

Running Away From The Hero (RATH)

Intro

Version: 1.2

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Do you know what a “hero” is? It is a word that is used to describe cheat-like existences. Of course, the dictionary would say something completely different, but that’s what I think of them as. Logically, how the hell could you manage such a feat as beating up a dragon as a mere human?

Dragons are supposed to be cheats from the moment they’re born, and they even study hard, and crave for even more knowledge. And just consider their life expectancy.

A thousand years is enough for a nation to rise and fall. But to dragons, that thousand years is exactly the amount of time it takes for a hatchling to fully grow up!

But did you ever see heroes taking down hatchlings? NO!

The dragons they take down are the adults that have lived for nearly *Five Millennia!* And when you try looking at the average age of the heroes, it is around 25 years old. It’s just that high because there are some heroes that are way past their expiration date! There are far more heroes that beat up dragons at the age of 18.

Ah, but why am I complaining so much about heroes and dragons right now, you ask?

“Here you go, teacher.”

“... Right...”

Who would this young man in front of me be? This lad holding a warm heart? The kind that isn't cooked but a raw giant heart of a dragon. From its corpse.

It's the greatest hero of our age who saved the empire.

Who is also my disciple.

In order to gain some time to run away, I had spouted some bullshit about evil dragons in some other kingdoms... Who would've thought that this guy would go and actually kill a dragon that fit my bullshit description?!

But that is fine. That is okay. I would celebrate it, after all an evil dragon is bad for business... But did he really have to chase me down in just a week after I went through so much effort to run away?!

And!

“H-hello! I-I've heard much about you...”

“... Right...”

This guy even brought back a princess!

That had been captured by the dragon!!

“Mi Lord.”

“... Right...”

Along with her busty maid!!!

What. The. HELL!!!!

Now you may be wondering why I am so mad, so frustrated, so despairing that the hypothetical evil dragon turned real was the one who lost against this discipline of mine? I am his teacher after all, shouldn't I be proud that my student is such a monster?

It is because of my profession.

I'm a Villain.



Origins

Drop In: You appear out of nowhere, or maybe you don't and you just lost everyone that knew you, it could also be the case where you travelled from a far away place to the location you find yourself in.

Noble: You appear as a member of the high society, depending on your age you might have certain responsibilities, but in general you will live a carefree life.

Brave: You are the Hero, the Protagonist, no matter where you come from, whether it be minor nobility, from a relatively unknown town, or maybe you were born to a villain's wife, you are the man destined for greatness in some way.

Villain: You are part of the darkness of this world, whether that be a petty thief, part of a criminal organization, or just a pervert taking peeks at girls' underwear, you have a past of misdeeds, and connections born from it.

Spirit(200): Pick a second origin, you start as their Summon.

Reincarnated(400): Pick another origin, you start as that origin. Can be picked with Spirit.

Locations

Howling: You start at the training grounds of the strongest criminal organization of this world. You are a newbie, whether there as a spy, an actual member, or something else depends on you.

Arucia the Swordsmanship School: You start at Arucia, currently considered the greatest of the Four Great Academies. The Academy that has a saying not just in the Empire but the whole continent; "To become a Swordmaster it is Arucia Academy or the Keshar Family, pick one."

Marcis the School of Magic: You start at Marcis, which teaches students through apprenticeships. Many political sides exist in this school, all trying to curry favor with the future sorcerers, magicians and sages.

Mercaria the Gateway For Commoners: You start at the most normal school of all. This is a school that produces pencil pushers and paperwork demons of the Empire. The students always graduate to office work, and always find a job to do.

Yugrasia the Summoner School: You start at Yugrasia, currently considered as the worst of the Four Great Academies. Though it once held great strength that rivaled Marcis and Arucia both, the diversity of the summons, the thing that gave them power to stand next to such titans, became its undoing. Currently it is on the verge of shutting down.

Perks

Undiscounted

Magic(Free): You are capable of using the magic of this world, this includes Ritual magic, Summoning Magic(including demon summoning, elemental summoning, other world's god summoning, and fictional character summoning), Elemental Magic(includes the super special wind magic where you slam your staff onto your enemies' heads and emotion magic), Magic Sight(and other senses), Illusions, Enchanting, Contract Magic, Sword ki-aura, Flight, Barrier Magic, Ambient Mana Usage, and some magical pressure that paralyses those around you.

Summon(Free): You have/are a summon.

Color Phobia(0/50): For the duration of this Jump, you always see a specific color right before something dangerous occurs, maybe it is Silver like the Orbital Ice Bombardment and the Metal Bat, or maybe it is Red like blood and fire, your decision.

One Class Knowledge(50) You have a level of knowledge about something from taking a concentrated five hour course on it. Could be anything, from magic to rocket science, scales with training boosters and teaches more if you can cram in more knowledge in 5 hours. The knowledge updates with each jump.

Title(100): You have a grandiose title that introduces a bit of your capabilities and gives a very large boost to your fame whenever you use it. Such as Sword Princess or Sword Disaster. More examples are in the Notes section.

Farming(100): You are almost supernaturally talented at all farming tasks, it is like you were blessed by a goddess of earth or fertility of something. Doesn't have to be farming, could be another skill of the same level.

Stealth(200): You can sneak into and kidnap the heirs of noble houses without waking them and throw them all into a single room, and they will only wake up when you leave. Doesn't have to be stealth, could be another skill of the same level.

Cooking(400): Your cooking is something to die for, kill for, and is clearly the best no matter where you go. A sandwich from you is better than a royal feast. A chicken cooked by you is something to be worshipped. And a meal done by you, combined with a sauce done by you? That is something to cherish for life. And after eating your meals for a while the consumer will realize... Your food is the best, and more valuable than their pride, and will gladly strive to accomplish whatever trial you place in front of them. Doesn't have to be cooking, could be another skill of the same level.

Strategy(600): You are a genius of strategy of all kinds. In combat you might reliably make use of real world gaming strategies, such as Zerg Rushes. Or during an escape from the biggest militaristic action taken in the history of the world all orchestrated with the goal of capturing you, you might give your signature weapon to your unwitting older student, give the passed out and weakened strongest known combattant of the world to your student to be used as bargaining chip along with your other two young noble students, and have a doppelganger in your form go along with your students with the plan of separating from your students and drawing the attention of all your pursuers later. Meanwhile the real you goes away unnoticed, your noble students going away scott free as they claim to be threatened, your older student being held up by your doppelganger, you doppelganger proving himself to really be you by knocking out the awakened strongest combattant, then running away without the weapon, making the pursuers think he is trying to give them the slip by leaving his signature weapon with another cloaked person of similar height, and the doppelganger, being a demon, vanishing back to the underworld once its contract of acting as you for a few hours or until getting caught expires. You can plan this and more within a minute.

Last Second Ass Pull(800): Whenever it is the most critical and dramatic moment that seems like it will end with your loss, you will not lose. Instead you will get an equalizer powerup. If the enemy is weaker but relies on time magic to match your speed then you may suddenly gain insight as to how their magic works and replicate it. If the enemy has a final form then during the fight your innate fighting spirit might awaken, only to give you the same level of boost as your opponent, if

the enemy is simply overpowered in all areas massively then you will be given one chance and one chance only. The more frustrated you'd be at your opponent winning the higher the chance of this perk to work, but don't try to abuse it or munchkin it, because it just doesn't work that way.

One-Winged Angel(800): You are Jumper! You cannot fall before the climax! Which is why no matter how badly you are cornered you will always be able to somehow survive to live another day until one day, near the end of the setting's story if not the jump's final year, or even a battle that you would consider fitting to be called your final fight, you will encounter a way to achieve a new level of power that wasn't possible before. The details depend on you, but every time you get to the end of either the setting's canon or the end of the jump you will encounter a way to alter your body, to achieve a final form, whether this be through absorbing your Summon into yourself entirely or your magic combining your flesh with your emotions to unleash a suppressed side of you, or something else.

This form will give you an alt form that is 10* your maximum output. And they stack with the boost the previous jump's final form gave you but the more they stack the more inhuman your form and behavior while in that form will become, until eventually, at the 10th stacking, all your flesh will be discarded, and you ascend into a being of your flavor of light and tentacles.

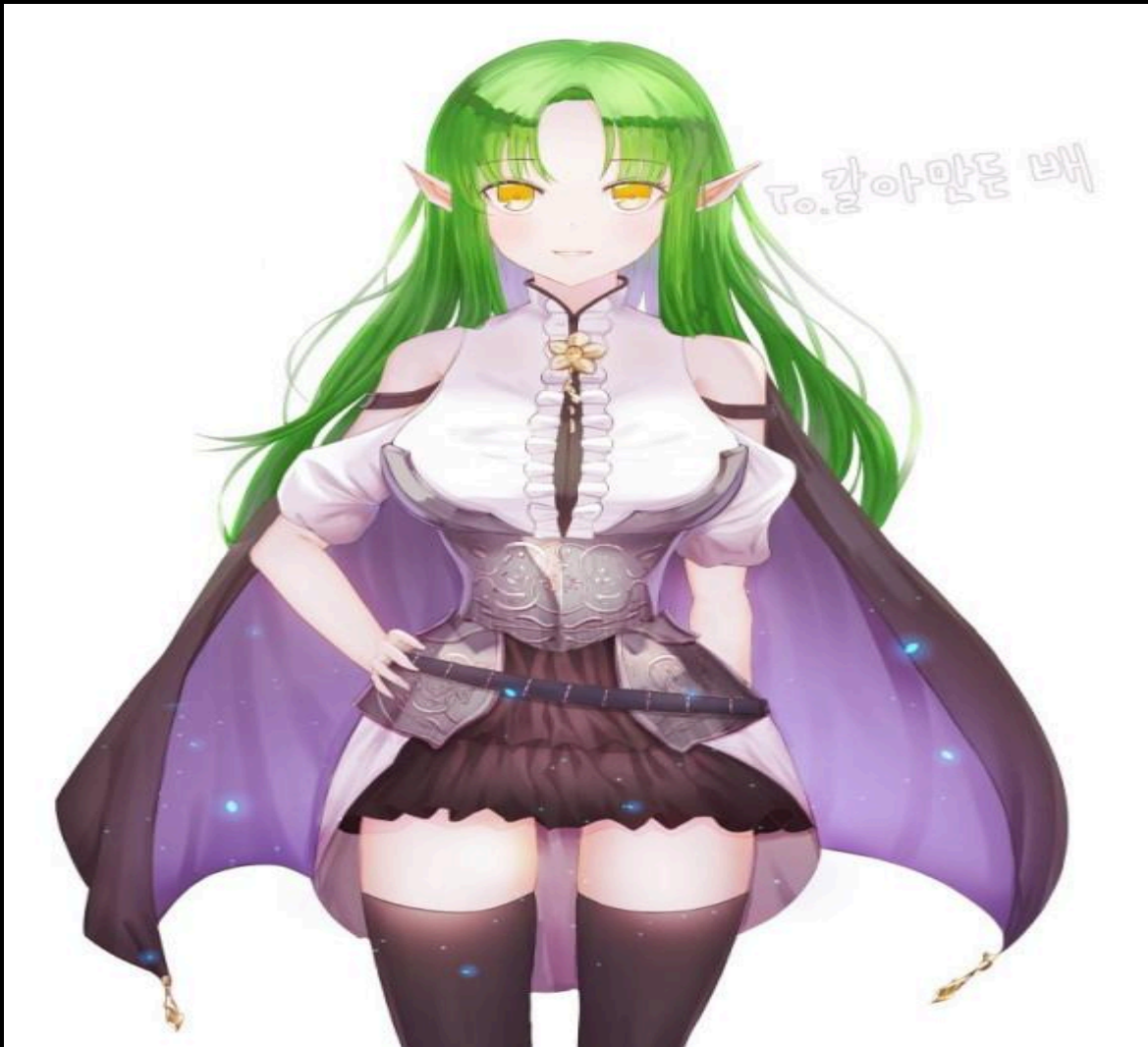
Then you basically become Green Lantern+. You will generate energy infinitely, be a shifting unbreakable light being that can take any form and shift between solid, plasma, and gas, and the usage of all your previous or future alt forms' abilities in your base form, even the biological abilities that require limbs you don't have, they will be generated by your light form when you need to use them.

Full Capability(400): You've been trained by the Bat. You have walked through the blade sharp tightrope over the pits of torment wearing chains called limits. You have learned of your full capacity and laughed in the face of it and started dancing around it. You are now capable of going into a 'serious mode' where you give up all useless thoughts, fight with your all, and display a power that your usual self just lacks no matter what. Your blows will hit harder, you will dodge attacks you didn't know you could sense, and you will be able to make plans during battle like you were playing an easy strategy game. Also, optionally, you will retain the memories of your training days, giving you a stupid amount of resistance to all worldly pain.

