

Yuusha ga Shinda!

Sion Bladen sealed away the Demon King and his army at Hell's Gate. Now, with the Demon King ready to rise again, Sion jumps back into battle to face his sworn enemy. Unfortunately, he ends up getting killed in a pit trap dug by farmer Touka Scott who was trying to defend himself from the demons. With no other option, necromancer Anri Haysworth puts Touka's perverted soul in the deceased body of Sion to pose as him. Along with Touka's childhood friend Yuna Eunice, the three mismatched heroes must rise to the challenge, and seal the Gates of Hell.

Within the next 10 years you will be in this kind of world, so to start the jump we give you +1000 CP, use them as you like.

Location

You will start in the same village where Touka lived, the place where Shion accidentally died.

Gender and Age

Choose the gender and age you want.

Race

You are human. If you purchase the "Necromancy" Perk, you can choose to be a half-human-demon.

Origin

All choices are drop-in. You are not actually forced to play the role, but if you choose the "Protagonist" origin, whether you want to or not, you will be involved in the story.

Protagonist

Whether it's because you were chosen by the Holy Sword, or because you accidentally killed the hero and a necromancer forced you to take his place, or because you felt like it, you are the person in charge of sealing the gates of hell to prevent demons from invading the world. As a Hero, you will have to face various challenges, carrying the lives of millions of people on your back. Give it your best, and if you can, enjoy the benefits that come with being a hero.

You have to take "The Hero is Dead" drawbacks.

Hero's Companion

The hero will be the protagonist, but he can't do anything alone; he needs some reliable comrades to start his journey. You are one of the hero's faithful companions, an outstanding person who will cover up the hero's weaknesses or enhance his strengths.

Don't be discouraged, if you try hard you won't be relegated to being a secondary character, you could be a main character or the co-protagonist of this story.

Ally

Maybe you're not really into saving the world, but you're happy to help out the hero and his group from time to time.

Your involvement can be that of a recurring ally who always helps the hero and his companions when they need it, or that of an extra character who only helps them once and then moves on without getting involved with them again. Whether you're a supporting character or an extra, that choice is yours.

Antagonist

You're not interested in saving the world, you're more into being the thorn in the hero's side or the one who will rule the world or fulfill their selfish whims.

How you get involved with them is up to you and how your goals might clash with theirs.

Perks

2 discounts per pricing tier. Discounted 100 CP perks are free.

You can turn on/off any Perk at your will or dial their strength.

Undiscounted

Mana Level (Free)

In this world, people are born with mana, some with a high level, others with low levels, and most with medium levels. Mana is essential to use magic, so you activate mana crystals to use their magic.

Like every inhabitant of this world, you are adept at mana. Being a free option, your mana level will be 3, being considered average. But don't be discouraged, with training you can increase it up to level 10, which is the limit for humans.

If you have perks related to mana or magic energy, your mana level will adapt to your current level with those perks.

World turned upside down (100 CP)

This manga has bizarre moments, like some characters throwing common sense out the window.

This Perk allows you to modify the common sense of the world or universe you're in. You want being naked to not be seen as something immoral, you can change everyone's common sense to make everyone only wear their birth suit.

You can only make these modifications at the beginning of your jump and you can't change or remove it. This effect also affects you, so you'll also have to follow the rule you set. Another limitation is that this change must affect a general concept, you can't change common sense so that all people see you as a king, but you can make people think that one species is more attractive than others, or that a physical characteristic highlights the beauty of a person, such as that women with big butts are more attractive.

You can get creative, as long as your change isn't something that only benefits you or a very small group.

A Fictional Medieval World (100 CP)

Normally any series that takes place in the medieval era would not be the best choice to live. Anime and manga make them look neat, and the people who live there have the manga or anime filter, being beautiful compared to how they should look, uneven and dirty.

With this option, the world where you are will be a very clean and neat place, free of bad smell and any dirt. Another effect is that the inhabitants of the place where you are, including you, will be very beautiful, not requiring any type of makeup to make them look beautiful. This includes the aging of people, like good wine, when embellished they will not lose their attractiveness, but will give them a more mature appearance in a good way, even the oldest people will have a very attractive appearance.

Underestimated (100 CP)

One of the most common mistakes of the villains and antagonists of this manga is that they usually underestimate the protagonist and his group, only to be defeated in a humiliating way.

Any enemy or opponent you face will underestimate you, seeing you as someone weak. This will play to your advantage, since they will not be serious at first and will let their guard down on several occasions.

This effect will work with the same opponent at least once or twice, and on the third occasion after two humiliating defeats they will take you a little more seriously.

This effect will not work on people who are very cautious by nature.

From enemy to friend (100 CP)

It is a rule written in fiction that a defeated enemy is an ally. When you defeat an enemy or opponent who is antagonistic to you, they will see you as an ally and will be willing to join your cause or side.

But it is not absolute, if you did something horrible to a person and your only justification is that you did it because you wanted to, this person will hate you to death even though you have defeated him hundreds of times, on the contrary, they will hate you even more.

The holy sword is not that difficult to use (200 CP)

You are a born chosen one, capable of using any weapon or object, regardless of the restrictions it imposes on its user. That the sacred sword can only be used by noble people? Even if you are a scum, you can use it to its maximum power. But it does not mean that in the first one they will be a master in its use. This Perk allows you to ignore the limits on its use, so if you want to destroy a mountain with just a swing of your sword, you will have to have the strength and mana to achieve it.

Another benefit of this Perk is that you are immune to any negative effects that come with using said object. So if using that holy sword shortens the user's lifespan, that will not apply to you, as you are immune to that effect.

I want the full version please (200 CP)

The ability of the mana stones or the demon heart are not limited to just one technique. The more the user uses them and has reached a mastery in it, the more advanced and powerful an ability will be unlocked.

This Perk will allow you to unlock all the skills and sub-skills that a mana stone or anything similar has, without having to unlock them with conventional means. As an example, if you have the Sharingan, you can use all its phases and skills, even the Mangekyou Sharingan Fumetsu Mangekyou Sharingan. But don't be overconfident, being able to use these techniques doesn't mean that you can use them perfectly, being a complete novice if you use them the first time. With only hard training (or a great talent or Perk that speeds up the process) you will be able to use these techniques perfectly.

