

THE WARRIOR RETURNS

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-Introduction-

In order to prevent the imminent destruction of other worlds by the hands of living calamities known as Demon Lords, when the people's desire to save their worlds, and sacrifices made in order to do so, reach their zenith, a Warrior will be randomly summoned from a world without heroes or demons, Earth.

Each Warrior is then given extraordinary powers related to the world that summoned them to battle and defeat their respective Demon Lord.

Born to an average middle-class family, Minsu Kim is one of such Warriors, having been transported to the World of the Sword after being hit by a truck and, after defeating his Demon Lord and saving that world, he decided to return to Earth, only to find that he's lost everything and was left alone.

Three weeks later, he reached his breaking point and, after suffering a mental breakdown, Minsu Kim decided to make everyone else as unhappy as him by destroying the world he used to call home.

During his rampage, he killed a normal student named Jeongsu Park and his family. But instead of dying normally, Jeongsu ended up being transported to another world, where he finds that he's now a Warrior himself, just like the monster that had recently killed him.

Eventually, other Warriors that have also gone through their own tragedies joined Minsu Kim's side while others lost their lives trying to oppose him.

One year later, South Korea is now enslaved by these fallen heroes, which are now labeled as the Nine Warriors, with each one of them controlling their own territory in the country.

You'll arrive here on the same day as Jeongsu returns to Earth, hell-bent on revenge against Minsu and all the Warriors.

Either you'll side with Minsu and the other rampaging Warriors or with the remaining heroes, you'll stay the next ten years in this world.

Good Luck.

+ 1000 Choice Points (CP)

-Origins-



Your gender is the same from your last jump and your age is 12+1d8.
Alternatively, for 50 CP you can choose both yourself.
Any origin can be taken as Drop In.

- 1. Ordinary Citizen (Free):** In this world where Warriors possess overwhelming power, you're just a mundane human, maybe even an ex-government employee, that lived your life normally until the day Minsu Kim started his rampage.

If you aren't lucky enough to be currently outside of South Korea and away from the rampaging Warriors for now, you'll probably need to stay hidden somewhere, unless you want to be killed, forced to work by the Golem Warrior, turned into a human blood bag by the Vampire Warrior, used as a test subject by the Transformation Warrior, or even turned into one of the Faith Warrior's zealots.



After all, this is a cruel world where the line between life and death is blurred.

- 2. Otherworlder (Free):** Actually, you aren't native to Earth, being instead someone from one of the other worlds that were saved by the Warriors (or maybe from a world that was destroyed by a Demon Lord instead), having arrived here through an advanced teleportation spell. While you're still no match for a Warrior under normal conditions, you possibly have access to the supernatural abilities of your world and might not even be a human at all. You might even have been one of your world's Warrior's teammates, but, regardless of this, you will have no past or allies at the start, being effectively a Drop In here, even if you have a background in your home world.



3. **Warrior (300 CP):** Well, you died. Maybe your death was due to some traffic accident, some illness, or even by the hands of someone in particular, but, regardless of it, the circumstances behind it aren't relevant. The important thing is that, instead of being sent to some afterlife, you were transported to another world, having been awakened as a Warrior yourself and tasked with slaying the local Demon Lord. After a year-long journey, you fulfilled your mission and saved that world, being able to finally return to Earth, however, you'll need to decide when it happened, as this origin is divided in two different "sub-origins". But regardless of your choice below, you'll need to decide which side of the war you'll join, as even the government authorities and/or other Warriors will go after you, either to recruit you or to eliminate you.



Old Generation Warrior: Even when the Demon Lord is finally killed, its reign of horror isn't over, as, after a century, it'll be resurrected and a new Warrior will then be drafted from Earth to counter it again. In truth, you aren't one of the Warriors of the 21st century, being instead a Warrior that was summoned during the 20th century and managed to find some way to stay alive and healthy until today, regardless if you're still a human or not. Furthermore, you'll need to add at least 100 more years to your age.



Current Generation Warrior: You're one of the many teenagers from South Korea that were chosen as the Warriors of the 21st century. However, once you returned to Earth months ago, you discovered that it was being attacked by the rampaging Warriors and decided to stay mostly on the sidelines instead of directly facing your enemies until now. Alternatively, you might even have been killed during Minsu Kim's initial rampages and you're returning to Earth today, on the same day as Jeongsu is also returning.

-Affiliation-

In times like this, it's needed to choose a side to ally with. You need to choose which side you're affiliated with, with each one of them having its own perks.

1. **Order (Free):** The Warriors facing the situation of the world burning, set aflame by malice, were given two options. They could either risk their lives to oppose those wreaking havoc on the world or join their ranks.

In order to achieve a dream of peace, you've decided to choose the first option, having taken the side of Order to save the world and protect the people's future. Or maybe your reasons to join the side of Order aren't exactly the best, as you might have decided maintaining the status quo is the best option for your own selfish goals.

Either way, you're on the Defenders' side in this war, so if you're a Warrior, you'll be one of the few heroic Warriors who haven't fallen in battle.



2. **Chaos (Free):** The Warriors facing the situation of the world burning, set aflame by malice, were given two options. They could either risk their lives to oppose the rampaging heroes or join their ranks and help them burn the world for their own reasons.

You decided to choose the latter, joining the side of the Nine Warriors and declaring war against the rest of the world. What you wish to achieve by helping to create this chaos and to burn the world is up to you to decide.

Maybe you're angry at the world for rejecting you, maybe you merely want to

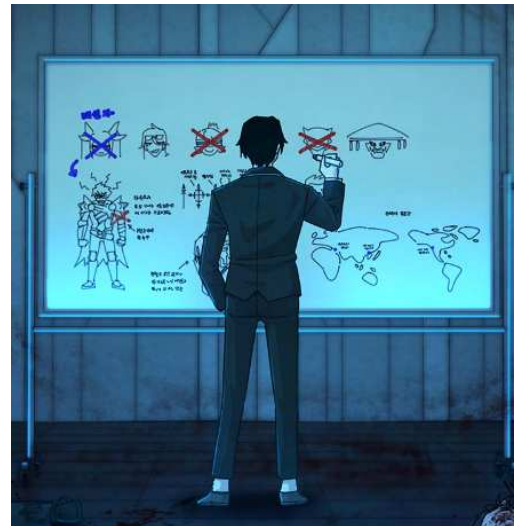
destroy the status quo, maybe you consider the weak humans pathetic and actually want to extinct them, maybe you have not a dream of peace but of world domination, or maybe all you're doing is basically a horrible tantrum of someone who has lost everything. Whatever you wish for, considering all the destruction and death you helped to spread, I hope this is worth it in the end.



3. **Revenge (Free):** You don't care about the status quo or about fighting to protect others, as your personal quest is actually one of revenge, be it against someone in specific, like the bastard who destroyed the world known as Minsu Kim, or against a greater group of individuals, like Uiho Jeong's quest of enacting justice on all people that directly or indirectly had some involvement on the abuses he suffered. You might not still be consumed with desire for revenge, but it's definitely your driving force, so, while you might ally yourself with the sides of Order or Chaos, it'll be only because your goals align with theirs.



4. **Yourself (Free):** Chaos versus Order, Evil versus Good, Villains versus Heroes, you're above this simple duality. You have more complex personal goals that can't easily be summarized by belonging to the side of Order, like some wish for peace or the protection of others, or to the side of Chaos, like the extermination of humankind or world domination. In a manner very similar to the Resurrection Warrior himself, whatever your hidden agenda is, any time you align yourself with any of the other sides will be merely because it's currently convenient for you.



-Starting Locations-

Roll 1d8 to decide your starting location or pay 50 CP to decide it yourself.

Each origin has at least one free location.



- 1. Gangseo District, Seoul:** The Gangseo District is one of the 25 wards of Seoul and is the home of over five hundred thousands people, or, better saying, it was inhabited by over five hundred thousands people, until the day it was decimated by Minsu Kim, the Sword Warrior. Currently, the now-destroyed district is the territory occupied by Minsu himself, where he spends most of his day sitting in the ruins and killing everyone that crosses his path. Warriors affiliated to the side of Chaos or affiliated only with Themselves may start here for free.
- 2. Jeju Province:** The Golem Warrior, Seungu Jeon, was the one responsible for destroying most of Jeju Island and the United Nations' naval fleet that was sent to battle the Nine Warriors. The Golem Warrior decided to make Jeju Province his territory, but, unlike the other fallen heroes, he doesn't kill the humans that are under his control, instead, enslaves them as he forces the civilians to live in his camp and work for him. However, this is going to change today, as this is the place where Jeongsu will arrive and begin his quest for revenge. Warriors affiliated only with their quest for Revenge may start here for free.

- 3. Mega Shelter B12:** With the support of the U.S., the Restored Korean Government, a group formed by the surviving members of the government and military, created an entire underground facility by renovating the large emergency underground bunkers that were originally built during the Cold War. The Mega Shelter is essentially an underground, small city, which serves as the Restored Government's headquarters and is inhabited by about fifty thousand people, including forty thousand civilians and seven thousand troops in reserve. The shelter is kept as a secret to the rest of the world due to the rampaging Warriors' intelligence capabilities, with the Restored Government's forces tending to be a bit too extreme in their actions, being antagonistic towards the Nine Warriors to the point where they don't care if they live or die. Ordinary citizens may start here for free.
- 4. A Desert Island Near Indonesia:** You find yourself in an apparently mundane, desert island near Indonesia, however, this place hides a secret: it's actually a military base under the jurisdiction of the Restored Korean Government that is currently being used as the hideout of one of its main assets, the Verdant Warrior whose true power relies on his healing abilities. Maybe you're one of the government's affiliated that are currently living in this hideout or one of the Nine Warriors' allies that have discovered this place by yourself, but, for now, you'll be away from the conflicts in South Korea, that is, until the Spear Warrior and the Magic Warrior arrive here. Warriors affiliated with the side of Order may start here for free.
- 5. Silicon Valley, California, U.S.A.:** Welcome to the largest technology and innovation hub in the world, located in the southern part of the San Francisco Bay Area. The Silicon Valley is home to many of the world's largest high-tech corporations and thousands of startup companies, but, despite its role in the global scenario, its real importance is another. In truth, it was founded as part of the so-called the Silicon Valley Project, the Manhattan Project's successor, in which several anti-Warrior weaponry was developed by the best and brightest scientific minds of the west in conjunction with the Transformation Warrior of the 20th century, Marie Stevenson. You'll arrive in a specific city within the region, a city that is actually a mobile fortress that can be used as an urban-type large-scale anti-Warrior weapon.
- 6. Apostolic Palace, Vatican City:** Welcome to the official residence of the Pope, located in Vatican City, the city-state located within Rome that is the heart of Catholicism. Also known as the Papal Palace, the Palace of the Vatican and the Vatican Palace, this place isn't merely the residence of the head of the Catholic Church, as the missionary who performed the last recorded miracle is currently sealed in an iron maiden, submerged in a lake of lava in the palace's basement. This missionary is actually the Faith Warrior of

the 14th century, Saint Damian Arcadius, who sealed himself alongside the Plague Warrior of his generation in order to put an end to the Black Plague. I hope you have a good explanation of what you're doing here, even more if you're a otherworlder or even a Warrior yourself.

7. **Oymyakon, Sakha Republic, Russia:** Oymyakon is a rural locality in Oymyakonsky District of the Sakha Republic, Russia, being the coldest permanently inhabited human settlement on Earth, with an average winter temperature of around $-50\text{ }^{\circ}\text{C}$ ($-58\text{ }^{\circ}\text{F}$). Curiously, this place is the home for one of the most powerful Warriors of the 20th century, Ivan Pushkin, the Glacial Warrior who defeated the Nazi Germany's army during the Battle of Stalingrad, including the two Warriors they had among their ranks. Today, Ivan is a retired old man about 120 years old, but, as a hero with the dream of a world without conflicts, he's fully willing to fight again if needed.
8. **Free Choice:** Well, it looks like lady luck is actually on your side. You can choose to start in any of the above choices, if you want, or even anywhere else in this world. As they have arrived here with no other connections, Otherworlders receive this choice for free.

-Perks-

Each perk is discounted by 50% to their respective Origin or Affiliation.
Discounted 100 CP perks are free.

General Perks:

Universal Language (Free/200 CP): All the Warriors of the current generation are Korean, Damien is apparently an Italian from the 14th century, Ivan is Russian, and Marie is naturalized American, as well as each of the other worlds should normally have their own, different languages.

Despite this, all of the otherworlders, ordinary citizens and the Warriors are able to understand each other perfectly, as if they spoke a single language. It would be pretty bad if you were the only one that would be unable to understand all of them. Fortunately, you don't need to worry about it.

You're now able to understand and be understood by anyone as long as you want to, regardless of language barriers that would normally exist. However, keep in mind that you won't gain any knowledge related to writing/reading their languages, so, if you want to do it, you'll need to learn by yourself. You gain this perk for free for the duration of this jump, but you can pay 200 CP if you want to keep it in future jumps.

The Jumper Returns (300 CP): For all the Warriors, their death ended up being the beginning of their heroic tales. Even if you aren't a Warrior yourself or a teenager who could potentially be chosen as one, if you ever die, instead of being sent to an afterlife, you'll be revived and teleported to another world once per jump or once per decade, whichever comes sooner.

The nature of this other world will be random but it's guaranteed to be similar to the ones found in this setting, so, while you won't actually awake as a Warrior, the world's inhabitants will task you with slaying the local Demon Lord. You'll only be able to return to your current jump after you kill it and save the world, which will allow your summoners to open a portal to send you back.

Lastly, these Demon Lords will usually be as powerful as this setting's Demon Lords, so, depending on how powerful you are, this quest might actually be pretty easy for you, however, if you overuse this perk, your Benefactor might decide to enhance these Demon Lords' power only to mess with you.



The Hero of the Sword (400 CP): The Sword Warrior, Minsu Kim, is the bastard who destroyed the world and is by far the strongest Warrior (even considering he's currently weakened), however, if it wasn't the manipulations of a certain person, he originally would be the greatest hero this world had ever seen. Regardless of which side he is on, Minsu Kim seems to possess some special factor, one befitting a protagonist of a greater heroic tale.

You now also possess this very same special factor that, while it doesn't directly make you more powerful, will grant a portion of the "plot armor" characteristic of a protagonist, which will mainly increasing your chances of surviving in battle, be it by finding the right tools to survive, by your enemies growing too confident, by your allies arriving right in time to save you, or even by some other random event.

This special luck you have also greatly increases your odds of acquiring new power ups, such as useful boosts, powerful relics, and blessings from deities.

As a last benefit, this perk also works as a Capstone Booster, with your status as a being whose fate itself conspires to make you one of the greatest heroes/villains enhancing the power of every 600 CP perk you have purchased in this jump.

Ordinary Citizen Perks:

Guide In the Post-Apocalypse World (100 CP): While you were on your way from your original home to the place where you're currently taking refuge, you saw all of the Nine Warriors while they were spreading chaos, death, and destruction. Thanks to this, you learned a lot about them, such as knowing which Warrior controls which region and what basic abilities and skills they have, as well as having a general idea of how they tend to behave.

In future worlds, this knowledge will be updated to include similar information about other groups of villains similar to the Nine Warriors, like Akatsuki in Naruto's world or the Twelve Kizuki from the Kimetsu no Yaiba's world.

Another Brick On the Wall (100 CP): Before Minsu Kim's rampage, you had a normal life, with possibly a normal job or at least you were a student that helped your family with their work. Regardless of the specifics, you can choose a mundane profession, like cook or carpenter, in order to get all of its related basic knowledge and skills. These skills, while merely mundane and average, might still have some utility even in the now-destroyed South Korea.

Girl in the Bomber Jacket (200 CP): What value does a weak, mundane human have to a Warrior? Surprisingly, if this weak human is you, they tend to think you have some value or at least some utility to them, as you're a specialist in pleasing and/or convincing powerful beings in order to make them let you join their side or at least follow them.

There's a lot of methods available for you to convince them, such as using logic arguments like able to more easily communicate with civilians due to being a mundane person, or maybe you could appeal to their personal desires, in a manner similar to how a number of civilians started to worship the Nine Warriors and ended up becoming their lackeys and servants.

Of course, you shouldn't think that every powerful being can be convinced this way to let a weak human join them for many different reasons, so analyze well who can be convinced and who can't before making any mistake.

Operation Arena (200 CP): Before the appearance of other rampaging Warriors, the Korean Government was implementing the so-called Operation Arena (or Operation Fighting Ring) which consisted of sending the friendly Warriors are sent to fight Minsu Kim one by one, so, regardless of which one dies, they would theoretically end up eliminating a potential risk to the nation.

While this plan was stupid for several reasons, it's undeniably that it at least made some sense. Unlike the creator of this plan, you're actually pretty good at seeing the big picture in order to determine what potential risks someone actually represents, allowing you to easily determine if someone has the chance of becoming a threat in the future or if they might be used by your enemies in some way.

Counter-Warrior Preparations (400 CP): Mundane people have almost no chance against the Warriors' overwhelming firepower, but, fortunately, it's possible for them to improve their odds through many preparations in order to put such powerful beings in disadvantageous situations. However, such preparations tend to be time-consuming and are mainly useful in specific situations.

While this perk doesn't directly help in actually making such preparations, it makes any preparation done by you and your allies take only a fraction of the time they would normally take, as long as you have the resources and means needed to make them.

Filling an entire building with several tons of bombs that normally would take days to prepare and plant all of them? This will take only a few hours. Channeling the entire electrical output of Japan into an experimental new positron rifle that would take weeks to modify the national power grid? This can now be done in a single day.

Warrior Strategy Analyst (400 CP): The main reason why the Operation Arena was a stupid plan is because they greatly underestimated how powerful and dangerous Minsu Kim is, as they believed they could eliminate him within a year even when they led multiple allied Warriors to death. Yeji Ahn, the former leader of the counterterrorist team of the national intelligence service, was one of the few government employees that realized the real danger of the Sword Warrior and she tried with all of her strengths to convince the higher ups to give up this stupid plan, but they ignored her.

Like her, you're a prime candidate for being one of the Restored Government's Warrior Strategy Analyst, as you have an incredible skill at analyzing threats in the present, allowing you to easily determine how powerful and destructive someone is after only briefly seeing them fight, as well as how much power it would take to defeat them in general.

Even if they're purposely holding back, you're able to precisely guess how much of their strength they're hiding. Furthermore, you're also able to discern which are the flaws of their fighting style, after watching them fight for some time.

Pseudo-Warrior (600 CP): A normal person is no match for a Warrior. If those people, however, identify a common foe and pool everyone's intellect together to form and execute a plan, they can become a sort of pseudo-Warrior, capable of taking down a Warrior or two. However, this is only possible when they're under the right guidance and leadership. And you, my friend, are the military genius perfect for the role of guiding this "pseudo-Warrior".

