

The Greatest Estate Developer

By Complex_Ad_5944

When civil engineering student Suho Kim falls asleep reading a fantasy novel, he wakes up as a character in the book! Suho is now in the body of Lloyd Frontera, a lazy noble who loves to drink, and whose family is in a mountain of debt. Using his engineering knowledge, Suho designs inventions to avert the terrible future that lies in wait for him. With the help of a giant hamster, a knight, and the world's magic, can Suho dig his new family out of debt and build a better future?

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

Location

Upon reaching this jump, you will find yourself inside the Magentano Kingdom. Roll a D4 and gain 100 CP, or choose any location you want.

1- Frontera Barony

The place where the story begins. A poor rural area located on the edge of the kingdom. Before the changes brought about by Lloyd, it had no value.

2- Cremo County

This state is extremely wealthy thanks to its own port. As a port and commercial area, it is one of the most prosperous areas in the kingdom, except for the royal capital.

3- Royal Capital

The most developed and wealthy city in the kingdom. This place has several points of interest, such as the royal palace, the academy, and several important institutions. As the most important city, it is the safest place in the kingdom, aside from the intrigues and political plots of several nobles.

4- Free Choice

Time

You will enter this jump on the same day that Suho Kim woke up as Lloyd Frontera in the world of the novel "Knight of Blood and Iron".

Gender and Age

Choose the gender and age you want.

Origin

Drop-In (Free)

You appeared in this world out of nowhere, you have no connections, and you'll have to adapt to a new place unlike your original world. If you wish, you can replace Lloyd Frontera (Suho Kim).

The Protagonist (100 CP)

You are the original protagonist of this world, and as such, you are a person whose actions will impact it. You can take Javier Asrahan's place if you wish.

Civil (Free)

You're a commoner who wasn't born into a silver spoon, but through your own efforts, you've earned your place in the world. Whether you're a mere extra or a leading actor in this world depends on you.

Noble (100 CP)

Congratulations, you were born into the privileged class. Being a nobleman, your life is much better than that of the commoners, but that doesn't mean you won't be drawn into the wild world of politics. You'll start as a Baron, but you can rise to higher ranks if you play your cards right.

Deity (600 CP)

You are beyond the earthly realm. Within your species, you are a being who has reached the pinnacle. Whether you are the King of Dragons, Archangel, or King of Hell, you can choose a position of that nature, depending on your race. As a powerful being, you will be limited in your actions, as your actions could destroy the world. But not everything is bad. If you are attacked or there is some valid justification for your intervention, no one will criticize or block you.

Races

Human (Free)

The classic humans, numerous and without any special characteristics. But because their number is so large, it's common to find geniuses within their ranks.

Dwarves (100 CP)

A race specialized in construction, blacksmithing, and all craftwork. They are proud and stubborn. They possess great strength, but they use it for their craft, so it's unusual to see them in action in this series.

Elf (100 CP)

A race of skilled and agile archers. They respect all plant and forest life and are against the indiscriminate use of these as food or materials. Unlike traditional elves, these archers have some unique characteristics. They are carnivores, and the traditional gender roles (in our world) are reversed: women provide, while men take care of the home and family.

Orc (100 CP)

Orcs are a warlike and honorable race, strong warriors who respect and fulfill their contracts or pacts. Unlike their other fictional counterparts, these are classic sculptors, and even more incredibly, their faces are as beautiful as those of the elves. They prioritize exercise and consuming foods high in protein.

Siren (100 CP)

The classic race of mermaids, with a human torso and a fish body from the waist down, values beauty above all else, but they also appreciate song, so if you're not ugly but sing from the heart, one can win their friendship. They are excellent swimmers and warriors. They can fight without problem out of water, being both an aquatic and terrestrial species.

Centaur (100 CP)

The classic fictional centaur, these people value tradition above all else, which is speed. Those who are fast are respected, with the chiefs of each tribe being the fastest. Their aesthetic is very similar to that of movie bikers.

Demon (200 CP)

A strong but isolated race. These individuals have a human appearance but some distinctive characteristics, such as red, blue, or purple skin, horns on their heads, and the ability to spread their wings to fly. This race is a powerful one, being physically far superior to humans, as well as possessing magical powers that position them as a powerful race.

Dragon (400 CP)

Among mortal beings, this is the most powerful race in this world. Like classic dragons, these have great physical power, as well as a quantity of mana that puts royal mages of any kingdom to shame. These types can take human form, so they can blend in with humans without standing out too much.

