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On the peak of the Demon Tower, on the continent of Motrem in the world of Zheletia, sits the Demon Queen Ververosa upon her royal throne. Countless adventurers from the human nations seek to invade this tower, ascending and dying again and again in pursuit of the Demon Queen's life. But of all these wanna-be heroes, there is none so devoted to the task as the mage Malori Crowett, who time after time breezes past the Demon Generals to take on the Demon Queen.

But when Malori goes after the life of the Demon Queen, it isn't to cut it short, but...

"I'll make you mine!"

"For the Nth time, I will not go out with you!"

And then the Demon Queen kills Malori (again).

But the conflict between humans and demons isn't quite the humorous matter it may at first seem. For ages humanity suffered from the depredations of demonkind, only for them to return the favor with interest when the hero Albert Siegwald united humans into one force and drove the demons back into a single, scarcely-habitable continent (settlements exist elsewhere, most notably the lamia tribes of Nolberg, but in terms of actual territory controlled by demons, only parts of Motrem remain in demon control).

Now, humans hunt the demons to get experience points, to get resources, and even to eat them. On the resource-poor continent of Motrem, demons risk starvation unless they hunt down humans, while the humans of the other continents lead rich and fulfilling lives.

The king of humanity prepares to start the war anew for the goal of prolonging his humanity with the heartsblood of the Demon Queen, while Volverosa herself faces rebellion for her refusal to renew the war on humanity. Meanwhile, she plans to drain human mana to fire a weapon capable of destroying the Mana Tree to force some degree of equity between the perishable demons and the ever-resurrecting human warriors, without knowing that doing so would risk destroying the fabric of space and time.

Maybe you can find a good solution to this conflict before the simmering hostilities result in open war breaking out once again? Or maybe you'd prefer to fan the flames and incite that war yourself?

Or could it be that you just want to get lovey-dovey with the locals? It's all up to you, of course. Here's **+1000 Choice Points** to help you get started.

Locations

You may freely pick anywhere in the setting to start off, or you can roll 1d8 and randomly select where you begin to gain **+100 CP**.

1 – Demon Tower (Motrem):

A great tower with more than a hundred levels, serving as the base of operations for the Demon Queen and her Generals. Special magitech installed into the tower causes it to subtly drain the mana of humans within, and a human dying within the tower will cause the absorption of a great deal of it. Demon Queen Volverosa and her Demon Generals have enticed adventurers to seek to climb the tower, deliberately setting rewards out to bait the humans into climbing the tower again and again, all to provide the fuel that would eventually power the Mana Cannon.

2 – Aphtos (Motrem):

Although Motrem is the last stronghold of demonkind, they hardly have control of the entire continent—indeed, most of it is in the hands of humans. But with the poor conditions of the continent, humans aren't able to farm enough food to properly sustain themselves. Normally the duke who rules over the continent would provide relief efforts, but with the poor crops this year, he is unable to do so. Soon, the starving villagers of Aphtos will be forced to attempt to raid a nearby demon village to take slaves to sell in exchange for food.

3 – The Adventurer's Academy (Folstina):

A school established by the king to produce adventurers to finally eliminate demonkind forever, with a particular focus on eventually killing the Demon Queen. Although they cover general education as well, there is a strong focus on combat and magic training, and graduates typically become elite adventurers.

4 – Folstina Castle (Folstina):

The capital of the Folstina continent, and of humanity in general, it is led by Albert Siegwald, who created the adventuring party that defeated the previous Demon King, united humanity, and drove demons into the few lands they have left. His daughter, Princess Leona (formerly Prince Leo) and his wife Queen Elenoir also reside here. In not too long, this will also be the site of a summoning ritual to bring forth the Summoned Hero Axel to help defeat the Demon Queen once and for all.

5 – Hidden Elven Village (Folstina):

Humans and demons aren't the only races in the world. Elves exist, too, and have a pacifistic culture that has remained neutral in the conflict between demons and humans. To avoid being dragged into the war, they work enchantments into the

forests they live in to subtly misdirect those who would otherwise come across their village. Fillonne, the former childhood maid of Ververosa, lives in this village.

6 – Pharim Mountain (Folstina):

“Depending on whoever finds out that you’re a Demon Charmer, you’d either be used as a tool or killed on the spot.” These were the words Malori’s master told her, and the Demon Charmers of the Ruqiah clan have desperately tried to survive both attempts at extermination by demonkind and enslavement at the hands of humans. Their only allies were the elves, who once helped hide them, until disaster befell their previous village and they were forced to take refuge in the lifeless Pharim Mountain. Residing underground, they slowly succumbed to disease or starvation, and eventually reached the point of selling their children to slavery just to have enough food to survive. At the present, there are only 50 people still alive in the village. Be careful if you choose to leave, the mist monsters that live on the mountain are hard to kill without the right magic.

7 – Some Town in Gulhilde or Nulberg (Gulhilde or Nulberg):

When Albert united humanity, he was named king. After claiming the northern continent of Folstina for himself, he gave each of the other continents to a different member of the adventuring party he had gathered. Motrem lies to the south, Guldhilde to the west, and Nolberg to the east.

8 – Free Choice:

It looks like you get to pick any place in this world to arrive. How fortunate for you! You can pick any of the above locations, or pick anywhere else to arrive. Maybe you’d like to see if anyone is picking through the ruined remains of the slave markets of Meno? Perhaps visit the village that the citizens of Aphtos would attack?

Origins

Do note that any origin may be taken as a drop-in, forfeiting any history in this world. You may freely select your age, or roll as appropriate to your background to receive **+100 CP**.

The Lovestruck Adventurer (Free):

You're a human adventurer, someone who destroys demons for experience points or resources. But you're also deeply in love. With who? That's up to you. Maybe a character in this world, maybe a companion you've imported—you can even be in love with the idea of being in love with someone, rather than an actual person. You may either be a freelance adventurer who entered the business on your own, or you can be a member or a graduate of the Adventurer Academy.

You are human, and your age is either $(17 + 1d8)$ or $(22 + 3d8)$ years old.

The Less-Exciting Person (Free/-100 CP):

Why should you get involved in the war? Even if you do hold allegiance to a specific side, that's no reason to put your life on the line! It's fine if you just do business with the people who are actually fighting—after all, adventurers and demons alike still need food, gear, and magic tools, so it's not like you aren't contributing! Or perhaps, instead of a merchant or a laborer, you're someone a bit higher up in the social pecking order? If you pay **-100 CP** you may instead be a truly wealthy merchant who is a household name across the continents, a member of the nobility, or you could even be a member of the royal family.