You have an above peak human skill in planning and elaborating war tactics and strategies that borders the supernatural, as well as having a special aptitude for analysis and critical thinking skills when it comes for both the battle itself and the actions of entire armies and their leaders. All of this, combined with a substantial amount of experience with warfare in the most varied scenarios, makes you an actual master strategist. Furthermore, you're also skilled in leading your troops

effectively even in the middle of the battles, and in motivating them to fight with a calm but still burning will.

Relic Gatherer (600 CP): A number of battles were waged in the terrorists' pursuit to overthrow South Korea and some of those battles also involved Warriors who were on the side of humanity.

After these heroic Warriors fell in battle, they left behind the weapons they wielded, with a portion of their powers intact, like the Time Warrior's hammer.

The same will also happen with your opponents, as, for each being with supernatural abilities you kill (or at least had some significant contribution in their defeat), they'll leave behind a relic in the form of some special weapon, tool, or any other type of object. This relic, while it won't contain all of that being's power, will still possess a significant part of their abilities.

For example, a dragon might leave behind a gauntlet that gives its wearer the dragon's fire breath at its full power while the Demon Lord of Swords could leave behind a powerful sword made from its crystalized body. These relics will stay in the place the original beings died, but only you and those with your permission will be able to pick them up and wield them, as they'll violently reject anyone else that attempts to hold them.



Otherworlder Perks:

Fantasy Species (100 CP - Can't be taken by Ordinary Citizens): While humans are still the most common species found on almost all of the worlds, they're far from being the only ones present here in this multiverse. In addition to the basic humans, there are many other intelligent species, like elves, dwarves, beastmen, androids, fairies, and mermaids, as well as several other monstrous races that are also sapient, like goblins, orcs, trolls, werewolves, vampires, corrupted machines, demons, and even dragons.

By taking this perk, you might choose to be of one of these other species, gaining all the benefits brought by your inhuman nature, however, you can't take species that would grant you too much power compared to the humans, such as dragons, the sea creatures from the Atlas, higher ranked machines, high elves, Perfect Beings, or even living glitches from the World of Resurrection for example.

Welcome to a New World (100 CP): When a Warrior arrives in another world, they know absolutely nothing about it, with their only knowledge coming from some novels they might have read on Earth. Fortunately, the people of the otherworld had you to help the newcomer Warrior, as you're very skilled in introducing your world (or other worlds you have familiarity with) to new people, taking less than a day for you to explain to them about its geopolitics, its main customs, its main forces, its culture, and even basic good manners. This perk is also useful when you want to introduce new worlds to your Companions and followers.

Magical Class (200 CP): While there are a few exceptions, one of the main things that differentiates the otherworlds from Earth is the existence of magic, with some worlds developing it more than others. The natives of the otherworlds utilize magic in several different ways, which usually are correlated with their "class". For example, a druid's magic is focused on manipulating nature, a tank warrior can use earth magic to enhance their defenses, a ninja could use shadow magic, a all-rounder fighter can use basic elemental enhancements, a cleric can use holy magic, and a wizard can utilize complex spells through magic circles.

You may choose one of such combat-focused classes in order to gain access to its respective form of magic, however, keep in mind that, even with access to magical abilities, you're still far below the overwhelming power of the Warriors. If you're a wizard, your strongest spells will only be able to destroy a single house at best for example. You also gain the basic combat experience related to your class.

The Cleric's Task (200 CP): Why would a random teenager risk their life to save a strange world that has nothing to do with them? While many Warriors tend to be heroic at first, this is a problem that many worlds face so they developed some ... different, interesting strategies to solve this problem.

In the World of the Golems, the summoner tricks the Golem Warrior into believing the Demon Lord is able to travel through worlds and Earth would be its next target,

while that, in the World of the Swords, the Cleric is tasked with ensuring that the Sword Warrior would become attached to that world, whatever it takes.

Back to your homeworld, you were one of the people responsible for convincing the current Warrior to slay the Demon Lord and save your world, so, as a result, you became skilled in convincing people to accept becoming heroes as long as they have already some inclination to save people even if not by good reasons.

The Power of Humanity (400 CP): The World of Exorcists is one with definite 'limitations' of humanity, a world that teaches its fighters how to draw efficiency within the mold and human limits to surpass monsters even if just for a moment, instead of accepting power and becoming monsters themselves. Even if you aren't from this world, you realize there is strength in staying human. Every time you reject objects and powers that would take away your humanity (metaphorically and/or biologically), you'll become a bit stronger. At the start, this enhancement will be unnoticeable, but, as the boosts stack, you'll notice the difference. If you end up sacrificing your humanity at some point, the enhancements you acquired will be lost but nothing prevents you from somehow reacquiring your humanity.

Monster From Another World (400 CP): Either you were part of royalty or were cursed/blessed by some powerful spirit, you gained the ability to transform into a giant monstrous form of your own design, like a giant golem, a kraken, a colossal slime, or a draconic beast, as long as said form don't grant you any extra power you normally wouldn't have access to.

While in your monster form, you'll be an existence on par with Blesse's Sea Dragon form or the fairy's Benevolent Dragon Spirit form, enough to even be called a "living nuclear bomb" by some people. In terms of raw power, you surpass even some of the Warriors, as you could destroy the entire Pacific fleet without needing anyone's assistance for example.

However, as you don't need to have a master/summoner, you'll need to use your own mana to maintain your transformation and fuel your attacks, so, unless you have enough mana to match a Warrior, your power while transformed will be far more limited, with the magic reserves granted by the **Magical Class** perk being only enough to keep you transformed and at full power for a few minutes at best.

Lastly, as your monstrous transformation isn't your true form but just a state you can access, you don't need to worry about being permanently locked in your monster form like what happened with Blesse.

The Great Summoner (600 CP): The circumstances of the Warrior's summoning differ from world to world, as some are summoned by the god that oversees the world, whereas others are summoned by the denizens of the other world directly. In your home world, you were one of the summoners responsible for bringing the chosen Warrior and, as a result, you have acquired the knowledge needed to do various types of magical rituals capable of summoning super powered individuals from other worlds in the local multiverse to fulfill specific objectives you need to set during the ritual.

However, keep in mind that, as these rituals aren't tied to the immutable laws of all worlds, summoned beings won't receive the status of Warriors but they will still be stuck in your world until fulfilling their objective, which will automatically cause a portal to appear that will bring you back to their original world.

There is also a limitation for these rituals.

The stronger the individual you want to summon, the more complex and expensive the ritual is going to be, with a ritual to bring an individual capable of defeating Minsu Kim would probably be a ritual as expensive as sacrificing all the other Warriors' relics at a specific location, for example.

Furthermore, while it's guaranteed they will personally consider their mission as morally right, there is no guarantee that the summoned people won't cause more problems.

Maker of Heroes (600 CP): Warriors don't simply receive their extraordinary powers right after being summoned, but they need to be trained in order to develop such abilities. Therefore, teachers and mentors are still a very important thing even in a crazy world like this and you, my friend, while you may not be a Warrior or a legend yourself, are definitively someone whose disciples and students are almost bound to become legends.

In addition to gaining proficiency and talent with conveying concepts, knowledge, and skills to other in easily digestible ways, under your tutelage, you'll be able to bring out vastly more potential and talent than should be possible for your students, to the point even a recently summoned crybaby could become the strongest Warrior, allowing them to unlock levels of strength and even abilities that they did not believe they had and may very well truly lacked before you took charge.

Furthermore, you're also a specialist in analyzing your students' fighting styles and identifying their weak points, allowing you to train them in a way to minimize their weaknesses. With time, effort, a bit of luck, and students with good potential, you could even train mundane people into true legends.



The Perfect Being (600 CP - Exclusive for Otherworlders): Among all the other worlds, there is a special one where the inhabitants achieved a degree of perfection through genetic engineering and other artificial enhancements, becoming as perfect as mortals in this setting can be without achieving true apotheosis. At the end of their infinite progress, the people of the World of Perfection were practically comparable to gods, having supposedly attained invulnerable bodies, perfect minds, and limitless intellect. However, in truth, these people aren't literally perfect, as their condition led to stagnation and to a quest for death.

Regardless if you're a native inhabitant of the World of Perfection or an experiment from another world, you're one of such Perfect Beings, looking like a albino, taller, blue-eyed version of whatever species you are, with a few circuit-like marks in some parts of your body.

As a Perfect Being, you receive many benefits, starting with your invulnerable body that grants you a very powerful healing factor, capable of regrowing back entire limbs in hours, with nothing short of a plague designed specifically to counter your regeneration or extreme violence (like having most of your body destroyed) being able to kill you. Your healing factor also makes you immune to all forms of mundane illnesses, poisons, and diseases and makes you impervious to age and cellular decay, so you won't age a single day past your prime.

Your enhanced body also makes you physically stronger than any other regular member of your species, so, if you were originally a human, you would be as strong as Captain America for example.

Furthermore, your perfect mind makes you immune to any form of external mental corruption and/or contamination, as well as granting you the ability to turn off any negative emotion you might have, in the same way as the other Perfect Beings are mentioned to be unable to feel malice.

Additionally, your intellect was also enhanced to a similar degree, making you surpass even the greatest human minds and putting you on par with the main geniuses of the World of Transformation, which are machines and not organic beings.

Unfortunately, you don't have innately access to all the scientific advancements achieved in the World of Perfection, but, considering you have such a brilliant mind and all the time in the world, nothing prevents you from eventually achieving them by yourself.

As a final bonus, despite your perfection, you don't need to worry about suffering any possible mental changes due to your condition (like how happened with the people of the World of Perfection) and you won't become a stagnant existence, so you'll still be able to keep evolving and growing better, becoming more perfect each time.

Warrior Perks:



The Warrior (Free for Warriors/300 CP for everyone else - Can't be taken by Otherworlders): After dying, you've been summoned to another world and awakened as a Warrior and, after defeating the local version of a Demon Lord, you returned to Earth, fully retaining the extraordinary powers, abilities, and equipment you acquired on that otherworld. This grants you access to the **Warrior Archetypes Supplement** in order for you to decide which world you were summoned to and which abilities and gear you'll have access to.

Furthermore, there's also a few traits common to almost every Warrior regardless of their nature, such as you not requiring any form of sustenance anymore (but you might still need oxygen depending on your abilities) and thus unable to starve to death like how Jeongsu mentioned.

Lastly, as all Warriors are subject to the immutable laws of all worlds, from the very moment they defeat their Demon Lord, they can no longer develop their skills and cease to become more powerful, however, as you're paying a special price, you won't be affected by these laws and will be able to keep growing stronger and evolving your abilities.

Improved Health (100 CP): After dying and being summoned to an otherworld, all the Warriors are healed of the damage that caused their death, but not only, as they also seem to be healed from any disease they might have, like how Marie died of long-term overworking but appeared healthy in the World of Transformation. You also benefit from this, having perfect health regardless of your habits and even in old age, without needing to worry about having noticeable loss of mobility or developing some dementia-related disease. Your longevity is also improved, as you're able to easily live up to 120 years in conditions to fight again even if you're still "just" a human.

A New Home on Another World (200 CP): After you were transported to a strange world, you might have cried a lot at first, wanting to escape from it all, but, after learning that there was a chance you could come back home and return to your previous life by defeating the Demon Lord, you worked hard to adapt to that world, even if this was a simple task for you.

Unlike some of your fellow Warriors, you're able to adapt yourself quickly to your environment and circumstances, as well as easily finding a new life even if you have to start from zero.

Basically, regardless if it's on Earth or on one of the otherworlds, even if you lose everything, you'll always be able to find a way to build a new life, so rampaging the world you used to call home won't be your only option this way.

Outside the Box (400 CP): Other worlds don't summon Warriors simply because they're strong. The real reason is that Warriors, as entities from another world, aren't bound by the specific rules of that particular world. As a result, they're essentially able to bend the limits and capacities of that world's power system, allowing them to use these systems in ways that the natives can't even dream of utilizing. This is best exemplified by how Yuseong Jin is able to stack and compress spells which evolves them into a new rank of magic, a feat that is impossible to all other magic users from the World of Wizards.

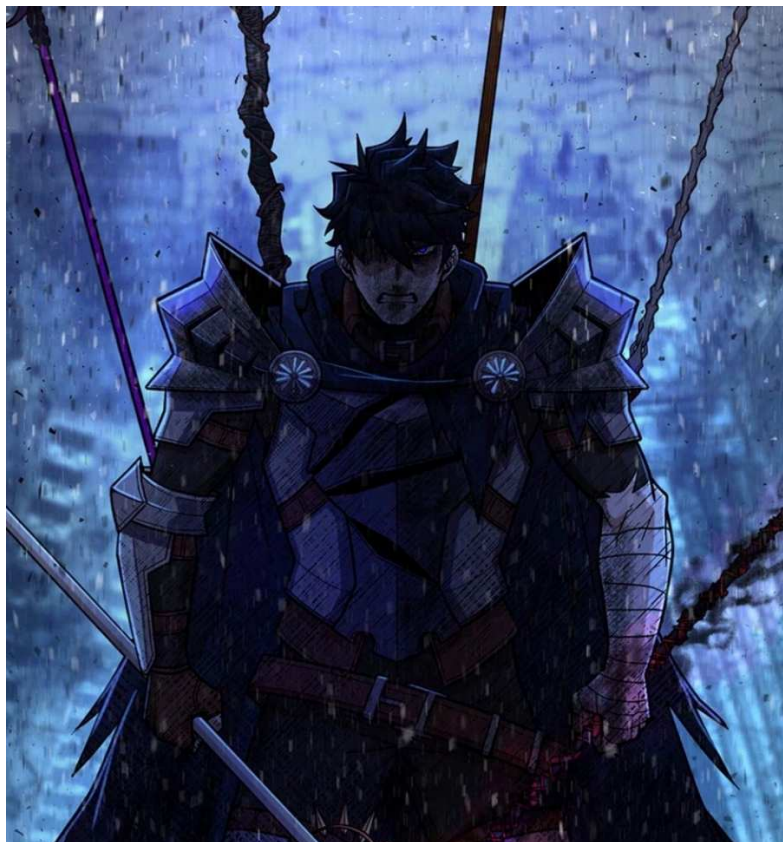
As a Warrior yourself (or at least as an entity from another world), you're also able to bend the limitations and capacities of the power systems you have access to in order to achieve similar, creative feats that are mostly unachievable for the regular people. The greater your mastery over said power system, the more you'll be able to bend its rules and limits.

At the start you'll simply have more freedom with how you use your abilities, but if you fully master it, you might even completely ignore some of its rules for example. The effects and possibilities of this vary according to said power system's nature, so there are a few examples in the **Notes** section.

Pinnacle of Strength (600 CP - Requires The Warrior perk): Most Warriors are only slightly stronger than the Demon Lord they defeated in the otherworld, however, a few ones are special among them. Either by pushing themselves the hardest or by having way more potential than normal, these Warriors not only reach the peak of their respective world but also manage to create a new pinnacle of strength, becoming far more powerful than even the other Warriors from the same otherworld.

This is perfectly exemplified by Jeongsu Park who, due to his truly hellish training regimen, became so powerful that he was able to defeat Seungu Jeon with extreme ease, however, Somin Jeong (the Spear Warrior from the original timeline who didn't trained as hard as Park) was only able to fight on par with the Golem Warrior.

You're also one of these incredibly strong Warriors, being at least an order of magnitude more powerful than you would be normally. For example, if you're a Faith Warrior, you would normally be around the level of strength displayed by Hana Baek, however, by taking this perk, you'll be closer in power to Belgis who was known as the strongest Warrior of the 20th century. Meanwhile, a Sword Warrior with this perk would be almost as powerful as Minsu Kim during most of his rampage before his ascension into a Demon Lord.



Old Generation Warrior Perks:

The Old Guard (100 CP - Requires The Warrior perk): All Warriors have at least a year of experience from using their abilities to save the worlds from their respective Demon Lords, however, you go way beyond this. As a Warrior of the previous generation, you have the equivalent experience of using your abilities for over a hundred years and thus having complete mastery over each aspect of your skills as a Warrior, as well as having experience in fighting other Warriors during the war.

The Power of the Collective (200 CP): Based on the technology Marie Stevenson brought back from the World of Transformation, she developed a number of new technologies, however, she hasn't done it by herself but instead developed them alongside mundane humans that were the best and brightest scientific minds of the west. In a similar way, everytime you work with other people on a single goal, such as the development of Anti-Warrior weapons, the speed of which said goal will progress is guaranteed to be increased proportionally to the number of people working together. A research that would take an entire decade might instead take only two or three years when you're working with a team formed by dozens of scientists for example.

Legacy of a Hero (400 CP): Once every 100 years, a Warrior is drafted at random by the other worlds. And the few Warriors who are able to defeat the Demon Lord, transform our physical world. Shi Huang (the Spear Warrior of the 3rd century BC) returned to become emperor, Moses (probably the Faith Warrior of the 16th century BC) returned to become the stuff of legends, and Marie returned to become a trailblazer in scientific achievement.

They and other Warriors like them have continued to play a role in the progress of human civilization, with the very history of humanity being guided by such beings, with their legacies remaining until today.

Just like them, your actions will always have a lasting effect when you want, with the things you leave as your legacy lasting for at least centuries or millennia. Teach a child to help others in the same way you helped them? They'll keep helping others and teaching them to do the same. Defeat a fascist government that spread a malevolent frenzy? Their sick ideology won't arise again. These are just a few examples of how your legacy and the impact of your actions will have lasting effects.

Faith, Hope and Love (600 CP): Sun-Hwa Yoo, the Shield Warrior, believed that a Warrior, who saved a world and returned, couldn't be a hopeless villain. She believed that even people like the rampaging Warriors could be convinced and redeemed as long as a tiny bit of kindness remained in their hearts. While she died without managing to redeem Minsu Kim, she was right in the end, after all, Seongjun Lee managed to successfully talk down and stop the rampage of the 9-Warriors in one of his many lives.

You share this same talent when it comes to guiding those who have fallen back towards the path of good by giving them a second chance, whether by reminding them of their hopes/motivations/dreams, by enduring their wrath in order to calm them, by helping them to deal with their individuals and traumas, by showing that there is another way to follow, or even by beating the absolute shit out of them in order to befriend them.

With enough time and effort (which might be a ridiculous amount of time and effort depending on the circumstances and the person you're trying to redeem), you can redeem basically anyone as long as you wish for them to be saved and they still have at least a tiny bit of kindness in their hearts, so only the blackest, darkest and vilest of souls can't be saved by you. Furthermore, those who you manage to save this way are redeemed in all senses and they will repent and try to make up for their wrongdoings, so you won't need to worry about them reverting back to their villainous ways, no matter what happens with them.



Current Generation Warrior Perks:

Enactor of Justice (100 CP): Unlike your predecessors, you lived in a world where it's common for superheroes to be represented in media, be it in films, comics, or even novels. Thanks to it, you learned how to act like a hero, or at least in a way typical to comic book superhero stereotypes. You can easily act energetic, exuberant and/or filled with dramatic flairs when you want to, complete with a hearty laugh and always looking good in a flashy costume, even if you're wearing a silly mask and a ridiculous spandex costume. With such an attitude, one could claim you're a step closer to being the perfect hero for the masses.

