

Generic Demon Lord Jump

By Fanficwriter1994 (Reddit) & adopted by Xvolts



Welcome Lord or Lady Jumper, I am the humble steward of this castle. You may call me Mephisto.

The strange deity governing your journey has offered your services as the new Demon Lord of this world, a very enviable position and one sadly unoccupied for close to two centuries now, as legendary heroes had slain our last lord. Dastardly fellows, though I can hardly remember if we even gave them a reason beyond these Otherworlders being summoned by racists or just plain deciding they needed to do it.

Ah, you are wondering why I am unsure if my prior lord had actually done something evil to warrant extermination? Quite a good question. In our world, the Demon Lord is not necessarily the most evil. Rather, it is the position of the greatest warrior of all monster races. A ruler by might you may say. It isn't a job requirement to be Chaotic Evil as it were. Naturally, you being who you are, are free to rule as you see fit should you accept.

Here, I was told to give you this 1000 Coin Purse (CP) thing. I'm not entirely sure what it is beyond a bag holding some coins you may trade for purchases down below.

Age/Gender:

I am sure you're wondering about this. Quite frankly, age and gender are... rather irrelevant. You may style your age to whatever you want, from a wise king to an adorable loli. Your gender may also be whatever you wish for free, whether that is male, female, Bi-Gender, Futanari or completely genderless.

We do not judge, we had a shapeshifting slime for a Demon Lord a couple centuries ago.

Archetypes

Naturally stereotypes will remain, and all Demon Lords have had some manner of theme to their rule. So, what will you be? Due to the nature of your arrival, all of these will count as Drop-In.

Conqueror

You're here to become a great lord I see, your goal is to conquer, to expand your realm and become ruler of this world and future ones. You don't need to be a cruel dictator, naturally, but this is the kind of people they tend to summon heroes to get rid of. Though it is also the most warlike.

Ominous Monarch

A bit of a misnomer, Lords of this particular calling tend to be more on the diplomatic side. They are often the heralds of peace though sadly there will always be some grumbling warmongers who would try to dethrone this kind of ruler.

Demon Idol

Well... this is on the more strange side of things. Not any less powerful than the others, the Idol is a archetype of Demon Lords who are more concerned with making life great for everyone and garner a following of adoring fans rather than conquering by more traditional means. They also tend to be spellcasters though.

The Good King

Ah, the world renowned class, the Good King is an archetype of Demon Lords who are more into building prosperity than earning it from others. Great Administrators one and all, their treasury and infrastructure often is the envy of those who see them. They also tend to be a lot like you and summoned heroes, reincarnated humans of another world.

Perks

All Archetypes gain their associated Perks at a discount, 100 CP Perks are for free to their respective Origins.

General

Demon Form (Free)

Ah, naturally you cannot be human now, can you? You become a Demon Race member, of noble status no less. Whether this is a transformation or reincarnation is up to you. You may also choose to add this to your Bodymod and import any non-humanoid Alt-Form into this new form, becoming what humans call a “Gijinka” variant of it. For a wolf or fox this means the ears and tails, for a dragon that is wings and horns and other characteristics. Scales or fur will determine the hair color but otherwise the form’s appearance is up to you.

Demon Loli (Free)

Not necessarily literal, but this Perk will make you gain the exact appeal you wish to have. Whether you would be incredibly handsome without spiky armor, or absolutely adorable even in rags, it is up to you. If Demon Form is made part of your Bodymod, this will also apply if you so wish but may be toggled off.

Demon Lord’s Might (-100 CP, 1 Free)

Ah, naturally I cannot leave you without some power to start with, can I? This Perk will affect how strong you start out as. You may purchase this multiple times with the first, free purchases granting you twice the strength of a human or whatever you imported into the Demon Form Perk, with every subsequent 100 CP purchases doubling it again. The first purchase can become part of your Bodymod if you added “Demon Form” to your Bodymod.

Magical Power (-100 CP, 1 Free)

Naturally a Demon Lord needs magic, right? Same rules as above, including the free purchase being added to your bodymod yadda yadda yadda. Anyway, what does this do? Well, for starters it grants you a Demon Lord’s Core, a powerful magical energy reactor whose potency even at the base level can match that of an Archmage. I have been told to compare this to the energy output of a Nuclear Reactor. Every further purchase doubles this output. This also amplifies the strength treshhold of all magical attacks and spells you may perform.

How To Lead A Country (-100 CP)

It’s entirely possible that this is your first foray into the field of leadership, and as such, you might not actually know how to manage your land once you control it. Luckily, this will grant you knowledge of how to rule; basic governorship, how to raise, lead and control a military and the kind of economic knowledge needed to run a country, so that you don’t accidentally run your new country to the ground.

An Army Marches On Its Drip (-100 CP)

You can have your troops wear impractical outfits with bright colors, and give your higher-ranked troops more impressive outfits, without compromising the integrity of their military effectiveness.

Art Of War (-100 CP)

You have a brilliant tactical mind, and can easily adapt your strategy to suit changing tides of battle, as though you were the second coming of Sun Tzu.

Carthago Delenda Est (-200 CP)

You are a master at controlling the flow of a debate, as well as being equally skilled at finding logic chains that lesser minds wouldn't realize at all, to the point where you could find a way to cause any debate you get into to end with the conclusion that a certain city you happened to hate should be destroyed.

Divide And Rule (-200 CP)

You can easily make yourself seem an unassailable entity, spreading fear of your wrath into the hearts of those who you would rule over.

Unite And Lead (-200 CP)

It is quite simple for you to win the hearts of your subjects, to the point where even if so-called heroes were to throw off of your throne into the streets before them, they would be tripping over themselves to help you back up to your feet.

Every Thought Is Sabotage (-200 CP)

You have the skills needed to produce effective propaganda, being able to communicate your intended message in a manner that's both concise and effective at enflaming the passionate hearts of mankind.

Labels Are But Shallow Things (-300 CP)

You are skilled at twisting the narrative of your actions, being able to convince your subjects that the atrocities you commit are not a sign of evil within you, for your actions serve the greater good, or your victims were eviler than you or something.

Not Like You Were Using It (-300 CP)

If you can successfully provide more assistance in repelling an invasion of a given area than the current owners, that land will be considered to be yours now.

Skydiving Out Of A Window (-300 CP)

The weight of age does not affect you as drastically as it otherwise would, and you find that on the whole, life can be almost enjoyable at times.

Harmonious (-300 CP)

Quite an odd name I suppose, but hey, why not cheat? For the price of 300 CP you get this Perk, which ensures that no matter what powers you have, none of your Perks, powers, abilities, Items, properties or companions, be turned against you (except by Drawback) or used against you (except by Drawback).

Skyscraper In Your Mind (-400 CP)

You have an indomitable will, and will never give up or surrender. Even should you be taken captive and left helpless and beaten, you will not succumb to the horrid treatment of your captors, for a skyscraper built within your mind shall never fall down.

There Will Be No Revolution (-400 CP)

You have the skills to manage a moderately-sized city and keep it running as smoothly as possible, as well as quashing the smallest spark which could possibly light the fire that will burn down your order.

Game System (-400 CP)

This is, apparently, a staple in your idea of this kind of world? This system is similar to other LitRPG systems or something, levels, EXP, skills, the whole nine yards. If you purchase this you gain 1000 SC (System Coins) that can only be used in the System Section below where you can also exchange CP for SC at a 1:2 ratio. This can only be taken by the Jumper.

End of Limits (-400 CP)

Limits are for losers. This multiplies the power the undiscounted Perks above except for Game System, multiplying their effects by four, and acts as a Capstone Booster

Conqueror



Great Leader (-100 CP)

Ah, naturally he who seeks to conquer will seek to lead, wouldn't you say? Like all proper conquerors you're an absolute master of army tactics, of leading soldiers from a small squad to an entire army, and you boast the strategic mind to equal nothing less than some of the most well known tacticians of your world or those known to it. Whether Sun Tzu, Great Lord Thrawn or what Ainz Oal Gown is thought of.

Sinister Charisma (-100 CP)

No great leader can work by instilling fear alone, do not believe idiots like Grandma Toffkin or what is his name. You possess the unquestionable aura of a king, a Charisma which can bring people to their knees not in fear but awe and respect. In your presence, any warrior will feel the urge to prove themselves and show their loyalty by victory, enhancing them.

Geomancy (-200 CP)

Rather than offensive magic, this is the magic that allows the user to alter the landscape behind their own borders, including those formed by advancing frontlines. Digging trenches, forming mountains, creating passages, all of this is possible for you. You may redirect rivers too, but nature itself does not answer to your call, this isn't enough to alter the natural resources.