Another disadvantage is that you will not be able to unlock skills that are conditioned by other factors. Going back to the Sharingan example, you can't unlock the Rinnegan if you don't have both Uchiha and Senju blood or the Rikudō Sennin DNA.

My mind is immune to the passage of time (200 CP)

The worst enemy of those with very long lives is boredom, after all someone who can live thousands of years will be able to experience several things, or even all of them.

You are able to feel boredom by doing something repeatedly, being able to feel the same sensation of excitement and pleasure when you did it for the first time. Something like eating ice cream, playing a video game and other things that you may like will never lose their charm. You can even find fascinating activities that you were indifferent to if you try to look at them from another point of view.

As an added bonus, you can adapt to the changes that occur in your environment, both social and cultural. This is very useful to adapt to the changes that usually occur during the different times in which you live.

Jack of all Trades (200 CP)

You are a versatile person, capable of efficiently using any type of weapon, as well as various magic stone skills decently.

You are not a master in their use, but you have an above-average level in these disciplines, being able to use versatility to your advantage in combat. Unfortunately, if you face true elites, they will sweep the floor with you. The good thing is that you will not be a burden to the team.

Necromancy (400 CP)

Necromancy is a unique ability of necromancers, who are able to control the bodies of the dead (regardless of their species) as well as temporarily possess them. Other abilities include transferring the soul of a living person into the body of a dead person, storing the person's body in a kind of sarcophagus that can shrink in size at the necromancer's will to make it more compact.

You have precise control of all of the aforementioned abilities, being limited only by your mana level to use them. If you have a high mana level, it would be a piece of cake to be able to control an army of the dead to follow your orders.

Keep in mind that the more powerful the person (now corpse) was, the more mana you will have to use to control it. The same applies to quantity, the larger the number of corpses you use, the higher the mana cost will be.

As for the remote control, the precision with which they will perform will be decent, as well as the preservation of their body (using mana will neutralize the putrefaction and regenerate damaged parts). But as always, the amount of corpses you can use will depend on your magic level, so if you want to turn half of your kingdom into zombie dolls, I recommend that you have a high level of mana.

Necromancers can use the effect of mana crystals to enhance the dead their control, so a mana crystal that increases the physical stats of the wearer will affect the minions they control.

Portal (400 CP)

There are several dimensions and worlds in this series. This is not limited to the human world, the realm of the gods, or hell. There are worlds inhabited by superior beings, capable of destroying a lower world with ease. If this is not enough for you, there is the theory that each world or dimension was created by a superior being, and at the same time these were created by superior beings. These dimensions are only accessible through special portals. You are able to open portals to travel to higher worlds or dimensions, equal or lower than the world or dimension you inhabit within the local multiverse of the jump where you are.

This also enables travel to parallel worlds, there being a large number of worlds similar to the one you inhabit, having these small or large changes.

Using this ability will not require any type of source of mana or energy, so its cost is zero. As such, you can open as many portals as you want and bring as many people as you want. But remember that in the higher worlds there are beings that go beyond transcendence, so I recommend that you be careful.

Farom Instant Undressing Technique: Empty Exuvia (400 CP)

The secret technique passed down through generations of Farom's royal family. The Ultimate Evasion Technique.

This technique allows the user to dodge any type of attack, as long as they are wearing clothes. Each time this technique is used, parts of the clothing are lost starting with the outer clothing and ending with the underwear. Each time you use this technique, you will lose a piece of clothing.

Also, depending on the area covered by the attack, more pieces of clothing you will have to shed. For example, a stab will be dodged by sacrificing a piece of clothing, but a magic attack that covers a radius of 100 meters will make you wear your birth suit.

Since you are paying CP, this effect applies to physical, magic, mental and illusion attacks.

Spiritual Connection (400 CP)

It is the ability to manipulate one's mana, increasing physical stats by pushing the body and spirit to the limit. Basically, it projects the movements in users' mind onto the body. It depends more on the mastery in the use of mana at the level of the same, so regardless of the level, a person with excellent management of mana can perform physical feats on par with superhumans.

This ability can be used defensively, increasing your defense, to evade attacks precisely by sharpening your senses such as your agility and speed, and offensively by covering your body with mana and releasing it in a powerful attack. Depending on the amount of mana you have, these attacks can be precise or area attacks, and you can shape them however you

want, such as a great slash. You can also imbue the mana with an element you have an affinity for, such as releasing a fire slash that splits your enemies and burns them.

A True Hero (600 CP)

Heroes like Shion are those who appear once every century, heroes who leave a mark on history for their skills as well as a unique personality that raises the morale of the people around them.

Like them, you are someone special in this world, a person who is destined for greatness. To begin with, your abilities are beyond logic, being a hundred times stronger, faster, tougher, smarter, etc. Your mind is a fortress, having an unbreakable willpower, no matter the adversities, you will never abandon your principles and ideals (as long as they are logical and not destructive).

Your skills are top-notch in any area, both martial, magical, etc. Your level of learning is monstrous, being able to learn and understand in a week what would take an average person years.

Your mere presence increases the morale of your allies, awakening in them a great desire to fight by your side and not back down from any enemy. With you, they will overcome their limits, achieving their maximum potential.

Absolute Genius (600 CP)

In this world, technology as we know it is very backward, but to compensate, the amount of magical objects as well as other disciplines related to magic have had a notable presence in this world.

You are a genius when it comes to creating magical artifacts, powerful weapons that compete with legendary ones, creating biomagical beings and potions that grant benefits to their consumers. Your knowledge in these branches and their derivatives is so broad that if you don't have a solution for a problem, you are already preparing an investigation to solve it. Not to mention your creativity when it comes to creating new inventions.

If that seems little to you, you are a scholar capable of studying and understanding civilizations that go beyond common understanding, so much so that doing reverse engineering will not be a challenge for you. Being able to understand to a large extent the majority of the technology that is centuries ahead of your time is a challenge that will take you at most about five years if you focus only on that.

As a final advantage, boredom or disinterest will not be things that you should worry about. Your concentration and discipline will help you focus on your goal.

Possession (600 CP)

Possession is an advanced ability used only by necromancers of great power and skill. Unlike remote control, possession allows you to pass your spirit to another body without a time limit or mana expenditure. Being an advanced ability, when you possess the body of your new host, you will obtain their abilities.