Angel (400 CP)

Angels are mystical beings in charge of the administration of the universe. These beings are largely bureaucrats, but their power is greater than that of any dragon. Like classical angels, they are beautiful beings with white wings who embody purity and justice, so their behavior is monitored, and they are obligated not to sin.

Devil (400 CP)

Classic demons, with red skin and horns on their heads, these types represent the stereotype of a classic demon. They are very powerful, with Hellknights capable of destroying a city and overwhelming a Swordmaster without difficulty. Their main job is to collect souls and take them to the reincarnation portal.

Perks

All origins receive their 100 CP perk for free. The rest of the perks of an origin are discounted.

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

Undiscounted

Slender or Muscular? (Free)

You can choose whether the people in this world have muscular bodies like in the manhwa or slender bodies like in the novel. As a bonus, you can also make faces like those in the manhwa. You can use this option in future jumps if you like.

Mana Heart (Free/100 CP)

Like any good manhwa character in a medieval fantasy world, you have a core of mana within your body (not something physical, but the ability to use and control mana). You can use the mana within you to use magic or enhance your physical abilities, among other uses. However, your mana reserves depend on your race, with only dragons, angels, and devils having large reserves.

For an extra 100 CP, you can absorb pure mana from the environment or other beings (and can expel impurities from your body if they have them) to increase or replenish your mana reserves. Unlike the first Tier, you will have unlimited mana (magic) “container”, so you can absorb as much mana from the environment as you want. You don't have unlimited mana, but you don't have a limit on how much mana you can store within yourself.

Share the Same Universe (200 CP)

There are many crossovers in this series. You can combine or introduce other series in this and future jumps, as long as they have common characteristics. Merging two or more series that share several things in common (such as a medieval world and the use of mana) is permitted. You can combine series in your future jumps, but you cannot combine two or more jumps.

The System (400 CP)

Congratulations, jumper! You now have your own system. Unlike the novel, this isn't a messenger, but your own system, which will function just like Lloyd's (without its making fun of you). Among the advantages of this system is the ability to acquire Reputation Points (RP), which you gain by saving people's lives, achieving feats of recognition, or earning favor points with certain key people. These points can be used to purchase skills or enhance them, as well as summon familiars (instead of a gacha, you can buy them, but they will be more expensive depending on their rarity and power). Another advantage is that you can acquire titles by completing achievements, which grant passive abilities that you can activate and deactivate at will. Post-jump, you can use your RP to acquire skills and summon familiars from previous jumps or from the current jump. As a bonus, you'll have the following abilities alongside the system:

-The Strongest in the World: For 30 seconds, you'll become the most powerful being in the universe you're in, slightly more powerful than the current one. You can use this ability once per jump.

-Ending Spoiler: You can see the events that will happen in the near future of your death, giving you an overview to understand the cause of the event. You can use this ability three times per jump.

Transcendental (600 CP - Free to Deity)

Transcendental beings are those who have reached a level greater than any of their kind, even surpassing that of angels and devils. You are at the same level as a Deity; your power is so great that you could easily destroy a country if you set your mind to it. You are not at the level of beings like Gabriel or Hellkaros, but that should not discourage you, since your potential was also affected when your limiter was broken. This means that you can train all your abilities (even Perks and Powers) and become stronger, although you will have a Soft-Cap that you will have to overcome once you reach a certain level.

Drop-In

My Past Life (100 CP)

You have the knowledge of a university graduate in the field of your choice from the year 2025 of our world.

That Cunning Thug (200 CP)

You're a cunning guy; you know how to identify opportunities and reap great benefits from these (whether financial, social, etc.). The best part is that no one will hold anything against you, even if the outcome ends in a disadvantageous situation. Your only interest is doing business, and there's no malice in your actions.

I am Lloyd Frontera? (400 CP)

At the beginning of each jump, you'll have detailed knowledge of every event that will happen within the world or universe where it takes place. It's like a detailed mental wiki that will give you a huge advantage, as you have detailed knowledge of every important person, faction, weapon, etc. within the universe you're currently in. A powerful weapon to use to your advantage, if you use it well.

The Greatest Estate Developer (600 CP)

Like Lloyd Frontera (Suho Kim), you are a person with great charisma who can gain the support of many groups, regardless of their status or species. You are the type of person who easily gains people's respect and loyalty, as long as your actions benefit or favor them.