Beast Summoning (-200 CP)

A conquering Demon Lord has to obviously have an army, but our kind is not made out of just humanoids like myself or you, we're higher tier you see? With this Perk you can summon up to 60 Direwolves, Wild Boars, Flaming Horses or similar monstrous entities. For outside context examples, animalistic DnD monsters of lower challenge ratings or weak Beast monsters from the Yugioh Trading Card Game, would be a good idea. Nothing too fancy, just demonic and/or mildly magical animals. You can use this ability every 60 seconds, but doing it so soon will only net you 1 monster. You can summon additional ones for every minute after the last summon up until you reach the maximum of 60 again. Each of these monsters will be a match for a well armed average soldier.

Summon Soldiers (-400 CP)

And here we have the next step up. With this Perk you can summon 60 lesser Demon soldiers. Each of them, in spite of their title, is easily a match for medium-range Adventurers. They will often take forms that are more commonly associated with fiends but can also include lesser fiends which occupy only half of one slot, so summoning nothing but Imps or similar lesser forms of demons, you can summon 120 of them. The waiting time between summonings works the same as with Beast Summoning above.

Jumper the Devourer (-400 CP)

Commanding armies is all nice and good but as a Demon Lord, you need to be at the top of the food chain. Quite literally. With this Perk you may decide to, after defeating a foe, consume them in some way. This grants you their strength and some of their abilities but also, if they possess such, proper ownership of anything they own. Kill a King and absorb him? His kingdom is yours. Kill and

absorb that holy sword wielding maiden in blue with silver armor? That sword's also your own and any titles she may have had. From each Jump you may only retain the gains of one foe you consumed after their native Jump.

Royal Guard (-600 CP)

Ah, naturally it wouldn't make much sense not to have this. Once per hour you can summon 4 Demon Nobles, monsters only second to yourself and comparable, by my reports, to the Floor Guardians of the Great Tomb of Nazarick, something about another world? Anyway, each of these Demon Nobles are Great Mazoku like you and me and to illustrate the point, using this system you may or may not have purchased, an average soldier in the human army is level 10, a Royal Knight level 100, those heroes who killed your predecessor were level 1000. These Demon Nobles are Level 1001, for comparison, with a higher growth curve compared to the other three examples.

Capstone Boosted:

Now we're cooking, rather than mere Demon Nobles, what you now have is the ability to summon outright Demon Lords subordinate and totally loyal to you! These are the kinds of nigh-godlike beings you aspire to become with your purchases here! Truly, nothing short of some great sage who spent millennia training could hope to get to you while even one of these stands! And yes, you can summon more of them after an hour too!

Demon King Jumper (-600 CP)

Naturally you wouldn't be the unquestioned ruler of all monsters if you didn't have the power of such. This Perk grants you absolute power over any and all demonic forces of a realm you are the strongest of. And to make sure you are, your power will from now on scale with the size of your territory and army. So the stronger your armed forces, the stronger you are. Which, if you have the right Perks, can be quite a lot. Additionally you have total control of dark magic.

Capstone Boosted:

Remember the powerscaling above? Now your power doesn't scale to the size of your forces. It scales to their power. Very different beast here. Their combined power that is. Hope you're ready to be the unholy son of darkness. Oh, and to boot? You can now call down mighty unholy lightning that deals hefty damage to anyone associated with the divine.

Ominous Monarch



Diplomatic Immunity (-100 CP)

Demon Lords are often not well regarded by humans. In fact, more often than not if you do a state visit, you would be facing assassins from a religious order. Or 20. Same with any demonic envoys. Thankfully you have this Perk now! With this, you and anyone who represents you has Diplomatic Immunity, preventing anyone from interfering with or attacking those affected as long as they act as emissaries or diplomats. If you start fighting or are at war, that naturally negates this Perk.

Always a Deal (-100 CP)

Diplomacy is not just making good conversations with other nations, it is also about trade. Naturally under most circumstances, Demons trying to get some trade done won't be popular, but this is where this Perk comes in. You can easily

engage with other nations in trade agreements, whether through merchants or on your own, and your merchants will never have trouble getting past the border so long as it is genuinely to trade in wares legal in the other state. And no, they will not create laws banning any and every export you have just to get around this.

Privacy of the King (-200 CP)

Believe it or not, espionage and, more importantly for this Perk, Counter Espionage, fall often under the umbrella of diplomatic advisors too. Thanks to this Perk your people will never let foreign spies enter your kingdom, ensuring any secrets are kept as such and no sabotage will befall your people. Additionally, any spies sent will be captured and you will learn who had sent that spy. Naturally it wouldn't do to leave them in prison or kill them, they never got to do anything anyway. They'll be released, and sending a certain message about your kingdom and spying on it will certainly be a good deterrent against any more such actions.

Searching Profit (-200 CP)

Often you will find your kingdom wanting for resources, but why leave it up to chance? You have an easy time determining where any resource you may want can be found or where a market for a particular product may be found. If you don't find a market, you just make one, easily advertising your wares in other kingdoms and to your own people. It is only polite to ensure your people can spend their cash for the products your kingdom produces, not just your neighbors.

Jumper of El Dorado (-400 CP)

"If you seek Fortune, look no further than Demon Lord Jumper's Domain" so many sayings will go. Your kingdom will be renowned as a hub of trade and opportunity, whether that is true or not. The legendary Golden City of the great Jumper it will be said, even if you don't put gold paneling on every inch or at least every roof, of your cities. And this Perk will not only give you this reputation, it will ensure it shall be accurate sooner or later, as you will find commerce flowing into your kingdom rather than just out of it, ensuring you will never wish for money.

Demon Lord Jumper's Gift (-400 CP)

Even as a Demon Lord, you are incredibly skilled at establishing friendly relationships with your neighbors, whether you are genuine in your kindness or not. Maybe a struggling neighbor will be sent just what he needs as a gift, maybe the great Lord Jumper's men just come upon a naval vessel struggling against pirates or are passing by a besieged city. Regardless, nobody can deny you are a friend to have and an enemy to avoid, one way or another, after all. Who wants to anger Jumper, the generous and kind?

Master Craftsmen (-600 CP)

Naturally raw resources aren't the most valuable thing you may want to trade. You are a master craftsman, capable of creating great works of metallurgy and the like freely. What is more, your kingdom is home to many craftsmen just as skilled as you who can pass down their skills to others and work seamlessly should a major project be started which requires more than just one of them to create it, such as a great monument to rival the Ancient Wonders of your world or a great machine.

Capstone Boosted:

Now this is cooking with an industrial grill! Your skills and those of your subordinates in this field are no longer limited to that of mortals, but border on the very gods! Thanks to this Perk any craftsmen of your kingdom is capable of creating arms and armor which could quintuple the fighting capabilities of their user, imbue them with complicated magic by mere craftsmanship alone, or build a monument on the scale of the Pyramids in a day. Alone. By HAND.

Trading with God (-600 CP)

Ah the gods, such fickle things. Luckily the goddess of Demons is also the goddess of Avarice, Trade and Exchange. With this Perk you gain access to a catalogue, for a scaling price you can pay the goddess to give you a hand, from summoning powerful mercenaries to large amounts of resources, to the instant completion of a construction Project. Hell, pay enough and she gets you a castle destroying sword. Just don't expect her to get you stuff from other Jumps.

Capstone Boosted:

Okay, now this is different. At this level our dear lady will sell you anything, and even take CP. Yes, if you have this, you can purchase things from other Jumps. However there is a restriction, it only works on Perks and Items, and can only be done with Jumps related to the one you're going to or those you have already completed. Also, no discounts are provided if you use this.

Demon Idol



Siren Serenade (-100 CP)

You have an incredible singing voice, able to charm anyone and easily able to compete with nothing but medieval acoustics with modern world musical companies. You're also equally skilled at any instrument you would pick-up, able to play a simple acoustic guitar in a way that would make the best Rockstars destroy their guitars out of jealousy. Naturally, Perk isn't all about entertainment alone. Any magic becomes ten times more effective and powerful if you turn the incantation into a song and sing while casting the spell. As a side effect, nobody will ever miss out at one of your concerts no matter how far away they are from the stage.

Hellish Cute (-100 CP)

Remember what I told you earlier about your looks? Now that is taken up to eleven, after all, you're an idol of the Demon World. You're incredibly cute and loveable, not even the most fanatic Demon Haters can deny your appeal and saintly appearance. This grants you, in other

words, an appeal that no amount of prejudice can possibly deny. Nobody, and I mean nobody, can consider you ugly or abhorrent. Also, any form you take will gain this trait, becoming more beautiful/handsome/adorable to this level.