You can use possession as many times as you want without the need to consume mana. Another advantage is that when you move to a new body, all your fiat-backed abilities will be preserved and adapted to your new body, unlike in the case of abilities that do not generate that protection such as unique or species-specific abilities or those limited by requirements that your new body does not have.

Being an expert in possession, you are also an expert in preventing your body from being possessed. Also, the range that you can use this ability is very wide, so you can possess anyone you have injected your mana into regardless of where they are.

The only limitation of this ability is that you cannot possess people or beings more powerful than you or that do not have a physical body.

Transcendent (600 CP)

Those who surpassed the mortal limit and are on the same level as gods are called transcendental beings. Regardless of their species or origins, these beings have reached what is commonly believed to be divinity.

Being a transcendental being, you are a person who can heal from any physical wound, no matter if you are half dead or if you have a limb cut off, these wounds will regenerate quickly. But I doubt you have to worry about that, because only someone who is a transcendental or who attacks you with a special weapon like the holy sword can hurt you. Attacks from beings who are not on your level will be ineffective against you, regardless of whether they are physical or magical.

Another advantage of transcendental beings is that they can see and understand beings of the same level or higher, those who are invincible to mortal beings or if they are visible, they would end up going crazy. Luckily, someone like you wouldn't have that problem, you could even see Azathoth himself and keep your sanity, it won't affect you in the slightest, but that doesn't mean you can destroy him if you don't have the power to do so.

Another thing that characterizes beings of your kind is that they have unlimited potential. By breaking free from your mortal bonds, you have eliminated any type of limiter or ceiling that slows down your growth.

Lastly, beings like you are not affected by concepts such as destiny, hax, sealing, and any plot armor. You are immune to any of the aforementioned concepts, so if they want to kill or destroy you they will have to do it head on the old-fashioned way, with an epic fight.

100 CP

That adorable bastard

Touka cannot be considered a good person. He is just a rebellious person who has gray morals, far from the Hero figure that Shion has demonstrated throughout the series.

Despite all his flaws, there are many people who value the few virtues he has, accepting any deplorable act as long as it is not vile.

Like Touka, people will accept many of your flaws and hold you in high regard for those few virtues you have. As long as you don't behave like a vile scum, people will overlook some perverted acts or unheroic acts like escaping from the enemy or pretending to be a hero.

He/She is definitely not a bad person

It's not a common cliché that the friendly guy or girl turns out to be an evil person despite having an appearance that doesn't give it away. Just like them, the first impression people have when they meet you will be that of a friendly person or that they are not hostile or antagonistic.

In order for them to know your true nature, they will have to catch you red-handed.

Evil attracts evil

Something that Touka and Shion have in common is that they are magnets for allies, and mostly allies who have the same or similar moral compass as them.

Depending on your character and moral compass, it will be easier for you to attract allies to your cause who have similar values to yours. Trying to convince them will not be a problem because they will see you as one of their own. In some cases, you don't even have to try hard to convince them, your actions will cause them to follow you faithfully (as long as these actions align with their morals).

Appearance

Let's be honest, this manga has several attractive or beautiful people as characters. You have hot people like Yuna or Kyle, beautiful people like Margueret or Shion, or adorable people like Anri. And if that's not enough, age doesn't affect the characters much, giving them a more mature beauty.

Like the ones mentioned above, you have great physical attractiveness, as well as sex appeal. You can choose the type of attractiveness you want, and conquer people's hearts with just your beauty.

If saving or conquering the world isn't your thing, you can start a modeling career. I assure you that you will be highly valued in the profession.

200 CP

Walking Soma

Princess Margaret is a person with a very peculiar ability, one that is quite useful for the group of heroes. Through her fluids, she can produce Soma, which has the effect of temporarily increasing a person's mana level, while being careful not to consume too much of it as it could damage the consumer's body. Despite being somewhat convenient, she obtained this peculiarity through a disease (Mana-Loss Disease) that weakens her body and causes her to lose mana, weakening her in the process, forcing her to consume a large amount of food on a regular basis, otherwise she will be affected to an almost comatose state.

Like her, your fluids have the same effect as Soma, but without the disadvantage of having Mana-Loss Disease. You can deactivate this ability at will if you do not want it to affect your daily life.

Charismatic

Shion is a charismatic guy, no matter the age, gender or species, the guy attracts people like fire to moths.

Just like that, you are a charismatic person, in the sense that people admire you for being someone easy to deal with and sociable. No matter how strong you are or what status you reach, people will see you as someone approachable that they can talk to without problem but at the same time respect and admire you.

But try to be a decent person, if you start being a bully the only kind of people that will approach you will be criminals and thugs.

Creative

The weak don't have it easy, they often have to fight against the strong in very disadvantageous situations. In order to survive they have had to resort to their ingenuity and creativity to face various threats. Many call these methods "dirty tricks" or "cowardly", but it is simply using your head.

Like Touka, you are an expert in creating traps, being able to take full advantage of any environment using simple things. And not only that, you are able to create effective plans in a matter of seconds so that your enemies fall into those traps.

Whether you defeat them or not will depend on how strong your enemy is, how much they underestimate you, how prepared you are, and other factors. It is useful but not 100% effective.

Beautiful women everywhere

Touka has always been lucky in finding beautiful women. We can mention childhood friends, mentors, travel companions, even his enemies.

By some whim of fate, you will always find beautiful women or beautiful people of the gender you like (or both) in your daily life. These people will have physical or personal characteristics that you like, so finding your ideal partner would not be difficult, on the contrary, you have several options to choose from.

400 CP

I am myself

A world where weirdos who can control you through necromancy or demons or humans with powers that can manipulate or curse you, you don't think there should be any kind of insurance that preserves your integrity and life.

This Perk has the effect of protecting you from any kind of control, possession and any kind of effect that steals your identity, manipulates you or extinguishes it (in the sense that they forget you or something like that).

No matter what trick they use or what beings they are, no one will control you or deny your existence. So if some necromancer or god wants to take your body or control your mind, they will fail instantly. Although if they want to kill you and they do it in the traditional way like cutting you in two or through a fireball that's another story (unless you have the skills that protect you from that or similar).

As an added bonus, your willpower is so strong that it will be a titanic task to subdue you, not even the cruelest torture or the most discouraging scenario will be able to easily break you.

