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NANAKI NANO PRESENTS

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日本小學館正式
授權繁體中文版

Helck

In some distant land, the Demon King was defeated by a lone hero. For the first time in years, the smaller human population had a fighting chance against the demonkind, and was able to march an army and defeat the demon forces, expelling them from their own castle.

The happiness for the defeat of the Demon King Tooru was short lived however, because a new tragedy soon struck the human world. A mysterious snow started falling over the human nations and it mutated humans into abominations known as the Winged Soldiers. Now turned into mostly mindless puppets, they are set on destroying the Demon World, under the orders of their absolute ruler, the Human King.

Meanwhile in the demon world, the demon forces are preparing themselves for a counter-attack, and a tournament is being held by the Heavenly King 'Blue' Azudora to replace the Demon King Tooru before taking back his old castle.

The Heavenly King 'Red' Vamiro will soon arrive to help to supervise the tournament, as her colleague Azuroda was injured while visiting the Demon King Tooru's Castle. She is in for a surprise, because it seems that the favorite candidate is none other than a human hero named Helck, who seems to be all in for exterminating the humans.

To help you in this world, you have **1000 Choice Points (CP)** to spend here. You will spend ten years here, and you will arrive shortly before the start of the tournament to choose the next Demon King. If you hurry, you may enter the tournament yourself.

Locations

You may decide to start in the tournament to choose the next Demon King for free, or you can roll a 1d8 to appear in one of the locations listed here. Alternatively, you could instead pay 100 CP to start anywhere in the world except in the Human Empire's royal palace or the residence of the Demon Emperor. Similarly, starting in the Hyperspace is also out of bounds.

1.- Human Empire: You appear in one of the human villages close to the frontier with the Demon Empire. The village appears to be empty, but there is plenty of food to go around for some time.

2.- Southern Region of the Demon Empire: The region governed by the Heavenly King "Red" Vamiro. Not much is known of it, but it faces a border threat that was far superior to the original Human Empire before the Human King and Mikaros started employing the Winged Soldiers.

3.- Eastern Region of the Demon Empire: The region that shares a border with the Human Empire, currently governed by the Heavenly King "Blue" Azudora. Until recently, it was believed to be the safest zone in the Demon Empire, but that's about to change. You may start in any castle in the area.

4.- Northern Region of the Demon Empire: The most conflictive region of the Demon Empire. Its border is constantly being assaulted by monsters of great power in large hordes. The vast majority of the military potential of the Demon Empire is currently employed on this region. Without factoring their unlimited growth, it was calculated that the threat of the endlessly reviving Winged Soldiers would still be not comparable to the one that this region is currently facing. You may start in any castle of the area.

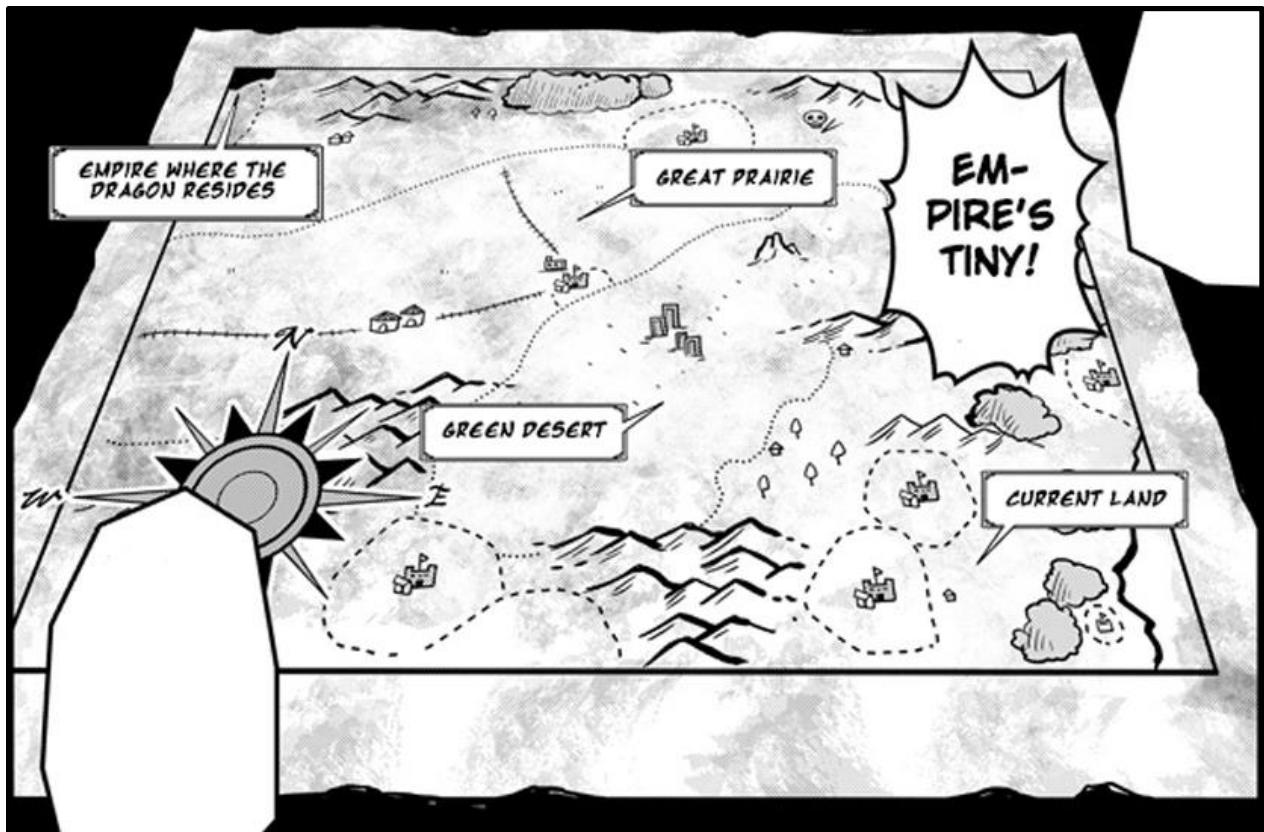
5.- Witch Island: An island far away in the Southeast, completely isolated from the continent where the main action takes place. The villagers here are friendly, but there is a powerful witch currently residing in the island. You probably shouldn't disturb her studies.