+Metal Bat Trained(600): You've been trained by both the Bat and the Metal Bat. You have dived into the pits of torment, pulled forth the chains of Limits, and tipped over the pillars of Limitations, and then made a home there out of your constantly regenerating bones, then looked up and reeled down a few more pillars for good measure with a fishing pole made out of your bones and intestines. You can resist pain like a zombie can, only Divine level pain can make you flinch, you are innately

scary when you fight because a normal human just can't understand the suffering you went through, and you can adapt to anything and never get shocked. Your practical mundane skills, like animal training or calligraphy, grow without a limit, from mundane to Divine. Your magical skills, like Sceptic's Anti Magic Presence or Sword Aura, grow without a limit, as well. Your perks, like Sceptic's Anti Magic Presence or Final Boss, grow too. Your items, like Toy Arcadias or Favor of The Accounting, grow. Your summons, whether they be Real Life McNormalGuy or Emotion Elementals, all grow still.
(Requires Full Capability and retaining training days memories, is the Capstone perk)

Drop In



The Elven Smile(100): You have a smile that is of an elf that never met a human before, never smelled something bad, and lived its life in nature, with other beautiful elves, and smelling the pretty flowers of the woods.

Fictional Knowledge(200): Whenever you enter a world you know which stories you read about the fictional characters that you read about is true and which is false. This means you'll know whether to think of Loki as Thor's brother, half giant, or a random human. And whether he is Sleipnir's mother.

Fictional Skill(400): You have the skill/ability/power/magic of a fictional character. This is a 400CP ability, don't go too crazy, you can buy Shadow Clones with this which naturally come with Naruto's Chakra magic system, or Magneto's power (movie version) for example.

Problematic Random Outsider(600): The difference between a pro gamer and a good player is that the former knows the inner workings of their game, and bases their play on them. You are a pro now. You can look at things from a total outsider's perspective and see the loopholes that you can exploit. This can be something

simple like magic against magic being stronger than magic against the natural world, thus causing you to think up ways to use magic to turn the natural world against your enemy. Or things similar to turning galleons to muggle money if they are worth more to muggles and you can get the things sold in the magical world for cheaper in the muggle world. There will always be these kinds of cheats, and you will always be the only one capable of seeing them.

Guidance of the Plot(800): It is like your life is running on comic book logic. If someone voices that you are a monstrous combatant that is capable of taking down the team they are gathering to bring you down? They will lose. If someone says 'Is he dead?' when you are disintegrated to dust then you will gain enough strength to stand up(once per year) and attack, if bloody and debatably conscious. If you fall down a cliff to a river then you will survive, and keep surviving until you heal up and meet that person nearest to you while you were on that cliff. And you will meet them, whether you want to or not.

Feat Based

You were taught under the Metal Bat, where one mistake meant getting hit, so how can you of all people fail at anything you do? How can you perform at any level but the best you ever can? Now your previous experiences will have a major part on the events of your life. This perk affects more than just combat. This perk works by taking your feats, your experiences, from being trained under the Metal Bat to lifting as much as ever could in an exciting situation such as combat to managing to winning a high stakes gamble to seducing multiple members of the opposite gender, and applies them as the norm of your capability. Win 100 gold coins in a bet and you would be able to win all 10 gold coin bets, with 50 gold coin bets having 50% higher chance of going your way. This only takes into account acts that are accomplished under stress or excitement, such as a fight or anything else that could be put into a comic book of some sort and get read. This perk is a luck perk, a general enhancement perk for your capabilities, and a general nerf to your opponents' capabilities(if they don't have greater feats than you).

If you took down 100 elite level assassins by yourself, then you won't have that much problem taking down 13 legendary magical combattants, as long as they aren't combattants with great feats themselves or lived through experiences rivaling what you made it through. If one amongst the 13 combattants is of equal value to you, or have experienced matching you, then they won't be as affected by the nerf they receive as their own ally brings an anti magic tool against you, even though you are a mundane man incapable of magic.

Noble



Photographic Memory(100): You have a photographic memory, you do not forget things and have a mental archive that indexes your memories in a way perfect for you, but plain confusing to anyone trying to find a specific memory from your head.

Loved By Summons(200): You have an aura around you that makes it incredibly easy for you to form bonds with your chosen summons.

Educated(400): You know the things a university teacher would know in the settings you go to, the things you know are all related to the things you and your origin are interested in, if you have the noble origin and like magic warfare then you would know the usage and the weaknesses of the newest orbital bombardment counter tools. Scales with your perks.

The Archmage(600): Your talent for magic is divinely good, and keeps growing, and your magic reserves? They are as large as a dragon's. Your innate talent at wielding magic is enough for you to tap into the ambient mana to add even more onto your insane reserves. With this much talent it would take you a few glimpses of seeing a spell to learn how to cast is yourself. And a few minutes of trial and error would let

you learn the magical frequency of your opponent and take control over their magic. Or to learn to negate the effects of power disruptors in seconds.

Sword Aura(800): Making Sword Ki, and then compressing it you can form that legendary thing called Sword Aura. It is weightless, can change shape and sizes, cut through anything not of equal (Legendary) level, whether that be a mythical metal or another Sword Aura, and uses no power but when clashing with something. Luckily for you it can be as sharp as you will it, thus generally you'll be able to slash through anything with ease. A Sword Aura is a combination of mana, willpower, and physical power, all tightly compressed together and such an existence has a special rule; It cannot be dispersed in one hit no matter what. Even if your opponent had a Sword Aura of their own that is a hundred times yours in density, when your Sword Auras clash yours will lose half the density with each hit until falling below the density of iron and dispersing.

Range Addition

You now have the capability to and the knowhow to throw around not just Sword Aura, by hand gestures and no weapons, but every ability you have or will have. The Sword Aura will still be costless after formation and will keep travelling forth through the air in the direction you shot it at until it hits something of equal (Legendary) value, such as the Moon, then it will bounce towards a direction you wouldn't mind it bouncing towards that the trajectory lets it to bounce towards, so an enemy can't bounce your Sword Aura back at you to harm you, or your allies. But as said before this isn't just for Sword Aura, but every ability. You might become a Kryptonian and your Tactile Telekinesis would turn into regular Telekinesis. You might become a ghost in a setting where ghosts are bound to the location of their deaths, you would become the exception to that rule with your ability to wander around as much as you want. Or you could look at the planet you are on from space by focusing Byakugan's sight up and up until you are unable to see yourself or your surroundings from the far distance of space, and then go even further beyond.

Brave



Glory(100): The tales of your exploits spread far and wide and strikes a cord in people. People from around the world will hear of your deeds, and treat you accordingly. Save a village on the edge of an empire and the people from the capital city will be able to name you and respect you as its hero.

Charismatic(200): You are charismatic, able to get people to listen, to rise up, and to fall(in both sense of the word) for you. You could be an excellent general, king, or a great casanova with just this.

Heroic Intuition(400): It is like you have Danger Sense, but you have one better. Your instincts are focused on anything detrimental to you first, danger second, and those with negative feelings third, allowing you to ‘fail’ to dodge attacks that are beneficial, such as putting you in better footing or attacks made to test your power level or simply feints. Also useful for detecting people smiling while planning on murdering you, girlfriends feeling down, and people hiding in secret tunnels.

Resistance(600): You have a supernatural ability to resist things. Whether this be pain, poison, paralysis magic, or just the idea that your opponent might be the right one, you can resist them all the same. This isn’t immunity, but as long as you have the will for it you can refuse them. Missing limbs cannot be refused. Your body succumbing to death or broken limbs can. Hunger eating away at your strength can also be resisted.

Perfect Condition(800): It wouldn't do for a Hero to be anything less than, if not the best, then at least average at everything. Now you have a modest amount of

talent/affinity/ability for everything. Everything. And you will keep this no matter how you grow. You may ascend into a being of light, but you would still hold the potential to wield dark magic. As a bonus your own abilities cannot hurt you, or those you truly hold no ill will towards. People whose existences you don't know during your attacks does count, so does you getting put under an illusion that makes you attack people you wouldn't want to, or entering into a berserker rage that makes you lose your sense of self.

Ego Form

Now your perfect condition will update constantly and keep you in that said condition.

Whether that be your body never getting hungry or needing sleep(though you can sleep if that is what you view as 'perfect') or being immune to getting negatively affected all mundane poisons(you will become immune to them after encountering them) or getting your arm cut off and having it regrow stronger or your wounds leaving the scars you want and healing the others or your face shifting to an idealized ego stroking look.

If you encounter a magical effect keeping you from your perfect condition then your body, mind and soul all will start fighting it, the stronger you are the faster the binds are unravelled and the faster your resistance grows(which would let you get free from them faster if you encounter them later) against the magical effect, and no matter the magic you will be freed from it eventually.

Also your body accepts what you deem as useful and rejects what you deem as not, if you want to gain the bones of a dragon then eating enough of them while focusing on the idea of the benefits of having those bones would make your own bones gain those traits.

There are other certain benefits like your skills never deteriorating and only growing but Metal Bat Trained more than covers them already.

Villain



Gift Of Prophecy(100): You tend to be right more often than not whenever you lie, tell a tale, or otherwise spout some bullshit. This is like a thread guiding fate and your mouth has the ability to feel it, and even wave it into shapes a bit. Like naming the person someone loves by saying the first person that came to your mind, or saying that if you added the numbers that the dice has landed on in 3 throws then you will get a total of 10 points, and that actually happening.

A Challenge For The Hero(200): Your plans and plots tend to lead your targets to difficult lose-lose situations. The only catch is that these situations tend to unravel significantly if they display heroic values. But place an army around a man and say he will be killed if he does not denounce his lovers? Who is foolish enough to refuse you? Especially when you are promising to let him go safely in exchange for this simple lip service? And whether you uphold your end of the bargain or not, if he does give in to your demands and denounce his love for his lovers... Then their love life will be marred forever, never to be restored to the pure white thing it once was. Though if he actually doesn't then you might need to take him down fast before those lovers come to his aid, even then you still have your army of 100 combattants while the man before you is being protected by 6 girls, with only half of them having any combat capabilities.... As a side effect of his narrative power succeeding in your challenges causes the resolution of long standing problems, or granting boons to the person you targeted. Such as allowing him to marry all 6 of his lovers and facing no problems with such a complicated relationship.

Man of Many Faces(400): You can twist words and describe anything as anything else, improv like a world star that had months to prepare for their big role, and the

ability to never confuse lies told, nor roles played. Also it seems your roles grow out of proportion as people interpret your actions from their limited knowledge of you. Spout some bullshit about someone to get people riled up to beat them, have those lies be truth through your Gift Of Prophecy, and be thought as some great orchestrator of your target's downfall, even if they knew you for years and normally wouldn't think you capable of such.

Senses of a Villain(600): Like a certain arachnid you are able to sense when there is danger, but beyond his spider sense you gained something of a Villain Sense. You know where to go to find criminals, scum, and the underworld deals. You know what to say and do to scam, threaten, coerce, and bribe anyone. And you know who to target out of a room full of nobles experienced at leading people on with promises and milking them for beneficial association. You are a master of white collar crime with no other coming close enough to compare with your natural talents, of course you can use your powers for good causes as well but what is a diplomat, spy, or detective but a servant? You can be the king of any kingdom, whether by sitting upon the throne or watching over the game of thrones and nudging the pieces.

Final Boss(800): The Hero is only as strong as their Antagonist. So, as the final boss of your Hero, you must be strong. You must be tough. You must be infallible to those that aren't the Hero! Which is where this perk comes in. The strongest god in the world would be unable to do anything for some arbitrary reasons but watch impotently as you defile his temple and head priestess. The extinction event you set off would be survivable by hiding in the freezer. But what goes around must come around, by tipping the scales in your favor the same scales will be tipped in the favor of Heroes, and heroic figures wishing to stop you once and for all.

This might come with a situation where you can teleport, have a team of kryptonians as your bodyguards, and you yourself could throw moon shattering finger beams without effort, but you relied too heavily on this perk so when the confrontation with the Hero/es arrives, and it will, you will conveniently forget about your teleportation ability, your bodyguards will become mooks able to be taken down by the hero at the start of his journey, and your finger beam might shatter the moon during the fight but once aimed at something significant like the hero or their loved ones? It will be as hurtful as a flashbang. At least your durability won't be affected, nor will your passive abilities, as you will forget to turn on your ability, not think to turn them off.

Of course this negative weighting of the scales all depends on you actively abusing this perk's power, and abusing it hard to act above your weight class.

No it isn't time based, but action based. For every minute someone with the power to do something about you didn't do anything is a minute of you inconveniently forgetting about a power, halved by the number of powers you have. Every obvious solution to end your threat costs an idea against seeing an obvious move to end the Hero/es. The cost doesn't have to be the same action, but that is the easiest way to even the scales, as other actions have a conversion fee of 1.5* attached to them.

This perk also gains in power the more you suffer, the suffering from drawbacks included, and you can use that power to use this perk without the repercussions,

until the gathered power is spent and you start to go negative, then you get the repercussions. This perk is a Plot Armor With Shoulder Mounted Gatling Guns, capable of letting you take down anything, as long as you are ready to receive that much nerfing yourself, if you take down Galactus as a mortal human civilian then get ready prepared to be done in by an ant, or better yet a single microbe. Unless you spent who knows how long in suffering first.