If you are a human, then your age is $(14 + 4d8)$ years, and if you are an elf, then your age is either $(100 + (1d8 \times 10))$ or $(300 + (3d8 \times 10))$.

Hm? Why only elf and human? Well, demons fight with each other often enough that few demons can really be considered “less-exciting”.

The Summoned Hero (-300 CP):

It isn't unheard for humans in need to summon heroes to help them in dire times. This spell reaches out across dimensions and randomly fishes something out; normally junk (unless you're willing to expend almost the entire Mana Tree's stockpiled energy on a single “guaranteed” summon), but occasionally this gacha-like system manages to get hold of a person, who is then empowered as a Summoned Hero. It's up to you if you are an experienced hero who's been summoned to other worlds before, someone who was called forth by the messed-up summoning the King forced to happen 14 years ago, or you can freshly appear as a brand-new, properly-summoned hero. Maybe Princess Leona tried summoning you earlier than Axel?

Regardless, you are a human, and your age is $(17 + 1d8)$ years old.

The [Insert Race Name Here] Demon (-100/-200/-300/-400 CP):

The demon species consists of a great many races, many of which don't much resemble each other at all. Still, there are certain constants between the races. For instance, all demons are physically superior to humans, are extremely long-lived, and possess a natural affinity for using magic that ensures that even someone who doesn't study magic at all can still use a few spells (typically magics that their race has a special affinity for).

To be among the weakest of demons, such as the beast-like pookas, costs **-100 CP**. Being a stronger race, like a succubus or lesser beastman, costs **-200 CP**. A particularly powerful race, such a greater beastman, a vampire, or a lamia, costs **-300 CP**. To be a species that is at the very peak of demonkind, such as a dragon, would cost **400 CP**.

Regardless of your particular type of demon, you are either $(30 + 4d8)$ or $(150 + (3d8 \times 10))$ years of age.

Perks

If a perk is listed under your origin, you receive a 50% discount to it. For 100 CP perks, it instead becomes free.

General Perks

Revival (Free, only available for this jump):

This world has the Mana Tree, a great tree connected to the primal magic of the world itself, which is capable of returning the dead to life. Normally, this is a service provided only to adventurers who have enough money to pay for their resurrection, and demons are supposedly incapable of being resurrected at all. But the wealthy have been known to bribe their way into revivals, and there is at least one anomalous demon who is able to be brought back via Revive Gems.

If you are a human and die in the line of your adventuring duties, your corpse will appear in a coffin in the Folstina Church upon your death, where you will be revived as long as you have enough money. If you are a non-adventuring human, then through a significantly greater sum of money, you can also be revived upon death. If you are an elf or demon who dies, then as long as some sort of resurrection magic is worked upon you before three days end, you will not fail the jump.

The Game of Life (Free for this jump, -200 CP to keep):

Now, this world isn't *actually* a game world... but you could be forgiven for thinking that it was, considering that it seems to run on video game logic. People have HP and MP, stats (Attack, Defense, Speed, Magic, and Resistance), can learn skills, gain experience (including experience in specific skills and spells to level them up), earn achievements (which do nothing), and have titles (which provide you with a special effect). You can take quests, which apart from their ordinary rewards can also improve your skills, teach you new skills, or improve other aspects of your character, such as improving the size of your inventory.

Speaking of which, you gain an extradimensional pocket known as an inventory, which you can bring up like a screen in front of you by thinking about it. It starts out small, only having 15 slots, but items of the same type can stack up to 99 times, and money doesn't take up space. As mentioned, taking special "training quests" can increase the size of your inventory, as well as increase your number of "safe slots".

Now, normally, what you store in this world's inventory is left behind when you die and respawn. However, items stored in your "safe slots" (of which you start with only one) are retained even when you're resurrected back at the Mana Tree. However, they're also slower to remove items from, so storing combat-useful items in a safe slot isn't recommended.

At the end of the jump, you will keep all progress you have made; however, if you'd like to keep this system and continue to grow in it, then you may pay **-200 CP** to bring it with you to future worlds. This will also allow you to use this to awaken this system in other people, allowing them to grow more powerful using it.

You begin at level 40. Your starting level increases by 5 for each undiscounted 100 CP you spend on perks, except for **Forced Leveling**. Be aware that levels aren't the end-all, be-all of combat ability; good equipment, cooperation, and tactical prowess can allow you to triumph over a numerically superior opponent. For comparison, Cerik is around level 50, Malori is around level 80, while Volverosa is level 250.

Pansexual Panorama (Free):

Pansexuality—that is, the attraction to people regardless of sex or gender—is the standard in this world. Although other sexualities exist, being pansexual the “default” which people consider the norm. If you think that's a good idea, then you can take this feature with you to future worlds, making the vast majority of people in future jumps pansexual.

Forced Leveling (-50 CP):

Maybe you trained a lot. Maybe you were kidnapped by a masochistic demon who forced you to kill them over and over again, coming back via revive gems and stuffing you with mana potions so you could keep casting. Regardless, you're a much higher level than would otherwise be expected; each time you take this perk, you gain 20 levels. The cost of this perk is not calculated for purposes of determining how many levels you get.

Magic Spells (-200 CP):

You have learned how to wield magic, and know a number of spells for offense, defense, and general quality of life. You also know a number of spells for analysis, allowing you to perform magical research if you were so inclined. Casting spells in this world doesn't require incantations (although you do need to call out the spell name, at least until you reach higher levels), but casting more powerful spells takes more time. Increasing your level in a spell both reduces the time to cast it and makes it more powerful.

Combat Skills (-200 CP):

You know a number of skills usable for combat. Skills are special abilities (or special attacks) that you can activate/use that have additional effects or deal more damage than normal attacks do. They still consume mana as though they were spells, but are distinctly not magical, even if they can have supernatural effects.

You may have skills such as Defense Boost, Falcon Blade, Counter, or Status Cut, to provide a few examples.

Dragon Hunter (-300 CP):

The Siegwalds are an old clan of dragon hunters with a special ability. By ingesting dragon blood, they are able to improve their physical and magical potency... although at a cost. Dragon blood is addictive, and will slowly corrupt the body. Although it is possible to reach great heights through the use of this blood, it's also ruinous... but not for you. You'll be perfectly fine (although you do not otherwise gain a resistance to transformative or corruptive influences). Furthermore, you aren't restricted to dragon blood; by consuming the blood (or equivalent fluid) of anything, you are able to temporarily take its power for your own.