Demon King of Dance (-200 CP)

Being an Idol means more than just singing. You're a master of dancing, movements flowing into a seamless choreography after mere minutes of practice, becoming perfect muscle memory in a mere hour. Your elegance is unmatched and no matter your dancing style, there is nobody who can match you. As an added bonus, this is perfectly compatible with any Martial Art focused on technique and skill rather than raw strength, including swordsmanship. Obviously the learning aspect is most applicable to training movements or Kata, and sword techniques.

Marketing Lord (-200 CP)

What can Idols do that normal Demon Lords can't? Market their faces! You are an expert at marketing products about yourself, strangely capable of setting up production lines for modern collectibles ranging from T-Shirts with your face or Logo, action figures, Dolls of you in various costumes, CD, CD Player, videos, you name it, you can bring Modern Japanese Idol Culture to the masses and earn Giga Masses of money. Hell, with enough time you can set up a streaming service. In a Medieval setting!

Jumper-chan Cult (-400 CP)

Ah, naturally you got these. You have a special kind of Charisma, one that can make people exposed to your content absolutely devoted to you. Others conquer through force or diplomacy, you conquer by enrapturing the people with your song and dance. Indeed, any sapient being can be brought to heel by simple exposure to your song. As long as they have any manner of musical understanding this will be effective. Naturally you can also shut this off, to have just a normal concert. But if you want to expand your domain as the Idol of Demons? This is the way to go.

Idol Master (-400 CP)

Naturally the true power of an Idol lies not in a solo-performance, but being able to work with others of similar nature. You are able to train others in the arts of the Idol, granting them the powers of Siren Serenade, Hellish Cute and Demon King of Dance over the course of a few weeks of training. In future Jumps this can be done with any Perks and you may even convert others into Demons with this, though for that, the concentrated power of Idols will be needed, in a 4 hour live concert for those you seek to convert.

Overlord Solutions Guide (-600 CP)

Ah, you have heard of Overlord Bob and his struggles to apply the list of solutions, I see. Well, this Perk grants you similar abilities to those he used to deal with... problems. You can produce elaborate traps and potions which must be tailored to each individual you target. They will transform them into a loyal minion for you but they will be relatively weak compared to their old selves. Also, sadly, no turning a knight into a dragon with breasts.

Capstone Boosted:

Well, now that is cheating. At this level you can not only do this all with a simple spell and transform them into whatever you want, but they will not only retain all of their skills and power but be boosted proportional to their new form. And yes, dragons are a thing now. And Monster Girls. However, you must be stronger than them to do this.

Idol Empowered (-600 CP)

The Power of Idols flows through you Jumper. A Demon Idol like you is near and dear to the heart of their fans, and this gives you strength. Your power rises proportional to the number of fans and their devotion to you, and the more famous as an Idol you become, the more powerful you become. If you have become the top idol of the world? You become as strong as the king of gods.

Capstone Boosted:

Oh this sounds an awful lot like a certain mini singularity. Not only will your strength now grow proportional to the STRENGTH and NUMBERS of your fans, but your resistance to damage will too. Only a true Idol can possibly overcome this resistance, and only by means of an Idol Sing-Off, a Battle of Bands as you will. Naturally a strong enough foe may overcome this damage negation, but it will only grow harder as you become more famous.

The Good King



Wisdom of the Foreign King (-100 CP)

Otherworlders are a particular brand of beings, you're no exception to that naturally. They bring interesting ideas but usually are supremely overpowered, which is why they are often summoned as heroes. With this Perk you share a particular trait with them. The inexplicable ability to apply the most outlandish bits of trivia to ruling your country. Whether it is some obscure knowledge concerning Anti-Siege fortifications, particular technologies for weapons, or a good understanding of breeding and farmwork. No, you do not choose one of them. You get them all.

"Siri what is..." (-100 CP)

Well the Good King is often called the Wisdom King. You possess the peculiar ability to call upon an internalized entity which will share all manner of information concerning your current host universe if you just ask and this comes on top of that with an accelerated thought skill, analyzing abilities and an absolute mental defense on top of that. It is free simply because, offensively, it doesn't do much.

My Kingdom's Prosperity (-200 CP)

Geomancy is the way to prepare for war. This Perk is the Path of Prosperity. As long as it lies within your borders you have control over the parameters of your land. You can expend magical energy to

enhance them, move around resources and even alter the weather to your liking. Basically, you're playing a Kingdom Simulator in Sandbox Mode. Just make sure to give others a reason not to bother you.

Defeat means Friendship (-200 CP)

Yours is a... strange kind of Charisma. If you defeat somebody and spare their life, maybe they were just a bunch of survivors of a neighboring tribe mistaking your man for subordinates of those who destroyed their tribe, maybe their group's leader died at your hands and they submitted to your authority. Maybe you stuffed another Demon Lord's mouth full of honey and coerced them to surrender the fight for more. Point is, you win? You gain another subordinate or ally. And if you prove your strength or integrity to one truly great, they will be more than willing to treat you as an equal.

The Name (-400 CP)

This is unique to another world? Huh. You have now the ability to give names to others. Doing so will give up some of your energy (don't worry you get it back after a while) and they in turn gain a dramatic boost in power depending on your own. This scales with any other means of becoming stronger for yourself. It also creates an unbreakable bond between the two of you, granting you the ability to call upon them at a minute's notice of sense when they are in danger. This also works on your companions.

BS Power (-400 CP)

This is quite simple, all Otherworlders have some manner of bullshit ability, extremely esoteric. This may be any ability you can think of but the limit would be a Cardinal World Unique Skill's level of power and versatility. You know the guy in the image? He's from the Cardinal Worlds.

Father of his Men (-600 CP)

Ah, the greatest possible instance of "Create me Minions" Perks. I hear some call it the "NPC Builder". Every week you can use half your magical power to open a LitRPG like menu from which to build yourself an elite warrior, with any number of abilities. You can even grant them up to two of your Perks if you want to. They count as a Companion and share a Companion Slot with all Custom Minions.

Capstone Boosted:

Oh this is getting ridiculous. Now not only can you do this at 1/10th the cost, but the Companions you create with this on the fly have all your Demon Lord's Might and Magical Power purchases and you may give them any number of your Perks. Additionally, you gain twice the gains from any Perks you got here that boost you based on your subordinates.

Food Chain (-600 CP)

While previous power-scaling Perks have boosted you, this Perk is unique in that it doesn't affect power. Rather, you and all of your subordinates, if linked, gain access to a skills pool of every skill and non-Perk ability anyone has. This doesn't alter your proficiency, but it means cultivating your subordinates does not in fact bring diminishing returns for you!

Capstone Boosted:

Now on top of everything mentioned before, this Perk will from now on allow you and you companions to share your Perks freely among your subjects. Additionally you will now draw power from the prosperity of your realm, the richer, more developed and happier everything in it is, the more power you and your subordinates and companions gain from this. This is, however, not a one-way-street, as your land becomes more prosperous in return in relation to how well and powerful you and your subjects are and stacks with "Demon King Jumper" and "Idol Empowered". No the prosperity boost does not affect how much stronger you and your people get.

System Customizer

You bought the system, so naturally we must discuss what it does. Quick Reminder, you have 1000 System Coins and can exchange CP for System Coins at a 1:2 exchange rate. System Coins cannot be exchanged for CP.

System Drawbacks

Note: These Drawbacks fall away after this Jump

World-Wide System (+100 SP)

Now instead of just you and anyone you share it with having access to the system, everyone has access. This will make this System an intrinsic part of this world too. This is limited to functions purchased in this section.

Enemy System (+200 SP, Requires “WWS”)

So, turns out I wasn't quite right. You have the system, as do any forces that would oppose you. They have full access to the System as provided by an entity that hates our kind and wants to see us destroyed. Keep your wits about you, any “Heroes” summoned to destroy you will gain this.

Full Access (+200 SP, Requires Importing Another System)

Ah, this may be a problem. That system you imported? All of the functions it had will now be available not just to you, but to everyone.

System with a Handicap (+200 SP)

While all others get a fair amount of EXP, you only get half as much EXP at any time. This negates any Perks you would have that would impact this.

No Party (+100 SP)

You cannot form a party, ever. This means if the System isn't world wide, your companions won't get it. Even if it was available for everyone, you won't gain anything from not personally killing things for training.

System Perks

Import (Free)

You may import another System into this System, combining them both into one.

Status (Free)

You can see the status and basic information on yourself and objects in your line of sight. Your own status also includes any and all skills, as well as any parameters.

Parameter System (Free)

Choose your preferred RPG stat system, you now have that. These are your parameters which form the baseline of your strength without adding any Perks to them.

Level System (-100 SP)

The most basic of ways for a System to track growth: Levels. You beat something up, killing it most of the time, you get Experience Points and with enough you get a level. With this alone you gain for each level Stat Points equal to the number of stats you have -1 which you can apply to your stats in any amount until you have none left. You start on level 1 with 5 times your number of stats in stat points distributed and a number of free stat points equal to the number of stats you have -1. What your starting stats are like from all of that is up to you. Also, fanwank responsibly on how much your stats increase with any Perks.

