seed of the sage [200 CP]

A simple unassuming seed, that will grow into an enchanted tree that purify the land and turn into a forest into ents, a living wooden elemental.

Virtue of the Forge

Ore and Resources [100 CP]

No blacksmith can be considered one without their trusty hammer, here, the handheld tools of blacksmiths, along with ores, a specialized backpack that contains your leather outfit and gloves, along with a magic fueled portable foundry and anvil.

Armory [200 CP]

It would be a shame to craft some wonder and lose it somewhere in the forest for any orc to pick it up. Here an armory, that automatically marks, and store anything you make, if lost, return there unless you gifted or relinquished your work. You may call any armament into your hand and dismiss it with a command.

Divine Forge [400 CP]

The only epithet that this forge deserves is divine, no mortal work could equal the facilities and knowledge that this forge, inexhaustible and able to furnish endless amount of mundane materials. Even a talentless amateur could forge hunter worthy equipment at their first try, to say nothing of proper ones.

Old Kingdom [600 CP]

Your old kingdom, be it Spero or Dragonia. Many demons are seething at how brazen you broke the deal. If you chose Spero, everyone that was supposed to be damned isn't, and if you chose Dragonia, all that was lost to the gates aren't. In short, rather than a simple kingdom, it is your kingdom if it was never touched by demonic influence. If you possess a divine heart or paradise, your kingdom can be inside your soul or live along the dead.

Virtue of Wisdom

Orb of wisdom [100 CP]

A Simple purple glass orb at first glance, but when fed mana, can turn into a clairvoyant spy orb, able to spy anywhere on the planet not protected, second, is the ability to talk to any demonic creature that are favorable to you, but surely you are not that dumb?

Demonic crown [200 CP]

A crown from one of the demonic lords, this one contains an essence of your choice, equivalent to the essence of corruption, it double as a mana reservoir in case of emergencies.

Cursed Blade [400 CP]

Much like another cursed blade, this epic class cursed sword can posses' people and contain the power of a demon duke, unlike that blade, it is not truly house a demon and is impossibly loyal to you, turning anyone you disapprove into their possessed puppet.

Personal Gate [600 CP]

Gates are a curios thing, they take a snapshot of time and invite a bunch of hunters to complete their quest in exchange for loot. You can summon that gate anywhere with a mental flex, but may not move it elsewhere while someone is inside, inside is any field or moment you wish, customized along the line of events you know or have witness, the NPCs are friendly but largely useless outside the gates, you can at any moment decide to issue the quest, or set requirements to activate it, the quest must be possible to succeed, and the rewards equivalent to the difficulties, thought you hardly have any large control over what type of loop, they serve as a good source of magic stone, and if left noticed by a group of sentient being and not completed for a few week, you can turn it into a dungeon break, spamming uncontrollable mobs to wreak havoc there.

Virtue of the Hunt

Hunting Gears [100 CP]

What is a hunter without hunting tools? Here is some gears, some weapons, and reliable hunting suits.

Hunting account [200 CP]

Hunting should be rewarding, no? here is an account where you can deposit money without worry, and if you are lucky some years, 200000 dollars will be gifted those years, you start with 10000-dollar equivalent.

Epic Item [400 CP]

There are many ranks, to classify an item, but the pinnacle of them all is the epic rank, capable of world changing powers, only a few were discovered, of those only a handful were not straight up divine relics, you get one, that regenerate every day and keep pristine, capable of multiple buffs and debuffs

Pantheon Guild [600 CP]

A hunter rarely hunt alone, here is a building, a very, very large buildings, with all the luxuries and facilities a demanding guild master could wish, forges, training area, shop, theater, classroom and more, there is also attached to it some funds and a massive plot of land, blessed by Demera, divinity of life and fertility, that bless all life to produce bountiful crops that in of themselves classify as at least B rank consumables, providing many buffs.

Virtue of Nobility

Divine Steed [100 CP]

All royals have an animal that symbolize them, for the queen it is the eagle, for the old king the Pegasus, for the Leon it is the horse, regardless they are the quintessence of these animals and are far faster than any modern bullets, and more durable than any tank, should they be able to fly, they may sacrifice some of that prodigious durability and strength, but it is hardly a difficult choice

Priest Medallion [200 CP]

A divine necklace passed from priest to priest, this medallion has the capacity to call once a year a particular meteor, made of material and metal foreign to earthly senses. The size, speed and destructive potential, depending upon the time in your possession and the amount of divine power channeled into it. A wielder of the lionheart could summon one the size that killed the dinosaurs

Divine Relic [400 CP]

A divine relic is a special item equivalent to the epic class, but better and possess more numerous powers, and can even be enhanced by the amount of divine power invested in it.