Harem Power

The final battle between Touka and the necromancer was very memorable, even more so when Touka needed the help of several women to use her skills to the fullest through her

sock fetish. Even though they weren't her lovers, they were just volunteers who supported her fetish.

This perk depends on the number of members of your harem, the more women in your harem that satisfy one or more fetishes, the more fluid and perfect the efficiency and effectiveness in the use of your skills will be.

For example, if you have a breast fetish, if you have a harem of 10 people that meet that requirement, your skills will be boosted by 100%, but if you have 1000 members, your skills will be boosted by 10000%. To make things clear, the boost is for your skills, not your stats, so your strength or mana level will not increase, except for those skills that increase your stats..

Manipulator

The villains in this work are very competent manipulators. These guys can control the masses with just one passionate speech to make them do what they want. If that's not enough for you, their skill is highly polished, manipulating the heroes themselves so that they dance in the palm of their hands.

You are a born manipulator, your oratory and charisma will make thousands of people follow your will just by hearing a passionate speech from you. Your level of persuasion is such that you can make the heroes themselves hesitate to antagonize you if you put effort into your arguments and if you give an impassioned speech.

Not only will this help you climb the social ladder, it will also help you gather several allies that will be useful for your goals. If you play your cards right, world domination will not seem like an impossible goal.

Witch

The maximum Mana level that a human being can have naturally in this work is at most level 10. But there are exceptional cases of individuals who are born with an enormous amount of Mana, their level being comparable to that of Necromancers or High Rank Demons. These individuals are known as "Witches" (because most of them are women). They can have a Mana Level of 50.

Like them, your Mana reserves or their equivalents are five times higher than your current maximum (you multiply your Mana reserves X5).

But that's not all, all your magic-type skills or those that need a similar source of energy will be enhanced, a simple basic fireball spell can destroy a castle if you put your mind to it.

Another advantage is that the consumption of Mana as well as its equivalents will be greatly reduced when you use any type of skill, without decreasing their efficiency. The most inexperienced will think that you have an unlimited amount of Mana.

600 CP

The person who has defeated 100 demons alone

One's reputation is a very valuable thing, Jumper. If you're smart, you can get several advantages by using your name everywhere you go.

Like Blake, you are a person whose reputation and fame is equal to or greater than that of the hero. No matter where you are, people will recognize you just by looking at you and will start exaggerating your achievements (or making them up). Amassing a group of loyal and respectful admirers is a piece of cake for you. Just by your presence, their morale will increase when they are fighting a war. In times of peace, if you're lucky, they might nominate you as the king of the world for your great "charisma" and "leadership."

But this gets more interesting. This effect will make every victory or achievement that a person near you has achieved, be completely attributed to you. Imagine if the hero defeated a thousand demons, all of that will be attributed to you. No matter what feat the person or group does, people will think that it was you who did it.

This effect is not absolute, so a very small minority will not be affected by this effect. But the good thing is that this minority will not necessarily be powerful beings, this effect will affect them (most of them), so if you ever cross them as enemies, they will opt for a strategic retreat, saving your skin if they are too much for you.

Basically, you have a plot armor that will make people admire you and treat you without you trying, misunderstanding any action you do (as long as it is not evil) as a virtuous or heroic one. Just keep quiet and let things flow.

The man who surpassed all gods

You are a being that stands above those insignificant beings. You were born to be at the top, having no equal and having everyone worship your greatness.

No matter what power you have at the beginning, you are someone whose level of growth is absurd. Any kind of conflict, competition, test or battle will help you develop your skills to be on par with the challenge you face. If you fight a dangerous bandit as just an average peasant, during the fight you will become powerful at the level of that criminal you are fighting. And this will repeat itself every time you face a new challenge that represents a wall for you, growing during it to be able to scale it. No matter who you face, as long as you can survive their attacks, you will grow to their level of power until you have a fair fight. Victory is not assured, but you will at least give them a good fight if you can prolong the fight, even win.

This has no effect if the challenge is too much for you, so if you're an average person facing the Demon King, you're very likely to end up dead.

Grand Plan

Many people remember the villains of the story for their great power and their apathy towards other people, but none for their intelligence and their level of meticulous planning.

You are a great architect, but not of buildings, but of well-elaborated plans. Your level of planning is such that you can plan long-term plans (a thousand years), taking into account every variant that could alter it, and be able to achieve them without problems. It does not matter if the hero or his group try to interfere, or if the entire world tries to sabotage you, you will be able to detect each factor and create a countermeasure to neutralize it, without compromising or changing the original plan.

If this seems little to you, you also have a great talent for accurately predicting the actions of your enemies or opponents to ruin your plan. In your mind you will be able to recreate simulations to anticipate each action or factor that threatens your plans or the weaknesses or vulnerable points of them.

Only a very superior force or a great Plot Armor will be able to destroy a planning as detailed and precise as the ones you can make.

That bastard never dies

Necromancers are tough guys to kill, no matter how many times you kill them, they will come back to bother you. This is because they have lived with the concept of death so much that they have studied it, discovering methods to prolong their life or cheat death.

Like them, you have a very peculiar method of immortality, and this is that unless they destroy your mind (your mana duet), your body and your soul at the same time. Basically if they don't destroy all three at the same time, they will regenerate as if you had never had any damage in an instant.

If this doesn't convince you, to kill you they must destroy everything without leaving any fragment, so if there is any loose fragment, you will regenerate instantly. Killing you will not be an easy task, jumper.

Items

2 discounts per pricing tier. Discounted 100 CP Items are free.

You can import any Item or connect it to your Warehouse.

Undiscounted

Money (100 CP)

Simple but useful. At the start of your jump you will receive a moderately large sum, being an amount that would allow an average family of four to live for a year without working.

Post-Jump, you will receive a sum equivalent to the money of the world you are in at the start of your jump.

Unlimited Supply of Apples (100 CP)

You will have an unlimited supply of delicious apples at your disposal. These don't have any special properties or anything, but they are delicious.

YUUSHA GA SHINDA!'s Manga (100 CP)

You have all the volumes of the manga in this series. Quite useful if you know how to take advantage of it.

Papers (100 CP)

Having all your credentials up to date will save you a lot of trouble. At the beginning of each jump, including this one, you will have all the credentials necessary for your stay at the jump. These credentials are the basic ones such as your citizenship in the place where you are, as well as other documents necessary for your daily life. Do not expect to receive a noble title or a student diploma, except for those required by the place where you are.