Skills (-100 SP)

Skills are a number of abilities which, as seen from your system, demonstrates every discipline or ability you have. If paired with “Level System”, these skills can be improved by continuous use as they too will have levels associated with them, becoming more effective, useful and/or powerful depending on the skill in question.

Skill Books (-100 SP)

Naturally learning something the old-fashioned way can be quite a hassle. With this function of your System however, this becomes a problem of the past. You may find books and scrolls in the world which contain instructions and explanations to a certain activity or skill. In such cases you can use them to instantly learn a skill associated with them. If you have “Level System” then these skills start on Level 5 and consuming more individual Skill Books will increase this level by 5 levels more. Not that this will destroy the Skill Book.

Skill Shop (-200 SP)

Naturally you don’t need to use Skill Books or learn it the old way, with this your system provides you with a special function: The Skill Shop. You can pay in Gold Coins or, if you have “Level System” you gain 10 Skill Points every level which can be exchanged for a Skill in the Shop. The skill price will obviously vary depending on the skill so do not expect the ultimate magic to cost just a couple hundred Skill Points.

Class System (-100 SP, Requires “Level System”)

Classes are neat, they come with a whole truckload of abilities depending on their level and can be a great way of learning new things. With this Purchase you can now assign earned levels to any RPG class of your choosing and gain associated abilities. If you have “Skills” assigning a level to a Class will net you 5 levels in any skills associated with the class, such as a Paladin gaining levels in Swordsmanship and Blessings, or a Ranger gaining levels in Archery, Animal Husbandry and Stealth.

Crafting System (-100 SP)

Relying on others for good Items? Maybe you want to make that special kind of Item which can elevate a lowly Goblin to a Demon King? Well, that latter one won’t be manufactured so easily even with this. Your system now has a dedicated Crafting System, allowing their user, presumably you, to use materials you have on hand to craft various Items instantly, just their quality won’t be the best. If you have “Skills” then you can improve that quality by leveling up various crafting skills, though for that you will need to do the legwork by hand.

Inventory (-100 SP)

Ah, a staple of all LitRPG systems I am told, the Inventory. Essentially a Bag of Holding without the bag. I'm sure many merchants would be kissing you should you decide to take this System Perk and make it available to everyone. One purchase of this gives you an Inventory with space for up to 50 types of Items. Additional purchases will double this amount. If you have the "Crafting System" you can combine Items with it from your inventory without taking them out.

Traits (-100 SP)

Traits are inherent aspects of your being, becoming embedded in your very nature. Normally, for you at minimum this is "Demon", "Royalty", "Monster" and "King". Normally this is kind of set in stone, you can't just gain new ones. Except with this you can. By fulfilling certain conditions you can now gain new traits and all of your traits have various special effects they apply to you. Yes this would also apply to anyone else with the system.

Titles (-100/-200 SP)

For 100 SP, you have access to Titles, which are, well, titles awarded for doing particularly noteworthy things. Each title confers certain abilities on you while equipped; 'Dragon Slayer', earned for killing one hundred dragons, might make you particularly adept at killing more of them. You may gain new, more powerful versions of titles you already have for doing similar but more noteworthy things; killing one thousand dragons might earn you the more powerful 'Dragons' Bane', for example. You are able to see a person's title floating above their head.

By default, you are only able to equip one title at a time, but if you've purchased Levels and pay an additional 100 SP, you may equip an additional title for every 10 levels you possess.

Loot (-100/-200 SP)

This is an interesting little function I'd say. When you kill something, you can break it down into components or "Loot" as it were and will also find a small collection of common items among those, which I think are meant to have been on them or something. For an additional 100 SP this will guarantee that you specifically get only the best loot possible from what you kill. It still won't be too grandiose, but it'll have quite a nice impact on your wallet.

Mini Map (-100/-200 SP)

The Mini Map is a neat concept, giving you a miniaturized map of your immediate surroundings in a point of your vision that won't interfere with you but also allowing you to call up a larger map. For 100 SP this map will be self-updating but will largely be blank until you explore this world and future ones too. Pay 200 SP and instead you get a full, complete map of any country you are in. You still need to get to other countries to get maps of them, but in both price tiers you can buy normal maps that will update this map to the point of their accuracy.

Fast Travel (-100 SP)

A rather nice upgrade for your map. With this, any time you find a notable location such as a city or point of interest, a marker is put on your map. You can freely teleport to those locations, yes, even in the middle of combat if you can manage to select the marker while under attack. Note that, if you are in a multi-planetary setting, teleporting from one planet to another will land you in its capital city, and to get the ability to teleport to that planet you need to reach its capital city. If there is none, you need to find a notable location on the planet.

Evolution System (-200 SP, Requires “Level System”)

Naturally, there cannot be infinite leveling. At some point you will hit an insurmountable wall of progress but fear not! You can sacrifice the raw number of your level and your stats, reducing them to be twice the starting stats of the previous Level 1 state, with a +2 of stat points per level, and ascend to a higher evolutionary stage. Pokemon? What is that? Well, anyway, this comes with evolution inherent skills if you have those in the system, along with a +2% boost to your EXP collection. If you have “Skills” as well then you can evolve your skills after they reach a certain point in their development.

Quest System (-200 SP)

Tell me, does this ring any bells? “General, another Settlement has called for our Aid”? Yeah, see you can with this receive various tasks to complete for rewards befitting their difficulty. They can range from “Wash the Dishes” up to “Repel those “Hero” bastards before they kill even more of your citizens! Not everything will trigger a Quest,

Command System (-200 SP)

Wouldn’t it be neat to have some manner of system that makes commanding armies easier? Well, now you have! This system upgrade grants you the ability to enter a Strategy-game like HUD that lets you command large sums of soldiers all at once and maintain an overview of the battlefield! Never fear losing the overview again. Additionally, any Perks you may have that can strengthen others can be applied at range using this System ability. With this active, if you have “Level System” or “Skills” you gain a “Promote” feature which affects groups of soldiers. This function will lead groups of soldiers to earn combat EXP from fighting or general movement, with them eventually leveling up. At that point you can promote them, granting them a fairly strong group boon which will make them a better military unit while also healing their wounds and reviving fallen soldiers of the group.

Civilization System (-200 SP)

There are a lot of games where you manage your own civilization or kingdom. Well, why not introduce your system to something like this? You can, at will, switch to a RTS-style map overview where you can easily manage various aspects of your nation. This doesn’t let you manipulate the environment or resources, but this will make it possible to easily assign the right groups to work on the right projects.

Research System (-200 SP)

Obviously even in this world, there is a need for technological advancement. Your system now includes a Tech Tree, you can assign scientific institutions to research various things depending on their specialization. They will flawlessly be capable of working on them together, with more institutions causing the work to go faster. For references, Institutions in this context mean both places of study such as Magic Institutes and academies of higher learning, as well as specialized laboratories.

Uncapped (-200 SP, Requires “Level System”)

Why bother with limitations on your level or stats? This is less a function of the system as it is the imposing of a rule: No matter how high the number goes, it will continue to roll over to the next digit. Naturally this requires you to get there, levels may get slowed down by the experience cost it would take to reach them.

Game Body (-200 SP)

Well, normally this wouldn't be a given. Wounds are wounds after all. However, with this purchase you can cause the System to translate all damage into purely HP loss, or whatever else is the equivalent for this system. This in effect means that, no matter how much damage is taken, nobody with this System will show physical signs of being wounded or lose any effectiveness in combat.

Player's Mind (-200 SP)

This isn't an inherent skill but rather a function that can be turned on and off. Typically activating automatically under stress, this Perk will ensure its user will maintain a cool head and to be able to make rational decisions. Additionally this functions as a mental defense, perfect to keep your mind protected from any would-be diplomatic opponents. After all, the court is a battlefield in its own right, and only a fool neglects to take his armor and shield along with the sword.

Daily Log-In (-300 SP)

Ah, let me check my notes... Oh, that... could be kind of broken. I approve! What? I'm a Capital D Demon, you should've known I'm not into holding back, right? Anyway, as the name should imply, this functionality grants you a "Log-In Bonus" which can be stat points, skill points, a level up, money, or anything else really. The reward is 100% random, though rarer/more powerful items do have a lower chance of being chosen. Naturally, being extremely lucky would be a boon. Like if you had the Luck of the Devil. Not that we offer that around here.