At first, people will have an interest in you, but the more beneficial your actions are (to them), the more respect and loyalty they will feel. You can transform a group of lazy soldiers into competent workers if you prove yourself a good leader. You can also gain the favor of beings like Elves or Orcs (and thus their loyalty) if you help them with their problems, becoming eternal allies to you or your territory. Even high-ranking Nobles or Deities will be affected by this effect.

If in the future you have to fight the King of Hell, they will all fight alongside you, remaining allies to the end.

The Protagonist

Perfect Face (100 CP)

On a scale from 1 to 10, you're a 20. You're such a perfect being that people will mistake you for a fairy tale prince/princess. You even exude an aura of elegance that, even though you're a commoner, people will mistake you for a nobleman.

Cool Head, Warm Heart (200 CP)

You know how to control your emotions perfectly. Instead of clouding your judgment and committing reckless acts, you use them as a driving force to keep fighting or strive to improve.

Plot Armor (400 CP)

Like every protagonist, fate will do everything possible to ensure you live another day. No matter how difficult the fight or how dangerous the situation you face, as long as the chances of survival aren't 0%, you'll always come out alive and without any life-threatening injuries. Even this Perk will allow you to arrive just in time to protect your loved ones or allies, so you will never be late, just at the right time.

Protagonist Path (600 CP)

Javier has great talent, but his rapid growth wasn't only thanks to his training. He also had to endure life-threatening situations, pushing his abilities to the limit to protect those he cares about. Like any good protagonist, in situations that push your abilities to the limit, you'll receive a Power-Up (either for all your abilities or a specific one). Simply put, this means you'll become stronger and increase the mastery of one or more of your abilities.

The effect can vary depending on the situation. A battle with a very strong opponent, where you could lose your life, will grant you a significant Power-Up (if they don't kill you first). In less dangerous situations, the effect will be much less.

Civil

Great Physical Condition (100 CP)

The body is a commoner's greatest asset, and yours is in perfect condition. Your physical capacity doesn't deteriorate over time, and you're immune to minor illnesses.

A Born Talent (200 CP)

You have a talent for a particular trade, be it construction, blacksmithing, farming, etc.; you are a very competent person at that task, worth five workers.

We Are (400 CP)

You're a person who can easily integrate into any group with which you have things in common, whether it's a profession or within the same territory. These groups will be united and loyal to each of their members. You're not a leader, but you're part of a brotherhood or community where everyone looks out for each other. You'll have to reciprocate this respect with the rest of the members, though.

CEO (600 CP)

You weren't born as a nobleman, but you were born as a leader. You're every company's dream: a practical leader, competent at managing many people, a quick learner, and capable of adapting to different situations. If your skills are measured in levels, Administration and Workforce Management would be at level 99/100.

Even your own superiors will offer you preferential treatment, such as large sums of money, to keep you working for them. Despite being a commoner, the same pompous people in the capital will beg you to work for them.

As a bonus, you have monstrous stamina, being able to work a full week without resting, needing only a few hours of nap to be back at full strength.

Noble

Noblesse Oblige (100 CP)

The commoners don't think much of nobles, but you are the exception. Any territory under your administration will have great respect and loyalty, as long as you are a fair and honest governor.

Deserving of the Title (200 CP)

You're not just a guy born with a silver spoon in his mouth; you have the skills to back it up. You have a general understanding of land management, noble etiquette, swordsmanship, horsemanship, and all the skills any noble should possess. Your skills will be at an acceptable level so you won't be criticized for your lack of skill or knowledge.

Our Culture (400 CP)

Regardless of the location, every territory has its own culture passed down through previous generations. You can impose any type of culture or law within your territory (as long as it's not illegal or contrary to the interests of people of higher rank or power than you), and all those who live within it will respect and abide by it. No matter how many years pass or whether or not you are in power, people will continue to respect it and not disobey it.

Your Highness (600 CP)

Not only do you have a title, your powerful aura gives you the air of royalty, an imposing presence that brings weak-willed people to their knees. Like Alicia Termina Magentano, your presence alone bends the will of the weak-minded, making them subservient to you. People of lower status than you will see you as a leader, just as those of equal status will have great respect for you. But beware, those of higher status or vicious individuals will not be affected by this Perk.

Deity

The Great Me (100 CP)

Powerful people have it easy, so it doesn't matter if you break some rules of etiquette, you do whatever you want, as long as you have the power to crush the other party, no one will complain or seek revenge against you.