The Lovestruck Adventurer Perks

A Healthy Understanding of Relationships (-100 CP):

Malori's obsession over Vel was unhealthy—although considering the circumstances behind how it formed, entirely understandable. Still, her initial attempts to pursue the Demon Queen only pushed her away, and it wasn't until she became less selfish that her bond with Ververosa began to flourish. Fortunately, you won't have to be killed several times and verbally browbeaten by your fed-up best friend before you realize that you're being a bother, and can skip straight to the understanding that Malori eventually achieved.

You understand how healthy relationships are formed, and possess the patience not to immediately try to force a relationship on someone you like, but to develop a bond with them that would have the opportunity to grow into something more. You will realize beforehand when you are about to make a romantic faux pas, and clearly understand the dividing line between a dedicated pursuer of love and a creepy stalker.

And just as importantly, you know how to accept rejection, know when rejection firmly means "never" and when it just means that you're pushing too much too soon, and have the strength of character to accept what you have in a relationship without trying to push for it to be more before the other person is ready for it.

Finally, you can convey this understanding to other people through a short verbal interaction, so as to teach other people who lack an understanding of proper boundaries how to avoid being a creep.

Easy Friendships (-100 CP):

As long as you actually care to put yourself out there and make attempts to make friends, you will find that you have an easier time befriending other people. Even people who would normally be hostile towards you can become your ally, although it will take more time and effort.

“That was you, right?” (-200 CP):

It can be hard, keeping up a relationship with someone like the Demon Queen when you’d be tried and executed as a traitor if you were found out. Fortunately, you’ll always have a chance to deal with such issues when they arise. When people discover secrets that you’ve been keeping, rather than directly report them, they will try to confront you about them first. This provides an invaluable opportunity to make sure they don’t talk.

“Came and Went” (-200 CP):

That particular achievement is something you won’t be able to earn anymore. It is impossible for you to be seriously harmed during a sexual encounter (unless you’re into that, no kinkshaming). Succubi can’t drain your lifeforce, a fire elemental won’t burn your skin, a lamia won’t accidentally crush you... and most pertinently, it’s impossible to kill you from overwhelming you with more pleasure than your feeble body can contain.

Well... if you’re an achievement hunter and are annoyed that one is out of reach, we *suppose* you could turn this perk off if you wanted to... but is just getting an achievement really worth it?

Sustainable Farming (-400 CP):

A lot of the hostility demons have towards humanity in the modern day comes from how they treat demons as sources of experience points, food, and materials, callously killing them in pursuit of their own gain. You... well, you can still treat them like resources if you want, but you don’t have to actually kill them anymore. If you are in a world where you only get experience points from killing, then you will still get an equal amount of exp by finding a nonviolent way to defuse or

bypass a conflict, or by just knocking your opponent(s) unconscious rather than killing them.

Furthermore, you are now able to harvest resources from a creature without harming it, even if that logically shouldn't be possible. If you, for instance, needed a dragon's heart, you'd be able to harmlessly extract the heart from a dragon without causing pain or discomfort. Extracted resources will fully regrow within a week (although you may optionally disable this, such as if you were to shear a sheep demon and want its fleece to grow back at a normal speed).

Cramming (-400 CP):

Sometimes there just isn't enough time to study everything you need to, such as if you need to gain a comprehensive understanding of the economic, military, and political situation of two different nations, as well as training in trade and diplomacy. In only three days. At least you won't risk collapsing at the end of your study bender. Not only do you no longer need to sleep (although you are perfectly capable of doing so if you would enjoy it), but you find that you're just able to absorb information more effectively. Knowledge that you take in is perfectly understood, filed, and sorted in your mind for easy recall, allowing you to perfectly comprehend any subject matter on your first read-through. Speaking of which, your reading speed is also increased to the point that you could read an entire page in a single second, and you are preternaturally effective at finding study material pertinent to your interests.

Finally, whenever you learn something, you are somehow capable of taking in tangentially relevant knowledge, even if you weren't exposed to a source of it. For instance, if you studied forging techniques, you might understand more about how to fight with a forged weapon, or how to more effectively sell weapons, even if the person you were training under didn't explain any of that to you.

While this is all primarily beneficial for book learning, it will also provide a significant increase to any sort of training you do, be it physical or mental.

Inspiration (-600 CP):

Malori's done plenty of good of her own accord, but perhaps her most important trait is how she inspires others to be better... well, eventually. She lit the flame under Volverosa that reignited her old and abandoned dream for peace between

humans and demons. She gave Cerik the determination to leave behind his past life and embrace the family he had gained in this world.

Around you, people just want to become better, and are empowered to do so. People have an easier time overcoming old traumas and resolving old conflicts. Those who fear death can overcome their fear, people who've surrendered to despair can discover fresh joy in life and new purpose. A demon and a human who both hated the other's species can find good in each other, and a someone who abandoned a childish dream for peace can rediscover meaning in that ancient dream.

It would be very easy to fall in love with someone who can give people hope like you do.

Demon Charmer (-600 CP):

You have a specialized Magic Crest. Magic Crests are special marks that are given by spirits, or that sometimes appear spontaneously, that can empower those who bear them with special powers and abilities that just aren't available to normal people. Yours is the crest of the Demon Charmer, a small pink mark located on your neck... and something you'd do well to hide. Especially considering that your Demon Charmer powers work on anyone, not merely non-humans.

On a passive level, this makes people more inclined to think well of you. But things get more interesting when you look at your active abilities. You are able to control and manipulate the desires that someone possesses. You can inflame their desire in general, or their desire for a specific person; you could diminish it as well, or redirect their emotions to target someone else. You are additionally capable of shoving your own desires into someone else, aligning them with the same wants and needs that you have.

You can, at a great cost of energy, directly command others. At first this will only force them to obey a single short order, but with training you will be able to outright take control of other people. These are all temporary in duration and are considered to be [Charm] status effects, so are less effective (or completely useless) against those with a resistance or immunity to such status ailments.

Finally, you can draw upon the desires of others as a source of strength to enhance someone other than yourself. As an example, Malori drew upon the desires of the demons of Demon Tower to empower Volverosa during her showdown with Sepheron. This strength increase is proportional to the strength of other's desire and the number of people whom you are drawing power from.