6.- Green Desert: The Great desert separates the coastal area of the southern continent from the Great Praire region, which borders with the Human Empire and

the other neighboring nations of the Demon Empire. In it, the ruins of two fallen nations are especially relevant, although you may do well to avoid those places.

7.- Edge of the Continent: You find yourself in a coastal city at the Southeastern region of the continent where the main story takes place. There doesn't seem to be much to do around here, except maybe participate in some 'great' cooking contests.

8.- Free Choice: Fortune favors you. You may freely pick any of the above, or start at any place of your choice, with the same limitations as if you had paid 100 CP to freely pick.



Origins

You may choose your gender and age at no cost, as long as they fit your purchases.



Commoner (Drop-In)

There isn't any special blood flowing through your veins. You are one of the many residents of this world, maybe a soldier, a mercenary or just a regular citizen trying to live a peaceful existence. This background also doubles as a drop-in option in case you want to arrive here without any memories or contacts.

Conspirator

Maybe you are one of the individuals contacted by the Will of the World in order to bring out the change into a 'new world', by ensuring the destruction of this era. In which case, a little voice in your head will try to push your actions towards this goal, and you will find that, while you are in this world, such actions will be rewarded.

Alternatively, maybe you are aiding those contacted by the Will of the World for your own reasons, but that matters not. What it matters is that you will have a key role to play in their plans for the foreseeable future.



Royalty (-100 CP)

You are not a mere peasant anymore. No, you are a ruler of the masses. What this means will change depending on what race you are. For humans, you may be a high noble-born, one of the public faces of the Human Empire. For the demons, you would be a demon king, one of the elites responsible for keeping the masses safe from the monsters safe and administering their small territories.

Hero (-300 CP)

You have awakened, chosen to become a great hero! This comes with several boons: as an awakened being, you are immune to Sharuami's snow, as you were already awakened. You also benefit for an increased strength and an advanced learning rate, at least when it comes to martial matters. Similarly, your physical stats will grow at a much faster rate, quickly leaving behind the regular members of your race. Whether this boon is already public knowledge or not, is up to you.