Isekai Protagonist Candidate (200 CP): While who will be summoned as a Warrior is random, some worlds have other requirements/conditions in addition to needing to be a child or teenager. For example, to be summoned as the Exorcist Warrior, one must be a human with fully intact limbs and must be someone who never gives up. For all intents and purposes, you'll always count as having all the requirements and conditions needed for you to be summoned into other worlds or any other similar summoning as long as you want.

Love Between Worlds (400 CP): Su-a Shin, the Sea Dragon Warrior, returned to Earth accompanied by Blesse, the former prince of Atlas and now her husband, however, the human world didn't agree with his Sea Dragon physiology and it became increasingly difficult for him to stay in human form. Eventually, he was forced to only stay in his monstrous form which caused both to be classified as terrorists after a certain accident.

Fortunately, such a tragic story won't ever happen with you, as you're able to grant other people the ability to adapt to modern Earth, helping them in the transition to live here and thus allowing them to safely consume Earth's food, breathe normally in its atmosphere, withstand its gravity with no problem, and basically not suffer any adaptation problems otherworlders could have here, even if Earth's environment originally would be basically inhospitable for them.

Wild Burning Heart (600 CP): From a Demon Lord's point of view, willpower is nothing but a fantasy created by the weak, being merely a delusion and a hopeless attempt to try to close the gap between themselves and the powerful. But this isn't the way it is, as demonstrated by many heroes that displayed the power of their wills.

Like many of your fellow Warriors, you're an "unyielding" being, in other words, you're someone who never gives up and whose near unbreakable willpower is worthy of heroic tales, with no amount of pain being able to break you and allowing you to keep fighting no matter how wounded you are.

However, this doesn't stop with you being merely determined, but you can wield the true strength that comes with willpower, an irrational power that creates something out of nothing and defies all reason, potentially even defying the basic laws of thermodynamics.

In summary, you're now able to fuel your abilities with your own willpower when you're in need of an extra power and, not only this, but, using your will, you can warp the limits and aspects of your abilities by further fueling them with your memories and other emotions (which might or not be consumed depending on said abilities), in the same way as the Time Warrior, by adding all of his life's memories to fuel his attack, was able to warp the very density of time and turn a single day consumed by the Demon Hammer into 18 years, 5 months, 11 days, 7 hours, 38 minutes and 55 seconds of time.



Order Perks:

You're a Hero (100 CP): When you finally returned to the human world, what did humanity view you as? A weapon? A monster? Yet, in spite of it all, a human? When you have become something other than human, it's too common for humanity to end up seeing you as something to be avoided, to be repulsed, to be feared, to be hated. After all, humans aren't obligated to understand beings like us. Understanding cannot be coerced. Respect is not earned through oppression, but through actions and intentions.

Fortunately for you, as long as you genuinely have good intentions and want to help them, the common people will accept you for who you are, even if you're currently a towering robot made of steel or an eldritch abomination. Of course, this doesn't mean everyone will accept you, but this will help most of them to see the human that you still are.

The Sacred One (200 CP): The requirement to be summoned as the Verdant Warrior is to be the Sacred One, that is, a noble, dignified being who has never caused another harm and who knows how to love and forgive. You're a Jumper, so it's clear you're far from being such an existence, however, by taking this perk, you'll receive the benefits of being the Sacred One regardless of your true colors, always counting as having a pure, good heart as long as it would benefit you in some way. For example, a blessed sword that can only be lifted by those of good alignment can be used by you anyway, even if you utilize it for evil acts.

Secret of a Hero's Strength (400 CP): You figured out the source of the Sword Warrior's strength during his heroic days, the desire to protect, and you, my friend, learned how to harness such strength. By putting your life on the line to protect other people or at least something like a building or a city, you'll be able to access a power that far exceeds your original capabilities. In general, how much more powerful you will become will be proportional to how much you're selflessly risking your life to protect others, like how a dwarf that could create a large wall when using earth magic might become able to create an entire tower when he's fighting to protect his friends from a monster beyond the realms of logic for example.



The Goddess' Power (600 CP): Many of the other worlds have gods that act as the guardians and overseers of their respective planets. Despite their power, they're unable to directly interfere with the Demon Lords due to the immutable laws, so, in addition to sometimes being the ones responsible for summoning the Warriors, the gods are also able to grant minor blessings to mortals, like how Seraphine always grants a protection blessing to the Sword Warriors.

However, if they wish to, the gods can make an ultimate pact with a mortal to further empower and strengthen them and grant them new abilities and powers by giving a greater portion of their divine power to the mortal and thus turning them into a monstrous existence beyond the realms of logic.

Somehow, you managed to make such a pact with the guardian goddess of one of the otherworlds (like the world you come from if you're an Otherworlder or the world you saved if you're a Warrior yourself), acquiring the ability to transform at will into a monster that defies all logic instead of being permanently turned into one.

While transformed, your power will be a match to the average Demon Lord and Warrior, however, if you were already a **Warrior** before being further blessed, you will become a really powerful existence, putting you at least on par with the strongest Warriors. Additionally, your exact new form, and the abilities you received, will be based in a sort of monstrous interpretation of the goddess' nature.

For example, the Witch of the Snow, whose ice powers have a necromancy aspect, turned Ivan Pushkin into an undead being akin to a Lich King capable of controlling an army of ice undeads. So, the blessing of the goddess of the Faith World could

turn you into an eldritch angel-like being capable of manipulating minds, the blessing of Yggdrasil could turn you into a horrifying ent whose life manipulation would allow you to drain vitality from others instead of healing them, and the blessing of the goddess of the World of Golems would turn you into a giant stone golem capable of firing a powerful, concentrated laser blast.

Furthermore, if you're also a Warrior, the goddess that blessed you must be the one of the world you saved, but, as a bonus, all of the other abilities you gained in that world will also be enhanced while you're transformed and you won't lose your status as a Warrior despite becoming a monster beyond logic.

Lastly, under normal conditions, such a pact would require an absurd price to be paid by the mortal, like how Ivan will give all of his memories to the Witch of the Snow, but, as you're paying a special price, you won't need to pay anything else to receive such power.

Chaos Perks:

Destroyed and Walked ... (100 CP): ... Again and Again. You're on a quest of destruction, burning everything in your path and creating a chaos that shall one day engulf the entire world. As such a harbinger of death and calamity, whenever you want, you're able to maximize the collateral destruction caused by your attacks, allowing you to spread as much damage and deaths as you're capable of. Now go ahead and trail a path of destruction, agent of chaos.

Chain of Misery (200 CP): All of the Nine Warriors are miserable in their own ways, with Minsu Kim himself being completely devoid of hopes and dreams and wanting to make everyone else to be as unhappy as he is. Even if you aren't as miserable as them, by being on their side, you have become an expert at invoking despair on others through your actions, such as holding back your strength to temporarily give them hope just to steal it from them for example.

This also makes you a specialist in finding ways to use your power to intimidate others, as long as they're far weaker than you. Now agent of chaos, go help keeping the chain of misery that the Nine Warriors created in this country.

Malevolent Miracle (400 CP): Does the word "Miracle" in itself signify that the act performed must be benevolent in nature? What prevents a miraculous act from causing harm to others? By taking this perk, you'll now be able to use any ability, power and equipment regardless of your current moral alignment even when only people of a specific alignment would be able to wield them, allowing you to freely use holy powers to spread death and destruction or to normally wield a blessed sword that could only be used by kind masters even if you have a wicked heart for example. Furthermore, this also makes you completely immune to any possible change in your morality that could be caused by the abilities and gear you wield, so the Mask wouldn't corrupt you by amplifying your repressed personality traits for example.



The Demon Lord (600 CP): A Demon Lord, in summary, is a living calamity, a being who threatens their world's very existence. Unlike Warriors, who are teenagers summoned from the World of Void and receive such status, Demon Lords (at least in their first incarnations) are beings that managed to fulfill a series of requirements and, as consequence, have ascended into a greater existence.

These requirements are the following: spreading enough destruction, accumulating enough bad karma (like destroying more than an entire country by yourself) and, once the other requirements are fulfilled, going through some trigger event (like a mental breakdown or some metamorphosis process) to start the transformation into a new Demon Lord. Therefore, in theory, it's possible for any being in this local multiverse to ascend into a Demon Lord, including you, my friend.

Before you arrived here on Earth, you managed to fulfill all three requirements and successfully ascended into a true Demon Lord, one that isn't bound to a specific world. As a new Demon Lord and a walking calamity, the power you gained will be enough to put you on par with the average Warrior, however, if you were already a **Warrior** before ascending, you'll become a really powerful existence, putting you at least on par with the strongest Warriors.

Additionally, while your appearance wasn't too altered by your ascension (maybe with you becoming paler, your hair turning pure white, gaining red eyes, and you gaining a few other dark traits), what truly changed about you were your supernatural abilities and weapons, which, thanks to your demonic power, ended up turning them into new versions focused on being more destructive and deadlier, with even support abilities becoming weaponized in some way.

For example, Sword Skills could evolve into ranged slicing attacks that can be projected from your hands even if you aren't wielding a sword, a protective blessing could evolve into a condensed spell that actively protects you from damage, an armor could evolve to gain spikes and natural weaponry, healing magic could become able to twist/deform the bodies of those healed by it, fire magic could be able to create hellfire instead of regular fire, or a sword could even become a gauntlet/prosthesis if this would make it more destructive.

Furthermore, as the Demon Lords are being that normally can only be killed by the Warriors, you're highly resistant (but not immune) to non-Warrior methods such as being dumped in lava or attacked with advanced/modern weapons unless the person wielding them is a Warrior (or officially have the status of "Hero"). For example, the Demon Lord of Void's protective spell easily endured a strike with a whole arsenal of nuclear weapons thanks to his resistance against non-Warrior attacks, but the Demon Lords from some otherworlds wouldn't survive such an attack.

Unfortunately, the power you acquired by evolving into a Demon Lord had a price, that is, your humanity, as you'll be filled with an inhuman desire for destruction, so, by taking this perk, you must take the **Living Apocalypse** drawback. Fortunately, there is still a last way for you to recover your humanity during the duration of this jump.

Lastly, post-jump, you'll gain the ability to switch freely between your regular form and your Demon Lord form, allowing you to use your abilities and weapons in their regular versions again and stop counting as a true Demon Lord while you aren't transformed.

Revenge Perks:

The Bastard Who Utterly Destroyed My Life (100 CP): Your revenge has a specific target, an individual that did something horrible to earn all of your hatred and wrath. But, what would be the point of your revenge if that bastard ends up being too powerful for you to face in battle?

At the start of each jump, you can choose a certain individual to become the target of your revenge (not necessarily in a literal way). As your target, you'll always innately know how powerful they're in comparison to you and how probable it would be for you to be able to defeat them in the way you're currently. However, keep in mind that this doesn't make you aware of how to defeat them, so, even if you have good chances of defeating them by exploiting some of their weaknesses, it won't let you know which is said weakness.

A Shred of Humanity (200 CP): Your eyes are darkened with murderous intent and a thirst for revenge, but a faint glimmer of hope can still be seen inside you. It's easy for one to keep corrupted by their thirst for revenge and end up becoming a monster once they fulfill it, however, this isn't your case. Such a form of corruption has no hold on you, as you're morally incorruptible and virtually no external mundane factors will be able to change your morality if you don't want it to happen. No matter how much you want revenge against that bastard, it won't end up turning you into a ruthless monster devoid of humanity.

Forged By Fire (400 CP): Rather than acting like a hero or a villain, your actions are more reminiscent of someone bent on revenge or someone guilty of something. Instead of having interest in something like saving the world, you got used to devoting yourself completely in your personal quest for revenge and, in the name of it, you got used to pushing yourself the hardest possible.

Thanks to it, as long as it's for the purpose of training yourself and growing stronger, you can endure any type of training no matter how hellish, painful and/or strenuous it is, without needing to worry about developing some form of sequelae due to the training you underwent.

Furthermore, while you're training, you'll essentially have limitless stamina and will require far less sustenance than normal. Even if you were just a regular human, you could easily spend a few days training by fighting an entire horde of goblins without stopping to rest or sleep.

As a final bonus, you're also able to easily lead with repetitive tasks without growing bored or sleepy when it's related to some form of training.



The Warrior of All Warriors (600 CP - Requires The Warrior perk): As you might already know, Seongjun Lee is currently stuck in a time loop thanks to his Infinite Resurrection skill, so, as this skill doesn't work against Demon Lords, he decided to manipulate Minsu Kim in order to make him the Demon Lord of Void to break this loop. However, he's fully aware that the Demon Lord born from the Sword Warrior would be an existence too powerful to be stopped by any Warrior.

So, to save Earth once he was dead and time could move forward once more, he needed to create a Warrior who would be able to slay Minsu Kim, the Demon Lord, by raising the one with the most potential into the Warrior of all Warriors.

While Jeongsu is still his chosen card to fulfill this role, as a backup plan, Seongjun decided to also use his resources to enhance you into the Warriors' Warrior by combining you with the power of other Warriors he somehow managed to acquire.

Basically, you'll be free to choose six extra **Archetypes** to gain a portion of their power instead of their complete package, in a way similar but slightly different from the one mentioned in the **Fallen Relic** item, as these will be focused on enhancing you directly rather than just granting you an extra weapon. While some **Archetypes** will actually grant you their relics (like picking the Shield Warrior will grant you access to its shield), others will grant some of their unique abilities and/or traits (like picking the Faith Warrior could grant a portion of their faith-based regeneration or picking the Transformation Warrior will grant you advanced cybernetic prosthetics).

Unfortunately, as you were only trained by Seongjun enough to be considered worthy by the relics and to be able to have such unique traits, you aren't actually stronger than before as you only gained new abilities and weapons, making you a far more versatile fighter. Furthermore, just because you have multiple **Archetypes** in addition to your main one, this doesn't mean all of them have been merged, so you might end up needing to awkwardly wield multiple weapons in order to use their abilities at the same time for example.

Yourself Perks:

Hardened Mind (100 CP): The experiences you had in other worlds changed how your mind works that grants you a few benefits. First of all, you acquired an immunity to the effects of boredom and loneliness, as well as having an easier time when it comes to dealing with your traumas and thus needing less time to overcome them. It doesn't change how the traumas affect you and won't prevent you from becoming traumatized with certain things, just make it easier for you to overcome them. Basically, all of this combined prevents a buildup of trauma or boredom that could damage someone's mind after a countless time.

A Returner's Mind (200 CP): Using his Infinite Resurrection skill, Seongjun Lee could defeat basically any opponent, however, there is an implicit limit for his capabilities: how much his mind can withstand the pressure and mental fatigue caused by dying over and over again before fracturing itself. While his mental endurance is extraordinary, this is still the reason why he was never able to defeat someone as powerful as Minsu Kim, a feat that would take more than a million resurrections.

You seem to have an even greater mental endurance, allowing your mind to stay focused and completely stable even when under extreme stress and mental fatigue. While you also have your own limits like him, you could die and resurrect 10000 times in a single fight and still be far from your limit.

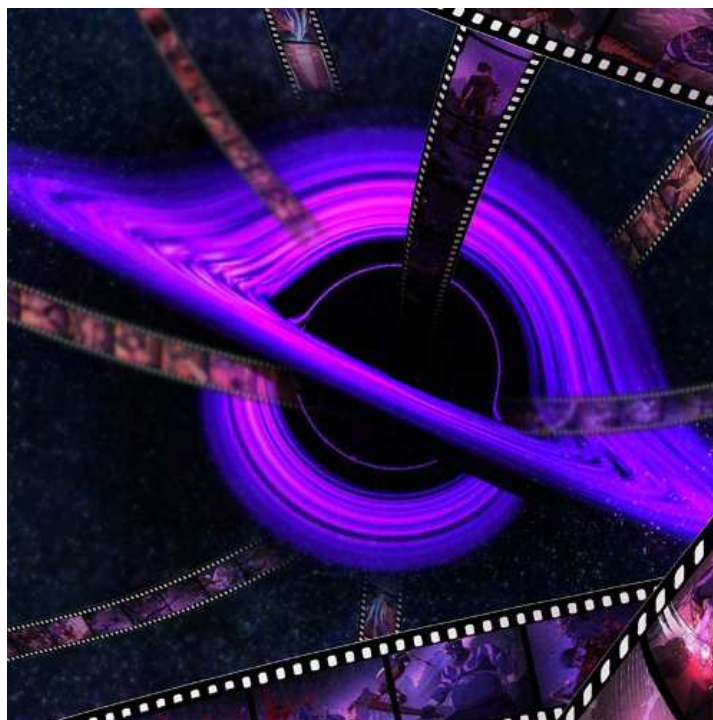
A Mind Built for Infinity (400 CP): Infinite could break the mind of an average person beyond repair, however, you are far from the average person. Your mind is simply exceptional, possessing a flawless memory, accompanied with an infinite capacity for information storage and indexing, as well as never suffering degradation from the passing of time. This gives you the capacity of perfect memorization, allowing you to keep a precise record of countless different events, variables and possible timelines that you experienced. Furthermore, your mind is also able to heal itself overtime, so, even if you reach that it's completely shattered, with enough time, which can be some years, you will come back as if nothing had happened.

Despair Event Horizon (600 CP): While almost anyone can be redeemed as long as at least a tiny bit of kindness remains in their hearts, the opposite is also true, as even the kindest hearts almost always also have at least a tiny bit of darkness within them. This is another fact proven true by Seongjun Lee as he managed to turn one of the greatest heroes this world has ever seen into the greatest villain by destroying his life and manipulating him into despair.

You share this same talent when it comes to corrupting others, as well as also having an innate sense of which are the most effective ways to turn them evil, whether by killing their parents, getting rid of their friends, spreading malicious rumors, ensuring others wouldn't feel a shred of sympathy towards the target, eliminating their allies, or even just directly manipulating/brainwashing them.

With enough time and effort (which might be a ridiculous amount of time and effort depending on the circumstances and the person you're trying to corrupt), you can corrupt basically anyone you want as long as they have at least a tiny bit of potential evil inside them, so only the purest, kindest souls can't be corrupted by you. Furthermore, once you manage to successfully turn someone evil, it's guaranteed that, while they won't necessarily become subservient, they'll be far more suggestible to any of your ideas and far more prone to obey your orders.

However, keep in mind that it's absurdly difficult to eliminate every trace of kindness from someone, so, even if you manage to corrupt someone, it'll still be possible for others to redeem them and essentially undo all of your work, but, with some extra effort to further corrupt them, you can still make redemption far more improbable for them.



-Items-

Each item is discounted by 50% for their respective origins, with discounted 100 CP items being free. Every item is fiat-backed. You receive an extra +300 CP to spend on this section only.