The Less-Exciting Person Perks

Cooking Demons (-100 CP):

As mentioned, demon parts are often used by humans as food, but this requires special preparation. Fortunately, you get to skip culinary school, because as long as it is edible, you will always understand how to prepare an ingredient for the dish you intend to make, and from looking at gathered ingredients, you'll have an idea about what different dishes you could make from them. Doesn't actually come with cooking *skill*, however.

Talented Tradesman (-100 CP):

Adventuring may not be easy, but at least it's straightforward. People put up a quest, you complete the task, you get a reward. You, however, are experienced in one of the more standard trades in this world. Maybe you're a professional artist. Maybe you're a blacksmith. Maybe you're a baker like Marcus Crowett was, or you could be a weapons merchant like the Aldebrant family. Regardless of what you pick for your profession of choice, you have years of experience in that trade. The more specific your trade, the more skilled you are; you'll be a better pâtissier than a generic chef, for instance. You may take this perk multiple times, selecting a different profession each time.

Stalking is Love (-200 CP):

But if you don't stalk your loved ones and cram dozens of letters into their mailbox, how else will they know that you care about them? From now on, the people you stalk and act like a creep towards just... don't really mind? Even if you inconvenience them, they just accept it as one of your idiosyncrasies. Stalking someone won't necessarily *help* in getting them to fall in love with you, but at least it won't hurt your chances. And people will never call the cops on you, either.

Magical Research (-200 CP): [Requires Magic Spells]

Magic ain't easy! Well, it actually *is* pretty easy to learn the beginnings of it as long as you have a smidgen of talent, but once you get into the nitty-gritty of magic, it's actually quite difficult! Fortunately for you, you are a master of understanding the fine details about how magic works—be it this world's magic system or that of other jumps. You have an easy time creating new spells, or modifying existing spells for different uses. Furthermore, you're talented at dissecting existing magics, breaking them down into their base components to either take apart a continuous magical effect, or to learn how to cast it yourself.

How to Win Friends and Influence People (-400 CP):

Before he became king, Albert Siegwald was just an adventurer with a big dream. And he occasionally resorted to... questionable means of achieving success. For instance, he recruited Marduk Blizkreg—now the duke of Gulhilde—by besting him in a contest of sexual endurance. Now you can do something similar; you can use your sexual performance in place of persuading people with words. Of course, this doesn't help you get people in your bed in the first place, but once you've managed that part, it's just up to how good you are. Who needs diplomacy, anyways?

Zheletian Smithing (-400 CP):

Did you ever work for the Aldebrant family? Because it seems like you've mastered their technique for making equipment that provides ability boosts to the one using it. Not only do you have great skill in smithing, sufficient to make high-level equipment, but you also know how to make your weapons do more than just hit harder and how to make armor do more than just defend. By incorporating demon or monster components into the crafting (which absorbs the components without them visibly affecting the end result), you are able to make equipment that will increase the stats of the wearer, such as their Attack, Defense, Magic, Speed, or Resistance. In other worlds with systems that use different statistics, you will be able to figure out how to make items that boost those, too.

But your crafted equipment isn't done growing once you finish smithing it. By exposing them to more of the monster parts that were used in the creation of the item, your items will evolve, increasing your stat boosts or even gaining special effects such as granting resistance to an element or a status effect, causing status effects on hit, or having an increased likelihood of a critical hit. The rarer and more

valuable the monster parts you use, the greater the increase and the higher the likelihood of gaining special effects.

You may optionally level-lock your items, restricting them from being equipped by people who aren't high enough level to use them.

Hero Summoning (-600 CP):

In times of great need, humans have resorted to summoning other humans from other worlds to help them to fight. This is a pretty random process, and with the power you gain from this perk, it is fairly unlikely to summon a hero the first time you try it. Or the second, or the third, or... look, it has something like a 0.01% success rate, alright?

Now, you might be wondering what's so valuable about this that you'd be spending 600 CP on it, especially considering that it is so energy intensive that you can only manage a single summons per day (you normally wouldn't even be able to manage that much, but this is a perk, so you get a few benefits). And that's because, once you summon a hero, they will receive a powerful "special skill" that can boost even an ordinary human into a truly astounding tier of power, which will only grow as they increase their own levels. Normally a summoned hero would be sent home once their task was complete, but you have a chance for more; if any summoned hero agrees to go with you on your jumpchain, then they can stick around, and will become a companion once the jump is completed, assuming they're still alive.

Don't be discouraged by the low success rate. That's only the rate to get a hero, you're still guaranteed to get *something* for each attempted summon... even if it's only random stuff, like dolls or strange pieces of equipment from other worlds. That probably explains how this world has television and radio despite firmly remaining a medieval society.

Magic Crest (-600 CP):

You have some sort of Magic Crest. You might, for instance, have the same Magic Crest as Leona, which granted her amazing power with summoning magic and gave her massive amounts of mana, enough to manage 50 summons from the **Hero Summoning** perk in a single day (although if you do that many, you'd probably collapse from exhaustion afterwards).

If that's not to your liking, then you could invent your own Magic Crest, so long as it is of equivalent power. But if you want the Demon Charmer Crest, you'll need to purchase that separately.

The Summoned Hero Perks

Heroic Skill (Free, Mandatory):

Summoned Heroes all possess a special skill that sets them apart from others, something that provides them with an overwhelming advantage that allows them to accomplish tasks that would often be impossible otherwise. What this skill is can vary widely, and as such the specifics of this power are left up to you to decide.

As a benchmark to compare your custom-made ability to, Cerik had a skill that quadrupled his stat increases from equipment he wore; once he stopped wearing shit gear to hide the skill and put on some equipment that was actually useful, his power skyrocketed to the point that his stats were more than twice those of Queen Vel, who was nearly 200 levels higher than him.

Axel's hero skill is still unknown.

No Pressure (-100 CP):

Peer pressure can be awful. It can drive you to smoke, push you to do drugs, or convince you that your perfectly healthy fetish for lamias in stockings is in fact something to be ashamed of. Fortunately, you are now immune to the negative effects of peer pressure. Do take note that this doesn't get rid of your common sense—just because you aren't ashamed of your fetish doesn't mean you'll let just anyone know about it. Also useful for keeping up the determination to wear cheap, crappy gear so you can hide your special hero skill.

Sculpted Body (-100 CP):

What sort of summoned hero is unattractive or unfit? You are in excellent physical shape and would easily be capable of competing in the Olympics if you were still on Earth. Furthermore, you're quite good-looking, with the sort of effortless attractiveness that would make even your enemies blush if they were to see you shirtless.