Provisions (200 CP)

Traveling around the world is not cheap, you need to have the equipment and supplies for such a journey. You have in your possession various supplies for cooking, camping, etc. as well as a year's supply of food, not delicacies, but sufficiently nutritious and simple to transport. You will also receive a modest sum of money to cover the expenses of your allies (eight people) for a year.

Soma ´ Drops (200 CP)

Soma ´ Drops It is a potion that temporarily increases the consumer's mana level by 3 levels temporarily. Despite its great advantage, excessive consumption of it can cause negative effects, to the point of destroying the mind and body.

You have a supply of one hundred Soma 'Drops at the start of each jump, but without the negative effect that comes with consuming it. The disadvantage is that you cannot exceed the limit of the magic level of your species or the one you can reach, so it is possible that when you reach a certain amount, it will have no effect on you.

As an extra, you will receive the formula to be able to create many more, being able to adapt to the materials of the world where you are that may be compatible for its creation. This recipe will be updated if you seek to create a variant for other types of energies.

.Necromancer's Bracelet (200 CP)

This bracelet is a special one, as it allows no-necromancer to use the necromancy ability as long as they have the bracelet equipped and the mana to activate it. This bracelet has a magic stone equipped that acts as a battery when mana is injected into it.

Like necromancers, you can use the effect of mana crystals to enhance the dead you control, so a mana crystal that increases the physical stats of the wearer will affect the minion you control.

In the case of necromancers, this artifact will boost their skills by three, as well as reduce the mana consumption for using their skills by a third.

Magic Weapon (200 CP)

This weapon (the one of your choice) can be infused with a mana crystal to use its abilities. To use it you will need to infuse it with a bit of mana, so someone with low mana can use this weapon without any problem.

Another feature is that this weapon is indestructible, as well as having a self-maintenance system.

Keep in mind that this weapon is not a powerful item like a relic from the age of the gods, so you will have a very good weapon but it will not be among the most powerful.

Mana Crystal (400 CP)

In each jump you will receive a collection of one thousand Mana Crystals or Demon Hearts. To be more exact, five hundred low-rank Demon Mana Crystals, three hundred and fifty mid-rank Demon Mana Crystals, and one hundred and fifty high-rank Demon Mana Crystals. Mana Crystals have their use as batteries to use tools or magic items, as well as catalysts, the higher the rank of the Demon, the more effective the Mana Crystal will be. But that's not all, mid- to high-rank Demon Mana Crystals have skills that can be used by anyone who carries the crystal. Depending on the rank, these skills can be simple but effective or very powerful and versatile.

Don't expect powerful skills like the ones that Isekai characters have, but they are useful skills that can help you and your allies, having a wide variety of skills in your arsenal.

Demon Bodies (400 CP)

Something very useful for Necromancers. You have in your possession, five hundred demon corpses, to be more precise the corpses of two hundred and fifty low-rank demons, one hundred and fifty mid-rank demons and one hundred high-rank demons.

If you lose any of them or they are destroyed, they will be replaced by another corpse with similar abilities and rank.

Isolated Island (400 CP)

This island at first glance can be confused with any tropical island of a size of 2000 m², with an ecosystem similar to that of a Brazilian jungle (only its vegetation). Also the edges can be used as a beach that you would find in tropical tourist areas. But the true value of this island is a simple one, it is that it has a large amount of mana, being similar to that in hell where demons live. It is an ideal place to train and increase the level of mana.

In addition to its natural advantage, this island has several giant trees, within which there are special laboratories to create magical beings. Thanks to a fountain where you can throw and dissolve DNA from different beings, these can be mixed to create existing species, extinct ones and new species. These beings can be humans, dinosaurs and even dragons or beastmen. To create these beings you will need to have the genetic sample and the necessary material or similar to be able to create them. These materials can be organic, so we suggest using dead bodies, it is also necessary to use magic crystals. If you wish, you can recycle those beings that died to use them as materials.

God War Armour (400 CP)

This armor is one of the relics created in the age of the gods. It has the ability to make the user's defense and mana at the level of the gods. Although it will be at the level of the weakest gods, so it is not an unbeatable relic.

Aside from the above, this armor adjusts to the wearer's measurements, as well as changing its shape at will, so you do not have to equip it at all times. Like the holy sword, it regenerates damaged or broken parts through mana consumption.

Supreme Mana Crystal (600 CP)

The ultimate mana crystal. This crystal has the peculiarity of being able to absorb other mana crystals from mid-range and high-range demons. Thanks to that, this mana crystal can absorb the skills of those demons, allowing the bearer of it to use various skills from different mana crystals, without the need to carry all of them.

The best thing is that by always carrying this mana crystal, you will be able to unlock the advanced skills of the absorbed mana crystals, so it is not necessary for you to always use the same technique, you will passively be training the other skills, being able to unlock their advanced techniques.

In future jumps, you will be able to absorb objects from similar mana crystals, which depend on their possession to use the skills within it. This does not include weapons or the like, only those objects whose only function is to carry them to use their skills.

For safety reasons, this mana crystal can only be used by its owner and those authorized by him/her.

Heaven (600 CP)

It would be great to have a place where the souls of your loved ones can go after they die, an eternal paradise where they can be at ease during their stay. This place will serve to store the souls of any person or being you choose, as long as they give you their consent.

This paradise will be like a kind of heaven or beyond, where the stored souls (with consciousness) will live a simulation of their ideal paradise. Do not exceed the limit of space, being an abstract place, the notion of space and time will not apply like the real or earthly world. Think of it as a pocket dimension where you control absolutely everything.

Another advantage is that you can summon the souls of the stored people to fight for you or help you. They will possess all their abilities, at least those they learned or are linked in their essence or soul. The disadvantage is that you will need a "container" or material body so they can interact with the material world.

If you believe in second chances, you can have these souls reincarnated again as infants, but most of them will lose all their memories of their past lives, except for those with strong will or those you personally choose.

Finally, this place will be managed by beings who will make your work easier, allowing you to delegate those aforementioned tasks to them. You can customize them however you want, both their appearance and their personality.

Body of a Superior Being (600 CP)

In this work there are not only demons and gods, there are also beings that go beyond human understanding. These beings that are capable of killing the gods themselves, are beings that can only be hurt with special weapons from the age of the gods, such as the sacred sword.