General Items:

Ego-Weapon (100 CP): By taking this item, you can upgrade any weapon or tool you have purchased using CP (or some other similar points) to the status of an Ego-Weapon, a special type of weapon that is found on some otherworlds like the World of Metamorphosis and the World of Combination.

The main trait of an Ego-Weapon is that it possesses self-awareness and intelligence on par with any human being, thus possessing its own soul and mind that allow it to decide who can use it or even find ways to support its wielder.

Your weapon, while having free will, will be innately loyal to you and can even be imported as a Companion instead of an item if you prefer.

The Mastermind's Whiteboard (100 CP): You can't be a proper mastermind if you don't keep track of all of your pawns and cards. You receive a large whiteboard, similar in appearance to the one used by Seongjun to keep track of his own pawns, but yours has a special property. In your whiteboard, there will be simple drawings representing each Warrior and their current situation (like the wounds they might have or if they ascended into something else for example), as well as a drawing of a world map with points to show the general position of each one of them. These drawings are updated constantly.

Post-jump, this whiteboard will track other similarly powerful beings instead, as long as they aren't using any supernatural ability to conceal their position/condition.



Fallen Relic (300 CP - Can be taken multiple times): Like how mentioned before, a number of battles were waged in the terrorists' pursuit to overthrow South Korea and some of those battles also involved Warriors who were on the side of humanity. After these heroic Warriors fell in battle, they left behind the equipment and weapons they once wielded, their relics, with a portion of their powers intact, like the Time Warrior's hammer, the Combination Warrior's key, the Shield Warrior's shield, and the Exorcist Warrior's hammer and stakes.

Somehow, you managed to put your hands in a copy of the relic of a Warrior of your choice (not necessarily one of the Warriors who have already died). This relic, while it won't contain all of that Warrior's power package, will still possess a significant part of their abilities.

Some examples of possible relics include: the sword Durankal if you choose the Sword Warrior; one of Garam Lee's mechs if you pick the Transformation Warrior, one of Jeongsu's spears if you pick the Spear Warrior; a sword made from a zealot's body imbued with a little of a miracle's power if you choose the Faith Warrior; or even a sample of a very dangerous viral strain if you pick the Plague Warrior.

Furthermore, under normal conditions, in order for someone to wield another Warrior's relic, they must first be deemed worthy by, in a manner similar to how said Warrior was chosen by and summoned to another world. However, as you're paying a special price, you already count as worthy of wielding such a relic and will be able to use it even without being a Warrior, but keep in mind that you won't be able to use such a weapon effectively unless you're also a superpowered being.

Lastly, if your relic is lost or destroyed, you'll receive a replacement in the next month and you can take this item multiple times in order to receive multiple relics from different types of Warriors.

Atus1500 (400 CP - Discounted to Order): With great difficulty, you managed to get your hands on an extremely rare type of giant antenna known as the Atus1500. This isn't your average ten meters tall military antenna.

There are only two of its kind in South Korea and it essentially acts as a master key of sorts, with direct access to the U.S military satellites, allowing you to have access to a worldwide network of satellites and radars that can even be used to track beings like the Warriors in any place on Earth.

Post-jump, the Atus1500 antenna will retain its property as a “master key” and will be able to access any military satellite that isn't technologically superior than the modern ones. If lost or destroyed, you'll receive a new one the next month.

Blood of the Vampire (400 CP - Discounted to Chaos): The Vampire Warrior, or better saying, the Demon Lord Vampir is able to give her blood to others in order to grant them vampiric abilities without turning them into full-fledged vampires, with them becoming what she called familiars and contractors of blood.

You receive twenty vials containing her blood, each one of them being enough to turn a person into a vampire familiar if they drink it.

As a familiar, the main trait they acquire is the ability to heal wounds on themselves, including fatal ones such a headshot, but they also acquire other vampire abilities like supernatural strength and the ability to manipulate blood but to a lesser extent, allowing them to form claws and blades out of blood.

However, if someone were to drink a second blood vial, they'll actually transform into a true vampire like the ones that inhabit the World of Exorcism, with all of their abilities being enhanced in exchange for them developing a thirst for human blood and a weakness against sunlight.

Furthermore, if someone were to drink a third blood vial, they'll turn into a unique variant of vampire by focusing the extra vampiric blood into a certain aspect of their bodies, putting them on par with top ranked adventurers and close to the level of Vampir's Four Heavenly Kings if they already were powerful individuals. The abilities they gain as unique vampires vary according to which aspect they enhance. For example, by focusing the extra blood to their brain, their brain will become enlarged and they'll gain psychic abilities, while, if they focus the extra blood to their muscles, they'll become far more muscular and gain even more physical strength.

Finally, there are no benefits from a unique variant of vampire to drink a fourth blood vial other than a temporary basic boost to their abilities.

Lastly, the vials' content will be refilled overtime, taking around a year to fully refill them, and, if they're lost or destroyed, you'll receive new vials at the beginning of the next jump or after ten years, whichever comes sooner.



Power of the Demon Lord (400 CP - Discounted to Revenge, Can be taken multiple times): It's not uncommon for Warriors to collect some kind of trophy from the Demon Lord they defeated, however, these trophies aren't mere souvenirs but actual weapons that they loot because they might end up needing to use at some point. This is due to these weapons, in a manner similar to the Warriors' relics, still contain portions of the power of the Demon Lords.

Somehow, regardless if you're a Warrior or not, you managed to acquire a similar weapon from the Demon Lord of an otherworld of your choice.

You'll be able to decide which type of weapon it is, such as a sword, shield, spear, armor, hammer, scythe, lance, mace, bow, or even a laser cannon if you're picking the Transformation Demon Lord.

Regardless of the weapon's type, it'll be purified from the Demon Lord's corruptive influence and it won't cause any negative effect from wielding it, meaning it'll be on par with the Dark Armor Didantium (used by the Demon Lord of Spears) and the Demon Armor Tartarus (used by the Demon Lord of Resurrection).

The weapons' abilities will depend on which Demon Lord they were originated from, as the aforementioned armors enhance their wielders' physical condition while a sword forged from the Demon Lord of Swords' crystals would be as powerful as Durankal.

Alternatively, if you want a more powerful weapon, then you're going to need to make a certain sacrifice. In exchange to the weapon not being purified from its demonic power, it'll be far more powerful and could even grant a significant amount of the Demon Lord's power, like Vampir's blood, however, the consciousness of the Demon Lord will have survived inside the weapon, so, everytime someone wields it, it'll attempt to possess the wielder and, if they're weak willed or too weakened, their very sense of self might be consumed and their body will be taken over by the Demon Lord, so you'll need to be way more careful with such a weapon.

Lastly, if your demonic weapon is lost or destroyed, you'll receive a replacement in the next month and you can take this item multiple times in order to receive multiple weapons from different types of Demon Lords.

Collection of Dungeon Cubes (400 CP - Discounted to Yourself): The World of Resurrection has several dungeons with bosses known as Dungeon Masters. that drop Dungeon Cubes at a set interval. Typically, Dungeon Cubes are items that are used for upgrading weapons but they have got a bug. If the upgrade fails, normally both the cube and the weapon explode into blue ash, however, the cube also has a very small chance of summoning the master of the dungeon it comes from. Even if you have no relations with the World of Resurrection, you managed to put your hands in a dozen red, corrupted Dungeon Cubes that, when broken, have a 100% chance of summoning high level bosses, like the Four Horsemen of the Apocalypse, that are even more powerful than top ranked adventurers despite being mostly mindless constructs.

An interesting trait about the Dungeon Masters is that, once summoned, they're set to automatically target the strongest player in the vicinity, as the Resurrection Warrior is meant to have no allies during his journey, however, the bosses summoned from these cubes are innately loyal to you and will follow all of your orders, but they'll "despawn" at the end of each jump.

Once a Dungeon Master summoned by you despawn or is killed, you'll receive a replacement Dungeon Cube after a year. Post-Spark, your Dungeon Masters will stop despawning naturally and they'll be able to exist for an indefinite time as they don't age and have no need for sustenance due to their nature.

Ordinary Citizen Items:

Basic Necessities (100 CP): One of the many problems caused by an apocalypse of any kind, even one caused by rampaging fallen heroes, is the lack of food due to the fall of civilization, but fortunately you're prepared. A good Jumper always is. You have a basic reserve of fresh food, with the sufficient amount to keep three adults fed for an entire month. This reserve restocks monthly, because we don't want to see you and your closest allies dying of starvation.

Warship (200 CP): You're now in possession of one of the many naval ships that were abandoned after the fall of the Korean Government. Being around 200 meters long, your ship was one of the multipurpose destroyers operated by the Republic of Korea Navy, equipped with much of the standard weaponry normally seen in other similar ships, such as torpedoes and missiles, and with a set of sonars and radars. Unfortunately, despite its utility in combat, the ship's artillery turrets are no match for the Warriors, but it's pretty useful for transportation despite being a big target. As a bonus, you're also the leader of a crew of 30 soldiers trained to operate the ship. The soldiers will count as your followers and, if the ship is lost or destroyed, you'll receive a new one the next year.

Mega Shelter (400 CP): Apparently, the Restored Government decided to build a backup complex in the case of Mega Shelter B12's destruction or some other third party decided to build their own underground city, but, regardless of the reason, you're the one that was benefited by it. You receive a copy of the Mega Shelter, located anywhere in the world and capable of comfortably housing over fifty thousands of people. It'll follow you along your chain, appearing in any place of your choice in future jumps, as well as retaining any modification done to it and being legally yours. Additionally, you may combine your Mega Shelter with any other underground structure you have if you want to.

The Fist of God (600 CP): For over half a century, the United States has kept a certain project under wraps. This project is the Fist of God, the U.S.'s newest nuclear weapon, being the most intricately constructed, most effective weapon of mass destruction in the entirety of human history. Meant to serve as a weapon of last resort, the Fist of God consists of a space station/satellite orbiting Earth equipped with 16 nuclear missiles, each one of them at least as powerful as a fusion weapon. The missiles take around two minutes to land after launching and they're capable of hitting any target around the entire world.

You gained the control of a copy of the Fist of God, one that doesn't need any crew to operate it. Your version has also been modified to be completely unhackable and can be controlled by any computer or similar device that you want, regardless of distance. If all of the missiles are used or the satellite is destroyed, a replacement will appear in Earth's orbit (or, post-jump, in the orbit of whatever planet you're currently in) after a decade or at the beginning of the next jump, whichever comes sooner.



Dummy of Minsu Kim (600 CP): If the canon events happen, Garam Lee will create a weapon that imitates Minsu Kim's fighting style in order to train the Rebel Warrior, however, as the Demon Lord's power can't be imitated by any technology she picked up from the Transformation World or any technology developed by Marie, Garam will focus instead on copying Minsu's attack pattern. Despite its limitations and intention of only serving as a training tool, the result will still be an extremely powerful, autonomous, large scale war machine.

While such a war machine would only be developed around a month after your arrival here, you receive a modified copy of it, one meant to serve as an actual war machine rather than a mere training dummy, having been reprogrammed to be loyal to you and having a built-in basic A.I., allowing it to understand almost any complex orders you give to it.

This Minsu Kim's dummy is essentially a four-legged robot tank whose main attack consists of launching an incredibly fast net of deadly lasers, capable of cutting through the body of a Warrior like Jeongsu Park as if he was thin air, with this attack method essentially duplicating Minsu Kim's new skill upon transforming into a Demon Lord.

Despite being too bulky, it's still pretty agile and able to move through most terrains with ease due to its legs. Additionally, your version of it has also been upgraded with some new high-tech weaponry that the original robot lacked, such as plasma

cannons, rockets and missiles, putting it closer to the Transformation Warrior's exo-suit when it comes to destructive potential as well as also having a similar degree of durability to it.

Such a war machine could defeat entire mundane armies and even potentially defeat the weaker Warriors in an one-on-one battle. If lost or destroyed, a new one will appear in your Warehouse next year.

As a bonus, you also gain all the blueprints needed to build more robots of the same model and, with enough infrastructure and resources, you could even mass-produce them if you want, but keep in mind that it was built using technology far above Earth's current technological level.

Otherworlder Items:

Fantasy Gear (100 CP): Apparently, you were one of such famous adventurers in your homeworld, so it's natural that you would have access to some basic gear. You receive a basic set of equipment, starting with a basic armor and weapons specific for your class if you have taken the **Magical Class** perk. This set also includes some basic exploration tools, like a tent, map, backpack, self-replenishing supply of a week-worth of food, and some other things commonly used by explorers and adventurers. All of this equipment is fiat-backed and, if lost or destroyed, they'll reappear in your Warehouse next day.

Scroll of Latieri (200 CP): The Latieri is one of the many support-type spells that the Cleric that accompanies the Sword Warrior is forced to learn. This spell shares with the caster any changes in the lifespan of the subject, informing about any life-threatening situations that the subject might be experiencing. In an emergency case, this spell can be used to teleport the caster and up to four other people to the subject's location once, even across different dimensions, however, once this teleportation is used, the spell will disappear from the subject so the caster will need to apply it again. You receive a special scroll containing the instructions of how to utilize this spell, so any reasonably skilled magic caster with enough mana reserves will be able to learn how to cast Latieri by studying it. If lost or destroyed, a new scroll will appear in your Warehouse next year.

Blacksmith Team (400 CP): One of the things that differentiates the Spear Warriors from the others is that they're still able to have support from the people they saved in the otherworld thanks to their ability to teleport their spears from their hands to the World of Spears and vice versa, allowing the inhabitants of that world to repair and even upgrade the spears if needed.

In a similar way, you now have a team of several highly skilled dwarven blacksmiths and artisans ready to support you with their top quality services.

These blacksmiths and artisans will be able to repair any weapon you have (which you'll be able to teleport to them at will), regardless if they have some magic spell infused on them, if they have some exoteric mechanisms, or even if they're made only from advanced technology, as long as they have access to the needed resources to do the repairs. You'll also be able to suggest and request them to modify and upgrade your weapons if you want to, but you'll need to teach them how to do such modifications.

This team will stay located on any property you have of your choice, which will be upgraded to also have the tools and workshop space needed for them to work. Lastly, the blacksmiths and artisans count as your followers.

Legendary Materials (600 CP): While all the relics owned by Warriors are only so powerful due to their wielders' status, they're still powerful artifacts that were forged by mortal blacksmiths and artisans, not by superpowered beings like the Warriors or by the gods themselves. Apparently, you stockpiled a giant wealth of both common and high end raw materials that can be used to craft even artifacts on par with the Warriors' relics when it comes to strength, potential and quality, such as legendary metal ingots, magic stones, exotic plants and even monsters' parts.

This stock will be resupplied overtime, with common materials being replenished regularly in a daily basis while high tier materials will be replenished monthly, with it usually containing enough crafting material to allow you to forge at least a weapon on the same level of one of Jeongsu's spears per week, as long as you have the means to forge such a legendary weapon.

Post-jump, this stock will be expanded to also include the new crafting materials present in each future world you visit.

Lastly, this stock of crafting materials will be stored in a Warehouse attachment or in any of your other properties if you prefer, but, regardless of which option you prefer, both will be able to limitlessly expand and thus will always have enough space to store these materials inside it, as well as the raw materials being properly organized and safely stored no matter how fragile and/or volatile these substances might be.



Elixir of Miracle (600 CP): You have managed to put your hands on ten heart-shaped vials filled with the most powerful healing potion that can be found on the World of Spears.

Each one of these potions, if consumed or simply poured on someone, is able to fully heal anyone (including beings as powerful as Demon Lords and Warriors) back to full health even if they were on the brink of death.

This elixir is capable of healing any physical wound and disease, such as regenerating lost limbs for example, and might even be able to revive the recently deceased as long as their body hasn't been reduced to a bloody mist.

For each elixir consumed, you'll receive a new one at the beginning of the next jump or after ten years, whichever comes sooner.

Warrior Items:

Your Own Relic (100 CP - Requires The Warrior perk): You have decided to become one of the Warrior archetypes, however, wouldn't it be weird if your signature weapon from another jump simply doesn't fit your theme here?

To prevent this from happening, this option is for you. By taking this item, you can import a weapon or tool you have purchased using CP (or some other similar points) into one of your relics as a Warrior, essentially giving it an Alt-form that fits your archetype while keeping/adapting its unique attributes.

For example, a bow will gain a spear alt-form if you're the Spear Warrior, a shield might become part of your mech if you're the Combination Warrior, a power armor will get a medieval look if you're the Sword Warrior, a spear will gain a shield alt-form if you're the Shield Warrior, or a firearm may get a technological boost if you're the Transformation Warrior.

As a bonus, any item imported this way will get the same benefit of your other gear and equipment as a Warrior so you'll be able to summon and unsummon it at will.

This can be purchased multiple times to import multiple items as your relics, with further purchases after the first one costing only 50 CP.

Banana Milk (200 CP): The thing Minsu Kim most wanted to eat when he were to come back home was Banana Milk, that is, before he realized he had lost everything and started his rampage. Banana Milk is nothing special, it's just a South Korean milk beverage that tastes like fruit and that comes in a bottle with a narrow neck, a wide body and a narrow base. You receive a special bottle of Banana Milk, one that, when you drink it, will make you remember who you truly are and remember the reason why you fight and live, giving you courage to keep going and helping you to maintain the flame of hope always alive. This effect isn't infallible, but it's still powerful. The bottle is refilled weekly, with its content always being fresh and tasting delicious.

Hero's Party (400 CP): You weren't alone in that other world, but you fought alongside six top ranked adventurers that accompanied you in your quest to defeat the Demon Lord. However, instead of deciding to stay in their home world like most Warriors' teammates, for their own personal reasons, your six teammates decided to follow you to Earth and to any future world you visit.

Each one of them is entirely loyal to you and their teamwork is basically flawless, so, combined with the fact of them being powerful fighters as expected from top ranked adventurers, together, they're able to pressure an average Warrior in combat and even defeat them if the party manages to get some advantage.

Furthermore, your teammates receive their own versions of the **Fantasy Species** and **Magical Class** perks for free, with each one of them receiving a different species and class. Lastly, your teammates will count as followers by default, but they can be imported as separated Companions in future jumps.



The Silicon Valley (600 CP): After World War II, Marie Stevenson started the Silicon Valley Project, the Manhattan Project's successor, that resulted in the creation of several anti-Warrior weaponry with the goal of preparing for the arrival of the Warriors of the 21st century. The main result of this project was a specific city within the Silicon Valley region, which is actually a mobile, flying fortress that can be used as an urban-type large-scale anti-Warrior weapon.

You receive a copy of the Silicon Valley mobile fortress, currently located anywhere in the world and having around the same size of a big city block, being also capable of comfortably housing around a few tens of thousands of people.

The mobile fortress is equipped with an automated factory and maintenance drones capable of quickly repairing damaged parts, as well as having enough firepower to challenge the current Transformation Hero and Iron Arm Hero.