Race

Pick one among the following

Human

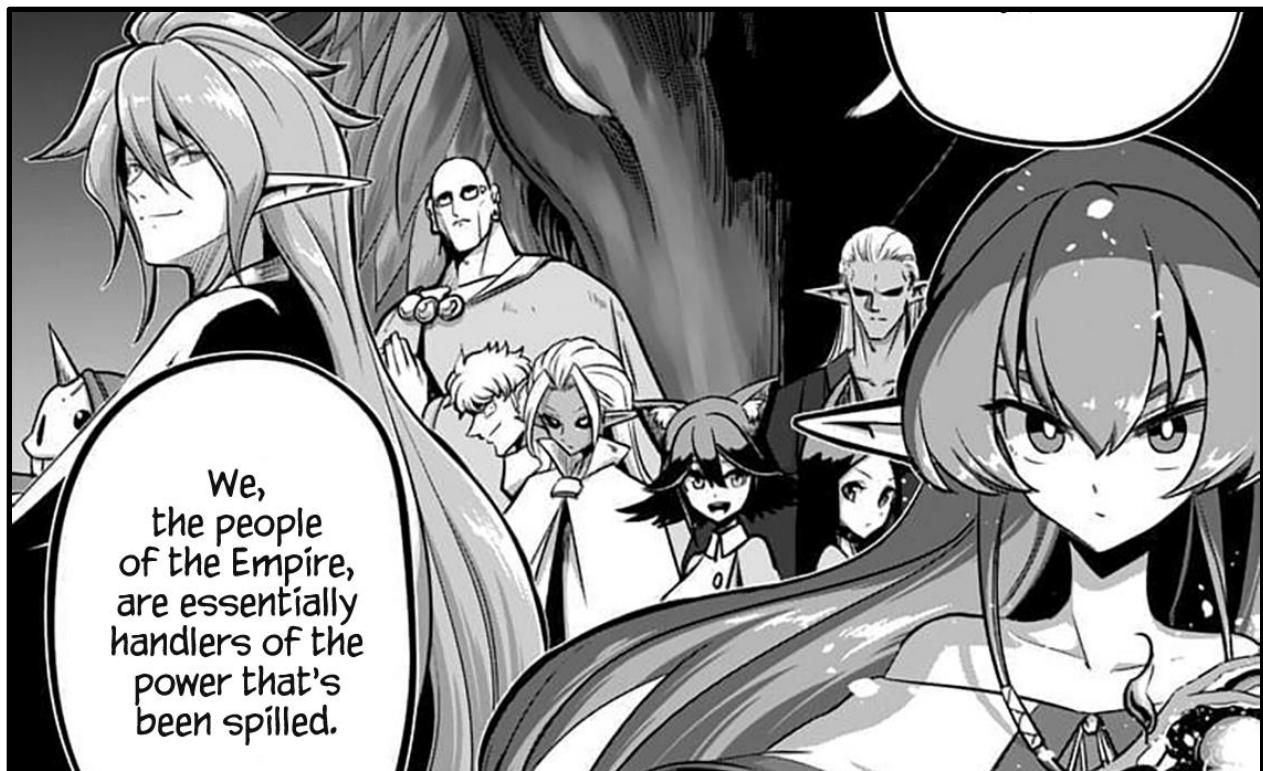
The standard race in the Human Empire. Humans are pretty much not exceptional at all, and have a low tolerance in general for the poison of the Demon World.



Demon (varies)

Demon is the umbrella term to refer to the many races living under the Demon Empire in the territory known as the Demon World. All of them share the common trait of being stronger than the average human, but also being capable of surviving for short amounts of time in the hostile poison-filled environment of the Demon World.

You may choose to be a standard demon for free, barely indistinguishable from a human besides some aesthetic features, like longer pointy ears or blue colored skin. For an additional 100 CP, you may be a demon of a special race, one like the Ahad clan with their regenerative ability and their increased combat capabilities when compared to other demons.



Other (Free)

There are many intelligent races in this vast world that don't live in the Demon World nor can be identified as humans. As long as it is vaguely humanoid and doesn't have any inherent advantage, you can go nuts with your appearance.



Perks

Perks are discounted for their respective origin. 100 CP perks are free for their respective origin.

General Perks

Battle Level (Free for all)

Beings of this world, be they human or Demon, can have their overall strength measured by their battle level. All origins and races start with a battle-level of 45, without taking into account stuff that you bring from other jumps. This would be enough to be considered a lesser Hero by human standards or a decent Demon King contestant for demon standards. Certain purchases here will increase your battle level as well, check the notes for the specifics. Additionally, you may pick a specialization for your combat abilities, such as being a warrior, mage or rogue.

Secondary Skill (100/300 CP)

You have a very powerful skill that can only be activated under special circumstances. It may be something like the creation of a strong barrier capable of holding attacks far above your level and covering a large area. For 100 CP, your activation condition is very difficult to actually fulfill in combat, like needing to eat beans and wait for 30 minutes. For 300 CP, you may instead make it a condition that you can easily fulfill in the heat of the battle, as well as generally increasing its potency.

Primary Skill (200 CP or Free for Heroes/400 CP or 200 CP for Heroes)

Instead of requiring a condition for it to be activated, you may choose to gain a skill that requires no such a thing. For 200 CP, this skill is not extremely potent, something like a pyromancy that's moderately powerful. But if you are willing to pay 400 CP, you may instead get a powerful ability such as the one of the Hero Cless, who was able to break almost any weapon at no effort with his attacks. Fitting for their natural awakened status, those with the Hero origin gain the first tier for free. They may also choose to purchase the second tier at 200 CP instead.

Commoner (Drop-In)

Hospitality (100 CP)

You are an incredible host, Jumper. You are able to easily make your guests feel comfortable when they come to your house, and you know how to throw some of the best welcoming parties whenever newcomers arrive at your village. You may have some trouble keeping them a secret, though.

Our Morale Increased! (100 CP)

Wherever you go, you seem to draw the looks of others with that stunningly beautiful appearance of yours. There is no doubt that you would do great in public relations, as you also have a natural charm with you. A mere smile of yours will be enough to rouse the wills of dozens of soldiers fighting for their lives.