Another advantage is that these beings cannot be seen by mortal beings, being invisible to them. A way to counteract this is to hold a relic created by the gods or to have ascended to a higher plane than that of a mortal.

The body is in perfect condition, so you can use the power of it to its fullest (if you are a necromancer) or give it another use if you can.

Ancient Civilization's technology (600 CP)

You have in your possession all the plans of the different inventions and studies that the inhabitants of the ancient civilization of this world carried out. This civilization was much more advanced than the current era, being responsible for creating the mana that we know. The current mana are actually small nanomachines, smaller than a cell, called magic particles. By injecting these particles, people were able to acquire supernatural abilities, such as being able to use magic. And unlike the canonical ones in the series, the use of this does not have the disadvantage of turning people into demons if they are of poor quality. Aside from the above mentioned, these guys were able to create technology to achieve immortality, as well as that to create artificial life, create portals to travel to other worlds and dimensions, among other futuristic technologies.

Even though you will have to build everything again, at least you skip the research and trial and error part.

In future jumps, you will receive technology blueprints from ancient civilizations regarding their creations, inventions and studies.

100 CP

Magic Goggles

These goggles have a simple but useful function. The wearer can see people's mana levels, as well as their souls and spirits. They are perfect for measuring the power of your enemy, as well as detecting zombies.

Fake Holy Sword

This sword is a common one, too common, but it is a perfect imitation of the holy sword.

With this sword, you can impersonate the hero, and by having a well-made copy of the holy sword, most people will believe you.

I advise you not to try to use it in battle or if you want to show off your power, that will give you away as it is only a holy sword in appearance.

Travel Clothes

Saving the world will force you to leave your home, having to go to various parts of the world, no matter how remote or uninhabitable they may be. Luckily, you have a set of travel clothes that fit your body measurements, as well as a self-cleaning and repair system in case they break or get dirty.

Collection of swimsuits with tights.

There are not many educated people who appreciate this work of art, and luckily you are not one of them. You have a great collection of swimsuits with tights for both men and women.

200 CP

Prison

Those enemies or antagonistic people that you haven't killed can't be left loose there, they could bring you problems in the future if you don't control them.

This prison is a very effective one, you can lock up as many people as you want, being able to increase its housing capacity depending on the number of prisoners it has.

Another advantage is that it will be made of a special material that will nullify any ability that the prisoners locked there have, reducing them to average mortals without powers. This effect doesn't apply to you or the people you select to have that immunity.

As an extra, it is equipped with "tools" to punish the prisoners or make them confess valuable information that they have.

Equipment

You have a large amount of magical weapon equipment as well as armor and shields to equip five thousand people. This equipment has magical properties, such as resistance to magical attacks as well as great resistance to physical damage. The weapons, being varied between swords, bows, spears, etc. They will have magical properties, being able to imbue them with elements such as fire or wind or cast powerful spells.

I assure you that someone equipped with this will be able to defeat a mid-range demon without problems.

This equipment has a self-repair, cleaning and adjustment function to the wearer's size. Do not worry that when you lend the equipment they will not return it to you, the loan is temporary, so you can claim it whenever you want and it will return to your Warehouse.

Magical Carriage

This carriage is about the same size as a city bus, it can easily seat twelve people and can even fit more. Another advantage is that its fuel is mana, so as long as you have someone with a mana level of 6 or more you will have an unlimited source of fuel.

The carriage is equipped with all the comforts that will make the trip more pleasant, as well as free spaces to store luggage or other things.

Obviously, the carriage will not need horses, so it is more of a magic bus

Magical Suit

If you are a fan of magical girls, this item is for you. This special suit has a great resistance to magical attacks as well as physical attacks, being an excellent protection.

You can summon this suit by investing mana in a magic crystal that stores it, having the transformation sequence of a magical girl with visual effect and everything.

The suit adjusts to the measurements of its wearer, as well as repairs itself by using mana.

There are options for any gender, so if you want to be a magical boy, the suit will adapt to your tastes.

400 CP

Ruler's Ring

A relic from the age of the gods. This ring is a particular object that has several effects. The first is that it can only be used by the wearer and those who share their blood or lineage, rejecting any attempt to steal or use it from those who do not meet that requirement. This ring will repel anyone outside of your bloodline who wants to use it.

The other effect it has is a very particular one, all those who have sworn loyalty to you through an oral contract (consensually) will be under your control, that means that they will follow any order you give them as if they were zombies without will. But this bond of master and servant is not limited to that, another of the effects is that any attack the wearer receives, he can summon one of those who made the contract to use them as a meat shield. In addition, the wearer can summon those with whom he made the contract whenever he wants, no matter the place or distance that separates them, they will be summoned instantly. As a final effect, the bearer can communicate telepathically with those who made the contract, so no matter the distance or any kind of interference, the communication will be done without problems and cannot be intercepted. The amount of people with whom you can make the contract is unlimited.

Pocket Dimension

This square-shaped object is a relic from the age of the gods. This object has a pocket dimension inside, the size of which is similar to that of the moon. This object can store both living beings and objects.

Within this dimension, there are different habitats where different species can live comfortably, both humans, monsters, etc. You can consider it as a separate world, with all the appropriate conditions to host life, regardless of the physical characteristics of each species.

For security reasons, each habitat will be separated by an invisible barrier to avoid altering it or endangering other species. The only one who can cross these barriers at will is the owner of this object and those who are authorized.

As an added advantage, you can release the beings that live inside this relic whenever you want. As well as trap them back inside if you want, but you will have to catch them yourself, it is not as if the relic will absorb them with just one order.

Demon Dukes Body

You have at your disposal the body of one of the four Demon Dukes. These are in perfect condition and you can use their abilities to their full power (if you are a necromancer) or give it another use if you can.

Each Demon Duke has unique and powerful abilities, such as the ability to instantly regenerate any wound, making its user almost immortal.

Among the unique abilities are the ability to open portals that reflect attacks as well as opening those portals that allow the user to travel from one point to another, taking one or more people with them. Another unique ability is teleportation, which allows the user to immediately teleport to the place they want, being able to use that ability to dodge attacks.