Villainous Narrative Strength

It is like you are a JRPG villain!

All your acts' effects are boosted against civilians and the terrain, requiring minute amount of magic to set an entire town ablaze when the most you could do is throwing fire at two buildings and hoping they burn, requiring just a glare to cow the most foolish of the villagers, and no matter the resistance that the non-main characters try to show, they will be nerfed to hell and back, capable of only bringing out 10% of their true strength at max when standing against you, without a Hero backing them, then the nerf is 50%.

Your durability, both in general and especially against a Hero, is God Level, letting you tank a beheading or two against anyone, and letting you survive your base being blown up with you in it when the Hero is the one that activated the destruction timer, when you are a normal man.

And not only that, your charms and charisma in general is enhanced when used against anyone but the Hero or the Hero types, letting you seduce and corrupt their opposite gender parent or significant other while they are away from home trying to take you down.

All the other villains feel an urge to respect you and pay heed to your words, because even if they don't know it consciously there is something that sets you apart, that makes it very unwise to compare themselves with you, because you are the Arch Villain.

All minions and minion types feel an urge to submit to you, letting you easily get them to employ under you whether by a glare and a few calmly spoken words or taking out their boss in a duel at most.

Spirit



Elegance(100): You are beautiful, glorious, and literally glow a bit, just enough to be noticed in complete darkness. This won't make you noticable when inconvenient.

Perspective(200): This is a skill that comes from experience, enhanced into a perk. You find it very easy to see things unsaid, when it is a trap, when it is a lie, or how an enemy thinks. You won't be falling for their tricks easily, or at all really, unless really desperate.

Presence(400): You give out an undefinable pressure of *might* to those around you. The conscious idea of crossing you and unconscious urge to fight will instinctively feel like a *Nope, Stop That, This is a Bad Idea, Red Flag*.

Live In Interesting Times(600): Whenever you are starting to get bored, have free time on your hands that you want to spend just doing *something*, well, something happens. It isn't guaranteed to be fun time, but once you sit down and tell your tales? Well you could write a few best selling books out of them. The events that spirit you away all depends on how much time you wish to 'waste' on adventuring. If it is a few hours then don't expect more than an action movie's worth, but if it is, for

example, a decade? You'll be on the front row to watch the greatest people that world has ever seen creating their legends into the history. Defeating a Basilisk, repelling a hundred Dementors, and vanquishing the most terrible Dark Lord are all things you will see in your first year, alongside many other minor adventures like burning down a giant spider nest, finding clues to the three legendary artifacts giving unlimited power, immortality, and ultimate knowledge. You would complete the set by your fourth year.

Friendship Is Magic(800): You embody the shounen settings' ideology of having Nakamas giving power. Whenever you are in a group, and the said group is in agreement, every member of the group, at your discretion, will have their stats be enhanced. The strength of the enhancement depends on the strength of the bonds between members of the group, the types of emotions (some lead better to certain stats than others) shared between the group, and the already existing bond between the group.

If your comrades share a negative emotion towards something then all your efforts against it will be enhanced, if it is a positive emotion then all efforts towards it will be enhanced. If you, or any of your fellows, uses magic of some kind then this energy will merge with it and show far more potent results.

The Nakama Power

The energy you and your fellows generate, through the intervention and repeated beatings of the Metal Bat, has evolved into a zombie plague. Kind of.

First it will nourish the group, needing no meals and just growing full from the friendship.

Second the members of the group will be restored to perfect health over time, including regaining their youth.

Third the members will share a level of empathy bordering on telepathy, if one smells a poison on their meal that the other, far away, poison master of the group knows about then they will know that the meal is poisonous, if not the specifics, this also leads to learning from each other being stupidly easy, condensing pages' worth of knowledge into a few sentences.

Fourth all the powers that the members of the group has can be copied, the strength of the copied power depends on how close to the group the member that holds the power is. This works similar to a person imitating their best friend, and the power imitated will slowly integrate to the imitator as they create memories and emotions based upon the powers. This doesn't have to be powers, it can be innate skill at things as well, whether that be swordsmanship or signing.

Fifth all the members of the group never grow distant or shy away from the group members, and the more the group hangs out with each other the more this energy accumulates(whereas before it dissipated if not used). This does mean that you gain power as you hang out with those dear to you, whether that be in combat or on a date.

Sixth the accumulated energy from 8 companions for a jump can be sacrificed once per jump to revive a member of the group at will. Even if that person is dead by fiat,

or sent back to their origin setting, or their soul devoured and their body ripped apart, they will be back in full health, in physical, mental, and spiritual. Seventh the accumulated energy can be used to turn defeated enemies into allies, the success rate of the conversion depends on their resistance, strength, and how positive your fellows look upon the victim joining the group. Eight when alone you can draw upon the energy to become an unstoppable berserker, having far boosted stats, when together you and your fellows become a mob of undead, easily enduring and surviving hits that should be fatal or crippling at best.

Reincarnated



Mundane Sword Mastery(100): This is 10,000 hours of a sword being stuck to your hand. As if the sword is your arm you can do whatever and more with a sword in your hand, as you can without. Of course if it is physically impossible then you can't, such as gripping the rocks of a mountain to not fall off, but you can pierce the mountain without effort to get the same result. This perk scales with your training boosters.

Connections(200): You manage to gain connections with the oddest of people, from the genius princess of the strongest country to the perverted elf to the dwarves that

are legendarily difficult to encounter. And they all, somehow, like you! They like you very much, enough to drop what they are doing to come help you when you request something of them. But, they will expect to get something in return eventually, you wouldn't want to make your friends feel used, would you?

Cheat Life(400): The person you reincarnated into has inborn advantages, whether they be being part of a rich and powerful family, having a body seemingly made to wield swords, or simply being fated to become the strongest according to canon. From now on all of your future non-drop in origins will offer the same one way or another.

Legendary Instructor(600): You had to get to where you are now after living through childhood, relearning everything had taught you valuable lessons in how to teach others how to learn. Now teaching grows easier the more you do, teach a single person how to punch and next time you teach it to it takes half the time, or the same time but to two people. The people you teach grow outside of their limits, so if someone is able to reach level 100, and you teach them from level 5 to 20 then they will be able to reach level 115. And they are able to learn everything you know a bit about. As a bonus whenever you are teaching there won't be collateral damage, even if you are teaching a whole school, with the students and teachers wielding swords and dangerous elemental magic, they won't get hurt. Emotionally they might, but physically it will only be a surface level thing.

No getting teeth knocked out by getting trampled by 1300 people, and when breaking a limb by using a technique that their body isn't ready for? They will still be able to get up and walk it off after a few hours of rest.

You are also able to teach things you merely heard but don't know anything about, like how to use the master level technique that is reserved for the legends of the land, the Sword Aura for example, by throwing a few snowballs into the student's face and telling them to compress their Sword Ki like you compress a snowball. You don't need to be present to teach either, your books also carry the same bullshit ability to teach skills that should be impossible, and those that hold them will be directed by plot to utilize them. If it is utterly impossible it won't work, like if you wrote "Yell you are the king of the world to become god." but if you write some half bullshit backstory, half truth, and half speculation, then the reader of your book might gain insight into how to utilize a spell that has been cast only through the collaboration of 10 Primordial Emotion Elementals, using 100 teenage summoners and their nature sprite summons only.

Sceptic's Anti Special Presence(800): You were an inhabitant of a mundane world, called the Real World, where magic was just a fantasy. Then you got thrown into this fantasy world to be born again. Your perception, combined with the magic of this world, has resulted in you gaining a strange new power. You can generate an energy that is anti-special. People displaying more strength than their mass could according to Science? By you looking at it with scepticism their strength will be gone. People throwing around fire from their hands? Next time they do they might either not generate the flames or burn their hands trying, depending on your intent

when you directed your gaze upon them. This energy works either as a passive, where, around you, only magic greater than your Scepticism Energy can be used(with far decreased potency), or active where you direct it and it negates what you stare at no matter their potency, and if you want it to, disable the thing that makes your target Special. Whether that be magic criculation like Naruto's Chakra or an animated Skeleton.

This energy is like a curse, but not, and like a curse it lingers, but unlike a curse it cannot be dispelled, just slowly diluted and eventually freed from it. As you are the generator of this energy it doesn't affect your own abilities.

Capstone: Now this energy aids you in resisting special factors from outside negatively affecting you. You straight out negate all that is special that isn't greater than your energy pool, so in game terms a poison curse that uses 5MP against your 5ASP means the poison curse isn't inflicted upon you, but your ASP drops to 0 as it gets used up. But besides that this has now evolved to let you disable specific effects. Want to disable the fire resistance of the mage that cast fire cloak? Want to remove the ability to breathe underwater of a sea god? You can do it all as long as you can think fast enough to direct your energy at them, and inject your energy into them.

Works on Clarke Tech(Doctor Who), Magi-Tech(Warhammer 40K Orks), and certain Comic Book Tech(magic nanobots like MCU Tony's, quantum magic like Antman, and anything to do with teleportation that isn't done by a giant spaceship or uses up a large amount of energy to manage like Stargate), but not on an ice shard attack unless the ice shard itself is made out of energy.

Summons

If taken with Spirit origin the other Summon options add skills, abilities, and powers to you or you can summon too. The power you can gain from this is 10* by default, or 100* if you took the Manifestation perk. The power level of your summons are also based upon you at the same rate, 10* for default or 100* for those who took the Manifestation perk. You gain your starting choice points' worth again if you actually bothered to read this, you can spend it anywhere.

Drop In

Real Life McNormalGuy(100): Could be anyone real without exceptional abilities. From Vladimir Putin to Angelina Jolie to the 40 year old cat lady you saw ages ago in another world.

Isekai Protag Without An OP Cheat(200): A person completely of your design from a parallel universe that spawned from your imagination, could be a busty red haired 10 year old japanese girl, could be 3 meters tall combination of Usain Bolt, Muhammad Ali, Bruce Lee, and Joerg Sprave. They could have one minor ability of

your choice, things like Infamous game series' protagonists' powers at the start of their game.

Original Character From Another Setting(400): Could be anyone that isn't world breakingly strong. Think more along the lines of some non-legendary final evolution Pokemon than Krillin.

Main Character From Another Setting(600): Could be any protagonist except those world breaking characters. In Another World With My Smartphone's protagonist is a good example, as is Naruto of Shippuden.

Strongest Character From Another Setting(800): What it says on the title, no limit on strength but they have to be a character, not an unseen being that never spoke or fought for the duration of the setting's story. If the character is Omnipotent then their Omnipotency is limited to what you can do and how far your range is. If you can't instantly affect something on the moon then they can't either, if you can't create life then they can't either, same with matter or fate manipulation or other exotic stuff. They are able to will their stats to 10* your own though, if their Omnipotency worked on themselves.

Noble

Minor Figures From Mythology(100): Think Argos the faithful dog or the horse Loki seduced that could lift tons of rocks and tons of lumber at once without buckling.

Mortal Figure Of Legend(200): Think pied piper, with the magical power to control the weak willed, or the Minotaur, with its own unique powers. Or you can be a good guy and save Sisyphus from his curse, though considering he was killing people visiting his country as a sacrifice to Gods, maybe not.

Demi-Gods(400): Doesn't have to be demi-gods, just think Achilles power level where one guy can win against an army with no weakness on his body but on his ankle, or Heracles power level at the upper end where he is capable of going toe to toe with monsters without weapons and using pure strength only.

Gods(600): Think Aphrodite, the goddess of love and beauty, or Poseidon the god of the sea and earthquakes, or Hephaestus, the god of the forge, smithing, and fire. Or you can be a good guy and save Prometheus from his punishment for saving humanity from an eternity of Gods' whims.

King of Gods(800): Think Zeus, the god of the sky and lightning (and sex, cheating on your wife, and being a furry) or Cronus, the titan of time and death.

Villain

Lesser Demons(100): Think the pets of demonic mooks, the stupid demonic beasts, zombies with super strength but slow speed and in constant agony, constantly bleeding husk that explode when the ball on their back is cut... Basically they are weak, have clear disadvantages, but have one or two potent abilities that makes them useful for a specific reason and that reason only.

Minor Demons(200): Think doppelgangers, mimic and the like. This rank is for those demons that generally have one power and little to no distinct weaknesses. They have low capabilities but at least aren't a danger to themselves, unlike the previous rank.

Demon Lords(400): Think vampires. This rank generally has multiple powers, high stats, and in general very, very varied in ability. From only being supernaturally persuasive in making deals to being a giant Xenomorph to merely being a many times enhanced human with no weaknesses at all.

Demon King(600): Think Beelzebub, or Leviathan. This rank involves those demonic beings generally worshipped as gods or have fought gods before. Surtr would fit this rank.