The Green Jumper of Happiness (200 CP)

You are what other people would consider a lucky charm. Due to your innocent nature and your endless curiosity, you seem to be able to bring out the best out of those who encounter you, easily cheering them up and making their days happier. You also seem to bestow some amount of good luck to those you spend your time with.

Sisterly Bonding (200 CP)

Isn't having a close relationship with one's sibling a wonderful thing? It certainly is a convenient thing for you, as you have the ability to telepathically communicate with any direct family members of yours. Although the communication requires a specific catalyst that you will need to decide on previously, such as drinking tea or coffee to initiate your talks. Once you have bonded with your family member with this ability, they can also start conversations with you telepathically by using the same catalyst.

"Fastest Legs On The Empire" (400 CP)

That's quite a bold claim that you are making, but you will surely be able to back it up in a race at any time, for you seem to be quite fast. Fast enough that you may even make even the legendary human heroes need give their full to keep up with you, regardless of what your actual level is here. Not only you have great speed, but you also have an incredible agility on top of that, enough that you could be able to speed

run through a castle infested with New World Organism and retrieve a wounded person, or evade an automatic security system full of golems armed with lasers.

Let's Be A Little Reckless (400 CP)

Spies are some of the more valuable assets of any country, and it would be difficult to find someone as talented in espionage and survival as you are. From your immense agility, your sharp senses, your ability to easily make mental maps and navigate enemy locations, and bit of natural luck, you are a master with very few peers when it comes to infiltrating the enemy territory to extract information. You could even infiltrate a castle full of super-human guards for weeks without them discovering your presence.

Artificial Awakening Prototype (600 CP)

You are one of the first successes of the experimentation of the arch-sage Mikaros, a fully artificially awakened being. And unlike most of the other prototypes, it seems that you had a truly surprising will, more than enough to retain your will intact after the awakening. This has given you a tremendous physical power, as well as the ability to grow just like a hero, albeit at a smaller rate. Additionally, you gain a large pair of wings that grow in your back, allowing you skillfully flight at great speeds.

It would seem that you have been woken up from your slumber fairly earlier than the rest of your companions, and as such, you are not subjected to the [Control] of the Human King. But even more curiously, a part of the contract that the Human King did with the other humans has stuck with you, allowing you to instantly revive when killed in a location of your choice, without ending your chain. However, keep in mind that if your soul is destroyed or if you are killed using a weapon specifically made to stop magic or kill permanently, such as the Hero Killer, you won't come back just with this.

Snowfield (600 CP)

Unknown to most, there is a natural potential inside of every living being to become existence on the same level as 'heroes', also known as awakened beings. Normally, most people would go through their entire lives without awakening this potential. But you have a very special power, one that can forcibly awaken this potential in any sapient being. You can now generate large quantities of a snow-like substance that will trigger the inner potential of all of those that touch it. Beings who are resistant to

poison, such as the demonkind, will take more time to awaken, but will eventually do so if exposed enough.

Initially, this power could cover the area of a city in its initial release, or just a small room if you wished to lay low, but when combined with other powers or technology, the range could increase drastically.

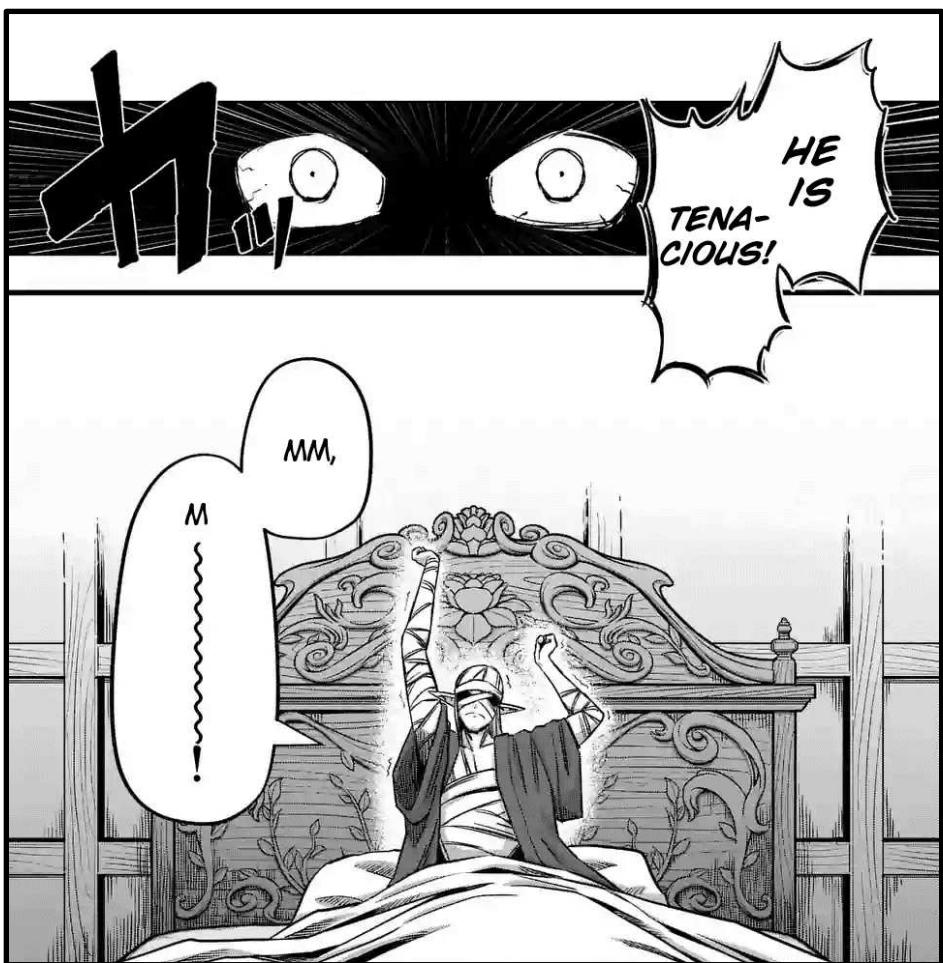
Keep in mind that only those with strong wills can keep their minds after being forcibly awakened. The others will be turned into mindless beasts known as 'New World Organisms'.