The next is absorption, which absorbs magical attacks against the user, the problem is that the user will have to foresee where the attack will hit. And finally the creation of infinite tentacles, these being resistant and very powerful. The tentacles can also use the same magic as the user, making it something akin to remote necromancy.

Artificial Holy Sword

The Holy Sword can only be used by a true hero, so the Hero Shion created his own version so that the countries of the world can face the demons through their champions.

This sword (or weapon of your choice) has a lower power than the Holy Sword but is superior to any weapon created by mortals, being a masterpiece and the ultimate creation without having to resort to divine intervention or higher beings.

The power of it can cut Demon Dukes without problem, as well as kill a high-level demon with just one attack. This weapon will also adapt to the user's fighting style, so if you specialize in the use of a skill or element, it will adapt to it for your greater comfort in its use. Like any powerful weapon, this one will be indestructible, as well as have a self-maintenance and cleaning system.

Like the Holy Sword, this weapon has the ability to injure transcendental beings such as Demon Dukes, Gods, and the Demon King.

600 CP

Holy Sword

The sacred sword, created by the gods, destined to be used by a worthy user who meets the requirements to be considered a hero. The weapon being the key to seal the gates of hell.

This sword (or weapon of your choice) is considered the most powerful weapon, one of its characteristics being the ability to change its appearance at the user's will. Another characteristic is that if it is destroyed, it will repair itself if it consumes your mana. But the most important thing is that it is a weapon capable of killing transcendental beings such as gods, kings, dukes, demons and beings from higher dimensions. In addition, the sword has its own will, so if you lose it, it will return to you in a short time.

Another advantage of this weapon is that it has its own world inside it, where its past bearers live in ideal worlds for them. You can communicate with them to ask for advice or just talk.

If that's not enough, this sword gives the user the ability to summon past wielders of the holy sword through the Soulrite: Hero Summon technique. The downside is that you'll need a physical vessel for the soul to be stored in. But since you're paying CP, let's get a little creative, you can summon past heroes (who are dead) as if they were Servants from the Fate series, although the duration of their summoning will be at most one hour. The amount of heroes you can summon will depend on your mana level (or your amount of magic power) and the power of the hero you summon. You can also summon gods with this ability, but their cost will be higher and the duration of their summoning will be at most ten minutes. It's very important that those you summon have given you their consent, so don't treat them as slaves, but as temporary allies.

Dead God Body

Gods are responsible for creating the world humans inhabit. These powerful beings are existences that are at the pinnacle of existence in the world. A god's attack is capable of destroying a mountain without difficulty. A small percentage of a god's power can bring a human to the level of a hero. In short, they are at the top of the food chain.

You have in your possession the body of a dead god. The body is in excellent condition, so you can use its powers to their full potential (if you are a necromancer) or give it another use if you can..

Each god can represent a concept, element, or anything you can think of. Depending on your choice, they may have a particular power such as mastery of an element, a unique ability, or the like. Although you can be creative, it does not mean that you can choose a "broken" power or an ability that makes you win against beings far superior to their level. Like other transcendental beings, this one has the ability to regenerate any wound as well as regenerate severed limbs or implant them.

You can choose a canonical god from the series or create one of your own.

Dead Demon King Body

You have in your possession the body of the most powerful demon, the one who was the cause of cornering humanity with his great power. The Demon King's body is made of magic stones, so in terms of magic power, it is close to the level of the gods.

The Demon King's body has powerful magic inscribed on every part of his body, on his chest is the magic to control all the demons. On his head is the magic to create a labyrinth, the user being able to have a mental map of it and control it at will, as well as create a powerful guard at the level of a Demon Duke. On his right hand is the magic to control hellfire, the most powerful fire magic and one of the most destructive magics. And on his left arm is the magic to seal mana, when he has physical contact with a magical target or one that uses mana, it will seal their mana for a few minutes. Like the demon dukes, this one has the ability to regenerate any wound as well as regenerate severed limbs or implant them. Another ability is that the user can equip the Demon King's attire, increasing their physical stats to the level of the hero Shion.

Dark Holy Sword

This sword is a perfect copy of the Holy Sword, which unlike the replicas, its power matches the feats that it can do.

This weapon (which can vary to your preference) has different abilities, such as changing shape and size at the user's will as long as it is supplied with mana. It can also become an armor that resists powerful attacks, attacks on par with demon dukes, without problem. And like the Holy Sword, this one can easily hurt transcendental beings such as gods, demon dukes and the demon king himself.

This weapon, when destroyed, can self-repair if it is supplied with mana.

Companions

Import (free/100 CP per or 400 CP for eight)

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

Canon Companions (free/100 CP per)

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

DRAWBACKS

You may take any amount of drawbacks you like.

Victim of Fanservice +100 CP

Like all the characters in this work, it will be very common during your stay in this jump that you will be attacked by enemies or, by pure chance, have your clothes destroyed. Prepare to expose your birth suit at least once a week.

That face +100 CP

Your face will reflect the opposite of your personality. If you are a kind person you will have the face of a criminal or dangerous guy, if you are a sloppy person you will have the face of a pervert, etc.

If you think to use this to your advantage, like being an evil person but having the face of a good guy, I warn you that it will not turn out as you think. This option will only affect your positive qualities, so if you are an evil but intellectual guy, you will have the face of the typical brainless brute bandit.

Fetish +100 CP

This manga has several perverted types, either because they have weird fetishes or because they are exhibitionists. Just like them, you either have a fetish or you are an exhibitionist. You can choose whichever fetish you want, having a weakness for it, for example, if you like breasts, your enemies can use that to their advantage when fighting you. If you are an exhibitionist, you will have a habit of being in your birth suit for at least half of the day.

Snot +100 CP

Like Necromancers, the low Mana density in the world affects you physically. This side effect will be a mild one such as sweating a lot, being congested or being very cold. These effects will not be a great disadvantage but they will be annoying in your day to day life.

Naive +200 CP

Anri Hazeworth is one of the purest and most innocent characters in this work. She is so naive that many of her enemies have taken advantage of her (even Touka has done so).

Like her, you are a very gullible person, being able to trust the words of the same enemy who betrayed you twice. In this kind of world, naivety can be dangerous.

I want to be like him/her +200 CP

There is someone who has surpassed you in everything, be it martial or magical skills. Even his personality and charisma overshadows any achievements made by you, relegating you to being a mere filler character.