Making the Most of Your Equipment (-200 CP):

If you want to fight at your level despite using only the cheapest and lowest-quality equipment, you have to learn how to make up the difference yourself. Regardless of the quality of the tools or equipment you use, it will always function as though it was made competently by a craftsman who knows what they're doing; even the worst of swords will still function in your hands as though it were well-balanced, and even lackluster metal that doesn't hold an edge well will cut neatly when you wield it. Furthermore, this means that even badly-made goods will be stronger and more resistant to damage, making them less likely to break during combat.

Genre Savvy (-200 CP):

You have a bizarre awareness of the "genre" conventions that suit settings that you find yourself in. You understand when events are heading along "cliché" lines, and can easily pinpoint the tropes that make up the "story" that guides the worlds you arrive in. Along with an understanding of how narrative conventions work, this can provide you with a degree of understanding of how the "plot" is intended to go. However... this understanding is strongly dependent on you accurately understanding the genre of the setting you're in. If you don't understand the genre, you're going to come to the wrong conclusions, much like Axel did.

The Hero's Harem (-400 CP):

In the past worlds he'd been to, Axel found himself gathering a harem of heroines without ever even trying to. Even in this world, Cerik is quite popular with the ladies... or would be, if he ever stopped thinking about lamia and paid attention to the human girls who showed interest in him. Now, you can repeat the classical heroic feat of gathering a harem. People find themselves more willing to share when it comes to you, and you have an easy time attracting romantic attention.

No Hostages (-400 CP):

For all that love is a great source of strength, it can also be a terrible vulnerability. What are you to do when those you love are taken hostage, and held prisoner to keep you dancing to the tune of someone else? That's a question you'll never have to ask yourself. No matter how famous you become, no one will ever target your loved ones to get at you; you won't have to worry about your family being killed in retribution for your actions, nor about them being taken hostage to

compel you into a specific course of action. Now, this doesn't prevent anyone from targeting them for reasons unrelated to you, but they won't do it to get at *you*, specifically.

Get Ahold of Yourself! (-600 CP):

For all that she improved later, Malori was an outright menace before Cerik made her realize how burdensome she was being to other people. Now, this is a feat you can replicate with other people. By talking to people and reprimanding them for what they've done wrong, you can allow people to objectively perceive the flaws in their own character. But most importantly, you can also instill people with the desire to *change*, to actually try to improve themselves and correct what's wrong with them in order to be a better person.

The [Insert Race Name Here] Demon Perks

Holding Back (-100 CP):

Demons get in fights a lot, but for the most part they avoid outright killing one another. This skill is especially useful for the Demon Generals of the Demon Tower, as they have a special deal to attract adventurers where they hold back against people with the Adventure Student title. All the better to draw in more people to provide mana to the Tower, you see.

Your extensive experience in restraining your power has allowed you to dial back any of your powers or abilities, letting you make attacks that look like they're full-powered, but that only deal a fraction of their proper damage. Alternatively, you could weaken—or even turn off—passive abilities you possess, such as disabling your immunity to status ailments just enough to allow you to get drunk.

Surviving on Scarce Resources (-100 CP):

The land of Motrem is a harsh one, and barely anything can grow on that desolate land. The demons who live there have had to grow used to not having enough to go around (with the exception of those stationed in the Demon Tower, who receive the best food in exchange for risking their lives against the adventurers who seek to plunder it). Due to this scarcity, you have learned how to get by with less. You only need half of the basic needs your biology would suggest; you need half as much sleep, half as much food, half as much water, and can manage on

half as much air. You don't suffer any problems from eating a normal amount, but you're capable of managing to survive healthily on less.

"Best Domme" Award Winner (-200 CP):

You're good at sex. Really good. *Scarily* good. You are capable of taking on entire groups of challengers, and leaving them all exhausted on the floor. You can play the body with all the finesse of a harpist playing their instrument, and can bring people to heights of ecstasy that nobody else can hope to match. Fortunately, this perk also comes with a great heaping dose of self-restraint, so that you don't lose yourself in your passion and cause your partner so much pleasure that their body gives out and they die. Because that's a thing you can do. Maybe you should take **Holding Back**, just in case? It's pretty traumatizing to have someone die in the middle of sex.

Loyal Subordinates (-200 CP):

Velverosa wasn't just a strong leader, but someone who earned the devotion of her followers. Each demon within the tower was fully loyal to her, to the point that they would go out of their way to do things they would think would make her life better (like trying to hook her up with a certain human mage). You, too, seem to benefit from this sort of loyalty, because you have become a person worth beyond loyal to. Your underlings and companions may not be any more obedient than they were before, their dedication to you is such that they will endeavor to improve your life, being willing to keep your secrets and serve your cause even if you are supplanted in your position by someone else

Magitechnician (-400 CP):

Like Fhaust, you are skilled at the operation, maintenance, and creation of magitech, as well as ordinary enchanted items. You know how to mix together technology and magic to create something that combines the best features of both. You can make technology that interacts with magic, or use magic that allows you to interface with technology. Something like the subtle mana-draining magitech that runs throughout the Demon Tower is easy for you to design, and given enough time you could create a device to rival the Mana Cannon hidden inside of the Tower, which when fully charged was capable of hitting the Mana Tree on the Folstina continent from its position near the bottom of the continent of Motrem.

Benefits of Being Queen (-400 CP):

You may not be the actual Demon Queen, but you do receive the benefits of her title. The title of Demon King/Queen is a potent one; although it provides no benefits to your stats, it does provide a blanket immunity to all forms of status ailments afflicted by outside sources. So while it won't protect you from stat changes due to shame or embarrassment, it is impossible for you to be subject to something like a charm effect.

Rule of the Strongest (-600 CP):

Power is important to demons. When the Demon King grows old, the title of Demon King Candidate is determined via a grand tournament, with the victor having the right to assume the mantle of Demon King upon the death of current one... although that title is vulnerable to usurpation by anyone who is capable of defeating them in combat.

Now you can bring this with you into future worlds, and into less martial societies. As long as you defeat a ruler yourself (you can have support, but only you can be the one to injure them), then upon your victory you will have the right to rule in their stead. This will be acknowledged as just and lawful by all forms of authority and law, be they domestic or foreign.

Demon Queen Candidate (-600 CP):

Your body is filled with surging power, and it is only due to your own restraint that you avoid destroying everything around you. Your level increases by 110 instead of the normal levels you would gain from this perk's cost. Your power is such that should you engage an army of more than 60,000 men, you could wipe out a fourth of them with your initial attack—and if your level manages to reach or surpass Ververosa's, then your destructive power will only increase beyond this point. You have no limit to how strong you can become; to you, there is no such thing as a "level cap", and you will keep leveling up for as long as you continue to receive experience points.