Some of its weapons and defense systems include the Leo Szilard Missiles, the Oppenheimer Cannons and the Niels Bohr Defense System, a giant energy barrier that covers the entire fortress. Furthermore, thanks to being powered by a reactor made using the technology from the World of Transformation, it's fast enough to get out of orbit in just a few minutes despite lacking the needed adaptations to allow humans to safely stay on it while in space, after all, the fortress is meant to serve as a weapon operated by machines.

Lastly, it'll follow you along your chain, appearing in any place of your choice in future jumps due to usually being a city while not flying, as well as retaining any modification done to it and being legally yours.

Holy Relic (600 CP - Discounted only to Old Generation Warriors): During the 14th century, Saint Damian sealed himself alongside the Plague Warrior of his generation in order to put an end to the Black Death, and in more or less a week from now, he will once again seal himself alongside Hana Baek. Both these times, he will utilize a holy relic in the form of an iron maiden that was specially made to seal superpowered beings like the Warriors.

You managed to acquire a special version of this holy relic, one further modified through exoteric means to serve as a better sealing container. Once per year, after defeating some being or weakening them enough to make you dwarf them in power, you'll be able to summon this holy relic and seal said being inside it. Once they're sealed, it'll be impossible for them to escape by themselves, no matter how powerful they are, so even Warriors, Demon Lords, gods and other similar entities can be sealed this way.

The only method to free someone from it is to physically destroy the iron maiden, which will release everyone that was sealed in it, but this is easier said than done, as the holy relic is incredibly durable to the point of easily enduring attacks from the stronger Warriors and withstanding being literally dipped in molten iron for several centuries.

Additionally, the holy relic is also capable of maintaining any sealed being in stasis, keeping them preserved alive even if they aren't biologically immortal like the Faith and Plague Warriors. Furthermore, you'll be able to summon and open the iron maiden to release specific beings from its seal at will.

Lastly, if it's destroyed, you'll receive a new holy iron maiden at the start of the next jump or after ten years, whichever comes sooner.



+100 Sword of Beginning (600 CP - Discounted only to Current Generation Warriors): The Sword of Beginning is the first bonus item given to the Resurrection Warrior during their quest in defeating the Demon Lord of Resurrection.

While it's a beginner weapon and its stats aren't very impressive, it has a special attribute. It reduces all types of defense by 1%, and every time it's upgraded in the forge, that percentage increases.

However, for each level it was upgraded, the probability of successfully upgrading it decreases. Seongjun Lee died over 10,000 times to upgrade this sword to level +99, however, upgrading a level 99 weapon has a probability of success of is 0.2 to the power of 100, infinitesimal.

Not even him with his Infinite Resurrection skill managed to upgrade any of his items past this limit, but you, my friend, achieved what many would believe was virtually impossible, you managed to upgrade a Sword of Beginning to level 100.

As a result, your +100 Sword of Beginning is able to neutralize 100% of any defense, whether it's a supposedly indestructible metal armor, a mythical beast's skin, a Demon Lord's defensive magic, or even the blessing of a goddess.

While its stats are still unimpressive and the sword can still be destroyed, with its defense neutralization attribute, its attack power loses all meaning because its blade can cut through basically anything. If lost or destroyed, you'll receive a new replacement after a month.

-Companions-

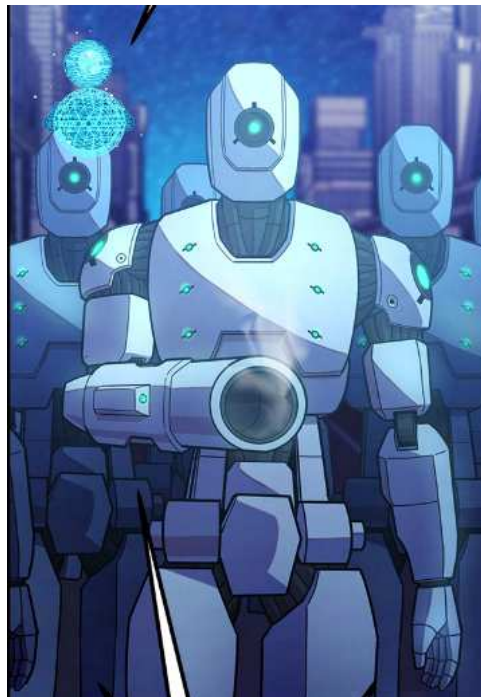
Companion Import (50 CP for Each One): You can import a companion for 50 CP each, with an origin of your choosing and 600 CP to spend on perks and items. For 300 CP, you can import all eight companions. They get 600 CP to spend anywhere in this jump.

Canon Companion (50 CP): For 50 CP each, you can choose to bring a single canon character that you can convince to follow you in your chain. You can start with some pre-existent relationship with them, like friends or even rivals, if you prefer.

High Performance A.I. (100 CP/300 CP): In order to help her in her work, Marie created Asimov, a high performance A.I. assistant who was able to assist her in piloting and controlling her Silicon Valley Fortress and pilot her massive robot mech, all of this at the same time it was controlling an army of robot androids. Asimov also had the capacity to evolve by itself, as, over the years, it has evolved beyond being an unfeeling machine and became fully sentient.

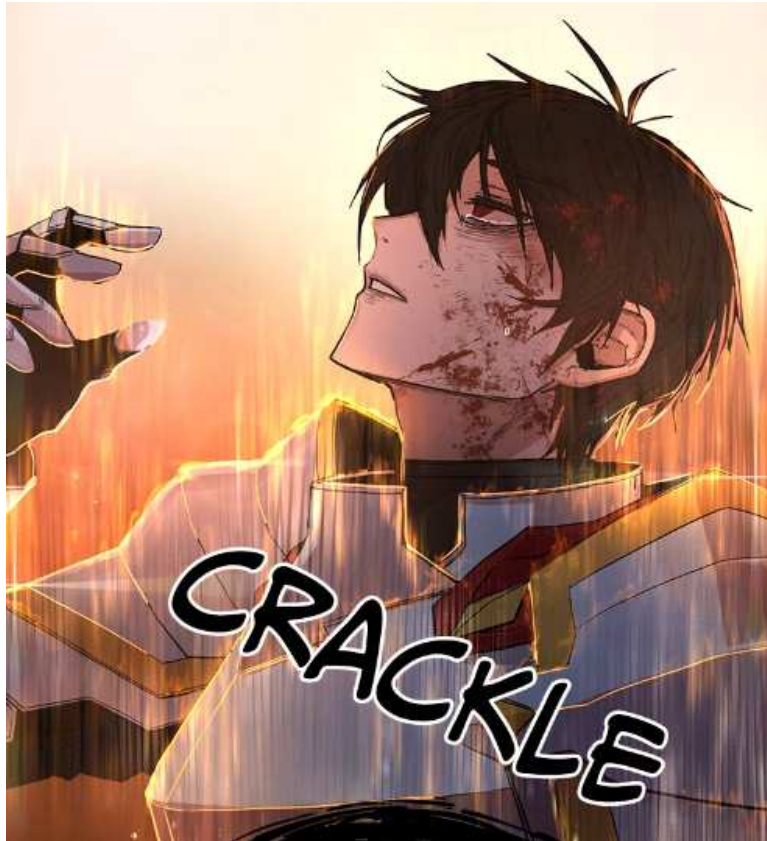
For 100 CP, you receive your own A.I. assistant on par with the original Asimov that can be housed in any electronic device/system you have access to. This A.I. will be completely loyal to you and have a personality of your preference, as well it will never evolve beyond your control. It'll count as your follower by default, but, if you prefer, you may import it as a Companion in future jumps.

Alternatively, for an extra 200 CP, in addition to the A.I., you'll also receive a portion of the army built by Marie, formed by two hundred robot androids, each one of them having peak human strength and being equipped with laser arm cannons on their arms. Your A.I. will be able to remotely control this army as each one of the robots is essentially an extension of it.



-Special Companions-

Some of the canon characters are special, some of them being worthy of more than just 50 CP or maybe having their own special traits or requirements. These companions follow the same rules of the ones from the purchase of **Canon Companions**.



The Sword Warrior, Minsu Kim (500 CP): The savior of the World of Swords, the strongest Warrior of all history, the first rampaging Warrior, the future Demon Lord of the Void, the bastard who utterly destroyed the world. Minsu was born to an average middle-class family and lived a normal life, but, one night while he's walking home after school, he ended up getting hit by a truck. He was then summoned to the World of the Swords and awakened as the Sword Warrior, where he defeated the Demon Lord of the Swords and managed to return to Earth. His last moments of happiness are when his comrades cheer for him to live a fulfilling life, but that life never happened as, back to Earth, he's lost everything and was left alone. Eventually, he suffered a mental breakdown and started his rampage by decimating Gangseo District, which caused him to be seen as an example, a friend, an ally, a hero, or even an idol by the other rampaging Warriors. Currently, Minsu Kim is an individual completely devoid of hopes and dreams, whose only motivation is to make everyone as miserable as himself. For some reason, maybe because you have eyes like his own, eyes that are like an abyss void of light, but, regardless of the exact reason, he decided to follow you along your Chain as your Companion, considering you a "friend" just like Seongjun Lee. Maybe you could help him to repent for his crimes.



The Resurrection Warrior, Seongjun Lee (500 CP): The mastermind behind the Nine Warriors. Currently, he's the leading member of the Nine Warriors, being also responsible for reuniting them and for destroying the Ministry of Defense together with all of South Korea's military leaders. Not only this, but he also manipulated the government in order for them to create the Operation Arena, which resulted in the death of too many heroic Warriors that had a real chance of defeating Minsu Kim if they united their forces. At least, he also considers his acts as unforgivable and absurdly immoral, but like how Hwarang Hong explained, Seongjun's eyes are hollow and speak of despair and anguish, followed by figuring out what's wrong and the realization of something monstrously twisted.

While he's arguably the most dangerous villain this world has even seen, in truth, he doesn't want to see the world burn but he has his own agenda and is manipulating Minsu Kim from behind-the-scenes, all in order to break free from a time loop he and the entire local multiverse is trapped in. Probably due to him seeing you as a new chance for him to break the time loop, he decided to follow you along your Chain as your Companion, regardless of which side you're on.

-OC Companions-

None of the following Companions exist in this jump unless taken here.

The Determination Warrior (100 CP): A small child wearing a long-sleeve blue shirt with two purple stripes ended up suffering an accident while exploring a mountain and fell inside one of its caverns. But, instead of merely dying, they were summoned to an otherworld ruled by the twin sister of the Goddess of the World of Resurrection, whose power manifests as a slightly different, soul-based game system.

The task of the Warrior in this world wasn't merely to defeat the flower-like Demon Lord, but also to reconcile the two dominant races of this world and convince the King of the Monsters to stop collecting Human Souls in order to fuel his ascension into a Demon Lord. Despite being mostly a pacifist, the Determination Warrior was forced to kill some Monsters but still managed to fulfill both his missions and returned to Earth, only to discover way worse monsters are rampaging through South Korea. Currently, they decided to join forces with humanity but they still believe it's possible to calm down the rampaging Warriors.

Now, in terms of abilities, the Determination Warrior has some game-like abilities like an Inventory and weapons like a royal knife, but physically they aren't a threat to most Warriors, however, their biggest ability is the origin of their title. To support them on their tasks, the goddess granted him a lesser version of the Infinite Resurrection skill, one that only sends the user back to a set point in time and that requires the user to be determined to work, but, if the Warrior has enough determination to fuel it, it'll continuously regenerate them from nothing.

The Evolution Warrior (100 CP): In this Earth-like world, a meteorite carrying a mysterious virus fell into its atmosphere, but before landing, it shattered into numerous pieces, falling into all corners of the planet, which allowed the virus it carried to spread instantly through the air. A portion of the humans infected by it became zombie-like monsters while the rest resisted the initial mutations and started to evolve by cultivating the virus' energy, developing new superhuman abilities.

This is the world a high school boy was summoned to, where he became a hardened combat veteran after surviving for an year in this post-apocalyptic place. By the time he defeated the zombie Demon Lord, he had already evolved into an unique "Stage 5 Evolver" which granted him abilities like a city-ranged sensory range and an winged armor made of energy, as well as being capable of wielding a living sword that further enhances his power.

He spent his entire journey in the Evolution World looking forward to his encounter with his girlfriend, but he wasn't expecting to see that South Korea had also been turned into a post-apocalyptic country. Normally, he would side with the Restored Government to find his lover, but, fortunately, with your help, he already reunited with his girlfriend (with her also absorbing a portion of his viral energy and gaining minor psychic abilities) and both of them will now follow you along your Chain, taking just a single Companion Slot.

The Mutant Warrior (100 CP): Before becoming a Warrior, she was a normal high school girl with hair usually covering her face, but, when she first arrived in the otherworld, the nanomachines that were spread all over the planet's atmosphere turned her into a mutant, resulting in her gaining a new pair of regular arms while her original arms became oversized. This granted her superhuman physical condition in addition to the power to literally tear open reality itself by creating dimensional portals that can connect any two places or even be used in an offensive way, but such a power had a price.

Due to the random mutations, she became mentally unstable, having difficulty in differentiating reality from hallucinations, so, once she returned to Earth, she was completely detached from the current situation caused by the Nine Warriors, causing her to stay neutral and preferring to simply store "shiny" things in her personal pocket dimension. For some reason, she thinks that you're also "shiny", being her new favorite person, so this is why she decided to follow you.

The Instrumentality Warrior (100 CP): Hidden behind the scenes, there is a mysterious, religious group formed by influential individuals whose primary guide that established their philosophy is the teachings of another evil, old Faith Warrior. Their goal was to create a god (read it as Demon Lord) that would unify all the souls of humanity, so, to fulfill this project, a blue-haired girl was raised since her childhood to be their hollow puppet and, as they had access to information related to another Faith Demon Lord, they killed the girl in the exact moment needed to ensure she would be summoned as the Warrior of an alternative version of the Faith World. In the Faith World, she became the exact version of Faith Warrior they needed for their goal, but, fortunately, the Resurrection Warrior eliminated said group before she returned to Earth, so, when she came back, she was purposeless and decided to stick with you for some reason.

As the Faith Warrior, her abilities are pretty unconventional due to her puppet mentality, with her powers being different enough to the point many wouldn't identify her as an actual Faith Warrior but yes as another type of Warrior. First of all, while she still has a human form, her true form causes her skin to become pure white and she grows several fleshy wings, with her size increasing the more powerful she becomes and even a third eye may eventually appear in her head.

Her source of power isn't actually any particular faith, but, by using other people's doubts and desires to induce them to accept her "guidance", she can convert people into her "zealots", that is, dissolving their bodies and exposing their souls.

She is then able to absorb these souls into her "core", a red orb made of an exoteric form of matter that floats around her while summoned.

These souls are her true source of power, with she growing stronger the more souls she absorb, allowing her to create illusions, form energy barriers, shoot powerful beams, become intangible, create biological constructs, use large scale telekinesis, and force mundane people to dissolve into souls once she gets powerful enough. Lastly, she also has access to the same regeneration possessed by the regular Faith Warriors as she's still the same kind of inhuman being as them.

The Reaper Warrior (100 CP): A very irritable, long-haired Japanese delinquent was summoned to a world of demons and angels, where he became an immortal, inhuman being similar to the Faith Warriors with a superhuman physical condition, but whose powers actually come from a demon that was sealed inside his body, giving him horns and a tail as well as allowing him to shape its blueish demonic energy into weapons like swords. However, his world is a peculiar case among the rest of the otherworlds, as the local Demon Lord was actually the puppet of a demonic god that wanted to destroy this world to kill himself together with it. So, even if the Demon Lord was defeated, this demonic god managed to force the Reaper Warrior to fuse with another Reaper's demon, causing him to become tainted by it and easily manipulable.

Thanks to this demonic god's schemes, the Reaper Warrior returned to Earth with a goal in mind: killing enough humans to trigger his transformation into a new Demon Lord in order to serve his "master". He started his rampage in Japan but he swam all the way until arriving in South Korea to meet the Nine Warriors and, consequently, you. However, what he doesn't realize is that, if he keeps on his rampage, the one that will evolve into a Demon Lord won't be him but the demon inside him instead as he's currently brainwashed by it. So, unless someone helps him recover his regular mental state, he won't be able to actually turn into a Demon Lord.

The Devourer Demon Lord (200 CP): His otherworld was a regular, fantasy medieval world threatened by an eldritch Demon Lord, but the goddess of this world made a serious mistake when she summoned this generation's Warrior, as she summoned a psychopathic monster who, despite being a human from Earth, was already born with the special ability to change his body based on what he eats. And in this magical world, he found a lot of new fantasy species he could eat in order to gain their many unique traits and so he did, acquiring traits and abilities from species like orcs, trolls, sea serpents, hydras, ice dragons, dinosaur-like beasts, werewolves, slimes, ogres, lizardmen, and even colossal dragons.

While this Warrior fulfilled his duty of slaying the Demon Lord (even if just to get its eldritch traits and to come back to Earth), he definitely destroyed the normal order and engulfed this otherworld into chaos to the point of even gaining the nickname "Monster of Destruction". Furthermore, all the destruction and bad karma he accumulated resulted in him evolving into an actual Demon Lord right after he literally devoured the previous one, which caused him to develop an even stronger hunger for powerful beings.

Back to Earth, while he simply doesn't care about the rest of humanity due to considering them as lesser life forms, he discovered the existence of the other Warriors, considering them as interesting prey to devour and steal their abilities, but, for some reason, he decided to follow you instead.

The Demon Lord of Sadness (200 CP): Her otherworld was one of superheroes and supervillains similar to the Metamorphosis World, but with a lot more of Yuri. As the Demon Lord, this small, white-haired girl was her world's Big Bad Evil and the leader of the main villainous faction, being pretty childish and petty sometimes to the point of even putting the letter "x" in the middle of many sentences she says. Normally, while transformed into a giant mech, she would be defeated by the hands of the current Warrior and her loved one using the "power born from love", but things went differently this time. The Love Warrior wasn't able to stop her and the Demon Lord's destructive aura grew too powerful and, as a result, it damaged the reality too much to the point that her entire homeworld disappeared into nothing. However, instead of disappearing together with her world, the Demon Lord of Sadness ended up being teleported to Earth, but greatly weakened due to losing her giant mech form, keeping only her default dark powers that are similar to the ones displayed by the Metamorphosis Warrior. Initially, she wanted to follow again her "duty" of destroying humankind, but, due to the destruction of her world, her desire for destruction was replaced by a feeling of emptiness. Currently, the only thing she really wants is to be able to connect with someone, so this is where you enter, as she decided to follow you. Maybe you can help this little sad Demon Lord to follow a different path instead and give her a chance of also achieving the love she so much desired for. By the way, her type seems to be girls with big boobs.