Gaccha (-300 SP)

Another random function, but also a fun one. I know a few Otherworlders who come here with this kind of power, it is pretty neat. You can sacrifice currency to receive a random reward. There are several "Gaccha Banners" which have different drops depending on their theme. As for how much, 100 Gold Coins for a single roll, 500 for 10. 100 Gold Coins is roughly equivalent to 10 US Dollar I am told. No you cannot use the coins you get for this document. Gaccha Banners will update in future Jumps to include thematic Gaccha Banners. Also, among the possible prices are things like Minions, Demon Generals and possibly stuff like the "Sword of Evil's Bane", which is odd given I know for a fact there is a kid wielding one of those in the Retirement Home for Unequalled Badasses, a rather quaint little town in a Mana Abyss, a zone where Mana disperses into nothingness. Nasty place.

Pay to Win (-400 SP)

Requires "Level System", "Skills" and "Evolution System"

Ah, the bane of players of online games: PtW. This is also a hassle for us given how human kings tend to pay top Gold Coins to summon heroes. Well, you can do it too now. For varying amounts of currency of your current world, here that is Gold Coins, you can get all kinds of effects affecting you. For example, you can increase your level, improve a skill, forcefully evolve yourself or a subordinate and, if you have "Civilization System", instantly finish production of a building, crafted items or training of troops. You may even substitute any component in a ritual or action using a Perk, by using money. Anything provided by a function in this section which can be earned, can be paid for. Yes, this includes Traits.

Customization System (-400 SP)

Requires "Command System"

Isn't it a bit annoying when you can't decide what traits, powers etc your minions and soldiers have? How your companions may not have all the things you want them to have? Well, you get it now. This system allows you to modify the parameters of your minions and companions within the context of this System to upgrade them. If you have a summoning Perk you can customize special summons to be included with custom forms and powers. Mind you that this costs magical energy and/or money to do.

Items

You get discounts on all Items of your Origin with 100 CP Items being free.
You get 500 CP for this section and the Kingdom Section only.

General

Franchise (Free)

Ah, a classic for this type of Jump I am told. This rendering of your legendary feats in this world is provided in the form of any media you wish, such as Visual Novels, Light Novels, Manga, Anime, Live-Action Movies etc. Naturally you are the protagonist regardless of your actions. After all, you are the great Demon Lord, who else could be the hero?

Grand Throne (-100 CP)

Now, everyone knows that you can't be a proper Demon Lord without a good throne. So here you go, its appearance will shift to match your preferences, it could be anything from an ominous grand furnishing that demands respect to a particularly well crafted armchair. It is self cleansing and is always comfortable no matter what appearance it takes. Additionally, you'll find that you have an easier time making decisions relating to ruling of your realm.

DIY minion creation guide (-200 CP)

This book contains detailed instructions on how to create any number of golems, these are mindless, soulless, and absolutely loyal. The golems are not exactly smart, only acting on either pre-programmed commands or commands coming from you or your subordinates. They're also pretty weak, only being on the level of an average adult human male in strength. However they are mass producible and the perfect choice to bolster your numbers, be it in military strength or as house servants to assist in cleaning and chores.

Divining Orb (-400 CP)

This glowing multicolored crystal sphere has a particularly useful ability, the power to reveal the location of anything or anyone you desire. So long as you have a good idea of who or what you want you can find it. This could also be used strategically, allowing you to divine the locations of any weak points in an opponent's defenses or assist in the acquisition of sensitive information.

Ring of Power (-600 CP)

No, this is not one of *The* rings of power, that said this ring IS powerful. This is essentially a power amplifier, allowing you to strengthen one aspect of yourself to being twice as powerful as it is normally. Be it physical strength, magical prowess, or your charisma.

All you need to do is think of what part of yourself you want to be made stronger, and then put it on. If you want the effect to end then you simply need to take the ring off.

If you chose to have a system, this applies to any stats you might have.

Kingdom (Free/-100/-200/-300/-400/-500 CP (Mandatory))

Naturally as a Demon Lord you must have your own kingdom, am I right? This is your territory, and you gain access to the Kingdom Builder below. For that section you get Kingdom Coins, which are the converted form of the cost you paid, Free meaning zero. The exchange rate is 1:3 so for 100 CP you get 300 KC. Naturally, Kingdom Drawbacks will be provided.

It should be noted that any territory you add to this starting kingdom will become fixed to it unless you lose it and your Kingdom may be imported into future Jumps or be stored as a Warehouse attachment to which you can open portals. Additionally even if you do not import your kingdom, if you claim rulership of land it will become part of your Kingdom if you so wish. So yes, become the President of the US, become its Demon Lord and bring it to Avatar the Last Airbender if you wish.

The Conqueror

Spiky Armor (-100 CP)

A Demon Lord has to look the part, right? This is a full set of plate armor made of an obsidian-black metal. It has no special properties beyond being incredibly durable, although it doesn't make you invulnerable, and regenerates when damaged. Yes, regenerates. How Black and Spiky and Evil All Over this armor is, is perfectly under your control. Hell, you can decide on the spot to change it if you want.

Demon Lord's Crown (-200 CP)

This is a piece of magical headwear. It creates a magical illusion around the wearer so long as they are the rightful owner of it. What this does depends on what the wearer wants the illusion to be. They can become invisible, create a humongous illusion over or under them, project their voice across vast distances or give themselves a menacing aura which creates a visible Miasma of darkness around them. Additionally, if the user wants to, this crown will project their negative emotions in a powerful aura that will induce incredible fear in the target.

Great Dungeon (-400 CP)

Dungeons are a good bit of income, particularly for us monsters who have greater potential than humans. This is your own Dungeon, a maze made of thousands of kilometers of corridors and rooms. The layout changes any time nobody is inside the dungeon and loot is replenished at the same time. So far we have gotten to Floor 5 ourselves but there is no fast-travel to already reached floors but after each Boss which guards the stairs to the next floor, you will find a teleporter to go back to the exit. As the Dungeon cannot be destroyed, it is great for training yourself or your troops, and many valuables can be found here.

Systematic Weapon (-600 CP)

Ah, the Creme de la Creme as they say, this is a powerful magical weapon of a type of your choosing. This can be anything you can use as a weapon. It will grow stronger with you or, if you desire and have a LitRPG System, to have its own System which you control and has all the same options as your own, only customized for Weapons such as having a Damage Modifier instead of a Strength Stat. You may pay the price again to upgrade this further and give your weapon the ability to absorb materials and copy weapons as well as combining them, to grow even stronger.

Ominous Monarch

Contacts (-100 CP)

You're the diplomatic sort, and Diplomacy likes to go hand in hand with Trade. You now have a number of contacts in the business of the Black Market, they can be hired to acquire goods or to sell something you offer to someone in a discreet manner. They do not in fact trade in slaves or mercenaries, though.

Magical Gem Mine (-200 CP)

This is a great gift for anyone I imagine. This is a mining facility inside your kingdom or as part of your Warehouse if you so wish, from which someone can mine magical gems which possess various qualities when cut properly. Your craftsmen's skill level will determine the quality of the gems, but they can represent the easiest means of actually enchanting weapons due to their inherent enchanting properties. When nobody is inside the mine will replenish. In future worlds, examples of any supernatural or special gem in the new setting will start to appear in the mineshaft. Yes, that means Lightsaber Crystals too.

Mercenary Company (-400 CP)

This is a company of Mercenaries answering only to you. They can be hired for wartime, escorts, police work or to train your own soldiers. Each member is at a middle point between the ones summoned with "Summon Soldiers" and "Royal Guard" in terms of power, with the master of the company being a Royal Guard level warrior wielding exceptional gear. What this means in more practical terms, each member of this mercenary band is on the upper end of Hero level adventurers, but there are only 25 of them, who take a month to respawn if they die, not to mention that they cost a lot of money to hire for each job.

Dark Alliance (-600 CP)

Diplomacy can take a while to create bonds between nations, and scheming bastards are everywhere, especially among demons. This Item however, skips those problems. You are now part of an alliance of three nations with your own nation as the strongest and richest. The other two nations can either be the territories of, now, former rival Demon Lords or human nations who saw the unrest and upheaval of having no Demon Lord to lead us and so decided to join you and support your nation. While your nation is the strongest, the two other member nations are powerful and rich enough to contribute significantly. After this Jump these nations will be attached to your kingdom and, if in the future you form alliances that last until the end of the Jump, you can take the new allies along as part of this Item. You may import companions into being the rulers of your ally nations.

Demon Idol

Idol Armor (-100 CP)

My Fans are my Shield. Or so people could swear. This is a closet filled to the brim with any and all idol outfits you could ever want. Each outfit is sorted into an appropriate set and will be at hand immediately if you need it. If you're a burly man rather than a girl, this will temporarily make you assume a cute form while putting the clothes on, sex change included. You will stay this way until you take the clothes off and no, you can't wear other clothes above them, the stuff isn't good for that.