Devil Gods(800): Think Satan, or Lucifer. They are the top dogs, threatening multiple other worlds with their power after conquering their own, and having a solid chance at victory.

Brave

Nature Sprite(100): Think of a floating snowball that is capable of creating ice and snow, as durable as it sounds. Weak, cute, but has a few specialized and potent uses to compensate, very unlikely to win in any fight but good for utility and aid during combat.

Elemental(200): Think Atronachs from Elder Scrolls Skyrim. Capable of single element specialized devastation, not too smart.

Highest Elemental(400): Think Zapmolcuno(Thu-Fi-Zer). They are multiple elementals temporarily merging together, a fusion. They are generally powerful, potent, capable, but have some clear and easy to spot weaknesses.

Elemental Kings(600): Aspects of elements. Able to negate the powers of the spirits and other beings that use the element they are. Able to command their element perfectly and with no conscious thought needed.

Primordial Emotion(800): Aspect of emotion. Able to freely command the emotion that they are, induce them or create them or sense them or be empowered by them, doesn't matter, they can do it if it deals with their emotion.

Summon

Equal Pact(100): Your pact with your summoner is of equal level, neither of you have much control over the other, you need to find a middle ground and understanding to do anything. Due to the emotion sharing this understanding is easier to grasp than one might think, especially with weaker willed spirits.

Advantageous Pact(200): You have the advantage on the pact that has been made, you can control your summoning and set conditions, act in anyway you want once summoned, and even force your Summoner to summon you. If you are a summoner then you can force your summon to do your commands, and force summon them.

Scam Pact(400): You have a scam pact, in your advantage, you get the soul of your Summoner and the full control over their body and allows you to bring out 200% of your strength when summoned/taking over your summoner's body. If you are the summoner then the summon is an extension of your will, not needing commands to act and always acting in your best interest and all interest.

Perfect Summoner(600): Your summoner is strong and close enough to you in understanding and personality that you are in almost always in perfect synch, allows you to bring out the 100% of your power and not drain the magic of your summoner to stay manifested, if taken with Scam Pact then you can bring out double(400%) the power you could previously. You also can use your own power to fuel your special abilities rather than draining your Summoner dry. If you are the summoner then your summon will be able to bring forth their own power and have it regenerate, not needing energy from you to stay manifested.

Multiple Pact(800): You can make pacts with multiple people. The effect of this depends on your Pact level, with an Equal Pact you would have at least 1000 summoners all looking to summon you, allowing you 1000 windows to see the world from and aid them. With Advantageous Pact the number is lessened to 100 summoners but you could aid them, or manipulate them, and even refuse their calls to aid at your own discretion. With a Scam Pact you would have 10 Summoners, all your loyal followers to the end, and all capable of using a sacrificial ritual at your will to bring you back to life at the cost of theirs once a jump. They are also massive zealots, and seriously likely to form a cult around you. They are able to be puppeteered perfectly regardless of your distance, and you can manipulate their looks a little, making them look like you or shifting into an idealized look you prefer over time.

If you are the summoner then this is a bit different and only does anything if you have Scam Pact. You are now able to summon parallel versions of your summons, 10 of them at that. If you can summon Loki then one might be female, another might be human, another might be Jotun, another might be a female horse, and another maybe the rape child of Thor's mother and an ice giant? The possibilities are endless, but choose carefully for you only have 10 versions for each summon. No you do not need to do the summoning again for each one, it is one summon.

Reincarnated

Self Summon(100): Your Summons can summon themselves without penalty. If you are a Spirit then you can summon yourself without worry, otherwise you would have had to spend half the power you are bringing out.

Multi Summon(200): You can summon more than one spirit at the same time. This perk does nothing for the mana cost.

Item Summon(400): Basically Requip magic of Fairy Tail but with a far wider range. You also get contracts with all the CP bought items, and thus summon them by willing it, they will get summoned by themselves if you have the Scam Pact.

Incarnation(600): A step below Ascension, where you take on a God's mantle, becoming them whether temporarily or permanently, or becoming a demi-god child of their. A step above Descent, where you call the God into your body and ask them to display their ages of experience to pilot you through your ordeals. You transform your body into the God's, becoming a fusion of you and them. You can do Descent by default, but Ascension will require a great understanding and positive feelings from your summon to happen. If you are a Spirit then your summoner/s will become able to do these techniques as the understanding between you grows.

Manifestation(800): Your summon isn't restricted to your exact power level anymore and, like the first time it got summoned, uses a certain amount of its own power to stay in the world rather than leeching off of your mana constantly. Its strength is at maximum 100 times your own strength, but more than that this perk strengthens your summons depending on your strength, making them as strong as 1/100th as you in all stats at the very least, with a few having their enhancement more focused on certain parts than others.

Items

Undiscounted

Naruan's Sack of Loot(200): You have a loot sack that seems to generate random precious items by teleporting them from their owners. Whenever you pull out something there is a 5% chance of some Hero level person will embark on a quest to retrieve what you pulled out, and they will encounter you time and time again until the end of the Jump where they (rightfully) claim that you are the thief that stole the item and fight you for it, unless you give it to them. Giving it to them, in a certain way that portrays you in a heroic light is sure to give you an ally or minion, and using this thing isn't mandatory but it does give you precious items.

The potential items ranges from Spiderman's abandoned suit, Ironman's Arc Reactor, One Ring, Meteor Swords, Wedding Rings Made From The Gems Found In The Deepest Dungeons, or even pet rocks. It is random, but the chance of attracting

a Hero level(doesn't have to be hero, could be a villain) person to your trail is same as before. What you pull out of the sack will be unable to harm you.

Mushrooms(400): These incredibly poisonous mushrooms will show those who ingest it the truth of the world and a glimpse of heaven. It is a potent thing that is 99% sure to kill anyone you want with a lick only. After the first ingestion, the target, if they survive it, becomes immune to all poisons and gains a form of enlightenment, having intuitive understanding of the truth of the living world around them and never having psychological traumas. With further meditation, starvation, and other tribulations the ingestor could enter true enlightenment.

Four Great Academies(600): You have four schools next to each other that perfectly deliver all the knowledge that the students needs to learn in quarter of the standard school time, and spend the rest of the time to build up perfect school memories and grow each student into skilled, respectable and healthy adults, in mind, psychology, physique, and appearance. The names of the schools are Arucia, the sword school, Marcis, the magic academy, Mercaria, the civilian school, and Yugrasia, the summoner school. In this jump the schools focus on what they are called, magical might for Marcis, connections between summons and summoners for Yugrasia, swordsmanship and other martial arts for Arucia, and real life and business skills for Mercaria, but in the future jumps you can change the focus. You can even combine the schools, or change them so rather than all of them being high schools, they would be one school that teaches from kindergarten to university. Combining the schools will not combine the focus, one school building will always be focused on physical aspects, another to political and research, another to money making and governmental works, and the last to diplomacy and friendships.

The things taught will update with each world so going to Mass Effect with their biotics would make your students learn, if the magic can utilize similar techniques, biotic techniques. The things taught, especially the knowledge like firearms in medieval settings, won't ever disturb the plot or your plans if you don't want them to, they may even aid you if your enemy thinks the things your own school teaches can harm you. Firearms will explode in the hands of those aiming at you, chemicals gasses will be as harmful as clean air, and enchanted walls will be more brittle than if they weren't. Of course the students themselves might not be so easily taken down, but what are they gonna do in the face of a Jumper?

Each school has enough space to house 2500 noble students comfortably. and a guarantee to have 1250 students in each jump.

Made In Black Anvil(800): You now have a door in your Warehouse that leads to the Dwarves of Black Anvil. They are on your side. They can make anything, and what they make becomes regenerating(projectiles included), impossible to damage(glass windows and paper walls included), and frankly impossible from a physics perspective(safety and capture tentacles on the stairs, don't ask). They are able to do anything you ask for as long as you can supply them the materials, and any mundane material work you ask them is for free, mundane as in naturally existent in the surroundings.

The Disciplines of Naruan(1000): Each year you will find 3 Protagonist level followers wanting to be your Minions. Initially all these Minions will have as much potential as the late game hero of the setting they spawn in, at an age younger than the Protagonist, but this potential, and also their age, will only grow the more they do under your direct commands, so you need to personally give them tasks if you want them to grow in power but also consider whether you have a way to keep them from dying to old age. No one other than you and your Minions will find you giving them tasks or interacting with them as worthy of notice and quickly forget about it, even if they have perfect memory. Also this potential doesn't have to be the same kind as the Protagonist's, if the Protagonist is a swordswinger you might want your Minions to be magicians, or if they are detective you may want your minions to be athletes instead. If there isn't a Protagonist(such as in Warhammer 40k) then you may use your previous jump's Protagonist as base for them. If there are multiple Protagonists(Akame Ga Kill) then you may base your minions on any of them. These Minions will follow you through the jumps as long as you want them to, you may suspend them for those jumps that you don't want minions in. The Minions won't care that they are in another world and will quickly to adapt to the new world, gaining the same social connections that they once had rapidly.

The Minions all have a plot armor that focuses on their survival and keeping them from messing with the Canon of the jump you are in unless you deliberately task them to, so no dying to stray explosions. The plot armor is enough to keep them from dying to the lethal Villain if they attack a village made up of your Minions, whether by the Villain deciding to scar the Minions instead of killing them or getting notified of an attack to his own mooks so he just leaves after throwing a barrage of magical spears at the village. Just don't think it will let them survive the city they are in getting Nuked.

Each discipline will be from a different origin, in this setting they would be Drop-In, Noble, Brave, and Villain but in Harry Potter for example they might be Pureblood, Halfblood, and Muggleborn, and go to different Hogwarts houses. They tend to be character archetypes, like a Himedere Noble, a Dense Brave, and the last might be the Tragic Villain, as they grow they tend to better fit into their archetypes while also gaining other tropes such as Big Eater, Survivalist, or even Fanservice Character. Of course the tasks you give them play a giant role in the tropes they gain.

CP Arcadia(2000): This world's sole, one true goddess with the ability to do anything and everything, that is Goddess Arcadia's true powah!
But besides the above being a slightly abbreviated quote of the canon version, for this version of Arcadia those lines seems to be the truth, but first let us talk about the original.

Her pain power is an unblockable Divine blessing that can bring anyone to their knees with one touch, even through conduits such as *Divine* shields that is said to be able to block *anything*.

The said pain has only been seen resisted for 11 hits when Arcadia had very little magic in her, it was by a Legendary grade combattant that trained with Arcadia's little sister Wooden Bat for a year. The pain is unable to affect those without magic. Besides the pain Arcadia heals those it has 'blessed', and even takes away their tiredness, those that faint at her hands always report a noticeable feeling of being refreshed and full of energy.

The healing also has the side effect of keeping those that would escape the pain by going insane or fainting from doing any of those things, though its use tends to paralyze the victim as their body refuses to move for fear of feeling more pain. She also has a shapeshifting ability that lets her turn into a silver haired girl, an armor, bracelet, Metal Bat, or just do whatever she may want, from forming tentacles to fight better, to send a bit of her metal ahead of her and then pull her main body so it seems like she is teleporting when she is just moving too fast for Legendary class combattants' eyes to see.

That is the canon Arcadia. The one that didn't get enhanced by 2000CP.

The CP Arcadia's pain is instant paralyzing defeat, and enhanced to 20, where a single touch will bring even a god of pain and torture to their knees even if they normally should enjoy it or unaffected by it as the pain is part of them. No such case exists with CP Arcadia. Even Slaanesh would retreat to the corner of the Warp and stare at you in fear if you tag her(?) once CP Arcadia's Blessing.

The said blessing is now intelligent, staying, spreading, and very sluggish to leave. Whatever the blessing touches gets 'blessed' for a day and the energy will quickly stretch out to the holder of the 'blessed' item even if Arcadia taps a distant side of it. Aegis, the unbreachable divine shield, or a pack of cigarettes, doesn't make any difference in CP Arcadia's blessing. This also means you don't need to hit people more than once to paralyze them for a day, longer if you hit multiple times.

The enhancement of similar magics that the previous version Arcadia's exists as well, and it works as multiplative, increasing a day to 2, the third hit would make that 4, while the fourth would be 8. There is no cap to the stacking.

The said blessing also extends to summons or other connected beings as well, if a summoner had sold their soul to a devil and the said devil has annoyed Arcadia, the CP Arcadia's Blessing could, at will, ignore the possessed being and rush to the devil controlling the summoner. Even if they cut the connection the pain would still travel through to them and paralyze them.

The healing is also enhanced as it now restores sanity to those insane enough to enjoy pain, or function through great pain, or general insanity. It cures all with a single smack, though deep seated insanities might require regular blessing sessions to set in and for the patient to not backtrack, though a day under CP Arcadia's 'blessing' is worth a year of therapy, at the *very* least. Yes, you can make Slaanesh sane for a day, no, I do not know the ramifications of that, just that she would be unable to move for a day in any way, her demons too if they are connected to her and you want to affect them too.