The Demon Lord of the Divine Tree (200 CP): More than a thousand years ago, a celestial alien planted a Divine Tree on a certain otherworld in order to drain the planet and its population's life force, but, after a series of events, this celestial alien was killed by another of his species and his spiritual energy ended up being spreading across this world, with its residents unlocking a special form of magic using this energy as many of them basically became ninja-like wizards. On the other hand, the Divine Tree, without its master, grew uncontrollable and reverted to a mindless, ten-tailed gigantic form, attempting to directly drain the planet's energy by destroying its sentient population, so eventually it evolved into a Demon Lord and this world's first Warrior was summoned to defeat it. Once the ten-tailed beast was defeated by the first Warrior, it became a petrified tree and stayed like this for an entire century, when it returned to its monstrous form once again, starting the cycle. Many generations later, the current Divine Tree Warrior, using his space-time abilities granted by his special red eyes, was finally able to banish the Demon Lord of the Divine Tree once for all at the cost of his own life, but, what he didn't realize is that he sent the Demon Lord to Earth. Fortunately, it was summoned close to where you were, causing it to consider you as its new master and becoming absolutely loyal to you.

-Scenarios-

You can take as many scenarios as you want, as long as they aren't incompatible.

A Warrior's Epic Tale (Exclusive for Warriors, incompatible with Plague

Warrior): You were a mundane teenager living on Earth until, due to irrelevant circumstances, you ended up dying but, instead of being sent to some afterlife, you were summoned to another world and awakened as a Warrior.

Normally, you would already have your powers when you first arrive here, but, in this scenario, things are going to be different, as you'll actually be transported to the alternative version of the otherworld of your Warrior archetype and must defeat the local Demon Lord to be able to go to Earth and properly start your stay of ten years here.

However, to make this Scenario more of a challenge, during your journey in the otherworld to defeat the Demon Lord, you'll be reduced to only your BodyMod, basically losing access to anything you might have brought together with you from other jumps and even anything you acquired here.

Fortunately, you'll still have the potential to acquire all the powers granted by **The Warrior** perk through extensive training, but such training will take at least an entire year of adventures to prepare you for the final battle against the Demon Lord. If you also have taken the **Pinnacle of Strength** perk, you'll also have the potential to unlock its power, but it'll require even more training and effort on your part.

This scenario will only count as finished once you personally defeat the Demon Lord, but, if you manage to find a way to permanently kill/seal the Demon Lord, you'll receive an extra reward. At least, there is no time limit for how long your journey here might last and, during the duration of this scenario, death in this otherworld won't count as a Chain Failure, so dying will only result in you failing this scenario and being transported directly to the World of Void.

-Reward: Firstly, once you finally defeat the Demon Lord, you'll be able to return to Earth, arriving on the day you were supposed to first arrive here, no matter how long your journey in the otherworld was. As your first reward by saving your otherworld, you'll receive **+300 CP** to spend anywhere in this jump, effectively refunding the points you spend on your origin.

Furthermore, if you actually managed to permanently kill or contain the Demon Lord, thus removing the need of summoning new Warriors in the next generations, the **Otherworld** you saved will now follow you along your chain, becoming a pocket dimension or appearing somewhere adequate in future settings (like some safe planetary systems in the setting), with its population counting as your followers and being absolutely loyal to you due to you being the hero that permanently eliminated the threat of that living calamity that haunted them for so long.

The Perfect World (Exclusive for Warriors that are Plague Warriors): A crisis befall all worlds and all worlds summon a Warrior, but not all worlds are righteous nor do all worlds define righteousness in the same way. The world that the Plague Warriors are summoned to is the World of Perfection, inhabited by Perfect Beings that were practically comparable to the gods.

However, as time went on, they began to resent the peace and immortality they enjoyed. As they wanted their lives to be finite once more, they needed a human brimming with malice, ready to massacre their entire civilization, and, once such a powerful desire reached its zenith, they were able to summon a Warrior.

This is where you enter, as the Plague Warrior who was summoned to an alternative version of the World of Perfection, even if you're not an empty shell of a human, entirely devoid of sympathy, compassion, empathy, or mercy. But, unlike all other Warriors, you weren't tasked with defeating a Demon Lord but with bringing death to all the residents of the Perfect World that will effectively reset their civilization.

In a manner similar to the previous scenario, you'll also be reduced to your BodyMod and, over the period of a year, the god-like scientists of this world will painfully reconstruct and engineer your body into that of a living pandemic, effectively granting the powers of a Plague Warrior once this process is finished.

Once you're ready, there are two main ways to finish this Warrior's tale. The first bizarre and horrifying option is to give them what they desire from you: death, with this scenario counting as finished once you kill the last Perfect Being in this world. The second option is, if you don't want to kill every sentient being in this world, you might be able to find a way to return to Earth without needing to commit genocide by using the teleporters built by the Perfect Beings, but you might need to find where the World of Perfection's Demon Lord is currently sealed and kill it before fleeing, as the immutable laws probably won't let you leave this world without fulfilling your task as a Warrior, so killing the local Demon Lord might be a loophole that will allow you to escape.

Fortunately, there is a third route you might prefer to follow, which will grant you a bonus reward if you actually complete it, but it's a far more difficult mission. Instead of fleeing or killing everyone, you might try to find a way to help the residents of the Perfect World to lead with their "perfection" and make them stop being suicidal. You have more or less a year to convince them while they're still transforming you, but keep in mind they're already decided to die in one way or another, so you're going to need all of your psychology and manipulation skills to help them. Another possibility in this route is to find a way to turn them "imperfect", removing their stagnant condition and immortality.

-Reward: In the same way as the previous scenario, once you finally fulfill your mission here, you'll be able to return to Earth, arriving on the day you were supposed to first arrive here, no matter how long your "journey" in the World of Perfection was. As your first reward by saving the residents of the Perfect World, regardless of how you saved them, you'll receive **+300 CP** to spend anywhere in this jump, effectively refunding the points you spend on your origin.

Furthermore, if you managed to help them to give up being suicidal and to once again find joy and pleasure in life, as a thank you gift, the god-like scientists will once again upgrade your body in order to transform you into a **Perfect Being** yourself, which will also further enhance your abilities as the Plague Warrior with the boost being equivalent to one granted by the **Pinnacle of Strength** perk.

This boost will also stack with the aforementioned perk if you have also purchased it, turning you into an extremely powerful existence comparable to a Demon Lord born from a Warrior.

Redemption of a Demon Lord (Requires The Demon Lord perk): A mortal is able to ascend into a Demon Lord by accumulating bad karma and spreading destruction, however, while it never happened before, it's theoretically possible for Demon Lords like you to become mortal again by abandoning their missions of destruction and effectively redeeming themselves.

Regardless if this never happened before with any of the Demon Lords from the other worlds, this will now be your mission in this scenario. In order to achieve this redemption, you'll accumulate good karma by spreading good deeds in general like protecting the mundane people, healing wounds and diseases, building houses for the homeless, feeding the hungry, or even stopping threats like the rampaging Warriors.

To complete the scenario, you'll need to accumulate an amount of good karma comparable to the amount of bad karma needed to awaken a Demon Lord, that is, considering that Minsu Kim need to destroy South Korea, North Korea and a portion of China before meeting the requirements to ascend, you would need to do an equivalent amount of good deeds during your stay here, all while needing to suppress and control your destructive impulses due to your nature as a Demon Lord. Good luck, you're going to need it.

-Reward: Once you finally achieving this hard-earned redemption, you aren't turned back into a mortal but now you find yourself more in control over your Demon Lord's status, gaining the ability to switch between your regular form and Demon Lord form at will while still in this jump and the effects of the **Living Apocalypse** drawback will be neutralized. Additionally, as a **Redeemed Demon Lord**, you gain the ability to suppress any similar, possible mental effects/changes that would be caused by any ability/state/transformation you have access to. You can use the Elenium Type 95 Operation Orb without any worry about mental corruption that could turn you into a religious fanatic or develop a Kakuja as a Ghoul without losing your sanity for example.

The Broken Clock: The mastermind behind Minsu Kim's rampage and the one currently manipulating all the other fallen heroes is the Resurrection Warrior, Seongjun Lee, however, unlike the other rampaging Warriors, what corrupted him wasn't some tragic backstory, fatal flaw, or desire for power but infinite time.

During his journey in the otherworld, the Goddess of the Resurrection granted him the Infinite Resurrection skill to help him defeat the Demon Lord but, due to being careless and reckless, she didn't realized this blessing was actually a curse, as it trapped him into an infinite time loop that caused he to go back to when he returned to Earth every time he died, even if due to old age. This curse not only traps him but also holds the future of countless people around all worlds hostage, as Seongjun's lifespan is limited and he can't transfer his mind to a more durable body.

At first, he tried to bear the burden of infinite resurrection all by himself but in the end, mentally fatigued and unable to handle the weight of his situation alone, he came clean to the other Warriors but not even them were able to help breaking the time loop.

After **2150** resurrections, he began to experience the onset of a catastrophic heart attack, brought on by extreme stress, the moment he returned to the past. He spent 2,150 resurrections in a torturous loop, returning to his starting point and immediately dying of a heart attack every time, before managing to return to normal.

Way more than **10000** resurrections later, time stretched on, near infinite, but, after **13148** resurrections, he gave up being one of the good guys and started to join the side of the Nine Warriors in the Warrior War.

For over **14000** resurrections, he tried every possible death to see if something was able to permanently kill him but everything failed and, after **14611** resurrections, while he was already losing all hope, Seongjun remembered the goddess' words about his skill's weakness and started to plan how to create a Demon Lord. He decided he needed to create a Demon Lord before he completely lost his mind.

After **119930** resurrections, he was able to bring the Plague Warrior to the brink of turning into a Demon Lord. But no matter what he did to try and create a Demon Lord, in any shape or form, Minsu Kim would always stop them.

After **161503** resurrections, no matter how many times he resurrected himself and anticipated every single possibility, the difference in power between Minsu Kim and he was simply too great. He couldn't win against him. And if he doesn't win, Minsu Kim kills the Demon Lord he was in the process of creating.

As he experienced countless deaths by Minsu Kim's hand and his consciousness faded, Seongjun Lee reached the following conclusion: "If I can't win against Minsu Kim, what if I made Minsu Kim into a Demon Lord?"

This is how Seongjun Lee started his mission to forge Minsu Kim into the final weapon theoretically capable of killing him once and for all. Back to the present, Seongjun Lee already spent **374581** resurrections, over 150000 years, trying to fulfill this objective and, if the canon events happen, he will finally have success on turning Minsu Kim into the Demon Lord of the Void, but the cost will be too great for the entire multiverse, as the birth of a Demon Lord will cause Earth to lose its status as the World of Void and it'll make impossible for otherworlds to summon new Warriors.

Your mission in this scenario is simple: until the end of your stay here, you need to free Seongjun Lee from the infinite time loop caused by his power without creating another Demon Lord, thus ensuring that the World of Void will be able to continue to produce heroes to save otherworlds in the next generations.

Of course, this is a feat far easier said than done, as Seongjun already spent hundreds of thousands of years trying almost everything in order to nullify his ability and possibly achieve true death, as no human-made weapon or Warrior was able to surpass his immortality.

Fortunately, even without counting the abilities you acquired in other jumps, there is still a last option he never attempted: seek assistance from one of the goddess of the otherworlds, as he managed to enter in contact with any of them, so, if you were to have some way to go after the deities, they might be able to do something about the Infinite Resurrection skill due to its nature as a divine blessing.

Alternatively, instead of giving him death or removing his cheat skill, you can instead try to give him biological immortality, as the other factor that created this time loop is that Seongjun Lee is unable to extend his lifespan so he's bound to always die of old age, which results in him coming back to point when he returned to Earth.

-Reward: After Seongjun Lee is finally free from the infinite time loop and time can move forward once more, it will be time for you to collect your reward. As the reward for breaking this "Groundhog Day" Loop, you receive the unique perk, **Loopbreaker**. Its first benefit is to keep your memories unaltered, regardless of any changes in the timeline like the ones caused by alterations in the past or by time rewinding abilities. Furthermore, you'll also sense every time you're in a time loop and will innately have a general idea of what is causing said loop and what is the best way to break or even maintain it if you want to.

Additionally, if you managed to break the time loop without needing to kill **Seongjun Lee**, he'll be eternally grateful for you and will decide to follow you along your Chain, allowing you to take him as your Companion for free. By the way, he might ask you to also take Somin Jeon as your Companion because he still loves his "wife" even after so much time, but you won't be forced if you don't want to.

The Happy Ending: The Resurrection Warrior, Seongjun Lee, once managed to make the best possible timeline, one where the heroic Warriors saved the world and he convinced all the villains to turn over a new leaf. Even so, he buried this timeline and returned to the hell he had created.

Even if this best possible future isn't achievable anymore by the time you arrive here, your quest in this scenario will be to repeat Seongjun's feat of redeeming all the rampaging 9-Warriors by helping them to deal with their individual problems and traumas, as well as ensuring them and the remaining heroic Warriors (including the ones of the old generation if you also want to save them) will survive until the end of your stay here.

Of course, this is going to be a very complicated task, even more considering that the Nine Warriors have been in their path of destruction for over a year and already have gotten pretty used to violence at this point. Furthermore, if you have taken the **Season 0** toggle, then you'll have the chance to talk down the villains before they start their rampages and you'll also have the opportunity to save all the Warriors that originally would die in battle. This also means you'll need to talk down the Plague Warrior who, despite being a genocidal psychopath, surprisingly isn't unredeemable.

Lastly, your biggest challenge will be convincing Seongjun Lee to at least let you save all the Warriors in this timeline, as, while you don't need to redeem him in this scenario (as saving him is another entirely separated scenario), he will still be willing to simply reset the timeline everytime you redeem one of his important pawns. Good luck, you're going to need it on this herculean task.

-Reward: As your reward for turning this hellish timeline into a happier one, you'll be able to bring all the Warriors (both the former villains and the heroes) you helped and potentially redeemed as your **Companions** without needing to spend any extra points if they wish to follow you along your Chain, with them taking a single Companion Slot unless you import them as individual Companions in future jumps. Additionally, as a bonus gift to reward you for your effort, you'll receive **+300 CP** to spend anywhere in this jump.

Demonic Ascension: In the same way as Warriors don't receive their extraordinary powers from nothing, Demon Lords in their first incarnations aren't born like this, as they were once mortals that managed to fulfill all the needed requirements for ascension into such accursed existences.

While you could simply acquire the status and power of a Demon Lord without needing to go through the ascension process by purchasing a certain perk, in this scenario, you'll need to become a Demon Lord through the hard way by fulfilling the three requirements. Furthermore, even if you had purchased **The Demon Lord** perk, it'll be blocked for the duration of this scenario.

In summary, you'll need to successfully complete the following requirements before the end of your stay here: spread enough destruction, accumulate enough bad karma (like destroying more than an entire country by yourself) and, once the other requirements are fulfilled, you'll need to through some trigger event (like a mental breakdown or some metamorphosis process) to start the transformation into a new Demon Lord.

However, in addition to needing to face the authorities and the heroes, don't expect for Seongjun Lee to support your evolution into a Demon Lord as he'll probably attempt to eliminate you as soon as possible or use you as a sacrificial card if needed, after all, his plan is to make Minsu Kim the Demon Lord of Void, not you. So, from his point of view, the destruction and chaos you're spreading is robbing Minsu Kim of the bad karma he needed to earn by himself.

This scenario will count as completed once you successfully become a Demon Lord. Now go ahead and start your rampage.

-Reward: As you complete your transformation, you'll ascend into a **Demon Lord**, thus gaining all the benefits and harms mentioned in the perk.

However, if you already have **The Demon Lord** perk, then it'll be boosted thanks to all the negative karma you accumulated even if you don't have the Capstone Booster and you'll evolve into a **Awakened Demon Lord**.

Finally, if you already have **The Demon Lord** and **The Hero of the Sword** perks, then your status as a Demon Lord will be further enhanced to a whole new level, turning you into a **True Devil King/Queen**. In addition to your Demon Lord form gaining actual demonic features like horns, claws, dark marks, and even wings, you'll become the very antithesis of a Warrior.

While you'll still be resistant only to non-Warrior methods of attack, now Warriors and other similar Chosen Heroes will be considerably more vulnerable to your attacks, with your attacks hitting them harder than normally and you being able to bypass their absolute defenses and plot armors with your regular attacks.

Lastly, regardless of your current status as a Demon Lord, as you won't be bound to this world due to being a Jumper, Earth will still keep its status as the World of Void, that is, if you don't destroy it completely.

-Drawbacks-

There is no drawback limit, take as many as you think you can handle.
Remember the rule: Drawbacks always override perks.



So My Next Opponent is a Worm and a Stick Figure? (+50 CP): You might even be a being of overwhelming power, but, no matter how powerful you are, you're absurdly terrible at drawing, to the point of basically anyone will make fun of you if they see your "artworks". To make things worse, fate will ensure you'll need to draw at some point of your stay here and other people will see it.

Extended Stay (Varies): For every purchase of this drawback, the time you'll need to stay in this jump will be increased by 10 years, gaining +100 CP for each extra decade, for a total of 110 years, which will grant you +1000 CP and will ensure you'll stay here for the next generation of Warriors, that is, if Earth keeps its status as the World of Void. Just remember that this world (and the entire local multiverse) is currently stuck in a time loop due to the Resurrection Warrior, so, depending on how much you extend your stay here, you'll need to find a way to break the time loop in order to go to the next jump.

Season 0 (Free): By taking this toggle, instead of arriving at the same moment as Jeongsu returns to Earth, you'll arrive earlier in this world, more precisely around a year ago. Basically, you'll arrive at the exact same moment as Minsu Kim began his rampage in Gangseo District and around two weeks before the appearance of the rest of the Nine Warriors. At this point, South Korea is still far from being destroyed and the heroic Warriors haven't been defeated yet, so you'll have the most opportunities to fix things before everything goes wrong.

However, Seongjun Lee will be at his most active during this first year so he'll be far more willing to attempt to eliminate you or to simply reset the timeline if you change things too much. Keep in mind that Seongjun Lee is arguably the one of the two most dangerous adversaries you could have in this world, as the only being he wasn't able to defeat was Minsu Kim himself. Good luck, you'll need it.

Reversed Script (Free): By taking this toggle, the alignment and morality of every Warrior, both the current ones and the old generation Warriors, will be flipped, with those that would have sided with Order will instead side with Chaos and vice versa. The only Warriors that won't be affected by this toggle are Minsu Kim, Jeongsu Park, and Seongjun Lee due to them being too influential and, if their morality were flipped, the events would be altered too much.

Furthermore, the roles and conditions of the Warriors will also be switched, like how the Warriors allied with humanity will instead join the Nine Warriors while the Warriors that would have been on the side of the Axis during World War 2 will have been on the side of the Allies instead. Even Saint Damien and the Plague Warrior of the 14th century will also switch their roles for example.

This also means that some Warriors that should have died by the time you arrived in this world will be alive instead of others, like how the evil version of the Shield Warrior will still be alive and have her own territory in South Korea while the good version of Hana Baek will have died fighting Minsu Kim.

Some Warriors will also have their abilities altered, like how the evil Verdant Warrior will use a loophole in his abilities to hurt others using his healing power and the evil Shield Warrior won't need to protect innocents to fuel her abilities.