You are so obsessed with this person that you want to be like him, or rather that person. You are capable of using any trick to achieve your goal.

Demon Subjugation +200 CP

Jumper, I hope you have a free schedule, because half of the day you will be busy killing demons. Every time you reach a city or town, you will be summoned to hunt down those dangerous demons. The good thing is that they will not be stronger than you, so consider this more of an annoying extermination job than one where you risk your life. But be careful, overconfidence can get you killed.

I am a Hero (even if it doesn't seem like one) +200 CP

No matter if you are the wielder of the holy sword, or if you are alongside the famous comrades of the previous hero, no matter where you go, the average person will not think you are a hero but an impostor or some fanatic who wants to impersonate one. You will have to perform heroic acts to be recognized as one.

Too Proud +400 CP

You are a person who is above mortals, even above gods, or so you think. You are the type of person who has great confidence, to the point that no matter how powerful your enemy is or how low the chances of you coming out alive are, you will not have the slightest intention of retreating or backing down and you will believe that you will emerge victorious.

The positive side is that you will not underestimate your enemies or make stupid mistakes, it is just that you are more reckless.

Body of a Zombie +400 CP

This is bad, your soul has been transferred to the body of a dead person, with your original body being guarded by a necromancer. The positive side is that the necromancer will not blackmail or manipulate you using your body as collateral, on the contrary, he will protect it and that will be the last of your problems.

The main problem is that you will be inhabiting the body of a dead person, having the problem that it will rot due to lack of mana, since the mana keeps it fresh so that it seems that it is still a living body. In case of having a low level of mana, less than 3, that body will deteriorate and rot, turning into pure bones. You can return to the original state if you use mana to regenerate it or have a third party transfer mana.

Touka's personality +400 CP

Touka may be the protagonist and "Hero" of this story, but I assure you that before his character development this guy was complete trash. He was a profiteer who would always think of taking advantage of his situation in the most devious way rather than acting for the common good or to protect the innocent.

You are not a morally immoral scum, but you fit in well with those people who look out for themselves, using not-so-moral means to achieve their goals.

Your Mana level is 1 +400 CP

The mana level in this world is something crucial to be able to survive, when there are dangerous demons destroying everything in their path, being weak is not a privilege that one can give oneself. Your mana level is 1, comparable to that of a baby. This will limit you in many things, such as using magic, the use of magic stone abilities, etc. Basically you are Asta but without Ki, if you did not buy it in a previous jump.

Any magic system that you have obtained from jumps prior to this one will be blocked during this jump, so I suggest you look for some other alternative.

Power Loss +600 CP

Lose the Perks, Powers and Items from previous jumps, and can not import any companion or access your Warehouse, at least you still have your Body Mod.

Demonic Invasion +600 CP

Demons are a threat, but thankfully an unorganized threat. Imagine having to fight powerful demons whose goal is world domination and the subjugation of humanity?

Unfortunately, a demon as powerful as the previous demon king has taken command along with four other demons who are on par with the previous demon dukes. They will begin an invasion of the human world during your third year in this time skip, giving you time to make preparations to counter this threat.

Keep in mind that you will not be fighting just some mindless beasts, that only applies to low-rank demons, intermediate-rank demons have a degree of reason and high-rank demons are intelligent beings who can come up with complicated strategies.

Basically you will have to defeat the demon king and his four dukes, as well as eliminate their entire army, a task that is not impossible but difficult.

Necromancer +600 CP

Necromancers are powerful guys, so much so that their average mana level is on par with the most powerful people in the human world. These guys, despite being almost wiped out by humans, this was because many of them did not seek to fight or defend themselves during the times when they were hunted (well, the vast majority), but rather wanted to live with humans and preferred to flee or use diplomacy.

Apparently several of the survivors of that dark era have awakened great resentment towards humanity, and they are not just a handful that does not exceed a digit, but hundreds of people ready to attack humans and turn the world into a large cemetery.

If that seems bad to you, take into account that these guys can control the corpses of any being, even demons, and use their abilities, so prepare to fight with numerous and powerful armies that no matter how much you destroy them, they will rise as long as the necromancer controlling them has enough mana.

The Hero is Dead +600 CP (Mandatory for Protagonist)

Congratulations jumper, you have been chosen as the hero who will protect this world from the various threats that want to destroy it. You will take the place of Shion and Touka and fight against all the opponents they faced during the course of this series. I want to make it clear that these guys fought against demons, necromancers, gods and even beings from another dimension that can easily kill the gods of this world.

To have a guarantee that you will not escape from your obligation, your body will be at the mercy of a necromancer (with a good heart) who will watch over you to ensure that you fulfill your task. In case you rebel, your body will be destroyed, ending your chain. In case you fail your mission, it is considered as a failed chain.

Choices

Go Home

Stay

Continue

Notes

Low Ranked Demon (White Head): These demons are almost animal-like, acting more on instinct. Despite being the weakest of their kind, they are a threat to the average adventurer, requiring at least four adventurers for a sure victory.

Intermediate Ranked Demon (Black Head): Can use magic. Although these guys aren't very intelligent, their power is on par with an elite adventurer or soldier. These guys can wipe the floor with several average adventurers, so for a small town, they are considered an inevitable disaster.

High Ranked Demon (Red Head): Can use magic. These guys are more intelligent and cunning, being the leaders of the low-ranking demons. Being rarer, these guys are very powerful, only being able to face heroes, high-level necromancers or an army of elite humans.

Mana level:

- 1: Infant
- 2: Children
- 3: Adult
- 4-5: Average Adventurer or Average Soldier
- 6-7: Elite Adventurer or Elite Soldier
- 8-9: Genius
- 10: Hero or hero's companions
- 10-30: Average Necromancer
- 40-80: Necromancer Elite and Witches
- 80-+: Beyond the mortal limit

Mana Crystal or Demon Hearts: These are mana crystals that can be obtained from demons by killing them. These mana crystals have multiple uses, so they are quite sought after. While mana crystals from lower-ranked demons can only be used as batteries for equipment or magic items, mana crystals from higher-ranked demons can be used to use the particular magic abilities of those demons.

Demon's Inscription: Are Incantations that if recited mentally by the wearer, they can use the magical abilities of the demon to which it belonged. Depending on the mastery of the ability, the user can unlock more powerful abilities.