Eminence of Office (200 CP)

Your desk skills are on par with your power. You can handle a kingdom's entire paperwork efficiently and in less time than it would take thousands of people. Above all, you can't possibly exhaust yourself physically or mentally, being able to work for thousands of years without a break and remain perfectly healthy.

Portals (400 CP)

You have the ability to open portals to other worlds or dimensions, as well as go from point A to point B in an instant within a single world. With perfect control over this ability, it's impossible to get lost or stranded in an unknown dimension, as well as controlling your portals without difficulty and mastery. You can open portals so that many beings can enter, and don't worry, as their use doesn't require mana or energy, allowing you to open as many as you want.

Hail the King (600 CP)

As a deity of a race or species, you are an authority that all obey, no matter how selfish your commands. Regardless of your chosen species, all those belonging to that species will obey you, remaining obedient no matter how tyrannical or incompetent you are. But be careful, if you are a terrible leader or earn their dislike, they will do what they can to eliminate you (they are not loyal, just obedient).

Post-Jump, you can choose one of the species or races of one of your Alt-Forms; that species will be completely obedient to you. You cannot choose beings such as gods or very powerful races (such as The Beyonders and the Celestials from Marvel). This also will not work on beings that are at your level or higher, even if they are from mortal races like humans.

Items

Undiscounted

The Greatest Estate Developer Manhwa (Free)

The complete series of this Manhwa, in perfect condition and in the format that is most comfortable for you to read.

Money (100 CP)

At the beginning of each jump, you will receive an equivalent to 1,000,000 dollars of the currency of the place where you are.

Reincarnation Gate Voucher (200 CP)

This certificate gives you the authority to resurrect any person who has died, as long as it is not a transcendental being such as those belonging to the race of angels, devils, or those races or beings that transcend the mortal, such as gods.

The Truth Jewel (400 CP)

A large structure similar to those Aztec pyramids. This structure can answer a question its owner asks once a day, without intervention or retaliation from more powerful beings such as angels or gods.

Unlike the canonical structure, this structure is indestructible, so you don't have to give any information in return to ask a question.

My Kingdom (600 CP - discount If you purchased the "Domain" option)

You are not a simple noble, you are the king of your own kingdom. It is the size of Russia, 17.1 million km².

The technological, cultural, military, economic, scientific, etc. level will be first class, being considered a power in the world where you are.

All the inhabitants of your kingdom will be loyal to you, as well as the people who work in key positions will be very competent. The population of your empire is 70 million. Any new resident who settles there will be considered a follower.

If you purchased the "Domain" option, it will have all the advantages of this option (the technological, cultural, military, economic, scientific, etc. level will be first class, and all the inhabitants of your Domain will be loyal to you, as well as the people who work in key positions will be very competent).

Drop-In

Contracts (100 CP)

An unlimited number of contracts, in which you can write any terms and conditions you want, with no legal or social consequences if these terms are illegal or immoral. Upon signing the contract, each party will be bound by a magical oath that will oblige them to comply with its terms. Failure

to do so will result in the contract being voided, and the breaching party will be required to pay double compensation or give their life.

Dragon King Membership (200 CP)

Bonus Life or the classic 1-Up. If you don't want a stamp painted on your body, you can replace it with a card or certificate. You don't need to carry it with you when you use it. You can use it once every jump or every ten years, whichever comes first.

The Trusty Shovel (400 CP)

The legendary shovel, indestructible and usable as a weapon, can be your trusted companion during this and future jumps. Always in optimal condition, this shovel boosts the morale of any team or work group, increasing their productivity three times its normal level.

The Winter Heart (600 CP)

This item is a very powerful one, as it allows the wearer to stop the world's time and only allow the flow of time within a 100 square kilometer area for up to a year. Within that space, the wearer and all those they allow will be able to move freely within that area. The risk of using this item is that they will not be able to leave the area until the wearer cancels the effect, so transcendental beings will realize that you have stopped the world's time (although this will not be taken as an insult to them, so you don't have to worry).

Unlike the canonical item, this item will be inside a necklace, making it more maneuverable. It's worth noting that you won't have any problems with Tyrannus, so you can use this item without any problems.

Each use of this item will have a one-month cooldown.

The Protagonist

Elegant Clothes (100 CP)

An outfit worthy of someone of great status, when you wear it you will be mistaken for a noble of count rank at least.

Search Device (200 CP)

A device that tracks anyone you want to find, regardless of location. The only limitation is that it's a tracking device, so you'll have to get your own means of transportation.