Living Apocalypse (Exclusive and Mandatory with The Demon Lord perk):

Typically, a Demon Lord desires the complete destruction and slaughter of their world and its sentient life and you, as Demon Lord, are no exception. You'll have a compulsive desire to spread destruction around the world, as well as having a desire to demonstrate your power whenever possible. It's not impossible to resist and contain this impulse, but it'll feel horrible for you, as you'll feel as if you were dying if you don't explode and spread destruction and death.

Alternatively, you could try to focus your desire to destroy the world and kill all of its sentient life into a different mission, like seeking the destruction of the normal order of the world instead of committing omnicide, but you'll still want to cause disasters wherever you go.

Marks of the War (+100 CP - Can be taken up to four times): It's actually pretty normal for grievous wounds in a world like this to end up causing people to lose limbs due to not treating them in time. Even the Warriors can't always get out of battles completely intact. Apparently, you've already suffered from this. You're missing one of your limbs, be it one of your arms or legs, which you can't grow back no matter which abilities you or your allies might have. This drawback can be taken multiple times, one for each one of your limbs, rewarding you with +400 CP if you sacrifice both of your arms and legs.

Juvenile Delinquent (+100 CP - Incompatible with The Tenth Terrorist): You have made some bad choices in your youth and, as a result, you have a pretty extensive criminal record, with several counts of theft, assault, driving without a license, among other minor crimes. While you have already answered all these charges and owe nothing more to justice, the authorities of whatever country you're in will be aware of your record and you'll be mistrusted by them, so, if you're a Warrior yourself, it's highly probable you might be considered a rampaging terrorist if you act without prior consultation.

No Place In Society (+100 CP): You arrived in this world and what do you have here? Nothing. You have no family. You have no money. You have no education. You have no social status. You have no pre-existing allies. In this place, "you" basically don't exist, at least socially.

In a few words, you have no social life and no backstory on Earth or in any of the otherworlds, essentially being forced to be a Drop In, even if you have perks and/or items that would help you to have connections on each world you arrive at and that would grant you resources like money for example.

Stupid Governments (+200 CP): From Minsu Kim's rampage and until present time, the military and the government had continued to make misjudgments. This chain of misjudgements, which started from the reckless and whimsical Jin Yoo-Sung, led to Operation Arena, where valuable heroes were discarded as garbage, which in turn led to the demise of the allied forces. Meanwhile, once the failure of the operations led by the United Nations, the rest of the world's governments stayed mostly neutral in order to keep their positions in the global scenario, with only the U.S. at least giving resources to the Restored Government. However, once things started to get worse and the pathetic higher ups were eliminated, the government officials began to listen to the voice of reason and make the right decisions, but, by taking this drawback, things won't change no matter how close the world is to its end.

The governments all around the world, as well as other similar international organizations like the United Nations, will keep making dumb decisions in the name of their sovereignties and for some greater "good" in the big picture, but which will only make things worse in the end. Unless you directly put your closest allies, like your followers or Companions, as the heads of the governments, the governments will fall before they start actually helping to save the world.

Alternatively, if you're an enemy to the world, like by being affiliated with **Chaos**, instead of the government being even more incompetent, they'll be now far more competent than before, with all those old farts that are at the top being demoted in order to new, way more qualified people to be promoted to leadership positions. The governments will also be far more willing to act together with the heroic Warriors instead of seeing them as potential threats.

Poisoned Veins (+200 CP): In a manner similar to the Martial Arts Warrior, Jiseong Cheon, you've been poisoned with a special toxin taken from the body of a Demon Lord. As a result, your blood vessels are now contaminated and can be seen as green through your skin. While you won't die from this poison, it still caused damage to your body and ended up weakening you by greatly reducing your physical stamina. Furthermore, as it's the poison of a Demon Lord, nothing, not even an Elixir of Miracle, will be able to heal you from it during your stay here.

ONE LAST LIFE, NO REGRETS (+200 CP): The Infinite Resurrection skill is truly a cheat skill, but it's also a mockery to the sanctity of life as it induces the user to treat their own lives as disposable and meant to only serve as fuel for the next attempt. However, in order to show you more of how precious each one of your lives are, you're going to only have a single life here, with no possibilities of second chances. Basically, you'll lose access to any perks, items and skills related to resurrections, 1-up bonuses, time rewind powers, or any other type of death cheating abilities you might have, regardless if they were purchased here or in any other jump. You're going to live only once here, so live without regrets and good luck.

Figment of Your Imagination (+200 CP): While you might not be schizophrenic, the traumas you suffered left a deep wound on your mind, resulting in you seeing your loved ones and/or those you hate as twisted hallucinations that will haunt you a few times daily. These hallucinations will mock you, tormenting you every time they appear and trying to make you give up from everything. They will keep appearing even if you know they're just hallucinations and, if you're in a particularly stressful day, you'll instead see other people as if they were the people you usually hallucinate with. No matter what you do, you can't escape from these hallucinations, after all, they're just figments of your imagination.

The Tenth Terrorist (+300 CP): Even if you haven't joined the cause of the Nine Warriors, due to some reason, you've been designated as a terrorist on the same level of Minsu Kim and the other rampaging Warriors by the world government. This way, you're now a villain in the eyes of the world and an enemy of humankind. If you're in South Korea, you'll be a prime target of several attacks from the Restored Government's forces that use guerrilla warfare tactics, but, even if you're in another country, the other governments will still attack you regardless if you're really affiliated with the Nine Warriors or not. It's not impossible for you to convince you're on their side instead of the side of the terrorists, but it'll require a lot of effort from your part as most would attack you before hearing anything you have to say.

O, What a Tragic Comedy of Errors! (+300 CP): Fate seems to be a jokester when it comes to you. You seem to be a true magnet when it comes to misunderstandings of various different natures. Unfortunately, almost every one of these terrible misunderstandings won't be harmless, like the government classifying you as a rampaging Warrior just because you looked monstrous, a Warrior thinking you killed his grandmother because you appeared in his home right after he found her corpse, or a group of otherworlders arriving on Earth at the wrong moment and mistaking you for a Demon Lord. You'll need to work hard in order to solve each one of these misunderstandings. On the good side, they won't be too common, but you should still expect at least a few serious ones to happen each year until the end of your stay here.

A Greater Multiverse (+300 CP): Jumper, you might have visited several universes before this one, where you might have been a hero, a villain, something in-between, or simply an overpowered stranger. Regardless of your role there, an alternative version of each world you have visited before is now part of this local multiverse and, unfortunately, a terrible crisis has befallen in all of them.

In the same way as happened with the rest of the otherworlds, in each one of these worlds/universes, a Demon Lord appropriated to each setting was born (or some being appropriated to this role ascended to become a Demon Lord), being as powerful as the strongest beings present there that aren't explicitly gods and/or transcendental entities while having as the benefits of being Demon Lords.

Fortunately, more teenagers from the World of Void were summoned to become Warriors, gaining powers and gear related to their respective worlds and managing to defeat them, but, once you arrive on Earth, they'll start coming back.

These new Warriors, while they won't actively target you by default, will be complete wild cards, as like the original ones, some of them might decide to protect Earth and humankind while others will choose to join the side of Chaos and the Nine Warriors. Essentially, by taking this drawback, the danger level of this setting will increase considerably due to the presence of new, potentially more powerful Warriors.

Restricted by the Law (+300 CP): All Warriors are subject to the immutable laws of all worlds, from the very moment they defeat their Demon Lord, they can no longer develop their skills and cease to become more powerful. Unfortunately, such laws now affect you too, even if you aren't a Warrior. During your stay here, you'll be unable to get stronger and your skills can't become better, no matter how much you train. Fortunately, you can still wield better gear and weapons to compensate for your inability to get more powerful. Lastly, while you can become more powerful by absorbing alternative sources of power, like the blood of a Demon Lord, this will be only temporary and will still put a lot of strain on your body.

Demonic Incursion (+400 CP): A particularly resourceful and powerful Demon Lord, tired of always being defeated by the summoned Warriors, figured out where these heroes come from and, through a loophole in the immutable laws, used a ritual to allow the Demon Lords to eventually be summoned to Earth instead.

In a year from now, the Demon Lords from all the otherworlds will be revived and summoned to Earth in order to destroy the World of Void and thus get rid of any potential Warriors that could be summoned in the future.

While each one of these Demon Lords will be at least slightly weaker than their respective hero, most of them will still be as strong as the average Warrior, with the Demon Lord of Sword being probably as powerful as the strongest Warriors with the only exception being Minsu Kim and maybe Jeongsu Park.

To make things worse, it'll be impossible to convince any of them to abandon their quest of destruction as they're wholly immune to the power of speech due to most of them being mindless monsters or inhuman creatures, so their invasion on Earth will

only stop once all of them are defeated or once Earth together with all of its inhabitants (including you in this case) is destroyed.

Furthermore, if you have also taken the **A Greater Multiverse** drawback, then the extra Demon Lords from the alternative versions of the worlds you visited will also be revived and summoned to Earth in their peak of power. Depending on which worlds you have visited, then this drawback will become far more dangerous than before. Good luck, you're going to need it.

Suppressed by the Law (+400 CP): There are immutable laws common to all worlds that all beings are subject to and you, my friend, aren't an exception. Apparently, in order to keep the balance between all worlds in this local multiverse, these laws suppress things from beyond it. While they haven't prevented your entrance into this universe, you've been reduced to just your BodyMod, with all of your out-of-jump perks, powers and abilities having been removed until the end of your stay here. This also affects any of your existing Companions, restricting them to their original power. Fortunately, you still maintain anything purchased from this jump.

Starting With Nothing in a New World (+400 CP): Feeling confident enough in your abilities to be willing to relinquish your possessions in order to attain greater power? If you take this drawback, it means you are. While you keep any item purchased from this jump, none of your out-of-jump items will enter this jump with you and will be preserved far away from your range until the jump is completed. This even extends to your followers (which many times are considered as part of items) and your Warehouse, which you won't be able to access.

Mandatory Individualism (+400 CP): So, you're willing to abandon your own closest allies for the duration of your stay here in order to achieve greater heights, then show me how far you'll improve yourself by sacrificing others for your own gain. While you can still take Companions in this jump, you can't bring any of your existing Companions and followers into this jump, as you'll enter this world on your own, without your allies' support.

The Living Corpse (+400 CP): Regardless if you had a terrible accident or if this happened during a previous battle, you were almost burned to death, which caused third-degree burns all over your entire body and left you partially paralyzed. The medics managed to barely keep you alive, however, as they couldn't use extensive skin grafts to treat you, you're being kept in unending agony to the point of the excruciating pain you're feeling making it hard for you to stay lucid. You would need a cocktail of heavy painkillers, antibiotics, and stimulants to help you to move normally for a few minutes, but such a dosage would liquefy the liver and kidneys of a regular person. In addition to the high level of background pain even when you're resting, your body can no longer regulate its own temperature after your burns melted away your sweat glands.

Lastly, the only silver linings of your condition are that you don't need to worry about infection, so you won't need to stay in a sterile environment, and that you won't die from this, but expect the next decade to be one of constant agony.

The Jumper Warrior (+400 CP): As I said in another jump, your arrival here is a highly energetic event that some very powerful beings could sense if your Benefactor didn't mask its interference. Unfortunately, even if she masked its interference, it didn't prevent the immutable laws of all worlds from reacting to your presence here. In a similar way as a Warrior from the World of Void is summoned to counter a Demon Lord, a random person from one of the otherworlds was chosen as a Warrior and, in a few weeks from now, will be summoned to Earth in order to destroy you, my friend. Much like other Warriors, once this one arrives on Earth, they'll be already strengthened, having powers and relics that make them slightly stronger than you and with each of their abilities being specially tailored to be opposite or to counter your own abilities and items, as well as having around one year of experience of wielding such power. In the same way as a Demon Lord can never negotiate with their Warrior, it's also impossible for you to try to negotiate with this "Jumper Warrior" and, as their morality will be mostly neutral, they won't have a problem with destroying anyone and anything that tries to help you.

The Demon of Resurrection (+400 CP): In many different timelines, Minsu Kim ended up repenting for his crimes or killing himself due to not resisting the guilt, but, in one of them, things have gone wrong. In a certain previous timeline, due to Minsu Kim abandoning his rampage after his fight with Sun-Hwa Yoo, Seongjun Lee suffered a mental breakdown and decided to become a Demon Lord by himself, hoping that a Warrior would be able to permanently kill him this way.

While he failed in all of his previous attempts, with Minsu Kim being imprisoned and unmotivated to fight, he managed to ascend into a Demon Lord this time but, as a consequence, his mind was warped, resulting in him finding another way of freeing the rest of the world from the time loop: by killing everyone.

Seongjun Lee as a Demon Lord almost succeeded in this quest but he was stopped by a Minsu Kim that had made a final deal with the goddess Seraphine. While Minsu Kim wasn't able to kill him permanently due to abandoning his Warrior status to become something else in the same way as Ivan did, he was still able to force Seongjun to reset the timeline.

However, even after resetting the timeline and becoming a Warrior again, Seongjun's mind was still warped and he retained his Demon Lord's omniscient mentality so, instead of desiring to forge Minsu Kim into a final weapon to permanently kill him, he's now planning to turn the Sword Warrior into the ultimate weapon to destroy all of humankind, Earth and even the otherworlds if possible.

While his actions at the start will be more or less the same as originally, he won't do any action to stop Minsu Kim once he becomes a Demon Lord and won't try to turn Jeongsu into the Warriors' Warrior. Instead, he'll actively try to eliminate everyone

with some chance of stopping the Demon Lord of Void, all in order to ensure the end of humankind.

Furthermore, even if you're against humankind, Seongjun will still go against you at some point to "free" you from the time loop. Good luck, you're going to need it.

-Ending-

Go Home: Return to your home, with everything you gained until now.

Stay Here: Continue in the world of The Warrior Returns/The Hero Has Returned, ending your chain.

Move On: Go to the next jump and continue your adventure.

-Capstone Boosted Perks-

Pseudo-Warrior → The War Hero: The Warriors with their overwhelming power are able to lay waste to entire armies with ease and to change the tides of a war by themselves, with things like war tactics and strategies being basically insignificant when facing such beings.

Fortunately, as the military genius behind the “pseudo-Warrior” formed by the army, such beings and other similar threats spark your ingenuity and creativity, boosting your planning skills as well as allowing you to quickly take stock of the situation and use all the available information related to said threats to develop precise plans and countermeasures to lead and even potentially defeat them.

Additionally, developing such plans and countermeasures will take only a fraction of the time they would normally take and they’ll be far more accurate without the risk of you underestimating your enemies as long as the information you have about them is correct and accurate.

Furthermore, even when defeating beings with such overwhelming powers isn’t possible, you’re always able to develop effective plans to buy as much time as possible for those that have an actual chance of victory.

As a final bonus, when you’re directly leading your troops, your loyal soldiers will be completely fearless in combat, to the point where they won’t care if they live or die under your orders.

Relic Gatherer → Relic Collector: Originally, you would only be able to acquire a relic from each being you killed, however, as this ability was enhanced, you’ll now also be able to acquire a relic if you personally defeat a being with supernatural powers, without needing to kill them if you don’t want to. These relics will also immediately appear in your Warehouse once you defeat them, without you needing to go after them. However, the relics you acquired this way are weaker as they’ll contain a smaller amount of said being’s power.

For example, if you were to kill the Exorcist Warrior, you would acquire his hammer and nails imbued with his ability to summon spectral chains, however, if you only defeat him personally, you’ would instead only receive a single metallic chain that can be used as a weapon and has the same properties of his sealing chains. Lastly, nothing prevents you from acquiring both types of relics from the same being on different occasions.

The Great Summoner → Traveller of Worlds: You were one of the summoners responsible for bringing the chosen Warrior to your homeworld, so you always had the curiosity to visit the world of the heroes. To fulfill this goal, you have extensively studied your world's summoning rituals and perfected them, allowing you to properly open stable, door-sized portals between worlds and dimensions within the local multiverse. However, while you don't need any specific ritual to open these portals, each portal will consume a lot of magical energy to stay open, so, with the magic reserves granted by the **Magical Class** perk, you would only be able to keep them open for a few seconds before getting exhausted. Lastly, portals to more "distant" and/or isolated universes and dimensions require more energy.

Maker of Heroes → Maker of Warriors: In truth, you aren't "just" a legendary mentor, but, back to your home world, you were one of the responsible for personally training the Warrior summoned to your world and turning them into the powerful hero that would be able to defeat the local Demon Lord.

Thanks to your role, you have acquired the knowledge related to the methods used to grant the power system of a Warrior's archetype of your choice to other people, essentially turning them into Warrior-like beings. While these pseudo-Warriors will usually be only as strong as top ranked adventurers like Minsu Kim's teammates, some might actually have the potential to grow far stronger than this and might even surpass actual Warriors, even more if they already had their own supernatural abilities before. You also gain the knowledge of how to create (and maybe even modify with further research and experimentation) most of the Warriors' gear, like the Sword Warrior's legendary sword or the Demon Hammer Chronos.

Going on, the exact details about these methods and which abilities you'll be able to grant others will depend on which archetype you pick.

If you pick the Shield Warrior, you'll be able to create their knight technology, while, if you pick the Faith Warrior, you'll gain access to the ritual to turn people into the same kind of inhuman beings capable of using faith as power.

Another good example is the Exorcist Warrior, which will allow you to learn the special training methods to teach other people to draw efficiency within their limits, basically granting them the ability to do superhuman feats while focused.

However, there are two special cases among the Warriors' archetypes.

First, if you pick the Transformation Warrior, you'll acquire all the needed knowledge to replicate the Transformation World's mind transfer technology and their basic android bodies even using Earth's current technology, but you won't acquire the rest of their advanced technology through this perk.

Second, you won't be able to choose the Plague Warrior, as the methods to create them are special and you'll need another perk to acquire them.



The Perfect Being → The Perfect Creator: At the end of their infinite progress, the people of the World of Perfection were practically comparable to gods, as they achieved scientific advancements far beyond any other world, including Earth itself. However, the area where these Perfect Beings truly shined was when it comes to genetic engineering, as their cutting-edge techniques in biotechnology allowed them to shape living beings as they wanted within the “limits” of logic.

Apparently, you were one of the god-like scientists from the World of Perfection before coming to Earth, as you’re a true specialist when it comes to their genetic engineering techniques, which not only gives you the knowledge of how easily grant the biological traits of a living being to other, but also allow you to create beings like the Plague Warriors themselves, which were humans before being turned into a lifeform which is closer to a living plague than anything else.

Of course, as the living plagues you create won’t have the status of a Warrior, their ability to evolve will be far more limited, but they’ll still have most of this archetype’s abilities such as their plague creation and biomass absorption.

Even using the cutting-edge techniques in biotechnology of the World of Perfection, the process of turning a living being like a human into a living plague takes an entire year and, unless you slow down this process even more, it’ll be incredibly painful. Lastly, despite your god-like skill in genetic engineering capable of even creating living pandemics, you still won’t be able to grant “perfection” to other beings.