The healing, the physical side of it, was unable to affect those without magic and unable to regrow limbs, the CP Arcadia can do those things, heal genetic defects, restore a body to perfection(including the age, wrongly healed bones, missing limbs), revive recently dead(24 hours), and increase their power by 10% per hit, but they will be under the multiplicative pain paralyzation. It also pushes aside the foolish notions such as sleeping or fainting, meaning those hit by it are fully conscious of the pain from start to end even if their mind is trying desperately to pass out. Actually it makes those people's minds sharper so they can delve even deeper into the Pain.

The shapeshifting is another thing enhanced in CP Arcadia. It can, with a (blessed) touch, gain the ability of all she encounters. Whether it be Medusa Gaze of Aegis or the speed enhancement of Loki's Boots, or the destructive power of Mysterium.

Of course such a strong weapon has some hard limitations that cannot be removed until spark.

Firstly you cannot hit yourself or be affected by Arcadia, and even after spark you would need to unravel Arcadia's entire existence before being able to.

Secondly you cannot turn off the pain if you want the power increase, they are one and the same ability.

Thirdly, you cannot import any other Egos to Arcadia, it is called Arcadia, not Metal Bat for a reason.

There is one soft limitations as well, as you might have noticed the CP Arcadia is never mentioned as a person but 'It', that is because CP Arcadia doesn't have an Ego, you need to grab the Ego Sword perk for that.

혼사를 피해 튀어라



갈아만든 배 지음
십삼 일러스트



Drop In

The Beard(100): You have fake facial hair that makes it nearly impossible to discern you as yourself. People will just assume you are someone that is slightly similar to your real self. Can be unbreakable glasses as well but being a bearded even as a woman works still.

Second Identity(200): You have a second identity that if you keep a hold of for a year means people will forget the identifying traits or all memories relating to your

original identity. This second identity is of equal level of standing as your original due to a sharing of skills and knowledge as it is your identity still, but has the advantage of not being negatively affected in anyway by your reputation or actions. Expect your second identity to be more famous than your original one, as long as you don't put limits to its fame in its creation. Each jump you get to create a new identity, and if the world is similar then you may use an old jump's identity and have it count as real.

Ego Sword(400): An ego sword of your own, it doesn't have to be a sword just that it has a will and can talk to you. Humanoid form is optional. Can have unique abilities of your design, or generate them as it encounters magics. If the latter is chosen then it will become highly adaptable and active in combat in time, a very long time.

Praise Be The Metal Bat(600): You get to read your own story before you go to a world. Or at least, a version of you that, rather than being taken by the Jump-chan and made into the Jumper, got reincarnated or dropped into that world. With the perks you plan to take from there. While cursed with that famous chinese curse of Live In Interesting Times and a plot armor as dense as needed to write an entertaining story that spans 10 years' of time you would be in that world. But at least they will meet with a version of your companions that got thrown in there as well.

It is sure to be interesting, and you will find that those ROB's are right, messing with mortals is *fun*, even if that mortal is a version of you.

Toy Arcadias(800): You get 10 toy sized(15CM) sapient Arcadia's, they have super strength and speed that lets them cover as much distance as a running regular sized athlete whether by running or jumping. They can turn into metal liquid like a certain terminator or Arcadia herself, and have an ability all to their own, heal just like her but rather than just pain they can use all sensations!

Want massage? Have them jump on your back and let the Relaxing sensation combined with the healing to fix your problem. Want to keep from freezing to death? Put them in your pocket and tell them to punch you with their Warmth giving healing fists. Don't have food and trying to survive? Have them punch you with fists of Fullness sensation, and the healing to fix that problem. Having a panic attack? The Calmness is a sensation too, isn't it?

Or if it is security for your Warehouse that you want, well, once stepped upon they will give a pain so bad to any would be intruder that the lego memes will be left in the ancient past. They may combine to form a copy of Arcadia(with her canon abilities) but at the start they can't talk in anything but the weird sound effect noises that the original Arcadia makes.

Their personalities is much like a robot that just got booted up with language comprehension. With fiat backed loyalty and obedience.

At least you can be rest assured that they will do their best to accomplish anything that you might wish to the best of their ability. Whether that be throwing themselves

to be stepped upon by any would be 'intruders' or combining and tackling you to bed.



Noble

Staff(100): Good for smacking people with 'wind' spells when you are low on Mana. A great focus, and only weighs as much as you may want it to.

Strategy Chess(200): A game where you choose your soldiers(could be any, including those from future jumps' armies or clones of a single character), and give them orders mentally to make them move after a set period of time. If you set a piece's actions to move, attack, and then defend, then the piece would scramble to automatically do those things when it is your turn. This means you need to predict your opponent's moves before making yours. Pieces attacked while moving will receive boosted damage, while those defending take less damage, and if affinities are right the defending piece could even do a counter attack by itself. Then there are special abilities of certain soldiers, and hero units, and how the opponent cannot see the other's soldiers until they enter their own soldier's range. As there is a fog of war you can only see as far as your soldiers sees. This is a game that requires a lot of brain power. You can play it against AIs that act like the real thing.

The Key To Karuan Empire's Armory(400): Could be something else, but this is basically the uncapper on the limitations of the Fictional Skill. Could be Magneto's helmet to make you into comic book Magneto, minus his experience with his power, or the Unlimited Blade Works of the many characters.

The Scam Summoner's Scam Summoning Circle(600): A warehouse addition that would be considered the Greatest Tool for any Summoning Magic God. It is a room that has a circle in the middle but the moment you step into the circle the surroundings change to whatever is best suited to the summoning magic you wish to do, giving infinite room, infinite clear or stormy weather, whatever you may wish for it to. Once you start a magic of any kind it shifts the surroundings to give you what you need, whether it be a runic circle that is done up to fit perfectly to your intent(not knowledge), perfect ingredients conjured from nothing, or chanting that requires nothing from you. Any magic that you do in the circle cannot hurt you in anyway, shape, or form. If you summoned a meteor on your location from the conjured space around the circle then it will phase through the circle or otherwise ignore you, if you summoned an Old One then it will find its madness inducing sight useless, its might unreal, and any attempt at affecting you that you do not want impossible to accomplish.

Post Nicerwin Yugrasia(800): The Summoner School. A military school from Hell Joseon, where the students are warriors that out do heroes that pride themselves in their intensity. Every night this school has Night Study where the students have two options, either to try to make a run for it or study in the Night Study. The Night Study starts after 17 o'clock, when the school day, that starts at 7 o'clock, should be over like all the other academies, which start their school at between 10 to 11 o'clock, do, and lasts to 22 o'clock.

The school has a club by the name of Student Liberation Army club, which is a club focused on escaping the Night Study. The 250 teachers all fight back to keep the students in the school during the Night Study, and the 1300 students all fight to escape at any cost. But, if it was just the teachers that were the enemy then the massively large population of students would have broken through one way or another, so the school itself is a training tool that reshapes itself to offer the best possible training possible by pushing the students all to their limit. There won't be any workarounds like flying over the walls or the roof tops, the students have to walk out of the front doors or stay stuck until the end of the Night Study.

It doesn't have to be Yugrasia, the same advantages could be applied to Arucia the sword school, Marcis the magic academy, or Mercaria the civilian school, the result will just give a different focus to the students and change the shape of the school, whereas Yugrasia has a general focus on every part, with a particular focus on numbers and the power of quantity. A tower for Marcis that produces more magical traps and magic focused students, a fortress for Arucia where the traps are more physical and produces more martially talented students, and a civilian school for Mercaria where the traps are strategy based which produces paperwork demons and scholars of the highest grade. *Yugrasia=Eugrasia*



Brave

Farm(100): You have a large farm with a large field. A single part of any plant is enough to generate a whole crop in 1/100th the time it took for that plant to reach maturity, and the crop will be of higher quality than the original plant. Whenever you wish to change the crops the field itself will sense your intent and all you need will be planting another plant underneath your feet.

Harem(200): You get a harem of five almost readymade in each jump. The people in question all fit your preferences, all know each other, and all have a crush on you. The default model is one sempai, one kouhai, one osananajimi, one tsundere, and one dere-dere.

Yugrasia Academy Uniform(400): Enchanted with defensive spells from thread to thread, with cleaning and restoring enchantments layered on top for good measure. This is a potent uniform that would let the wearer go to war and not need any armor,

as it gives the same level of protection as the best quality heavy armors, plus the flexibility and comfiness of cloth. It is a strange thing that scales up as you encounter more materials, absorbing a single scale from a dragon to gain its magic resistance, making contact with an enchanted armor once to replicate its properties for your comfort and safety. It doesn't have a mind of its own, but it will absorb anything that you want it to, and improve itself in ways you would want it to.

Village of Utopia(600): The perfect self-sustaining village where there is no racism, no favoritism, and where everyone shares. This is a communist's wet dream, you can combine it with your other populations to add a definition of 'perfect' to them.

Hero's Sword(800): A sword that is basically a plasmablade. Will not cut anything you don't want it to, has a Holy effect, ignores mundane defense, unbreakable, gives off a strong white glow that never hurts you or your allies' eyes, cannot be removed from the sheath by anyone but you or those aiming to use it to aid you. Those who see you wielding it will know that you are a Hero, you can use it to disprove false charges placed against you and no one will be able to go against it.

Villain

Escape Routes(100): All buildings you own will have escape routes, secret passages, and will at least double in size when you compare the hidden space.

Favor of The Accounting(200): Whenever you enter a group, organization, or have other dealing with such, you will forever be given the cream of the top. This means the best equipment, the highest pay, and the strongest minions they can offer. They can't dare to upset you after all, you are the Villain of this story.

Writ of Governmental Power(400): You have a writ that is signed by the most powerful person in the government of the country you are in, saying you are free to give commands to them. If you use this against a single person then you can do any one thing to them/get them to do pretty much any one thing, easily, but if you use it to take command over a group, such as an army or what have you, then the validity of the writ will come to question after a while and those in command will send queries to confirm the power given to you. This works perfectly when used to enter restricted places or to get people to do their jobs as best as they could, with those in power actually confirming the validity of the writ when asked.

Host club(600): The perfect host club where there is nothing illegal, no sex with anyone but you, no alcohol for anyone but you, and no blackmailing either! But somehow it still brings in all benefits of such things. From the massive revenue coming from the pockets of the many generous clients that just can't stop

themselves from coming back to blackmail materials they just spill as if they were dangerously drunk the moment one of your hosts talks to them kindly, to a naturally born incredibly strong information network focused solely on the upper class bringing all the classified news and the long held secret locations of hidden treasures. You can ask one of your hosts to gather all the cultivation knowledge of the immortals that come in to your host club and it would be over in a day. Though you would need a desk strong enough to hold the scrolls and texts the immortals themselves wrote.

Limited Edition 100 Cake(800): This cake is something not even nobles can get without ordering it 40 days in advance, and generally could only get one per decade they lived. Now you can summon one of these once a month, and use it to basically get whatever you want. This is something that will make someone willing to die if only they could land a hit on you stop and say they love you with tears in their eyes and the others pursuing you to stop if they consider the one you give it to as one of them. Also the cake itself is incredibly nourishing, making someone, anyone, that devour it all not get hungry and be comfortably full for 40 days without any problem. Anything else they eat just becomes extra nourishment that works perfectly to improve their body.



Summon

Athena's Spear(100): A very finely made unbreakable spear, a perfect for any magic channeling, can be summoned-desummoned. Only bends as much as you may want it to, and not an atom more.

Boots of Loki(200): Makes you go 10* faster than your maximum, gives you the grace needed to run without tripping on all terrains, but using its maximum power without the strength to resist the strain might cause your limbs to break. Can be summoned-desummoned.

Aegis(400): A divine shield with a special ability called Medusa's Gaze, where it lets out a flash of light from the eyes of the snake haired woman on the shield and anyone that staring at the shield will turn into stone, to be frozen in stone until you wish to restore them. Can be summoned-desummoned, and the Medusa Gaze only affects those you wish it to, and nothing but you can cure those that got hit by its

light. Does not affect constructs or non-physical beings. Those that turned to stone are conscious and can hear what is going on around them but cannot feel anything.



Lævateinn, The Fire Sword(600): The sword that set the world on fire. Surtr's strongest weapon, the giant blade of fire that ended an era of mythology. Can be summoned or desummoned, and only affects what you wish, is extremely hot and hard to look at due to being a literal fire sword. The length and shape are instantly changeable by imagining the change. Will burn anything not of Divine or Legendary level it touches to ashes instantly, those of that level, unless of a higher level than this weapon, will slowly melt. It can be stabbed into something to spread the flames and burn it all at once, like a world for example.

Mystletainn, the God-Killing Spear(800): This thin stick that looks as if it might snap from a single touch is in fact the god-killing spear that can kill even the unkillable, the Mystletainn. If thrown it will fly in the path you wish it to fly, and when it hits it will explode violently, completely vaporising an area equal to a single story building, all those that fails to dodge out of the radius gets vaporized instantly, regardless of durability or resistances. Those that got vaporised by its explosion stay vaporized, regardless of their other abilities, including regeneration. Will not harm those you don't want it to, but the explosion's size can't be changed. When wielded as a spear the wounds it inflicts will stay forever, no fleshweaving nor healing through time will work.