Items

Items are discounted by 50% to their appropriate origin; discounted 100 CP perks are instead free. If you have a similar item to one you purchase here, you may

freely import that item into this item, turning it into an alt-form and granting it both the new powers and those it previously possessed. If an item is lost, destroyed, or stolen, it will be returned to you after one week.

General Items

Lilies in the Demon Tower (Free):

You get the free, completed version of Melathia's fanfiction of Malori and Volverosa, a tragic romance of a rabbit and dragon demon... that happens to be chock-full of Melathia's fetishes, to the point that Wholesome Succubus Publishing refused to put the book to print.

Demon Root (-50 CP):

You receive a box of demon roots, a plant cultivated by demons to be able to flourish even in the desolate land of Motrem. It can grow in even the most inhospitable environments as long as there is some modicum of water—it really doesn't need much. They look like purple yams, but with more root protrusions growing off of them. They taste pretty good, and you receive a new box of demon roots every week.

Mana Ore Vein (-100 CP):

In your warehouse you receive an attachment in the form of a mine, riddled with veins of Mana Ore. Mana Ore contains great amounts of mana in it, as the name implies, and is extremely valuable in low-mana environments such as Motrem.

Revive Gem (-200 CP):

Each year, you receive one revive gem. You touch this gem to someone who has died, it will bring them back to life. Unlike the standard revive gems you find in this world, these gems are capable of returning even demons and elves to life, not just humans.

Dragon Catcher (-300 CP):

A tool used by the Siegwald dragon-hunting clan, it consists of a large collar designed to snap shut, attached to a long chain. By hurling it at someone, the magic will make the collar seek out the target's neck and snap closed around it; it then has two effects. On dragons, or similar creatures who can transform, it forces them into their humanoid body and shrinks to remain tight around their neck; but

for anyone it captures, it also serves to sap away the physical and magical strength of the target.

The Lovestruck Adventurer Items

Magic Scroll Instructions (-100 CP):

It takes time to cast a spell. Sure, you can eventually train to the point you can cast a spell near-instantly, but that takes a long time. A quicker route is to use scrolls, which produce a spell effect simply by running some mana through the scroll. You have a book that has instructions on how to create these magic scrolls.

Aldebrant Weapon (-200 CP):

Aldebrant is one of the premier providers of weapons to adventurers, and produces the highest-quality products. This is a weapon of your choice, custom-made for you, which will only ever be wieldable by someone of whatever your current level is. Uniquely, this weapon is capable of becoming stronger by absorbing any kind of monster or demon part, not just the one that was used to make it.

Mana Drain Resistance Choker (-400 CP):

A cute and stylish choker with a design of your choice, it only provides a mild increase to your attack and defense. However, its real value is in that it is capable of completely stopping any outside source that would drain your mana or increase the cost of using mana. Additionally, it provides protection against any effect that would seal, steal, erase, negate, suppress, or otherwise take away your magic and powers for as long as you wear it.

Mask of Demon General 'M' (-600 CP):

This golden mask has lenses that glow a bright purple. Although it only covers the upper portion of your face, it is quite impossible to tell who you are while wearing it, no matter how obvious it should be from contextual clues or the fact that the rest of you looks the same as it did before you put on the mask. Not even your voice can be recognized as being your own. Only your own admission can reveal who you are to others.

The Less-Exciting Person Items

Mixed Bag of Money (-100 CP):

You have a bag full of human and demon currency. This bag has enough money for a non-adventurer to pay for their resurrection 3 times, and replenishes every month. Well, it SHOULD be three times, if exchange rates were reasonable. Unfortunately, years of adventurers bringing demon currency back to human lands with them have devalued demon currency in human territories, so after converting all the cash to human money you would only get two revivals, and just barely at that.

Magic Crystal (-200 CP):

This magic crystal is capable of “calling” any other magic crystal in this world, if you only know the identity of who you’re trying to contact. In future worlds, it will function like a phone or other form of communication device, although it still contacts according to the person you want to talk to, rather than the specific phone number. Although that can be quite useful, if you don’t know that person’s number.

Monster Parts (-400 CP):

A supply of demon parts. Dragon hearts, ogre nails, orc horns, pooka ears, and more! All sorts of materials useful for crafting or cooking. You get a big crate of parts each month. These parts are created ex nihilo by your Benefactor, and do not come from any individual; nobody suffered to provide these to you.

Mana Tree (-600 CP):

You receive your very own Mana Tree, either located in your Warehouse or found somewhere out in the world. Should you ever die and be resurrected in such a way that your body would appear someplace other than where you died, you may optionally appear at the base of your Mana Tree instead of where you would otherwise show up. Your Mana Tree will automatically convert your money into resurrective magic during this jump (regardless of your species), and in future jumps will bring you back from the dead once per jump, or once per ten years, whichever comes first. The Mana Tree is absolutely chock-full of magic, if you have a way to draw upon it, and once per century can be used in conjunction with the **Hero Summoning** perk for a 100% chance to summon a hero.

Guaranteed not to rupture the space-time continuum if destroyed.

The Summoned Hero Items

Cheap Gear (-100 CP):

The cheapest gear available, with crappy stats. However, no matter how often it gets destroyed, you will always be able to pull replacement equipment out of the nearest container (including your inventory (even if your inventory is already full)). This is a full set of equipment, including a weapon of your choice. People will tend to underestimate you while you are wearing this equipment.

Supply of Potions (-200 CP):

You have a stock of 15 healing potions and 15 mana potions, which replenish at the end of each month. If drinking the potion is inconvenient, such as if you're trying to apply the potion to an ally mid-combat, it can also be absorbed through the skin. So feel free to just hurl the potion bottle at an ally, a healing potion will cure the injuries the broken glass causes anyways.

Mythical Weapon (-400 CP):

You have a legendary weapon with a potent special ability. Examples include the Demon Slayer Sword, which inflicts wounds which can never heal so long as the sword exists (normally only effective on demons, but yours won't have that limitation), Hero Shield Gardna, which can perfectly block any single attack once per day, or the Cursed Sword of Gulhilde, which was forged using the lives of hundreds of fairies and can channel that energy into its attacks (and which will not drive you insane should you use it). There are many similar weapons in this world, so feel free to design your own with an appropriate level of power.