Persistent Asshole (800 CP)

Have you noticed that most *relevant* people in this world have a really hard time dying? Be they villains or heroes, it seems that everyone really refuses to stay dead. It is as if there was something keeping them alive and putting the elements there for their continued survival.

For you, it seems as if the plot of the story refuses to let you die. Regardless of whatever force is behind this, you will find that your luck skyrockets whenever it comes to your survival. Allies will come to your rescue whenever you need them, bombs will fail to detonate, the villains will decide to 'graciously' let you fight them another day, and many more 'lucky coincidences' will constantly just happen to occur to save your life.

And that's just for things that are possible, as even when all the odds are



stacked against you, you will find a miraculous intervention saving you still. Maybe that item that you picked up was actually a magical trinket that teleports you to safety. Maybe a powerful wizard will decide to finally start intervening in worldly matters again and will start by saving you. Although this effect can only happen one per week, to not 'abuse' your luck, if you can even call your 'special status' that at this point.

It will take a truly titanic effort, a great determination and a superior force to actually make you bite the dust for good.

Conspirator

Actual Shady Guy (100 CP)

Why does no one suspect the obvious evil guy until it's too late? No matter how auspicious your appearance is or how suspicious your looks may appear at first glance, unless presented with some extra evidence besides your physical appearance, people will overlook your shady looks until you prove yourself to be an actual threat.

They Are Just Cattle (100 CP)

One cannot begin to change the world if they are tied to such a limiting concept such as 'morals'. It isn't that you are a heartless monster, but you have the ability to selectively start identifying others besides those you truly love as mere animals, beings not worthy of even sparing a single thought for when it comes to being sacrificed for your plans. As such, you can carry out any atrocities needed for your machinations without any heavy heart or remorse.

I Want To See The New World (200 CP)

Never be said that you aren't a dedicated one, for you are one of those that accepts that there are times when a plan may take quite some time to hatch. Some may even take hundreds of years of hard work to reach fruition. But it doesn't matter to you. Once you have set your goal, there is no amount of hardship or time that can steer you from it. Unless you actually want to abandon it, that's it. But things such as boredom or the hardships that you may encounter will no longer act as a discouragement.

I Have Surpassed My Fears (200 CP)

When fighting against the forces of the Demon Empire or even the entire world, is normal to come across such powerful beings that the mere act of seeing them fighting will mentally scar an unprepared soldier. But for you, things such as fear and trauma are not debilitating concepts. In fact, they empower you, allowing you to chase after them in order to defeat them. A titan is no longer an insuperable wall, but rather a mountain that you must scale to better yourself. When you work towards defeating those who cause you fear, your motivation skyrockets and you will find that actually facing them after your training is comforting rather than a terrifying experience.

Teleportation Repertoire (400 CP)

This is a magic that has only been spoken of in legends. Indeed, there are few individuals that know of its existence, and even less that are capable of using it. For most, it would require an immense sacrifice in mana, possibly to a lethal extend to just deploy these spells. But not for you. Much like a certain witch, you have mastered these spells, allowing you to personally travel through large distances, or create small gates to cross with others. Not only that, but if you can get mana from external sources, such as a powerful magic crystal or several accomplices, you could create gates large enough for armies to cross, and you can optimize the mana flow enough to prevent anyone from dying while performing this spell.