Reincarnated

21st Century Blueprints(100): Blueprints of what? Whatever you can find online. Yes, everything you can find on how to make online will be inside this thing. This is something only you and others from the 21st Century can see. It can come in any form you may wish, and will always be in arms' reach of you and have no physical presence if touched by anyone not from the 21st Century.

Sandwiches(200): This is a sandwich made by the greatness of the modern world where ingredients are ample, where experiments by foodies are easy and costless, and where the ingredients themselves have been cultivated through the ages to be top notch. This is the best goddamn sandwich that people of this world, no, not just this but any world, can ever find, and you can summon an infinite amount of it at will wherever you wish it.

Naruan's Cave Of 12 Trials(400): It is 13 trials where you 'rest' in the 12th trial room if you can give up your paranoia. Those who complete it will never fall to traps and trickery. Will take up to two years to complete for a normal person. Can be completed in, at maximum, 3 months by a hero(also called brave and protagonist). At the end of the 13th trial room the trial takers will be facing the 14th trial, the trial of pain where they will learn to endure pain by feeling a great amount of it. Through getting hit by the Bat. Not the Metal Bat thankfully. Those you explicitly do not want to won't awaken their masochistic side through this trial, but others will.



The One Book Of Summons(600): Contains all knowledge on all non-human fictional creatures that exist in all worlds. Can be summoned-desummoned. Automatically opens the page you are looking for if you are searching for something. Has in depth

information on the inner workings of how their abilities and biologies work, alongside their potential abilities.

Wooden Bat(800): The 'little' sister of Arcadia, made from the branches of Yggdrasil. An all purpose stick that can solve every problem under the sun. Heals those hit by it, gives terrible pain with each hit. Each hit causes the hit part to heal and improved from the damage dealt, thus the harder you hit the more intense, and the better the target will become. The magic in it will never weaver or diminish, whether there be no magic in the surroundings or someone other than you try to absorb it, it will only bring pain upon those that try.

Drawbacks

Naruan The Jumper(0): You take the place of the main character of this story, Naruan, or Ast, or Mellen, or any other name he took up, brought glory to, and then discarded. You have the option of starting during his training days where his fellow trainees and even teachers ran away when they encountered 8 trolls, which forced him to kill them alone, these are beings that even Heroes(also called Braves) have trouble taking down. Or you can at the default time when his fourth generation students come, the main characters of the game this world is based upon. This option gives you a plot armor/correction that makes pushes to get everything to go as the plot of Running Away From The Hero did.

Start As A Baby(0): Rather than starting as an adult/teen/child you start this jump as a baby, fresh from birth and of the origin you picked. Events will transpire to push you into the origin you picked, meaning if you are born as a noble with the Drop In background then your family will fall from grace and be forgotten, or your family will move away from the jump's main location until the starting date nears. Or maybe it is the opposite and you will receive land and become a noble. Even if you are a murder hobo, if you picked the Brave origin then you will be hailed as a hero soon.

Crossover(0): You can mix and match content from this setting/jump. Do you want a legendary instructor with an inability to use the local magic by the name of Naruan working for the evil organization in another jump? Done! You want the extensive summoning system of this world to exist in another? Done! You want dwarfs to exist in modern times? Done as well! You can merge this setting with another, and use the CP of one on another if you wish. The CP given by Invisible Text is excluded.

Plain Rice(100): You get to eat plain rice for every meal, nothing to add taste. Even other meals will taste like plain rice to you.

Tushitushi(100): You make weird sounds with your mouth whenever you do something, and deny that you are doing them when people say that you do. You also tend to get unreasonably angry at those people.

Loli/Shota Voice(100): You have a lisp, you talk cute, and have a voice like a child's.

Super Sadistic Personality(100): You are a sadist, you really love delivering pain.

Comments! Reviews! Moar For ME! Moar For The Translator!(100): You are forced to make comments on the action sequences, the drama and everything else of importance that happened during your stay in this world every time you have down time.

Little Presence(200): You have little presence, people often forget about your existence even while they are alone with you.

Your Head Went Weird(200): You got hit by one too many times by the Bat, you are now a masochist, this won't protect you against the Metal Bat.

No Summoning(200): Nope, not even devil will take a bite out of a soul as black as yours, thus no summoning creature will ever accept to become your summon.

Unstable(200): You are thought to be unstable, dangerous, and whenever there is a test for traitors, the real traitors are sure to pass with flying stars while you would be noted to be put under close watch.

Betrayal(200): You will get betrayed by your allies over a little thing, could be food, could be the reward of taking a day off of school, or maybe it is that you have a girlfriend and they don't will get to them and they will try their best to break you up.

No Magic(300): You won't be able to use magic in this jump as it rejects you entirely, at least you will be immune to any kind of magic detectors, all curses, and blessings. That includes healing magic.

Copyright Infringement!(300/800): You are unable to talk about or use attacks and moves that are copyrighted, so no Unlimited Blade Works or Kamehameha, but if you do them without their words and give them a slightly different look than their original then you are fine. For 800CP your powers from other jumps are locked. Also in both versions copyrighted powers and abilities are unusable to you without cringing heavily and getting irritated and embarrassed.

Always Hungry(300): You are always hungry, and no matter how much you eat you will always feel a bit hungry.

Weakness To Naruan's Bullshit(300): You are a bit naive, you don't read the lines underneath the words, you do not see how out of character it would be for a cruel person to show kindness to you, and you are all around more likely to fall victim to Naruan's lies and plots.

Gynophobia(300): You saw things, so many things a man shouldn't see, and you came out fearing women. You aren't afraid really, you are just very reasonably cautious, after all it's not paranoia if they really are out to get you, and they are, you are sure of it.

Jumper Berserking Event(400): You will go berserk in this jump, what will happen, why that will happen, or how is up to the whim of fiat, but you will. You will snap out of your rage only when you fall unconscious, jump ends, or be left with nothing to take your anger upon. For an early jumper this perk isn't much, as long as they don't blabber things they shouldn't know while berserking.

Actually Evil(400): You are evil. No matter how much you refuse to believe it, you are evil. And you feel... Nothing about this realization, so you try to ignore the fact, but you are bothered by it. Due to your evilness you don't feel the need for love. For companionship. For mercy. You are the type of person to smack her staff into the head of the rival racer just as they jump out of the hole you conjured.

Death Event(400): You seem to be drawing in a certain event, with a certain set of conditions. This might be getting stabbed by a scorned lover, getting killed in combat, or something similar, you just attract these events as if your string of fate is pulling at all the other strings to make that event true.

Draft(400): You will get drafted into Capture Ast Knight Order and be pulled into crazy missions where you will be expected to capture Ast, but he will escape each and every time you actually encounter him and not a lookalike. You'll get punished for it even if the fault isn't yours. You can't escape the order, but at least you will have a job, receive top quality training and payment.

Bullyable(400): You are so pure, so expressive, so fun to bully, that everyone wants to see you in tears and thus you constantly get teased. Expect to cry, expect to pout, expect to mop around no matter the situation.

Plotty Event Attraction(500): You attract generic story-like events without end, you found a girl half dead in a cave? You better believe they are either a demon or a lost noble!

Out From The Frying Pan(500): Whenever you encounter a challenge, and triumph over it, you will create a legend around you. This is a legend that depends on what you need the least. Your outburst at a noble for kicking a tray of food, after months of hunger, will be just what you need to gain the approval of the population, and in turn the attention of your family who were just dismissing you as a potential candidate for the throne, thus keeping you out of the dangers of their scheming. This is always something you don't want, and it is a strong enough force that it also affects those around you.

Into The Fire(500): From now on whenever you enter a new situation you encounter a new challenge, the intensity of which depends on how desperate your situation is. On the run from the princess of the strongest nation, in the middle of the said nation, wearing the identity of a weak bodied summoner coming there to become a professor, and nearly out of money? The school you went to will be on the edge of closing down. The teachers are all useless layabouts. The students are all unmotivated teenagers. And the least said about the constantly crying principal the better. You get no backing, no aid, and must turn that school to the number 1 school by yourself, or you will be forced to travel, where you are sure to be found by the genius princess.

A Silver Devil In Love(500): Arcadia loves you more than anyone else, and will, in fact, disobey Naruan just to make 'physical contact' with you even if there isn't any justification. No one will do anything about this.



The Revenge Plot(500): You forget you took this perk, and for one reason or another you will trust in authority figures, gain a group of friends, and then in one stroke be betrayed by all of them. It will hurt, emotionally, and keep hurting until you either take revenge one way or another, or until you wrestled with your broken heart to accept and move on for real. Though that will result in those that betrayed you finding you over time, only to die without any effort on your part, or to become your allies for real this time.

Forever Alone(600): You will not be getting a girlfriend or boyfriend in this jump. You might get attention, but there will always be something that causes you to decide against, and if you ignore your instincts? Terrible things will happen. Constructs, summons, or things you create don't count.

Eternal Virgin(600): No sex. No sex at all this jump. You are unable to have sex for one reason or another. You must protect your chastity or your chain fails. It counts as sex if you are in physical contact while ejaculating, so long as you aren't, there is no problem. Constructs, summons, or things you create count as masturbation.

In The Way Of Sia's Love(600): A Yandere of Naruan, Sia, is aiming for you. She believes that killing you is the path to making Naruan her husband.

In The Way Of Princess' Marriage(600): You are in the way of Princess' marriage to Arst, prepare to die, brought back through ritual magic, and then be killed again.

Yandere Creator(600): Your presence seems to turn girls around you into Yanderes, at least they are all attractive girls so you know what to avoid, too bad they are drawn to you like moths to the fire.

Wanted(700): It seems you are now wanted by the country, don't get caught.

+Hunted(700): You are now being hunted down by the full might of the Empire. Why aren't you running?!

Peasant Born(700): You start your jump as a peasant with nothing but what you buy to your name, if your origin was Noble then your house fell to ruin, if your origin was anything else then your parents were farmers or tailors or other similarly minor jobs. Your life is in the hands of the nobles, and one day far too soon that foolish noble will start a war that will ruin your house. Your parents will pass away, your siblings fall to hunger or disease or any other medieval reason, and you will have to fend for yourself.

The Popular Isekai Demand(700): You are now a weak monster. Whether it be goblins, slimes, skeletons, or an inanimate object turned sentient.

Second Great Famine(700): Like the famine that led to the first emperor of Karuan Empire rising up against the rulers and then, once he succeeded in overthrowing them, conquered the nearby kingdoms and form a stable nation that worked only due to the loss of life and the weakening of people's spirits, there will be a famine.

Summon/er With Terrible Personality(800): You are contracted with a summon/er with a terrible personality, it just grates on you. Maybe they are a pervert and constantly tell perverted things in the midst of battle? Maybe they are evil and try to get you to be evil as well? Maybe it is not them that is the problem but you lying to yourself, and they are just trying to get you to admit the truth? Maybe their creepiness is attributed to you and people give you a wide berth wherever you go? Could be anything, but it is sure to give you a headache.

Sealed by The Gods(1000): You wake up one day in this world, wondering what you just dreamed about, you feel like it was of critical importance. Your memories are sealed, but your mind is still there, and if not your powers then at least your skills are still there, just locked and kept locked for the duration of this jump to you. You will believe yourself to be a normal man, of the origin you picked, and act your life as such. Unknowing of the constant whispers your true self is directing you by, unknowing why the people around you look at you weirdly whenever you call yourself weak or normal.

Scenarios

A Soldier of Ast (Karuan Empire)

Elite Soldier of The Strongest Empire

You gain the experience, skills, and capability of an elite soldier, the best of the best. Whenever you take lead with soldiers behind you, they find their morale to be unbreakable, always able to puff out their chest in pride, always able to stay strong in the face of desperation and temptation. And your enemies? They can't help but shiver in fear at the thought of coming eye to eye with you, let alone actually fighting you.

An Apprentice of Naruan (Howling)

Howling

The biggest criminal organization of the strongest nation. It has its hands in everything, and is by fiat impossible to take out in a single strike by any yandere princesses.

A Student of Nicerwin (Yugrasia)

Ace Student of The Top School

You become a pride and joy for any teaching institution you become a part of. Whether it be the charisma to get your fellow students to vote for you during student council president election, high enough understanding of the scholarly subjects to get first place in each and every test, or enough skill to be chosen as the captain of all the sport teams your school has, you are the best at all subjects

that a school can teach. And even if your school teaches some classes that would disallow you to study others, whether it be because both of them are happening at the same time or the study of one clashes with the principles of another, you would still be able to enter those classes, find time to go to all the classes, and become the Ace Student at all of them without effort.

The Famine

Karuan Empire

The superpower empire, the strongest nation in the whole wide world, and housing a militaristic capability that is fifty times more powerful than any other nation in the world.