Soul Eater (-600 CP):

A sword brought from another world by the "Hero" Axel, this sword will consume the soul of those it slays, preventing them from resurrecting and imbuing the sword with whatever special abilities that individual may have had, allowing the user to call upon it for their own purposes.

The [Insert Race Name Here] Demon Items

Bedtime Transformation Potion (-100 CP):

There doesn't exist magic in this world that can perfectly disguise a demon as a human. However, to help them get to sleep better they have developed a potion that will make your wings, tails, and/or horns disappear. While it can be used for infiltration by sufficiently human-like demons, its real purpose is to make the annoying protrusions on the body disappear so that they can go to bed easier. To make your wings, tails, and horns reappear, all you need to do is push your mana into the spots where they are supposed to be, and the potion will dispel.

Your version is an advanced form of the potion that doesn't cause intense drowsiness, although if you take it before bed it will still help you fall asleep.

Long-Distance Radio (-200 CP):

A radio that is capable of receiving input from any radio waves anywhere on the planet, and can clearly distinguish between them. It is also capable of listening in on any sort of "secure" radio frequency, regardless of the measures taken to protect against it.

Crystal Ball (-400 CP):

A magical crystal ball that allows you to spy on distant locations by pouring some mana into it and thinking of where, who, or what you want to see. It is possible for an advanced mage to realize that you're watching them, although someone who's distracted or in combat is unlikely to notice.

Mana Cannon (-600 CP):

A massive gun that absorbs mana, and can use that mana to fire beams of power at distant targets. At full power, it can reach from one continent to another and destroy a castle—or a Mana Tree—in a single blow, but that could take years of charging to achieve. This gun is far too large to carry around, being a stationary emplacement that you can place anywhere you desire in the world. It comes with its own Demon Tower-sized tower, that also possesses the magitech that drains mana from those within. You may optionally adjust the magitech so it doesn't drain people in categories you specify, such as divisions by species, or people who wear a certain medallion.

Companions

Party Member (-50 CP):

Grouping up for raids is one of the principal concepts behind MMORPGs, and as a world that replicates common game tropes it would be negligent of us not to include an option for more party members. Your companion gets 600 CP to spend, as well as an origin of your choice and all the same discounts and freebies you do. If you want more, you can purchase this multiple times, but if you spend **-200 CP**, you can get a set of up to 8 companions.

Canon Companion (Free):

If any of the local characters appeal to you, you can bring them with you on your jumpchain by simply convincing them to join you. They'll become your companion at the end of the jump. Do note that you may have a hard time persuading some people to come with you if you don't bring their beloved along with you, too.

An Idiot Who Likes Fluffy Ears (-50 CP):

They like to focus on a mix of buffing spells and melee combat, and it has helped them well in their attempts to conquer the Demon Tower, to the point that they can easily solo their way up the tower... up until they reach the level of the 6th Demon General, at least. Unfortunately, Fenn is a beastman, and their focus on Fenn's fluffy ears inflicts a big debuff to their stats that prevents them from fighting at full strength, and they get creamed every time. For her part, Fenn dislikes them because they think they're holding back when fighting her, which insults her sense of pride.

Gay Disaster (-50 CP):

She is a succubus serving under Connoleth, the Fifth General. Unfortunately, she's shit at her job to keep adventurers from progressing up the tower. Oh, she can beat a guy easily enough, but she can't stop herself from flirting with the lady adventurers. Which would be pretty normal for a succubus demon, but she's bad at it. Like, really, really bad at it, and she's been beaten into submission by more than one outraged woman over her remarkable ability to shove her foot into her mouth. She's desperate for a relationship at this point. She works part time as a literary reviewer for Wholesome Succubus Publishing.

Sugar Daddy (-50 CP):

That is meant rather more literally than what you may be thinking of. He's a confectioner who also provides potions to adventurers, and has started up a new line of candies that provide potion effects to those who eat them. He's also a single father of twins, who are determined to cause as much mayhem as they possibly can. He has people to help out in the shop, but is still desperately overworked trying to provide for his family, keep his children from burning down the neighborhood, and keep his business afloat. If you take him as a companion, his kids will come along in the same companion slot.

Dommy Mommy (-50 CP):

Formerly the captain of the Royal Guard, she decided to retire before she got old enough that she'd start slowing down, and instead became a teacher at the Adventurer's Academy. Resurrection requires you to have money, and the low-tier adventurers aren't always able to pay, resulting in them permanently dying; she hopes that by teaching at the Academy, she'll be able to cut down on those deaths. Although she's quite strict about avoiding relationships with her subordinates and students, she still has a thing for those who have only freshly become adults. She likes doting on them... and likes to punish them when they step out of line, too. The Dommy Mommy isn't particularly anti-demon; rather, she's never really considered them outside of the context of enemies, and has never had a reason to think of them otherwise. If ever prompted into looking at how demons are actually treated, she'd probably be sickened.

Significant Other (-100 CP):

This is someone who is meant to be a perfect match for you, their personality and skills serving as a perfect counterpart to your own. If you're dominant, they're submissive; if you'd never take the first move in a relationship, they're confident enough to do so; if you're a mage, they're a melee combatant. And if you're of one species, they'll be another one. They might not fall in love at first sight, but they'll definitely be crushing on you after just a short time. They aren't as... intent... as Malori was before she calmed down, but are nonetheless quite devoted. They receive 400 CP to spend on origin, perks, and items, but automatically begin the jump at the same level as you.

Drawbacks

As always, you probably need more points, don't you? Don't worry, you can get some here by making your time in this world more difficult.

AU Toggle (0 CP):

Instead of appearing in the world of the main comic, you can show up in one of the alternate universe stories that Color-LES occasionally makes. Such as the AU where Ververosa adopted Malori as a child, or the one where Malori is the Demon Queen and falls in love with the adventurer Ververosa sent to kill her. Maybe the AU where Ververosa is dean of a university, and Malori is her student? Regardless of what you pick, the rest of the world will remain the same.

Item Loss (+100 CP):

Whenever you die, whatever form of 1-Up you use will always send you home (or to the Mana Tree), leaving behind whatever items you may have had on your person or in your inventory (although not CP-backed items). You may take this a second time to also lose your CP-backed items, although you will regain them when the jump is over.

"Her dumbass mind can't comprehend it" (+100 CP):

You are fundamentally incapable of understanding when other people are exhibiting romantic attraction towards you. Confessions will always be misunderstood or thought to be a joke, the most obvious flirting will be overlooked, and even having outright sex with you would be at best viewed as a "sex friend" type of arrangement. You are utterly oblivious to love.