Monster Nest Creation (400 CP)

The monster nests are the biggest threat in this world. They vary on size and strength, but their endless supply of dangerous enemies makes them a problem to every nation, especially the weakest ones like the Human Kingdom. Now, you have learned how to perform a ritual to freely create this monster nests. After some minutes of preparation, and by draining the mana reserves equivalent of a level 45 mage, you can create a single middle-sized monster nest, that will continuously spawn monsters until destroyed. By giving in more mana, you can create larger monster nests, that may even spawn New World Organisms on their own. Alternatively, you could go one step beyond and use the lives of others, either willingly or unable to fight, to fuel this spell.

Unlike others, it seems that the Will of the World has recognized your value for spreading these nests, and as such the monsters will not be hostile towards you, but will attack everything else on sight, and expand their territories from their nest without control.

Forbidden Spell (600 CP)

Humans are such cruel creatures, aren't they? For before losing the war against the demons, they developed a spell that could change the world. The cost? Everything they had. They created a terrible spell that connected the regular world with outer dimensional domain where the entity known as the Will of the World resides. And in exchange for sacrificing their souls, they could summon an endless number of warriors of great power to exterminate their enemies.

The same spell now lies within your mind, waiting for you to unleash it again on the world. For it to be successfully activated, you need to sacrifice a large number of souls to it, that will be later dissolved in the Hyper Space that it connects to. So, you should try to either deploy it in a city full of unaware citizens that cannot resist it or with a large force at hand ready to play their part in your scheme as sacrificial pawns.

Once activated, the spell will start summoning a large force of black warriors to keep harvesting more souls and expand the spell until all the life in the world has been sacrificed to it. These black warriors are exceptionally powerful, enough that even an average Heavenly King of the Demon Empire will have trouble with handling more than two of them at the time, and they all have their own unique abilities.

This is the ultimate weapon of mass destruction, and as such, it can only be stopped by your death or by your own will, that will make the black warriors return to the Hyper World and the portal to be closed. Will you ever face such a foe that guarantees the deployment of such a monstrosity?

Arch Sage (600 CP)

Much like certain other two magicians, you must have been around for quite some time, because there is little other explanation for the amount magical knowledge that you possess. You have accumulated a vast magical wealth, knowing spells from all schools. In fact, you possess the equivalent of 1,500 years of magical experience from this world, and the skill to use all of that knowledge effectively. There is little that you cannot prepare for given enough time, and there are few magics in this world that are a secret to you.

Not only that, but you have also developed a great creativity when it comes to magical things, allowing you to create your own spells, perfect already known rituals, or finding workarounds to ignore their limitations, such as using immortal soldiers in order to perform the extremely draining and dangerous teleportation magic even without proper mastery of the spell.

Lastly, you possess incredible regenerative abilities, and you are also able to turn into a dark mist whenever struck or to move faster in combat, seemly almost teleporting in the eyes of slower enemies.

Avatar (800 CP)

The Will of the World is a mysterious force that constantly pushes for the evolution of the 'world'. It fights against stagnation, and any civilization not strong enough to resist its mutations and changes, gets erased from history as a 'new world' is born from the ashes of the previous one. Now, this mysterious entity residing in the dimension known as 'Hyper Space' has contacted you to act as its main avatar in order to enact the changes that you seem fit to give birth to a new world.

This translates to giving you an immense boost in magical and physical power. You are able to produce huge laser beams that could vaporize castles, and you could briefly even trade blows with a Hero of the caliber of Helck. Additionally, if your body is destroyed, you are still able to go back to the 'Hyper Space' and heal there. If someone would be so foolish to follow you in there, they will find themselves being challenged by a mighty giant kaiju form of yourself, in which your power is severely increased. Being destroyed in the Hyper Space while you are still recovering however would mean your final death, unless you have further means to keep existing. You can freely enter the Hyper Space as well even when injured, and bring others with you, but any beings besides you will have their egos slowly eroded by this strange realm.

In future jumps, you will lose contact with the Will of the World, but you will keep all of these powers as a 'parting gift'. It seems that you have also gained an affinity to get into contact with other beings of similar caliber, such as the consciousnesses of entire worlds. These beings will be inclined to favor you should contact them, and perhaps, if you work hard enough, you may also be able to become a vessel of their will in future jumps. Should this event occur, you may also take whatever powers you have gained through this 'contracts' with you after you leave those worlds.



Royalty

Love of the Masses (100 CP)

For a ruler in a world full of enemies, being loved and respected by one's subjects is not a hard task. A ruler must simply display enough power to keep the people safe from outside threats. You have internalized such maxim and carry this effect with you. You might won't turn away others in fear of being enslaved under you, but you will instead find that those with weaker wills find themselves attracted to your side, finding your strength reassuring and comforting.

Of course, this will only extend to the point that you do not commit open acts of tyranny and keep your duties as defender of your people.