Combinations

True Arcadia(CP Arcadia+Ego Sword+Naruan The Jumper)

By spending so much CP in its making Arcadia has gained an ability. She can now withdraw the power increase she gave to others back to herself to increase her own stats and even gain new powers!

If she had increased someone's stats to 100% then when taking back her blessing she will receive all that the blessed person had gained since their blessing hit 100%.

But the stats she gains won't be percentage based but always what the 10% initially gave them.

Scribe of Divine Word(Heroic Intuition+Gift Of Prophecy+Senses of a Villain+Legendary Instructor+Man Of Many Faces)

Your writing is now divine, being readable by anyone, even those illiterate, teaching the true word

Icon(Glory+Man Of Many Faces)

You have the tendency to become iconized by people. Whenever you take up a role it seems people view you as the perfect representation of that role. This means they tend to be forgetful of things that you do that strays from your role. Whether that be the role of a benevolent teacher surely *not* being a sadist that loves seeing his students suffer, or a dangerous mad man that surely *isn't* acting mad to be fired from his post as the princess' personal butler. People tend to think of the icon you want them to think about when you interact with them, whether this be a dangerous mad man who escaped the strongest nation's strongest army, twice, or an aging man without any magic to supplement his strength.

God Slash(Hero's Sword+Metal Bat Trained+Sword Aura)

You can slash through anything when you use Hero's Sword with your Sword Aura. No matter the defence, no matter the fiat backing, you will be able to slash through it.

Hunger Is The Enemy(Legendary Instructor+Wooden Bat+Sandwiches)

Your students will not accept ~~Pain~~ failure when you put the carrot(Sandwiches) and the ~~Dangerous Pain~~ stick(Wooden Bat) in front of them, and they will bring forth their 400% no matter the cause. Though if you make it a race they might bring down their fellows to win if they can't win through more honorable underhanded ways.

Honor? Can You Eat that?!(Legendary Instructor+Arcadia+Sandwiches)

Your students will not accept ~~DEATH~~ failure when you put the carrot(Sandwiches) and the ~~Eternal Torment~~ stick(Arcadia) in front of them, and they will bring forth their 1000% no matter the cause. Though it might make them turn into zealots for the cause of escaping the ~~Unending Torment~~ stick(Arcadia), even literally selling their soul to the Devil. They won't turn on you though, the mere idea of the punishment would make them shiver and disregard the idea utterly.

Monster Generator(Legendary Instructor+Wooden Bat+Arcadia+Mushrooms+Limited Edition 100 Cake)

By teaching your students through the use of the Wooden Bat and Arcadia together, combined with the incredibly delicious Limited Edition 100 Cake as reward, and the Mushrooms as the spice on top, they... Become different. They will break, but they can never shatter, they will look at the Outer Gods and laugh in their face, as they are already more insane than the Old Ones can ever comprehend, which might cause them to disappear with a *POP* sound if they ever try to read the students' mind, the impossible madness causing their mad existence to be overwhelmed and erase itself.

They will see hell and consider the sight to be lacking compared to their training days, which would make any demon trying to possess them become possessed by them, or should they become demons, to rise through the ranks to become the strongest demon, or to start out the strongest breed.

And never, ever, shall they bring dishonor to the one that taught them, gaining the Presence and Perspective perks of the Spirit line, focused on the effect of being a survivor(?) of Hell Joseon+++, a level of willpower that is infinite in the face of all but the two Bats, and the One Winged Angel and Last Second Ass Pull perks as they refuse to fall in a situation where you can find any fault in.

For this to work you must train your students for half a year, 2 hours per day. You can lessen this time by extending their study time, but the effects of that will make the students... Twisted.

The only two known examples are the accountant of Howling and Sia. The former is a man that claims to have forsaken fighting and excitement of all kinds, so he sits quietly and becomes a demon of paperwork, all the while protecting his life and the

money he kept stealing from the organization, as the many, many dangerous members and departments of the *evil* organization he is a member of comes to him for their pay and 'requests' of more money. The latter is the leader of the Information Gathering Department, who used her job to spy on her instructor, kept tried to make a replica of the Wooden Bat(not daring to try her hand with the Metal Bat), attempting to seduce her former instructor, threatening and sabotaging those, male or otherwise, that come close to her former instructor, and building a dream house for her former instructor and herself to live in, not realizing that her former instructor, who kept beating her repeatedly whenever she got annoying, isn't interested in forming that kind of relationship with her. And searching for the said instructor when he escaped her, the full army of the strongest nation in their nation, twice, and spent 5 years on the run already.

One has gotten extra tutoring, while the other looked on, already traumatized from his own training and getting ever more traumatized as the longer their training goes.

You can only train 8 Heroes(Protagonists), 4 Important Persons(people who appeared in the canon), or 2 people(OCs) per year.

Great Teacher Jumper(Full Capability+Metal Bat Trained+Legendary Instructor+The Wooden Bat+Arcadia)

All those you teach, using methods similar to what you saw in your own days as a student under the two Bats, will gain the perks Full Capability and Metal Bat Trained. They will also be unable to harm you, or to be truly turned against you. They will fear you far too much for that.

Truth In Fiction(Heroic Intuition+Gift Of Prophecy+Senses of a Villain)

Like a certain long nosed brave warrior of the sea, you are also able to tell, or write, tales that turn real. Told a tale about giant goldfish whose poo are big enough to be thought of as islands? You'll encounter that as soon as possible. Wrote a lewd story about the president having a secretary underneath the table while he is giving a press conference that becomes true! Wrote about you, yourself, finding love? You'll find it very difficult to write that, nearly impossible as inspiration pushes you into more interesting events like you falling down the stairs(which will happen because you thought of it while trying to put it to paper), or a bowling ball rolling towards you and you mistaking it for a real ball(if you can stop thinking of the conclusion then you might save your leg from breaking by trying to kick it to a stop). As long as you keep trying you will be able to write about yourself, having paid for the SIn that you wrote down. Or would be paying soon enough. It is really better to write other stuff though.

No, writing something based upon someone and then changing the name to your own or other such tomfoolery will not work, it is more than just the words written down that directs the currents of fate.

Persona Shifting(The Elven Smile+Man of Many Faces+The Beard+Second Identity)

By putting on a pair of fake googles, mustache, and styling your hair to the other side you are able to disguise yourself well enough that you can scam someone you

scammed thrice already. You might not need the first two if the person in front of you isn't particularly good at memorizing faces.

Divine Looks(Charismatic+Elegance+Presence+Perspective)

It is like the Gods' carved you into the perfect specimen of your race! You are that beautiful, your movements are that graceful, and your intensity is powerful enough that people standing against you will wonder which war god you were born under.

The Sword God(Mundane Sword Mastery+Title+Sword Aura+The Archmage+Metal Bat Trained)

You are the undisputed master of your weapon of choice in every world you go to, in this world that means you are able to do building slicing slashes with your hands and can fight nonstop for weeks on end.

Mankind's Emperor of Diplomacy(Loved By Summons+the Drop In Summons line)

You are looked upon favorably by all that is human, regardless of strength, personality, or position. At least at first glance, but a good start is generally the sign of a good interaction.

Gods' Chosen Mediator(Loved By Summons+the Noble Summons line)

You are favored by all that is divine or myth based, regardless of strength, personality, or position. Unless you do something to change their mind then they might show that affection through blessings and favors.

The Devil's Best Friend(Loved By Summons+the Villain Summons line)

You are endorsed by all that is demonic, regardless of strength, personality, or position, they feel an urge to help you out and be unnaturally fair with you. And in hell you gotta trust your instincts to survive. They also feel calm and peaceful when with you, the dark voices in their minds strangely quiet.

Spirits' Spokesperson(Loved By Summons+the Brave Summons line)

You are beloved by all that is spirit, regardless of strength, personality, or position. It will be very hard to change their opinion.

Hero Town(Farm+Village of Utopia+Strategy Chess+Connections+The Disciplines of Naruan+Made In Black Anvil)

Your village has grown into a town, almost a city actually, and has gained a nickname, The Hero Town. Due to the amount of Great People it generates regularly, whether they be world star actors or government officials or actual Heroes. It also exports double the amount of what they consume, thus generates a great amount of revenue, and is seen worldwide as the icon of perfect settlement by all.

Legal Harem(Harem+Writ of Governmental Power)

Your harem is recognized by the government, and you can get married to multiple people. No one will think this is weird. No one will question it, unless you want them to. You may add more wives to the Harem.

Refusal(Sceptic's Anti Special Presence+Resistance)

You can directly refuse things now, whether that be an active magic effect like a portal, a barrier, or an ice shard flying towards you. But this rejection is incredibly straining mentally, and too much of it might knock you out. Once a year you can refuse the death of another person or big event(such as a bomb explosion), post spark you can reject as much as may wish, though the strain exists, if far diminished.

Flying Fortress (Post Nicerwin Yugrasia+Four Great Academies)

The Flying Fortress is an intelligent flying fortress, it follows your goals, keeps those in it safe and trained to the limit. Perfect training ground for you, a bit dangerous for others as they are forcefully faced with traps from the jumps you've been to. Can separate into the Four Great Academies, with either one keeping the extreme defences or upgrading all the academies to the state of the art, both in technology and actual art, of all the worlds that the Flying Fortress has visited.

The Golem (Teacher+Post Nicerwin Yugrasia+Four Great Academies)

A golem that is a combination of the Four Academies coming to life and merging to aid you in your darkest hour once per jump. Will keep those inside alive come hell or high water. Will train those inside outside of their limit. Will scale up to the strongest person of the setting, doesn't degrade.

Protagonist School (Naruan's Cave Of 12 Trials+Teacher+Post Nicerwin Yugrasia+Four Great Academies)

All students that spend 3 months in your school gain the Brave line's perks, the combined perks and items' effects negate the drawbacks of each other. The students will grow to hero level, gain its perks, become impossible to kill through trickery, be immune to all but Divine level of pain, get the best education possible, and learn all that there is to learn and turn into fine adults in mind, psychology, body, and appearance, in 3 months. And upon graduation they will have the same amount of room to grow as they would have had they not come to your school.

The End

Now that your 10 year have passed by, all your drawbacks are deactivated and removed, unless you have grown attached to them, then they turn into toggle options.

But besides that, at the end, your time in this world is done, and now you have to pick between three options.

You can *Return Home*, healing from all the mental and physical damage you gained over your journey, and taking all that you earned here and before you came here.

You can *Keep On Jumping*, gaining more and more power, hopefully not forgetting that all journeys reach an end eventually or changing into someone you would be ashamed of.

Or you can *Stay Here*, and not leave those that you bonded one way or another behind.

Notes

The items you buy aren't what they are in the story, if you buy Howling then you don't become their boss, unless you import the item in their place.

The items you buy, if related, can be merged or customized to your desires, the fluff is just that, fluff, you can add your own interpretation that is tangentially related to the item description or name, as long as you don't exceed the power level of the CP cost then there is no problem.

The items you buy cannot be turned or used against you, not even by lifting them and smashing them on your head will deal any kind of damage to you.

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This setting is deliberately generic, the MC and one other person are the only two known people to have reincarnated here and then set the world spinning with their OOC acts.

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You can import all your companions for free, and take any companion that catches your eye for free.

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You can obtain more summons in future worlds, whether through doing the summoning ritual again or forming pacts with the beings of other worlds. The number depends upon your summon's rank. For a 800CP summons this is +1 per jump(yes they do stack, you can not get a summon in a jump to get more in the other), for 600CP summons this is +3, for 400CP summons this is +7, for 200CP summons this is +15, for 100CP summons this is +31. You can exchange 4 summons for 1 of one rank above, so instead of getting 32 Nature Sprites you could instead

summon 8 Elementals or 2 Highest Elementals. This is for all your summons so if you bought Lesser Demon you would have 31 slots for them as well.

Of course you would have to convince the prideful Spirit of your worth somehow, as being the summoner of a lower rank Spirit kind would put you in a disadvantageous position. This happens even in people as their minds will link being your Summon with being your Slave, thus requiring you to work hard to convince them.

Yes, you can also do the ritual in this world for more summons too, as long as you aren't a spirit yourself.

Since to a summon, their summoner is the only exit they have to another world, the majority of summons have a very strong sense of possessiveness as the more summons that a summoner has, the less opportunities their summons have to leave through that 'exit'. Even low-ranking elementals without even a proper sense of reason dislike their summoner contracting another summon, so how would those gods and devils, or others, with their high sense of self worth and pride, ever wish to be the summon of such a summoner?

Summons cannot be killed, they are sent back to their world and heal over time, but it isn't a long time at all, though the summoning still eats up a large burst of mana.

The story hasn't mentioned anything about it but for convenience's sake your summons don't age, find your own explanation as to why, maybe they are actually departed spirits, and that in reality all that you can summon are dead nature's soul(plants and bugs) and souls of the departed. Or maybe something else, depends on you.