Secret Fetish (+100 CP):

You have a peculiar sexual interest that is outside the bounds of what is considered "normal" for your species. However, due to this aberrancy you feel a deep-seated sense of shame over it, and will endeavor to keep your fetish secret while still trying to satisfy your cravings where you can.

Gay Panic (+100 CP):

You are easily embarrassed and flustered, especially by attractive people of your preferred demographic. You just can't keep your composure around them, and fall into a blushing, stammering mess in their presence.

"The series ends in vore" (+100 CP):

By "series", we mean *Lilies in the Demon Tower*, **not** *Mage and Demon Queen*. Well, it wasn't going to end like that originally, but now it might. Just like Melathia's shipping fanfiction regarding her boss and friend, you'll find that the world has been stuffed chock-full of different fetishes, and most of them will be stuff you don't like.

"Uuhh IDK I only like Queen Vel" (+200 CP):

Upon arriving in this world, you must select one person. They can be a local or a companion, it doesn't matter. What does matter is that you are now in love with them, and are incapable of feeling sexual or romantic attraction towards anyone else. If taken with **Hobbies: Thinking Gay Thoughts**, and the individual you selected is *not* in the same category as what you are sexually/romantically attracted to, then increase the cost of this drawback by **+100 CP** due to your intense confusion.

Hobbies: Thinking Gay Thoughts (+200 CP):

Your sexuality just went topsy-turvy, and you're interested in a completely different category of people than you were before. If you were straight, perhaps you're gay now. If you were asexual, you might become heterosexual. If you were gay, you might become morosexual or sapiosexual. It doesn't matter what in particular you pick, as long as it's different from what you have now.

Reward: 50,000,000 Gold (+200 CP):

It looks like either the humans or the demons have put a bounty on your head, and a hefty one at that. People will be trying to kill you for the reward money, and even if you flee to other lands you can expect hunters to pursue you for that sweet, sweet cash. You may purchase this twice to have a bounty from both the demons and the humans.

Didn't Level Social Skills (+200 CP):

Did you know there's a distinct difference between having charisma and actually being good with people? You are inept at basic social interactions, and being in a

crowd of people would put you at risk of a panic attack. Something like giving a speech is fine, but walking down a crowded street? That's hard.

The Markets of Meno (+200 CP):

Well, maybe you weren't sold at Meno specifically, but your parents did sell you to slavers and you did spend a lengthy period of time as a slave before either escaping or being set free. It doesn't matter how you got from a slave to being where you are now, because your time as nothing more than a possession has left its mark on you—not necessarily through physical scars, but mental trauma. Overcoming this is technically possible, but it will be a long-lasting struggle, and you will doubtlessly have a crushing fear of being abandoned again.

"I like killing you!" (+300 CP):

You. Uh. Are you sure? Well, if you want it... When you feel romantic attraction to someone, that attraction is matched by an equally strong desire to kill them. With the Mana Tree and revive gems, this isn't as permanent a problem as it might be in other worlds, but few people are willing to be killed to satisfy someone else's interests. Alternatively, you can make it so that anyone who feels romantic attraction towards you develops an equally strong desire to kill you. You may purchase this twice to receive both drawbacks.

Mana Backfire (+300 CP):

You suffer from a peculiar ailment. Having your spells backfire on you occasionally happens to less competent mages in the Demon Tower due to the mana drain, but Malori was exposed to the drain for so long that even outside of the tower her own spells would strike back against her. Your magic isn't safe; for any given spell you cast, there is an 80% chance that instead of having the intended effect, the spell will backfire in some fashion. If you're trying to harm someone, the spell will harm you instead; if you're trying to buff an ally, it might target an enemy. If you want to heal someone, the healing energy would go to someone who's already at full health. That sort of thing.

Dragon Hunter's Death (+300 CP):

You must be from a dragon hunting clan, because you're dying from overexposure to dragon's blood. Or at least, that's the story Albert tells his family instead of the truth, so that's what your drawback is based on. You need to drink dragon blood just to survive... but consuming the blood only makes things worse. At the start of

the jump, you only need it once per month. But for each year that passes, the frequency at which you need to consume dragon blood gets shorter by 2 days. If you go without dragon blood for too long, you will die.

If you are already a dragon, you can't use your own blood for this; you'll need to drink the blood of a different dragon. If you have an out-of-jump option that increases the duration of your stay, the frequency at which you need dragon blood will never go lower than once per day.

Conclusion

So, your ten years are complete! Hopefully you had a lovely time. But now your story here has concluded, and it's time for you to make the classic choice.

Stay Here:

There are definitely worse worlds to stay in than this one! Gain another **+1000 CP** to spend on this document as a parting gift, for your chain has now ended.

Go Home:

Both Cerik and Axel experienced a yearning for home; have your long years traveling given you the same? Regardless of the cause, you return to your world of origin, and receive another **+1000 CP** to spend on this document.

Continue On:

Axel might have been willing to ruin everything to return home, but not you; you continue your chain in search of Spark, and your adventure continues.

Notes

Thanks to the people on Reddit and SpaceBattles for your support and help.

Unfortunately, very little focus is actually given to the "skills" side of things in this webtoon, so there's not much I can use as examples for what makes up the Combat Skills. It mostly seems to be more powerful attacks, adding area effects to

attacks (such as Sepheron's Gale Dance or Cerik's Raging Vortex), or having special benefits (such as Cerik's Breaking Slash shattering Malori's barrier magic). There's also stat-increases skills such as Defense Boost. All in all, I suppose the best you can do if you took Combat Skills is use your own good judgement.

Changelog:

- Version 1.0:
 - Increased the base level gain of Demon Queen Candidate, but made it **INSTEAD** of the levels you'd gain from the level's normal cost, rather than in addition to.
 - Grammar and spelling corrections. It is so frustrating to make mistakes that I know are wrong, but missing them anyways. Thank you so much for your help.
 - Rephrased Forced Leveling. Increased the levels you get, and reduced the cost.
 - Rephrased Dragon Hunter's Death to account for the discovery that Albert is slowly turning into a dragon, and for the possibility of jump-extended perks or chain drawbacks.
 - Dragon Hunter gets some rephrasing, and now works on blood-equivalent fluids.
 - Added the Dommy Mommy companion
 - Added Significant Other companion
- Version 0.5:
 - Created Jump