The Boring War (100 CP)

There is always this part, isn't it? Those at the top of any country are always drowned in the most mundane paperwork. After all, a kingdom cannot run without an economy and an army cannot march without proper logistics. But strangely, most rulers in this land seem to always have enough time to party, go into long journeys or generally do something that is not related to their actual work of 'ruling' their land. You too have learned how to delegate your administrative duties to more capable individuals to carry out your general policies, leaving you more than enough spare time to focus on other pursuits.

Learning With Jumper (200 CP)

You are an excellent teacher and a master at bringing the best out of those who come to train under you, be it their sword skills, their governing abilities or even their magic.

Your students will always think of you as a reliable mentor that they can come to in times of need, and although they may still get angry at you for your antics and endless teasing, you will always have a fond place in their hearts.

Our Faces Aren't Known (200 CP)

The Four Heavenly Kings of the Demon Empire made up some of its strongest military assets, each being an incredible powerhouse. Yet, their policy is to keep their identities hidden from most of their subjects. You too are capable of leading large

organizations, even countries, without your actual identity ever being known besides a selected few, and nobody will even question your decision for keeping your intimacy.

Should you ever want to reveal your true identity, you will find that it's extremely easy for you to prove your status to those under you.

Contract Making Skills (400 CP)

You are an adept in the art of making contract-based spells and artifacts. These constructs have an incredible augmented potency based on both parties giving their consent to be affected by them. Any spell that you make under this pretext will be enforceable on any being, regardless of their power, as long as they adhere to the terms of the contract. Of course, that will also work for you.

You could create magical contracts that would leave even heroes of the caliber of Helck incapable of hurting anyone besides a few selected targets for several days, for example.

Wood Magic (400 CP)

The favored magic of the Blue Heavenly King of the Demon Empire after he abandoned the way of the sword. This magic is difficult to use and master, but you can be counted as a master along Azudora in its use. You are able to manipulate the trees in a myriad of ways: such as creating thick wooden walls with their roots, wooden tentacles that pin your enemies or wooden spikes to ensnare them. Moreover, you are capable of creating special wooden lances included with your mana to cause devastating damage, even being capable of creating many of them and using them as projectiles.

However, this powerful magic has the downside of requiring an alive, even if severely damaged, tree presence in the area to be used, and the more powerful the trees are, the more impressive results they will yield when this magic is applied. Manipulating ancient roots may let you entrap armies of moderately powerful soldiers and easily defeat enemies around your battle level, but a regular young forest may only let you fight a few of those soldiers at the same time and will not give you so much of an advantage on an otherwise 'equal' combat.

Empire Builder (600 CP)

Across the history of this world, there could only be a handful of individuals that could compare to your greatness as a ruler. You possess a charisma that is legendary, able to ensnare not only the masses into following your unified vision and dance through the greedier and ambitious nobles, but even the greatest individuals will come to trust you completely in a short order of time after meeting you, easily making them into your generals.

Not only that, but you actually have the military and strategic vision to unify something as great as your own race into a single Empire, emulating the feats of the Demon Emperor or Rafaed in the creation of the Demon Empire and Human Empire respectively, if given sufficient time.

Lastly, you possess a great luck and intuition when it comes to finding great talent for your cause. Maybe after saving a village you will come across a key piece for your master plan in the form of an orphan that will come to see you as their father. Maybe while walking through the streets at night you will have the chance to save the life of one that will become one of the mightiest heroes in the future. All of these individuals will present themselves in a situation that, should you help them, will gain you their trust and loyalty.

Dragon Boy (600 CP)

“The Terror”, is what your enemies will soon come to know you, for you are a true monster on the battlefield. Falling shortly behind the greatest human heroes and the dragon emperor, you possess a skill and physical might that can only be found in fairy tales, or horror stories. You are a walking force of destruction, capable easily slaughtering entire armies without breaking a sweat. You could walk through an entire force of human heroes and destroy them like kicking sandcastles, and even Demon Kings are nothing but bugs for you to crush.

This awakening of yours into such a legendary beast of war also comes with other benefits, such as becoming ageless, although your immortality doesn’t translate to you keeping up your skills at full power if you neglect them. You also have great multitasking skills, allowing you to do things such as maintaining conversations and controlling remote familiars while keeping your concentration for lengthy magical rituals.