World Stage (-200 CP)

An Idol needs her stage, and you have the best. This is a large concert stage which you can summon in an area with no people within the stage's area of effect. This will cause it to create a large room if confined, with the stage before you and a large audience area behind you. The minimum size of this concert stage is 60x15 meters for the stage, with a total area of 60x100 meters. With this Item you can also accept or challenge other people to, a Idol Battle, a singing competition where the audience decides the winner. Even someone with no experience will, however, gain a decent amount of skill in singing and dancing, so make sure you get your A-Game ready. Additionally, the Idol Power will flow through you on this stage, not only empowering you far beyond "Idol Empowered" but also empowering your singing and dancing with this energy.

Rainbow Lord Productions (-400 CP)

Naturally an Idol needs an Idol agency, a company to spread your name, sell your albums and organize your avenues. No worries about concerts being canceled because the ticket seller's website failed or something along those lines. Your Company will manage everything and anything. You are also not only the star Idol but also the CEO, and in future Jumps you will still gain revenue and Idol Power from previous worlds from this one forward.

SongCalibur (-600 CP)

Ah, the golden grail of musical instruments. This is a musical instrument of your choice, may it be an electric guitar that is also a beamsaber Axe, or a Electronic Keyboard that fires lasers in combat and can also double as a sword due to having a handle. And yes, these are both amazing instruments as well as powerful weapons. What is more, these weapons have a powerful magical attribute, which you may choose or you can have it change depending on certain musical inputs. Such as a set of Rock Drums that cause powerful shockwaves and earthquakes. This instrument is also indestructible, and may also be a Microphone that doubles as a holy Lance or something, if you want to feel frisky. No worries about damaging yourself in case of holy energy though.

The Good King

Amenities Fabricator (-100 CP)

Oh, well that is something. This magitech device can produce modern amenities that run on ambient magic rather than electricity, if they need energy. This goes from toilet paper and modern paper, to motorized vehicles. Only weapon or military device you can get are handguns and bullets. This device can make more of itself but to do so both must be afterward off for a day. As for what it uses to fabricate this stuff? Just about any materials you can throw in. Commercial Airlines can be fabricated, yes.

Magic Ore Supply (-200 CP)

This is a Warehouse roughly 50x40x20 meters in length, width and height. And it is filled to the brim with crates full of Ingots. Ingots of a highly magically conductive material. These ingots can be forged into the best possible magical foci in the world as well as powerful enchanted blades which will only get stronger as they attune to their user over time. On its own this is enough material to equip an army of 200.000 High Orc soldiers (huge boar man) with nothing but pure Magi-Ore Armor, shields and weaponry and still have enough to make your own set of armor. Alternatively you could build a capitalship out of this, or rather, two. What I am told is called a “Imperial II-class Star Destroyer” or something. Replenishes once per year.

Guild Base (-400 CP)

Maybe you come here from an MMORPG, wouldn't be the first, or on arrival you find one of your predecessors did. This is a large complex which once housed a powerful Guild. The original residents have long died out but its facilities and functions still work. This facility is set on a floating island and can be moved around freely. Additionally it can spawn 2000 monsters on par with “Beast Summoning” and 1000 soldiers equal to “Summon Soldier” once per day.

Dragon's Heart (-600 CP)

No in terms of a biological organ. This oval shaped, crimson gem stone with roughly four times the dimensions of an American Football ball, if a lifeform consumes this, regardless of species, they gain the traits of a dragon. This includes the following:

1. Elemental Breath: Water, Earth, Fire, Wind. The four- No, wait, wrong setting. The first power granted is what it says on the tin, an elemental breath. As you may guess this can be just about any form of element you may find in media like Dungeons and Dragons, though things like “Time” and “Space” and the like, aren't viable. It has to be some tangible substance, including fire. Plasma is technically alright. This also comes with the ability to emit and control that element.
2. Armor-like Skin: Dragonscales constitute one of the strongest materials around and consuming a Dragon Heart grants your skin the same properties. Scaly skin is optional, but your durability has now been increased multiplicatively by a factor of 200. Also comes with near immunity to 99% of all spells and high resistance to the remaining.
3. Astral Drake: This is a more esoteric ability, Astral Drake allows the user to project a dragon facsimile of themselves around them, this facsimile is an ethereal, very much dangerous dragon imitating its normal body's movements. Imagine a draconic Susanoo or something like that.
4. Superior Strength: Dragons are in a league of their own in terms of power. Flat out, you are now 200 times stronger physically than you were before.
5. Dragon Form: Why be anything else if you could be a dragon? You now possess the ability to transform into a large dragon, the variant you want to be up to you, though it has to be a known variation of dragon variations, whether Wester, Easter, Wyvern, Drake or anything else. The above effects are doubled while in this form.

In addition to the above, you may integrate draconic elements or outright being a dragon, into part of your “Demon Form” though it will be limited in Gauntlets.

Kingdom Builder

Quick Reminder: Your Kingdom Coin stipend for this section depends on how much you paid for the Kingdom Item. The exchange ratio is 1:3.

Kingdom Drawbacks

Rivals (+100 KC, up to 1100 KC)

Oh, it seems my lord you're not the only Demon Lord after all. For every 100 KC you get from this, one Demon Lord will be active in the same world as you, whether they come here by way of summoning or not is up for debate. You can only benefit from taking this drawback 11 times however, but may add additional Demon Lords after if you wish.

On "Holy" Land (+200 KC)

In this world there is a religion, not sure what they call themselves, who were founded by some absolute whackjob from Earth who,. By all accounts, he originates from your own time. What was his name again? Can't Ham? Kem Bam? Anyway, he spread this whacko Religion, I think it may have been called Creepianity or something. Now, the issue is that they consider us demons a blight. Apparently our race's name was used in that Religion's holy text or something and they take this shit way too seriously. To make matters worse, they consider your land to be holy ground, as soon as they learn a Demon Lord took over, what they call a "Shit On" or something, they will likely send wave after wave of Crubakers or whatever. Bottomline is, your territory will be contested by religious nutjobs. They're not that powerful, but even their offbrand Miracle-type magic deals stronger than average damage against demons.

Dangerous Dungeons (+300)

Your land is home to at least one dungeon. Why is this a Drawback when last time this was an Item? Well, simply put? They're dangerous. I hear there is a world where this kind of thing occurs constantly, gates opening to dungeons where, if they aren't defeated in a timely manner, they spill out monsters, enough to devastate a countryside. That is the type of dungeon you now have. Every month this dungeon will become active again and when it does you have a 1 week window to clear the dungeon of enemies and destroy the boss, otherwise a huge army of high-power monsters will spill out and attack anything in sight. Whether you send in your personal bodyguards, some mercenaries, your adoring fans or go in personally, to stop disaster you need to defeat the boss and the monsters accompanying it. As stated you don't need to do it personally, but you need to deal with it sooner or later. You can take this Drawback up to three times.

National Benefits

Size (+200/Free/-100/-200 KC)

This is the size of your initial territory.

For gaining 200 KC, you do not currently have a territory, it was taken over from you. A nearby territory isn't occupied by a Demon Lord but by a human kingdom, so you may want to take it.

For No KC you instead get a single City with around a mile of agrarian land around it. The city has a small castle, where we are, and is about the size of Vatican City.

For 100 KC you rule a small duchy's worth of territory, roughly half the size of Austria. There is a capital city, where we are, and a few small villages dotting the landscape with farms and taxes paying citizens.

For 200 KC you have a proper kingdom, roughly the size of Austria, or 83.871 km². It has three large cities in it with 26 smaller towns and villages, with a fairly large population of around 9 million.

Wealth (+100/Free/-100/-200 KC)

This is the wealth of your territory, how wealthy it's inhabitants are and how much wealth there is in the royal treasury. If you start without a territory of your own, this will apply to whatever territory you first capture.

If you want to gain 100 KC, you're broke. As is your realm. Better hope you got a plan.

The free version gives your realm a small but sufficient for most things, treasury. Your people are fairly poor though, it'll take some serious effort to change this state of affairs.

For 100 KC the treasury is now fairly well stocked and you have a number of minor nobles to your name who have a good amount of money. The common people are also well-off enough that they don't need to worry about money all the time.

Finally for 200 KC you can instead decide to give yourself a bit of a bullseye on your face. See, now you're the richest ruler of them all, your net-worth is double the amount any other ruler has, your nobles can match the average of other countries, and your people are so rich they live in mansions. All of them. Even on farms. On the other hand, people will want that money. And not necessarily the peaceful way. Hope you got that handled.

Infrastructure (+100/Free/-100/-200 KC)

Ah, infrastructure, the beating heart of- what? You say that shouldn't be in a medieval setting? Infrastructure is for industrial stuff? Oh dear summer child, you know nothing. Naturally there are all kinds of definitions of the words and in this case, we have something to talk about here.