Pinnacle of Strength → The Strongest Warrior: While Belgis definitely surpassed the pinnacle of power of the Faith World, the real reason of why he was deemed the strongest Warrior of the 20th century is that he has the ability to start a war with his own power alone, but only due to his ability to turn others into weapons of war but mainly due to his broken ability of converting anyone affected by his words into his zealots, even if he were only telling lies.

On the other hand, the strongest Warrior of the 21st century, Minsu Kim, in addition of having the most impressive stats of all the Warriors in history, also has a similarly broken ability to release an extremely powerful shockwave that destroys everything in a massive radius, allowing him to easily annihilate entire city blocks with just a single swing of his sword.

In a similar manner, while you're no more powerful when it comes to raw strength than before, one of your Archetype's abilities (or a new, thematically related ability) is absurdly powerful/useful and broken, just like Belgis' first ability. A Golem Warrior could have the ability to create a legion of humanoid constructs capable of fighting wars, a Verdant Warrior's healing could be enhanced to be capable of resurrecting the recently dead back to their full health, a Wizard Warrior could have an ultimate destructive spell that surpasses the Light of Creation, an Exorcist Warrior's sealing technique could be enhanced to be similar to Saint Damien's sealing ability, or an Iron Arm Warrior's unique power could be something more powerful and complex like light control or gravity manipulation.

Alternatively, instead of an overpowered ability, you could have some overpowered equipment instead, like how the Warriors from technologically advanced worlds could have brought some futuristic weapon of mass destruction with them.

Faith, Hope and Love → To Be Human: It's pretty common for those that have lost themselves for revenge and violence to end up becoming devoid of humanity, be it metaphorically and/or literally. Fortunately, you're also talented in helping others in gradually becoming more human in both their minds and hearts, if this is what they wish for, such as an advanced, unfeeling A.I. could evolve and gain the capacity to feel emotions thanks to your mere presence and company.

Furthermore, you're also talented in using your available abilities and skills to grant humanity to others physically, like transferring someone's mind into an empty human body, using genetic engineering to turn others into humans, or even simply grant them human forms if you have access to some powerful reality bending abilities.

Wild Burning Heart → True Hero King/Queen: Once per jump or decade, during times of distress and need, when you kindle the flames of your heart and focus your determination, you're able to enter in a super mode that is literally powered by your willpower. By activating this super mode, all of your wounds will be healed and even toxins and infections will be removed, with your energy reserves becoming near limitless to match your determination and your power being increased by several times while transformed. Lastly, you'll be able to stay transformed in this super mode for up to an hour before exhausting yourself and being forced to return to normal.

The Goddess' Power → Divine Monster: The god that blessed you took a liking for you due to you being such a special being and decided to grant you a spark of their divinity, causing your monstrous transformation to evolve into an existence akin to a divine beast. While this spark of divinity is far from enough to make you achieve apotheosis and won't make you directly stronger, it grants you a single, unique, godlike ability related to said god's domain.

Using the Witch of the Snow again as an example, considering that her authority over ice is so powerful that it allows her to literally stop time by "freezing" it, if Ivan as a Lich King were to receive a spark of her divinity, he would gain the ability to stop time for a few minutes. Furthermore, Yggdrasil's authority over life could give you the ability to resurrect the dead and the goddess of the Faith World's authority would give the ability to use the Faith Warrior's stronger miracles without needing to consume faith.

Regardless of the deity who blessed you, this unique ability will always be extremely powerful and useful, but it will consume a lot of energy to utilize and you'll only be able to use it a few times per day at best before fully exhausting yourself.

The Demon Lord → Awakened Demon Lord: Through an unprecedented carnage and trail of destruction that only a being like Minsu Kim will soon commit, you've fully awakened as Demon Lord, further unlocking all of your abilities as a living calamity. While you haven't actually become more powerful when it comes to raw strength, the first ability you awakened is the ability to bring death to immortals, allowing you to bypass their death cheating abilities (like Deadpool's immortality, a Demon Lord's slow resurrection and Seongjun Lee's time rewind) as long as you're strong enough to actually defeat and kill them.

Your second ability is a special type of Observation Eyes, represented by pentagram marks appearing on your eyes, which allow you to remotely visualize things in a range of several kilometers and also to sense the aura of nearby Warriors or other superpowered beings.

Your third and last ability is the ability to resurrect. As an existence closer to a catastrophic curse than a mere being, every time you're killed and you're out of 1-up bonuses, your soul and demonic power will regroup in some distant, safe place and very slowly recover your body and mind. Eventually, after a hundred years, you'll be fully recovered and will be able to return to life, but this time slightly stronger than before, however, the time you spent recovering won't count towards the years you need to spend on a jump. Unfortunately, this resurrection process isn't flawless as, if your soul and/or demonic power are also destroyed or if you're destroyed by someone while you're still recovering, you'll die permanently.

The Warrior of All Warriors → The Hero of all Heroes: After realizing you share the very same special factor possessed by Minsu Kim, Seongjun changed his mind and decided to raise you as the card that will slay the Demon Lord of Void, with Jeongsu being the backup plan now. After an intensive training, you're now a full-fledged Warriors' Warrior, making you into a really powerful existence and giving you enough raw strength to put you at least on par with the strongest Warriors, as you could literally raze an entire island with a basic display of power. Furthermore, all of your **Archetypes** have been seamlessly merged in the best possible way in order to each one enhance the others and to maximize their potential abilities and combos. Your similar weapons will fuse in a single one, you'll gain the ability to freely switch between different weapons, your armors will mix in a single one, your unique abilities can be combined in merged attacks, and even your contrasting physiologies will be combined to turn you into the best possible hybrid. Additionally, you also receive the needed experience to properly use your other six Archetypes' abilities, on par with the experience the actual Warriors of those Archetypes would have after defeating their respective Demon Lords.

Despair Event Horizon → The Mastermind Behind the Calamity: In order to turn Minsu Kim into the final weapon to finally break the time loop once for all, it wasn't enough for Seongjun Lee merely manipulate and corrupt him from behind the scenes, but he also needed to eliminate all the futures in which Minsu Kim repents for everything he's done or where he chooses to simply end his own life, ensuring that Minsu would end up becoming an unredeemable Demon Lord eventually. As you probably don't have the ability to reset the timeline and attempt again when your targets are redeemed, by choosing a specific individual at the beginning of each jump as your prime target for corruption, you'll have an innate intuition for every needed requirement and step to corrupt them, as well as also allowing you to detect every possibility of redemption and guide you to prune said possibilities, this way ensuring that you'll know how to turn them into an unredeemable monster that is extremely susceptible to your suggestions and orders. Post-Spark, you can set a new target every time the previous one was fully corrupted.

-Notes-

1. If you're an **Old Generation Warrior**, unless you're a Drop In, you probably had some involvement in the World War II and people like Marie and Ivan will recognize you, regardless of which side you're affiliated with;
2. If you're a human **Old Generation Warrior**, you can choose if you're already old or if you're still biologically young due to some blessing you received in the other world that extended your lifespan;
3. The **Counter-Warrior Preparations** perk only affect the time that it takes to make preparations, so this doesn't affect things like the time that it takes to finish a training or the development of a new technology for example;
4. Both Yerin Ma and Yuseong Jin are known as Magic Warriors, however the former is actually a magical girl while the later is a wizard, so, for the sake of this jump, I will keep referring to her as Magic Warrior while I'll call him the Wizard Warrior;
5. Some examples of how the **Outside the Box** perk interact with certain power systems are:
 - Using Jujutsu Kaisen's Cursed Energy, you would not only be able to do feats that only are only available for the most talented Sorcerers like Sukuna but also feats never seen before, like creating an Open Barrier Domain, easily altering the configurations of your Domain Expansion, using Black Flash almost always you want, using Reverse Cursed Energy on others with no loss of efficiency, easily being able to make and undo Binding Vows, or even copying Cursed Techniques by consciously altering your energy's properties;
 - Using the Owl House's Glyph Magic, in addition to being able to make complex glyph combos, you would also be able to stack glyphs on top of each other, strengthening/merging their effects instead of causing the spell to go wrong like how happened when Luz tried to do this;
 - If you acquired a Stand from Jojo's Bizarre Adventure, you would naturally be able to modify some of its stats once you got enough familiarity with it, allowing you to decrease some stats in order to increase others. An example would be decreasing your Stand's strength and precision to greatly increase its effective range.
 - As a Bender from the Avatar's world, it would be easier for you to learn sub-skills of the Bending Arts you have access to, or even create entirely new sub-skills, like plasma manipulation to Firebending and bone manipulation to Earthbending. Not only this, but, at complete mastery over Bending, you could even gain access to your own form of Energybending, which grants you a lot of new possibilities;
 - Some other power systems that involve spiritual energies like Dragon Ball's Ki and Naruto's Chakra would allow you to create new types of energies, like compressing a lot of Chakra to create a less dangerous version of Baryon Mode's energy for example.

6. If you aren't biologically a human and take the **The Power of Humanity** perk, then you'll still receive boosts everytime you reject opportunities to alter your current species;
7. Changing your species through other jumps' options and temporarily sacrificing your humanity due to some fiat-backed power won't cause you to lose the boosts granted by the **The Power of Humanity** perk;
8. The **Elixir of Miracle** item can also heal any supernatural disease, like the ones created by the Plague Warrior, as it's closer to a magical artifact than an actual "mundane" healing potion;
9. Some examples of Warriors that have achieved a whole new level of power like how mentioned in the **Pinnacle of Strength** perk are Minsu Kim, Jeongsu Park, Taeil Choi, Belgis, probably Ivan Pushkin, and Seongjun Lee when he's using all of his items;
10. As the Demon Lords are slightly stronger each time they resurrect, the Warriors will usually get slightly stronger each generation. So, if you're a **Current Generation Warrior**, you'll be slightly stronger than if you were an **Old Generation Warrior**, but this power difference is mostly irrelevant unless you're the Transformation Warrior;
11. The **A Returner's Mind** perk works basically as a mental stabilization perk;
12. If you take **The Demon Lord** perk, you won't count as the Earth's Demon Lord because you underwent ascension before arriving, so the planet will keep its status as the World of Void despite your presence here;
13. Similarly, even if you have **The Demon Lord** perk or another perk that turns you into a similar being, as you're not the Demon Lord of Resurrection or the Demon Lord of Void, you won't be able to permanently kill Seongjun Lee. Honestly, it would be too easy if you could permanently kill by merely being a simple demon lord. You'll need more than just this to kill him;
14. While all Demon Lords reappear after a hundred of years in one way or another, it isn't every Demon Lord that has the ability to resurrect. Sometimes, the Demon Lord that appears in the next century is the same, sometimes it's their reincarnation and sometimes it's a whole different being that inherited their demonic power. For example, Vampir mentioned she was born a Demon Lord, indicating that she's a reincarnation of the previous Demon Lord of Exorcism without any memories of her past life;
15. The Heroes mentioned in **The Demon Lord** perk are basically any being that actually received the status of a Hero from some higher force, like Naofumi Shizue from the world of "That Time I Got Reincarnated as a Slime";
16. In the same way, the beings that count as Demon Lords/Kings/Queens in other jumps are those that actually received such status instead of just being referred to as such. For example, Rimuru and Queen Ververosa (From Mage & Demon Queen's world) count as Demon Lords, while Clayman and Leon Cromwell aren't;

17. About the **Awakened Demon Lord** perk, a regeneration capable of healing someone from a single cell don't count as immortality and a death cheating ability because the user can still die if their healing factor is overwhelmed, but a regeneration capable of limitlessly regenerating someone counts as immortality;

18. Both the terms Warriors and Heroes refer to the same thing, however, as the official english translation utilizes Warriors and not Heroes, I preferred to also use this term. So, for example, the titles Sword Hero, Hero of the Sword, Sword Warrior and Demon Lord of Void refer to the same person, Minsu Kim;

19. Some examples of the new Warriors (and new Demon Lords) that will appear if you have taken the **A Greater Multiverse** drawback are:

- **Avatar:** In this world, Vaatu is already the prime candidate for ascending into a Demon Lord, as the spirit of darkness and chaos already seeks the destruction of the normal order of the world by defeating Raava and becoming the dominant spirit during the Harmonic Convergence. However, as a Demon Lord, Vaatu would be able to be reborn way faster and wouldn't need a rare planetary alignment to threaten the world.

Meanwhile, the Avatar world's Warrior would be a bender similar to Wan before actually fusing with Raava, so they would be innately able to bend a single element (as well as having access to energybending) but the other three would be "stored" by an ancient spirit that would accompany them. Due to having the status of a Warrior, they would easily learn the sub-skills of all the five bending arts. As a trump card, they would be able to fuse with said spirit to gain all of its powers;

- **Dragon Ball:** This setting is an interesting case, as the Dragon Ball's "world" is actually the entire Universe 7. Not only this, but as there are mortals stronger than Supreme Kais and on par with Gods of Destruction, this setting's Demon Lord (which would be a monster made of pure evil like Janemba or primordial Majin Buu) would be on par with Goku after he mastered Ultra Instinct but would still be weaker than any Angel.

The Dragon Ball Warrior, on the other hand, would probably be still a human but they'll end up being trained by the gods to become a candidate for a God of Destruction, acquiring both the Destroyer form and Ultra Ego, as well as a few other godly techniques like the Kai Kai, with their trump card potentially being something like Kaioken or a type of Ultra Instinct that can be partially used together with Ultra Ego;

- **Attack on Titan:** The Demon Lord of the Shingeki no Kyojin's world would be a hate-filled individual that ended up finding a specimen of the same anomaly that fused with Ymir and granted them the power of the Founding Titan as well as the status of a Demon Lord. While they would lack Ymir's limitless, atemporal power within the Paths, they would still have access to basically any other ability displayed by the Nine Titans, as well as having the power to give new, unique Titan powers to their henchmen.

The Titan Warrior would probably inherit one of the Nine Titans and, during their journey, they would absorb the Demon Lord's generals' unique Titans, however, they would be more prone to join the side of Chaos, as, basically being forced to commit cannibalism in order to grow stronger could damage the Warrior's mind;

- **My Hero Academia:** In this world of heroes and villains, Tomura Shigaraki, after finally taming the All for One quirk and stabilizing his bodily modifications, already has the mentality and the powers worthy of a Demon Lord so he would be the perfect candidate for such a role.

On the other hand, this world's Warrior would artificially (or naturally due to the exposition to a certain virus) receive some very powerful quirk with the potential of having multiple awakenings to further enhance its power, allowing them to grow strong enough to be Tomura's adversary, with their trump card potentially being some sort of enhancement serum like the Trigger or a dangerous second quirk they might have acquired during their journey;

- **Chainsaw Man:** The Demon Lord of this world would probably be a Devil of a particularly dangerous concept, like Extinction for example, which, despite not being a Primordial Devil (as they're arguably the closest things to deities in this setting), it's still powerful enough to be at least on par with Pochita at his peak.

Meanwhile, the Devil Warrior would probably be a Hybrid of another similarly powerful Devil, like Nuclear Weapons for example. However, unlike the other Hybrids, their ability to bend power systems due to being a Warrior would allow them to eventually acquire a secondary transformation that would grant them the totality of their Devil's power. They could also have some minor contracts with other Devils;

- **Generator Rex:** What if an A.I. similar to Zag RS, with a mission of eliminating every rogue nanite and consequently every living being from Earth, also had Alpha's nanite physiology combined with the ability to mimic EVO mutations? This is the Demon Lord of the Generator Rex's world who is planning to eliminate every other nanite in the world that isn't part of its body. The EVO Warrior would instead be the same type of stable, programmed EVO as Rex and Black Knight, as well as being enhanced by another Omega Nanite and having a scientific mind similar to the Transformation Warriors to allow them to use their powers to their fullest extent. As their trump card, they would be able to temporarily fuse with one of the Meta-Nanites, becoming a mechanical being like the members of the Consortium;

- **Glitchtale:** In a manner similar to how Tomura Shigaraki is perfect to be a Demon Lord, HATE is also perfect to be the Glitchtale world's Demon Lord. This world's Warrior would instead be a Player similar to Frisk and Chara, but they would also be a wizard worthy of being part of the Wizard Council, with their trump card probably being a portion of HATE that could be tamed to become Animosity or could instead overtake the Warrior's body;

- **Naruto:** Last but not least, the Demon Lord of the Naruto's world would be a particularly savage Ōtsutsuki who is on the verge of achieving godhood (but unable to actually ascend due to their Demon Lord's status) so they're desperate to consume Earth in the hope of this being the key for their condition. As the Demon Lord is an Ōtsutsuki, the Warrior would be someone similar to Boruto who would gain the power of another powerful Ōtsutsuki, like Shibai before he achieved apotheosis for example, through the Kāma;
- 20. In order for you to be at least as strong as the rampaging Minsu Kim before his ascension to a Demon Lord, you need to be a **Sword Warrior** and have the **Pinnacle of Strength** perk or then be a **Warrior** of any other archetype and have **The Goddess' Power**, **The Demon Lord** or **The Hero of all Heroes** perks;
- 21. It wasn't my intention to make those huge walls of text in the **Archetypes** supplement, but it was the only way to properly explain the Warriors' abilities;
- 22. The OC Companions are based on Frisk (Undertale in the Neutral Route), Zuo Tian Cheng (The Last Human), Breach (Generator Rex), Rei (Neon Genesis Evangelion), Ashe (I'm the Grim Reaper), Mr. Kim/Pet Shop (I Get Stronger the More I Eat), X (Superwomen in Love!), and the Ten Tails (Naruto);
- 23. Unless mentioned otherwise, if any of your items are lost, destroyed, or stolen, then they'll reappear in your Warehouse in their previous condition after a week, with any beneficial modifications being retained;
- 24. **Drawbacks** are removed after the end of the jump;
- 25. The series is still ongoing, so I'll probably update this jump to add new content at some point;
- 26. Thanks to ArtisticKamenRider, DeathmetalArgon, Comprehensive_Mail39, Particular-Judge9906, jordidipo2324, Affectionate_Win_166, Skystrike431, GodEmperorSmash50, LogicalEntry8979, LuckEClover, RanjuM1, YoghurtWest849, Efficient_Bus9619 and NewAtmosphere6282 for all of your suggestions (I hope I haven't forgotten anyone);
- 27. A special thanks to Efficient_Bus9619 for for introducing me to this fantastic Manhwa and motivating me to make this jump;

-History-

V 1.1: First Update

- Corrected some errors;
- Reduced the **Warrior** origins' price, **The Warrior** perk's price, the **A Warrior's Epic Tale**'s reward, and **The Perfect World**'s reward from 400 CP to 300 CP;
- Added the blessing ability to the **Sword Warrior** archetype and the Holy Grail ability to the **Shield Warrior** archetype;
- Removed the **Archetypes** section and turned it into the **Warrior Archetypes Supplement**;

V 1.0: Released