You can form summoning contracts with being in the world you are in, summoning them means they are there in the physical sense so you cannot dismiss them, and them dying in the world they are from means they die for real. But these summons require no magic to keep them summoned, have unrestricted amount of power, and can supply *you* with magic.

In future jumps your summons' abilities, and your skills related to summoning will all work as intended, and you can obtain more summons in each jump. As long as they fit the criterias of the summoning perks you bought. If you get another summoning system then you can merge it with this one or vice versa.

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List of known places

Karuan Empire where the story takes place, the home to the 4 great academies, the empire with the strongest military power and strategies. Formed when a great famine devastated the lands and a person rose up to take down the ruler of a kingdom and right afterwards turning towards the kingdoms around and conquering them. Is 1000 years old. Its Emperor is called Sword Devastation, and the person

closest to the princess has the title of Sword Princess. Sword Princess was the youngest person to awaken Sword Aura, before a reincarnator awakened hers at age 18, then during the story another person awakened Sword Aura at age 17.

Merdeia Kingdom (which fell to the Empire) was conquered by the empire in 3 months after the empire's princess got determined to end the war to search for a person called Arst.

Magratina, which was destroyed by the empire long ago in the past, and the direct descendant of its royal family is the current leader of the anti-empire army.

Arucia the Swordsmanship School is currently considered the greatest of the Four Great Academies. Amongst Kuran Empire's knights over half were the products of this school, that means that this school is a place where countless prodigies of famous martial families gather. Let alone the empire, in the entire continent, there is a saying amongst those who dream of becoming the Strongest Sword, namely 'Arucia or the Keshar family, pick one,' showing just how much of a holy land for swordsmen this school is. In addition, both of the empire's current archdukes were Arucia alumni.

Marcis the School of Magic has a difference to the other academies. It is that there are more people imparting knowledge in this school's halls than their officially hired teachers. Apprenticing from a young age in a small and close group the graduates find it very hard to refuse requests to give a recounting of their experiences after graduation. And more importantly, as magicians of all sorts are very valuable, both the Magic Towers and Empire come to clash in this school's halls to pull the students of this school to their side after graduation. Its students go on to become great sorcerers, magicians and sages after graduation.

Mercaria the Gateway For Commoners is a place that mass-produces Empire's office workers. The cheaper tuition fees compared to the other schools, and the fact that getting a job is guaranteed one way or another as long as you graduated means that countless commoners apply to enter this school every year. If they have a weakness, then it is that they are always last in sports and culture festivals. But as their graduates become giants of the Empire and make their presence known, their current position is still a lot better than it was in the past.

Yugrasia the Summoner school. At one point in the past it competed with Arucia and Marcis for the place of the greatest of the Four Great Academies... But currently it can't stand up against even Mercaria, pushing it to the position of the worst of the Four Great Academies. It is a very strange school that has similarities to both Arucia and Marcis, all depending on the summon. There is only one reason for that. The sheer diversity of summons. The diversity and range of summons are very wide indeed. Starting from spirits and divine beasts, to weapons and armour, angels and demons, and finally even the gods of other worlds! But summoning is an art that forms a contract with beings from another dimension and hence putting

restrictions on their power, and so often what you see is the summoned being used as a support. Especially the weapon and armour-type summons, blanket-termed the equipment-types, their summoners could use weapons and armour suited for any given situation and hence were used frequently by the army, but on the contrary, that meant that they were summons that had no use aside from providing weapons and armour. Meaning, these were summons where the user's physical specs needed to be outstanding to be useful! Summoners that contract these types of summons are better off enrolling into Arucia and honing their martial arts skills and learning the uses of weapons, since they had nothing to gain from enrolling in Yugrasia, the majority of equipment-type summoners went to Arucia. And of course, similarly for summoners whose summons had high fighting power. If the summon's abilities are outstanding then it's better to go to Marcis to learn magic to support the summon. Because of that, the majority of those with strong abilities as summoners are, either strong knights that are summoners, or strong magicians with a summoned beast! It's not like that there are no strong people as summoners in their own right, but those are limited to those who could turn the tides of war personally, those who made contracts with either gods or mythology-class devils, and opportunities to make contracts with them were nothing short of a miracle. Because of that, all the good talents are headed to other schools, and only the trash and leftovers are left in Yugrasia.

Yugrasia is also called Eugrasia.

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List of known factions

The Anti Empire is a 1000 years old faction consisting of generations upon generations of brainwashed descendants of the kingdoms that the Empire conquered when it formed.

Howling is the shadowy criminal organization of the empire, it existed since the time of the empire's forming.

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List of known magics: Ritual magic, Summoning magic(including demon summoning, elemental summoning, other world's god summoning, and fictional character summoning), Elemental Magic(includes the super special wind magic where you slam your staff onto your enemies' heads), Magic Sight(and other senses), Illusions, Enchanting, Contract Magic, Sword ki-aura, Healing, Sacrificial Magic, Ambient Mana Domination and then usage, Flight, and some magical pressure that paralyses those around you.

The magic seen in the setting requires no chants, and the only thing they are useful for are the images they create in one's mind, which is what is needed to create magic, as such they are merely training wheels for real magicians.

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There are only around 50 people capable of Sword Ki, let alone Sword Aura, in the strongest empire of this world.

For finding this your starting points are doubled. This does not combine with the other multiplicative secret bonus points.

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List of known races: Humans, dwarves, elves, dragons, demons, and spirits(which range from elementals to Kyubey to Naruto to Aqua of Konosuba to League of Legends characters).

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Yugrasia academy teaching program

Program C: The teachers protect their spots and keep the students from advancing.

Program B: The teachers can move.

Program A: The Silver Devil is sent out from the top floor and the students have a time limit of 20 minutes to escape before that and 10 minutes more as she goes through the floors to the lowest one.

Program Alpha: The Silver Devil(Arcuria) will 'heal' the teachers that fall, boosting their will to win and not get hurt.

Special Program: Traitor Mode: This is when the students are forming a too great of a teamwork to take down the challenges given to them. Certain students are given the task of being traitors for rewards, then becoming a traitor depends on tickets, like lotto, you need to keep your traitor ticket when you get one as when the Night Study starts you become the Traitor.

Special Program: Barred From School: You are stuck on top of the school, with no clothes but your nightwear, no meals but loot boxes that are teachers' meals, and have to escape the school before rejoining the After Study escape.

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List of known titles

Underbelly of the Student Council(Reedan Rekein, has little presence, hard to anger but watch out when he does as he tends to go off the rails, has had no girlfriends so far)

Darkness of the Student Council(Same person as above after he forms a contract with Wrath)

Casanova of the Century(Stuco Prez, has a harem of 5 girls while going through his last year of high school, each one fits a trope and each is in the top 5 of anyone's

beauty standards, the kind of bastard that can make a girl climax to interrogate her on another girl while mentally saying he is just doing normal interrogation techniques)

Elemental Army(Stuco Prez, strongest student of Yugrasia)

Female General(Aris Ril Letia, the summoner of Athena)

Empress of the Skies(Karen rel Regrena)

Trickster Risen(Risen De Roa)

Sword Heaven: One who mastered mundane sword arts, and has a pride as a master of the sword without the need for magic.

Loser Of The North(Sword Heaven who lost to Ast)

Sword Princess(Reia Areista, the flat chested emotional once youngest known

Swordmaster, third one by chapter 80ish)

Sword Devastation(Emperor)

Sword Disaster

Sword Saint

Sword Star(a title held by the other reincarnator): The title of the strongest swordmaster.

Maddest Dog In The Empire(Ast)

Mad Witch Of The Empire(Princess)

Team kill academy Yugrasia

Iron Flower

Apostle of the Evil God(Nicerwin)

Sky of the Sword

A List of important characters

The Future Hero(Raina Rel Swin, the MC of this game, one of Naruan's last apprentices)

No 1(Raina, sore loser, idealistic, lazy life seeker who gets dragged into interesting situations, generally through escaping his distant 36 family members who have higher standing to inherit the throne but fear that he is thinking of taking the throne for himself, the second youngest swordmaster in the story so far)

No 17(Ria El Nermia, secretly pretty evil all along, this bothers her, this bothers her a lot, she is disgusted with normal people and their normal and easy and *boring* lives)

Survival King(Mirua, the foodie apprentice of Naruan)

No 1000(Mirua, absent minded, extremely dangerous when her food is on the line, achieved the Sword Aura a day after she lost the race for breakfast, the youngest swordmaster in the world so far, utterly immune to all poisons, expert survivalist)

Haeel Reia(Mirua's noble name when she acts as a spy)

Lady Siir(best friend of Aris, heir of Loki's summoner, summoner of Hermes)

Lady Aris(next stuco prez, beloved by Arcadia who says "it feels great to hit her", the Youngest *Known* swordmaster, prefers to use her summon's spear for ranged fighting and to not spend too much energy from maintaining her sword aura, she is better with swords)

Risen De Roa(the vice stuco prez, The Trickster Risen, summoner of Loki, mad man, a trickster at heart, a pervert, information dealer, the most troublesome man to cross in Yugrasia, excluding Nicerwin)

Karen rel Regrena(the other vice stuco prez, Empress of the Skies, has a love-hate relationship with Risen, is the girl who confessed her love to Risen when he bought her 100 Strawberry Cake, as seen on the pic below the said cake's item)

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Pictures



The bluetette on the lower left is Student Council President(StuCo Prez) Nerkia, the redhead in the middle is the leader of the Student Liberation Army's leader Aris, the silver haired guy on the left is the vice StuCo Prez Risen, the grenette on the left is the other vice StuCo Prez Karen rel Regrena. This is when Aris comes to Nerkia, the first person to try running from After Study, with the flyeres of her Student Liberation Army Club, sponsored by Professor Nicerwin.



As the new change to Yugrasia, Night Study, is announced and the bars to the windows fall down. From left to right is Nerkia, Risen, and Karen rel Regrena.



One of Naruan's apprentices, used to lack all emotion, after meeting the Bat she 'awakened' them and later on fell for Naruan. She, along with her generation's apprentices rebelled against Naruan, he brought out the Metal Bat the day after.



The princess, notice the similarity with Sia.



The one drinking tea is the princess, she is probably the strongest being on the planet, the one standing is the prince and the heir to the throne, that is only because princess favors him and not her other brother.

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[RATH The Original Version](#): The shorter version, and arguably funnier. And definitely simpler. Reading this will give you an easy understanding of the setting and story.

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[RATH The Remake Version, Also Called ReRATH](#): The much longer, more complex, better writing, explanations, and logic(other was a bit of a crack story). Even the speech is better, but it will take a while to get everything because of how much in depth every explanation is, it isn't an info dump, it is just heavy on the explanations and the POV changes sometimes makes you lose your focus if you weren't reading while giving attention to the story.

[SCP Arcadia\(Metal Bat\)](#): A funny SCP explanation on Arcadia's abilities.

The Changelog

[RATH 1.0](#)

[Version 1.1](#)

- Changed the Capstone perks, added fluff to the remaining ones.
- Added Great Teacher Jumper to the Combinations.
- Added Hunger Is The Enemy to the Combinations.
- Added Honor? Can You Eat that?! to the Combinations.
- Added Monster Generator to the Combinations.
- Wording change to the One Winged Angel.
- Spirit line's Perspective and Presence skills exchanged values, the latter is worth more.
- Naruan The Jumper added as a 0CP drawback.
- Added the 4th hidden CP bonus.

Version 1.2

- MASSIVE OVERHAUL!!!
- Wording Changes To Far Too Many Perks And Items To List
- Price Changes To Too Many Items, the Items sections' Undiscounted items got their prices lowered from 1000CP.
- Nerf To The Summoning, you can't get infinite amount of summons now, it is still pretty OP though.

- Omnipotent Being Summoning Nerf, your summons can't be Omnipotent unless you are too, nor can your summons be beings that never fought or talked in the canon.
 - SCP Arcadia added to the links section above the Changelog.
 - Added a title to the Changelog.
 - Added a short list of important characters, didn't expect it to be so short.
 - Added Pictures section, and changed the placement of the pictures a bit.
 - Changed the colors of the links, they were unreadable.
 - Seriously far too many perks got boosted and far too many nerfed.
 - The Summons section's perks have better descriptions.
 - Arcadia changed to CP Arcadia and gained a massive pricing, also capability boost worthy of its price.
 - Added A Challenge For The Hero to the Villain line.
 - Added drawback of Summon/er With A Terrible Personality.
 - Added Color Phobia to Undiscounted perks.
 - Praise Be The Metal Bat is a *way* different perk, and actually useful/entertaining.
 - Arcadia using Combinations must be changed now.
 - Wooden Bat is now the new Arcadia if taken with Ego Sword.
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- Monster Generation's student limit got limited per year.
 - Added God Slash to the Combinations.
 - Added Icon to the Combinations.
 - Removed Survival Of The Harshest.
 - Reorganized the Notes section
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- Will do the Combinations section too

[Running Away From The Hero Edit](#)