For a boost of 100 KC you get no infrastructure. Everything got razed to the ground periodically so people are in trouble. In fact, farming isn't doing well and there is a famine!

For Free your infrastructure is instead a healthy farming community and some scattered blacksmiths. That's about it. Enough not to worry about food for the time but not much more.

For the price of 100 KC you have very active agricultural infrastructure and large, well manned Blacksmith workshops. Additionally some magical schools too.

Finally for 200 the people of this land live very similar to a modern day First World Country of your home universe. Just running on magic rather than electricity. And yes, there is a network providing magical energy for a price. How that works without money I don't know.

Flying Continent (-200 KC)

Only one level, this upgrade will turn your entire country into a floating continent the size of your above choosing. If you have no starting country this will be the closest you can conquer. What benefits does this have? Well, for starters it is a lot easier to defend.

For another importing it is logistically much easier too. Lastly, it comes free with deposits of a special magical ore which is both magically powerful and can be used to induce Gravity altering properties to things covered or made of it.

Magical Acumen (+300/Free/-100 KC)

This is quite easy really. How high is the present or potential magical power and skill in your kingdom?

For getting a whopping 300 KC you agree to have your people completely, magically, dry. They only have as much magic as they need, as demons, to survive, nothing more.

For Free you have no institutional magical education program or anyone of skill but at least potential.

For the price of 100 KC you now boast a high magical aptitude and some degree of magical skill among the populace, most prominently among scholars.

Education Level (+200/Free/-200 KC)

Ah, education, quite important that one I'd wager. And yes there is such a thing as non-religious education in this world, who do you take us for? Though, sadly there are a few levels to this.

For gaining 200 KC your kingdom's level of average education is on par with the stereotypes of the European Middle Ages, meaning only nobles and clergy have any degree of education and the masses are kept ignorant of all but the most basic counting.

For Free your education level is instead on par with your usual Medieval Fantasy World, which isn't on par with that of your modern world but everyone has the skills needed to do math, read and write.

For 200 KC your kingdom is on the forefront, education levels are on par with places like Japan in your home world, and public schools are plentiful as well as going from Kindergarten to University. This means your people are more than capable of getting shit done but it also means education is free.

Resources (+300/Free/-300/-600 KC)

Naturally, natural resources are a concern too, you didn't think you have some default amount, right? Oh no, that is determined here on your payroll.

For the gain of 300 KC this is rather simple. There are none left in your realm. Whether they were all mined out by your predecessor or someone else in the interim, you won't be able to mine any. There may still be trees naturally, but that's all.

For Free your kingdom has a moderate mineral wealth but no currently working mines. They were all destroyed in the past conflicts with the "Heroes". The wealth is nothing to write home about, but it should be helpful. Also, the resources respawn once per 2 years.

For 300 KC, and yes that is quite a leap in cost, your realm is abundant in resources, various mines existing for you to extract it. Most of them only mine mundane materials from ores to things like coal. There are also several sources of Oil to exploit if you have the industrial level. As far as magical ores are concerned, those are rather rare with only 1 out of 20 mines having any non-mundane materials. These resources will respawn once per year.

For 600 KC on the other hand your kingdom is abundant in all manner of materials, both mundane and magical, common and nearly impossible to find. Out of 500 mines, almost all of them have a variety of ores in them and this is far from the full capacity for mining opportunities available to you. Additionally oil is fairly near the surface to extract, enough that most people can stumble on it and use it for things like oil lamps even without much industry. These resources will respawn every 6 months.

Regardless of level, any resource you bring into your realm and place on the ground will see a vein of it forming in your realm going from that first sample. You cannot use material spawned from this or the ones you already used in this manner, to spawn further veins of the material. These resources will respawn on the same schedule as the level you purchased, so starting with none will not respawn them and you need to plant more.

Should a Material be hazardous, for example being extremely reactive and prone to explosions, there will never be any risk of such an event occurring to the raw material found here.

Industry (Free/-100/-200/-300 KC)

What? I told you before, just because we're kinda medieval doesn't mean we don't have stuff inspired by info from Otherworlders.

Well, alright this may or may not be for your kingdom, but others certainly will. Just know that industrial nations tend to use magical energy rather than stuff like coal or oil, though those are often used for minor things or early stuff like locomotives among those who have it.

For Free you do not have any industrial power in your territory, it can be built up though.

For 100 KC you get a few railway lines across your kingdom, nothing big to write home about but people can move rather swiftly and, more importantly, en-masse across terrain. Additionally the know-how of how to make more railway lines is known to your people even if they have to do it by hand.

For 200 KC, what was listed above is doubled and you have a few factories to your name, enough to produce a good number of war materials and process most materials you mine as well.

For 300 KC your industry is thriving, think 1950s USA. There are Train Tracks connecting all the cities and towns of your kingdom, numerous dedicated factories all over, and your people drive their own cars or use the numerous buses and trains. And obviously, this also means you could dedicate a lot of it into making warmachines in a clinch.

Technology (Free/-100/-200 KC)

Naturally with industry, tech is necessary. Mind you, this isn't that low. Mind you, I should mention that all this tech will in fact scale to the power of your forces, so yes, if you have tanks, they will be effective and magically augmented or even powered.

For Free you get the minimum to operate whatever you have going, but nothing along the lines of military capable tech.

For 100 KC your kingdom has a technological level on par with 19th to early 20th century Europe, so you can get tanks and aircraft, just don't expect it to be very advanced without further research.

For 200 KC you get modern levels of tech, including an information network similar to the Internet, although the world wide aspect may be limited. Additionally, tech you acquire in the future will become at least 100 years more advanced than it would normally be and become augmented with magic similar to tech fabricated with this National Benefit.

National Items

Note: You can purchase everything in this section more than once.

Note 2: If you have no starting country, 50 KC purchases will be provided to you directly as starting forces. This accounts for the initial price of the Items.

Standing Military (-50 KC)

Your realm has a standing army, consisting of 20.000 soldiers. These are regular foot soldiers but they replenish on their own for free and are equal to those summoned with "Beast Summoning". For an added 50 KC (to be paid for each purchase of this Item) this will include magical war machines which will bump them up in combat effectiveness to "Summon Soldiers" instead.

Navy (-50 KC)

200 ships is what you get. In capability they scale to the "Summon Soldier" Perk's summons as well as design wise being made of up to five classes of warships. For an additional 50 KC the purchased ships are airships, as in, flying warships. They're not blimps, don't worry. Think Battleships that fly.

Mighty Armaments (-50 KC)

This is an upgrade for the two previous options. It doubles the power of your military forces bought in this section and can be distributed to troops you have summoned as well as a decent supply for general distribution. These weapons are extremely powerful magical weaponry which can grant up to double their user's normal power output. While inert they take the form of crystals which, if held by a soldier or placed against a weapon, personal or ship-mounted, will either turn into whatever their preferred weapon is, or upgrade the weapon they are attached to in that manner. Among humans this would be the equivalent of a hero's Final Legendary Weapon. For us, it is a damn good supply.

Great City (-100 KC)

Do you want more than just one major city (your capital)? You want your capital to be greater? Well do I have something for you. This will upgrade one of your towns or your capital up, turning a normal town into a major city and your capital into a truly fantastic metropolis. Doing this twice to your capital could see it become something more akin to a city country, engulfing your entire kingdom with the smaller towns becoming the outskirts. Naturally the same goes for smaller cities at 3 applications. Once per Jump you can also, if you gained more territory, apply each purchase individually to such future settlements in your territory, whether it be by Item purchase or Scenario Reward. No this cannot be applied post-Jump again on your own cities.

Fortifications (-100 KC)

Your realm needs defenses, and this is quite something like that. For each purchase you may apply this on a town or city, granting them fortified walls and other defenses, or set it up in an unoccupied region to create a large military fort. These upgrades may be moved once per jump to other areas and will scale to the size and population of your cities.

Knight Order (-100 KC)

Does this seem odd? I suppose so. This is a knightly order of your nation. 200 Knights, 500 Man at Arms, 1300 Squires. This may not seem very impressive, but Man at Arms are equal to the “Summon Soldier” warriors and full knights are twice that. Squires will, after 2 years, become knights of equal power and the order will periodically recruit new squires and Man at Arms and may do so at your command. Each purchase gives you one Knightly Order with a Fortress of their own, equal to 2 purchases of Fortifications.