Paradise [600 CP]

The banquet hall of the gods, a place for the departed honorable souls and the seat of the divine that know no grief or strife, and while you may take very few thing at a time from here, you may come here anywhere when you close your eyes, spend how many hours their and call upon the deceased wisdom, and barely a second would pass. And if your heart beats, no power may approach that place without your approval or consent, not even the divine.

Companions

Companions can purchase more companions.

Companion Import [200]

So, you wish to not embark on this quest alone? Very well, pay the tithe of 200 cp each, and you may be granted 600CP to use for your chosen companion, or create one yourself.

A happy huntress [free/200]

A happy, bulliable c rank huntress that is bad with technology, she possess the perks impossible beauty and the first two perks of the virtue of the Hunt, with 200CP, she is quite talented and an A rank hunter with the full perk line of the virtue of the hunt, alongside a single divine law.

Platoon Knights [200]

All war knights command a troop of kingdom knight, who themselves are no weaker than B rank hunters, here are 100 kingdom knights who swore their services to you

Grail Knight [200 CP]

A grail knight is the pinnacle of all knights, who sworn to the gods and accomplished a divine quest, drank from the grail to receive unageing bodies, they exemplify, pure love, undying hope and immense courage, and are each rewarded access to a single divine law.

Grail Knight Yappee [200]

A steel knight, one of 100 thousand who fought to keep the orb of wisdom away from all, whose service earned the respect of the agent of the gods. And later exalted as grail knight under Heto, divinity of steel and blacksmiths, he decided to accompany you on this chain for reasons unknown, a quest? Alternatively, it may be another perhaps surviving machine knight blessed by another god. He possesses the 600cp perk of the virtue of the forge.

Divine Patron [400]

What grand feat did you accomplish, to be so loved by a divine being, what accomplishment could equal the fact that so enamored with you, that they abandon everything to accompany you?

Scenarios

Sovereign of The Lionheart (must have heart of the lionheart)

The last king of Dragonia, Leon, was a reincarnated soul from earth, however by taking this, you will first take his place and walked his path to become the king(or queen) and pass the 180 years fighting of the demonic invasion, using only what you bought here, defeat the millions of demons incoming, and succeed with some proof of life left.

Reward

Should you survive at the end of the world, you will receive the four divine relics left with you, the sword, the sheath, the grail, and the lance. however, should you succeed, you will receive 800CP to play with and be refunded the CP paid for the heart.

Drawbacks

Self-Insert [+0]

So, you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Plot is King [+200 CP]

You will try and run, but duty will compel you to assist the king upon his quest.

Extended Stay [+100 CP]

For each purchase of this your time here is extended 10 years, up to your expected lifespan, 300 year if you do not possess any.

Racist [+200]

You cannot stand the thought that a race dare compare it self to your own, you cannot stand the fact that they try to become like you.

Extermination [+200]

The moment you sense the presence of a creature not native the earth,, like a demon or orc, you will not divert your attention till you have killed any that appear to your scent.

Technological idiot [+200]

Just like han ahri, you have no idea how a computer works, the best you can do is use an old phone. From the 90s old, beyond calls emails and SMS, you are hopeless.

Punchline [+400]

You often find yourself the target of rather funny events, not for the best, nor is it the best for your dignity.

Till there was no one to protect [+400]

Diligence taken to the extreme, you will fight to protect, and fight again, and again and again. Until the enemy is permanently slain, or there is no survivor left.

Venerate Chivalry [+400]

You wish to be the pinnacle of chivalry, you will always fight fair and honorably, even to your own detriment, and will always lend your strength, even if it is better to leave it alone or when it is not needed.

Demonic Enmity [+600]

The very thought that a demon is not suffering. That it is not punished for daring to breath like a living being instead of boiling away in holy water, or having their flesh stripped, or other torture, makes you physically ill.

Between pleasure and Despair [+600]

Before the countdown to your chain, before you even enter this verse, you will be dragged into a dream, powerless, into your kingdom that you will love along with its citizen, there, a demon will place inside you the essence of corruption, that will tempt mortals, during the day, it will tempt your citizens and drive them to hedonism, at night,

they will fight a relatively weak demonic invasion they cannot permanently defeat. You have this cycle to endure, for 100 years.

Lockdown [+600]

You have no **Out Of Context** items, powers, or warehouse.

Non-Interference [+600]

Much like the gods, you may not interfere directly in the life of mortals, not without absurd amount of faith and sacrifices.

Decisions

You have three choices ...

On to the Next quest

Continue to spread your ideals to worlds beyond

It is Done

Stay and enjoy your current life.

The Call of the Homeland

The homeland calls, will you listen and return home?

Change Log

v1.0

Initial Template Creation