Asrahan Techniques Manual (Well, not exactly) (400 CP)

This book will record all the skills you possess (other than Perks or Powers). This book will serve as a perfect educational guide for anyone (you authorize) to learn your techniques or skills. It's easy to understand and can be divided into several books to separate the types of techniques as you see fit.

The Most Powerful Sword (600 CP)

Each protagonist has their trusty weapon, sometimes iconic and sometimes generic. These are the companions of these characters throughout their adventures. Choose a weapon of your choice; it will adapt to your style (be it magic, fencing, etc.), is indestructible, and, like all iconic weapons, will always be in excellent condition for use.

The best part is that this weapon scales its power level to yours, so it will never become obsolete. Another advantage is that you can combine it with other items (weapons), thus obtaining the advantages of those items.

Civil

Work Tools (100 CP)

A set of tools for the trade you want, strong and durable to use in your work.

Legendary Cookbook (200 CP)

A cookbook written by the Dragon Queen, this book records all existing recipes for every type of food or dessert. In future jumps, this book will be updated with recipes from the world you're currently in.

Detailed Blueprints (400 CP)

Detailed blueprints of advanced machines and structures from the Jump Era you're currently on. Easy to understand and accompanied by notes that provide convenient instructions for building them. You can use them for yourself or as trading items. At the start of each jump, you'll receive one hundred of these.

Powerful Natural Barrier (600 CP)

This natural barrier (be it a powerful blizzard or strong gusts of wind or sand) will protect your territory or any property you select.

The barrier itself is activated by an orb within the location you wish to protect, and you can activate or deactivate it at any time. As a barrier, it will not harm the property or territory it protects, so if you choose a powerful blizzard, it will not be affected by that natural phenomenon within it. On the contrary, the weather will be mild or sunny, allowing you to farm without difficulty as if it were the middle of spring.

Noble

Royal Guest (100 CP)

An emblem that, when worn, will grant you the status of a direct subordinate of the king or highest authority in the nation you reside in. This allows you to bypass some protocols or enter places not open to the public, as well as pardon some minor crimes.

Grimoire of Dark Magic (200 CP)

This book contains numerous forbidden spells, such as necromancy, blood magic, summoning devils, and more. The contents will be updated with each jump you visit, but remember that using this magic comes at a cost, as well as risks if you are not worthy of using it.

Padashire (400 CP)

This item is simple to use: you can buy as much as you want, as long as you don't exceed a budget equivalent to \$1,000,000,000. Basically, you get everything for free, but each purchase will deduct from that budget, so you need to keep track of your spending. This budget reset every jump.

Castle (600 CP)

A worthy and gigantic castle for someone of great status like you. The castle is equipped with all the amenities a king of any kingdom would kill for, even its design is so refined that it seems it wasn't made by mortals.

The castle has a magical barrier for protection, requiring the Dragon King himself to rear up on his lazy back and launch his strongest attack to destroy it. It even has another barrier to take care of the maintenance of the castle itself. If you want servants, their only use will be to fulfill your whims.

Deity

A Comfortable Bed (100 CP)

A comfortable bed for you to relax and sleep soundly. Ideal for a lazy person.

Device for Traveling Between Dimensions (200 CP)

A device that allows you to travel between worlds or dimensions. The disadvantages are that you have to wait two hours for each use, and it can only be used by two people at a time.

Fragments of the Evil God (400 CP)

These fragments are parts of a dead god, when imbued with a little mana they will take the form of grotesque beasts straight from the most twisted tales of H. P. Lovecraft. You will receive thirty of these abominations, these being a military asset so powerful that you could destroy an entire kingdom with these types in a matter of hours. These beings are loyal to you and one of these is capable of easily wiping out a hundred warriors, being necessary elite groups or people at Javier's level to defeat them.

Domain (600 CP)

A deity such as yourself must have their own domain, one that reflects your nature. You have your own domain, a pocket dimension that you and those you authorize can enter and exit. You can customize your dimension to your liking, either as a carbon copy of Hell or Heaven, or one that suits your tastes. The size of this dimension is larger than Earth, with a surface area of 600 million square kilometers and 9,000 kilometers above and below the aforementioned surface. You can add it to your Warehouse if you wish. All those who live in this dimension are considered followers.