Demon Laboratories (-200 KC)

Remember the tech level above? This is to increase that. This is a facility which you can order to work on various technological project which, like in an RTS game, will become spread around to everything they are relevant to. Your soldiers get better gear, the warmachines become more advanced, your infrastructure gets better and better. With every purchase a new laboratory is added or you can improve one you already purchased, which will increase their effectiveness, causing progress to be made faster and faster and at a higher quality. Additional laboratories meanwhile will allow you to call on more individual research fields at the same time, allowing you to discover and improve several technologies and aspects of your kingdom at the same time.

Shipyards (-200 KC)

You didn't think these ships grow on trees, right? This is a large shipyard which can expand on command to accommodate larger vessels based on what you have available. Any ship you purchase through CP or for which you have technology or blueprints for, can be built here. Ships built here will gain all the same benefits as “Mighty Armaments”. During your time here you will be limited to naval vessels and flying warships similar to the upgraded “Navy” Item above. In future jumps this can be any type of warship. Naturally, each purchase of this gives you one shipyard which will be built in the ground or on the coast here, but can be imported as an orbital shipyard in future jumps. All ships built here will be Fiat Backed.

Fantastical Future Proofing (-200 KC)

Remember how I compared the upgrades to the original design of those built in the shipyards to “Mighty Armaments”? Well, this is an upgrade. You can apply this upgrade to one of your shipyards or a ship you own. All ships built by the shipyard and the ships this is applied to, will now upgrade to be at least 100 years more advanced than the most advanced setting you have been to, integrating common technologies of that setting into these ships. This will also apply retro-actively to past Jump tech levels and in later jumps to ships built in the shipyards if you got new tech.

Companions

Import (Free)

So, I am supposed to be blunt here? Well, you get your import for free, every single Companion you have can import into this. Yes, I said All of them. Doesn't matter how many or how few, for free you get them all. They also get 800 CP in general and a 400 CP Item Stipend but no Kingdom, a free Origin and may select to either be a demon, gaining "Demon Form" for free, or to be human but with any Perks and Items they want. You can give up any amount of CP you want to be given to all your companions at a 1:2 exchange rate. It cannot be returned and naturally, your companions cannot buy companions.

Ally Import (-200 CP)

Huh? What does this mean? Well, simple. You may import one companion for 200 CP each, into a fellow Demon Lord. They get 1000 CP in general, 400 CP for Items, and a further 1000 KC to build their own little Kingdom. You may also transfer CP to them at a 1:2 exchange ratio.

Monster Pet (-100 CP)

Ah, this is a cute one. This is a small monster of your choosing, any "Monster" species found in fantasy and Isekai can do as long as it is one of the small, cuddly and harmless looking ones. Don't worry, this isn't free after all and it is a demonic creature. It will grow up soon enough and be as strong as a Demon Noble within 2 to 3 years. It has the System with any five options of your choosing as well as the "The Good King" Origin and Perks. Naturally, it is also undyingly loyal to you and your people. As an added bonus, importing this little one can be done for free and it gets a +600 CP bonus on top of what stipend it would get. Gender, personality and whether it may gain a humanoid form later is up to you.

Create Companion (-50 CP)

For every 50 CP spent here you may create a companion with 800 CP in general and a further 400 CP stipend for Items. You may also transfer CP to them at a 1:2 ratio with all created companions getting this CP.

Mephisto (Free)

Oh? You wish to take me along too? It would be my pleasure. I am Mephisto, a Demon Count and Royal Guard. I possess the same Perks that are discounted to a Conqueror as well as the ability to temporarily fuse with you my liege to grant you my power. I am also proficient in the arts of cooking, house maintenance, leading armies and torture.

Hero Party (-200 CP)

Huh? Weird, this is a group of heroes, otherworlders with exceptional power. They are friendly however and number 4 in total. They have a Great Leader, whose status as "The Hero" grants him Diplomatic Immunity and who has a Bullshit Power. There is the Brains of the team who always gets a Deal and is a true Marketing Lord. Then we have the Kid who is truly Hellish Cute with a true Siren Serenade but a secret Bullshit Power, and finally the Tough Guy who is at the End of Limits, is a true Master Craftsmen and could rival a true Demon King Jumper in power. They share one Companion Slot and gain 400 extra CP when imported.

Drawbacks

Supplement (0 CP)

Ah, the first toggle, almost mandatory I imagine. You may take a second jump to be added to this one, it has the standard starting CP but the CP between the two is separated so no transferring from one to the other. Your location will also be set to the world of that other Jump but I am sure any discrepancies can be settled.

White and Black (0 CP)

This toggle will give whatever world you're in a morality switch. The biggest religion in the world will become Blatantly evil and any major power normally associated with good will become absurdly corrupt while the inverse occurs as well.

In other words, the world becomes that of those vengeance filled fantasy novels.

This doesn't affect the morality of your own nation, that can only be determined by yourself

Extended Stay (+100 CP)

Ah, another classic, you get 100 CP for every 5 extra years you add to your stay. You may take this up to 10 times, am I not generous?

Thuggish (+100 CP)

Your kingdom is beset by a minor faction of this world. They will harrass your domain constantly and no matter their losses, you can never get rid of them. Additionally your response will always be a bit late and there will be at least a few houses or, if you're particularly slow, an entire village on fire and people missing on top of that, before your forces can reach them.

Beasts of the Wild (+100 CP)

Your lands are now inhabited by untameable wild beasts, they will try and hunt anything for food including your farmers cattle and even your own people, no matter how many times you cull their population there will always be more.

Weakness (+200 CP)

You have a weakness, some special type of magic or material like silver will cause excessive damage to you or weaken you. This information is known to the general public and you will encounter those who will try to exploit it

Mcguffin madness (+200 CP)

Similar to the above drawback there is an Item somewhere out in the world with the ability to utterly ruin you in some way or another. It's best you find it first and hide it before someone else with poor intentions gets it first.

Traitor!!! (+200 CP)

You have a problem, your kingdom is filled with treasonous individuals who will actively sabotage your efforts to grow your kingdom. They won't be easy to find but with a lot of time and effort they can be rooted out.

Crusade o Clock (+300 CP)

The largest religion in the world has decided that you and your kingdom's people are abominations and need to be wiped off the face of the world, this they will call a crusade on you and use every resource at their disposal to purge you from the land, be it through military might, diplomatic manipulation, or using their influence over the entertainment industry.

Heroes (+100/200/300/400/600/800 CP)

You know those heros in the companion section? Well turns out they're not the only party out there, but these ones won't be nearly as friendly. Their origins vary from otherworlders summoned to defeat you, to locals who feel that they have been wronged by you in some way. Their talents generally tend towards matching and countering you.

A conqueror will be faced with the classic hero party, determined to defeat you no matter what, an ominous monarch might be faced with one or more noble diplomats so skilled as to potentially undo all the work you put into making connections. A demon Idol might find themselves up against a rival group of Idols capable of counteracting your charms with their own.

Something to note, these heroes won't be outright Immune to your charisma or mind control, but are most certainly resistant to it.

If you took on the Weakness drawback they will use that weakness against you. If you took the McGuffin madness drawback, they will try to track down said McGuffin in order to use it against you. If you took the Crusade o Clock drawback, they will be leading said crusade and will have its support when fighting you.

Additionally, you HAVE to fight them, be it on the battlefield or by song. Finally, if you choose to have a system, they'll also have a system as well, regardless if you took the "World Wide System" system drawback or not.

–For +100 CP the heroes are. . . More like pests, really. They won't be strong enough to pose any real threat to you or your companions but they will cause chaos in various towns within your territory and maybe defeat several mid rank subordinates.

–For +200 CP the heroes are decently strong, not enough to be THAT much of a threat to you personally, but they'll certainly be able to make your life difficult with how much chaos they'll cause for you if left unchecked.

–For +300 CP the heroes might pose some threat to you if you choose to underestimate them. They'll be strong enough to potentially kill some of your companions.

–For +400 CP the heroes are strong enough to pose a significant challenge to you, you'll find that they have Items and abilities that resist or counter your own, also remember what I said about them not being outright Immune to your charisma and mind control? Well they are now.

–For +600 CP the heroes will be just as strong as you are and will be heard specifically to defeat you. Several of their strongest abilities & Items will be treated as if they are fiat backed and they will be able to bypass several of your own fiat backed defenses. They also have the same charisma and mind control immunity as the 400 tier.

–Finally, for +800 CP the heroes will be stronger than you, their abilities will be specifically tailored towards beating you and your companions. All of their powers and Items will be treated as Fiat backed. charisma and mind control Immunity of course as well. They aren't unbeatable but you better go all out using every Trick, every Tool, and every Ability at your disposal or your chain WILL end here.

Notes:

Hey, Xvolts here. I would like to give credit where credit is due and say that ~90% of this jump was made by Fanficwriter1994 and without the work they put in this jump wouldn't have come to fruition.

Overall I hope you enjoyed it, and with that.

Xvolts out-