Companions

Import (Free/100 CP per)

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

Canon Companions (Free/100 CP per)

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

Summoned Pet (100 CP)

Like the beasts summoned by the system, this boy is useful for a specific task. Completely loyal and adorable, he can change his size from 5 cm to 40 meters without needing to eat the seeds the system gave Lloyd.

If you wish, you can purchase more of these, and you can choose canonical summons.

My Knight (200 CP)

A knight at the level of an Advanced Sword Expert. You can customize him/her to your liking. Completely loyal to you and committed to his task: protecting you. Another advantage is that he/she can become more powerful, and he/she won't suffer from the handicap of having keen senses like Javier had at the beginning of the series.

My General (400 CP)

This person is a powerful asset, at the level of a Sword Master. But that's not his/her only ability. Like Artanis V, he/she possesses Blood Eyes, able to glimpse the future for up to twenty-four hours.

You can customize his/her appearance, personality, and species to your liking. He/She will be completely loyal to you.

My Mighty Spectral Dragon (600 CP)

This friend is better than a dragon; it's a dragon (actually dragon bones) whose body is made of mana. This dragon is as powerful as any dragon, but the advantage is that, being undead, it never runs out, and its mana is unlimited. Like any dragon, it can fly, breathe any element of its choice, and its colossal body can reach 200 meters in height.

Loyal and obedient, with this little friend, you can overwhelm any nation if they want to fight you.

DRAWBACKS

Supplement (+0 CP)

If you are not in the mood to spend 10 years on this jump for a Perk or Item, you can use this jump as a supplement and buy whatever you want. But you will not have the benefits of discounts. If you wish, you can combine this jump with another one you are doing, being able to take Drawbacks from this jump, but without discounts.

Extended Time (+100 CP)

If you want, you can spend an additional 10 years in this jump. It can be taken multiple times, up to ten times.

Fugly (+100 CP)

Your appearance is similar to Lloyd Frontera's, so ugly that 99% of people will call you ugly to your face. The positive side is that you'll be able to imitate Lloyd's faces in the series.

Debts (+200 CP)

This is bad, jumper. It seems you or someone close to you has incurred a large amount of debt, and unfortunately, any money-making item won't help you get out of that hole. You'll have to pay the equivalent of \$10,000,000 the old-fashioned way, working and using your skills and knowledge like Lloyd.

Too Many Corrupt Nobles (+200 CP)

If you were expecting a kingdom with honest nobles, I'm afraid not all of them will be like that. During your jump, you'll have to deal with several corrupt nobles, plotting against you because they see you as a threat. Luckily, not all of them will be like that, and you'll have allies who will want to cleanse the corruption.

Golden Trio (+400 CP)

It seems you won't be an extra character or an outsider; you're officially the co-star alongside Lloyd and Javier. That means you'll be a front-row participant in every event in the series. If you chooses to replace any of them, there won't be three of them, but two, so I suggest you think carefully before selecting this option.

Unbearable Enemies (+400 CP)

It seems you have a pesky enemy. No matter how many times you trap or kill him, he'll come back and try to kill you or your loved ones. The worst part is that you'll have to endure him until you're almost through the jump. And the worst part is that each time he returns, his plans will have more destructive consequences. The first will try to take your life, but he'll escalate so much that in your final battle, he'll reach the level of Sword Grandmaster.

To Overcome the Restoration Phenomenon Of Fate (+600 CP)

This world has a written history, a predetermined script in which every event is destined to happen. No matter how hard you try to change history, it will repeat itself, changing some events or events for others. In short, many important characters in the story will die, no matter if it's at

the beginning or end of your jump. They will have an ending similar to that of the Knight of Blood and Iron series.

Don't be discouraged; there is a possibility of avoiding all of that and getting the Good Ending, but the catch is that you'll have to defeat the current King of Hell, Hellkaros. A being so powerful that he could single-handedly destroy the world. The good thing is that this battle will occur at the end of your jump; the bad thing is that it won't just be him, but also his army and some fragments of the Evil God. If you fail, it's chain-fail.

Power Loss (+600 CP)

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

Choices

Go Home

Stay

Continue

Notes

The System: How much RP can you earn from actions or how much skills and familiars cost? Fanwank Responsibly. But I suggest you don't be so blatant, don't make an extremely broken skill the same price as a weak, basic skill.

Deity origin: If you purchased the following races: Dragon, Angel, or Devil, your power level will be lower than that of powerful beings like Gabriel or Hellkaros. Therefore, you'll need to train and become stronger if you want to stand a chance against them.

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