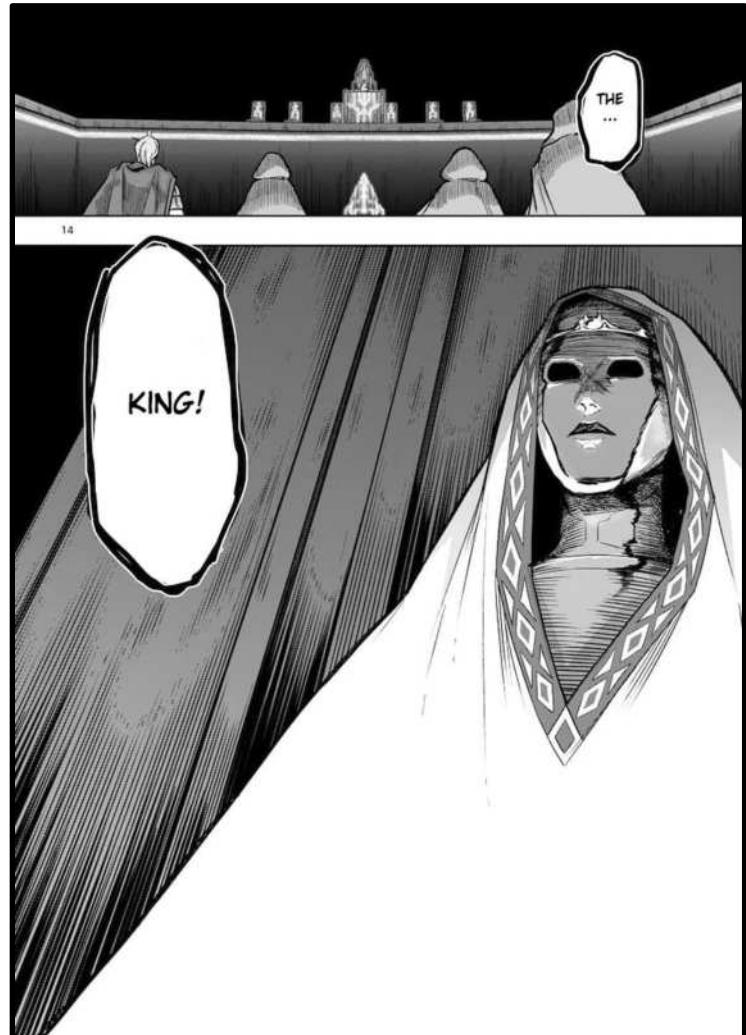
By purchasing this, you may become one of the Four Heavenly Kings in the Demon Empire if your race was Demon and your origin Royalty.

King of Humans (800 CP)

Across the ages, there have been four human kings, who aided by the great power, managed to take over the human world. Still, all of them were killed at their peak of their power and fell from glory. But before that could happen, each of them received the visit of one of the agents of the Will of the World, Mikaros. Promising a second chance in greatness, they surrendered themselves to the mad magician, who used them as materials to create a chimera that would contain all their abilities.

Still, the first version of the Human King was far from perfect. A rushed job that was nothing more than the corpses of the four human kings stick together in a blob of flesh. Seems that more care was taken for your case, becoming a culmination of said project, retaining a natural human body that shares the traits of all the four awakened human kings.

There are four powers that make up your arsenal: First is the power of [Healing], that allows to heal any sort of injury, even fatal ones and even one's injuries, making you all but immortal as long as enough magical energy remains to heal yourself. Second is the power of [Illusion], which allows you to project images of yourself or others across vast distances to communicate with others or to trick them. Third is the power of [Rebirth], which allows you to revive any who had been contracted into your service without a limit and instantly a location near to yourself. Lastly, there is the power of [Control], which allows you to not only to give absolute commands that cannot be resisted by any but by the supremely strong awakened beings but can even contain the transformed New World Organism and turn them into manageable loyal minions.



Hero

Heroic Cuisine (100 CP)

While other heroes are renowned by their martial feats, you seem to have a particular talent when it comes to preparing food. Ranging from getting the best local ingredients to improvising your own masterpiece dishes, you can be counted among the best in the world when it comes to cooking. Certainly, you could easily crush most cooking contests just with your sheer talent, and it's certain that you will be best known among your friends and allies by your kitchen skills if you ever show to do them.

Let's Kill the Humans! (100 CP)

Heroes seem to have a special type of charisma around them that opens others to them, one that transcends even the barrier between species. Your amicable attitude is one that is capable of easily making friends with basically anyone but the most rotten, regardless of any differences in class or species. Some more suspicious individuals may take more time and personal interaction to accept to you, especially if long term conflicts exist between you, but becoming a friend of the common people will be as easy to you among foreign sentient species as it is with your own species.

Of course, this effect will only be active as long as you don't prove to be an active threat to them.

A Dream of Peace (200 CP)

Becoming friends with others regardless of your different conditions is great, but wouldn't be better if other people could learn to see past their differences as well? When you break a prejudice for some individual about yourself or others, they will also start seeing members of the same species as your own as equal individuals. If you were to become friends with a third species, it wouldn't be hard to further break their prejudices between them too. With you around, a dream of a peaceful and united world may be able to become a reality if enough effort is put in.

I Ignored Them (200 CP)

Against the influence of the Will of the World, most people would give in into its desires and become its puppets. Not you, you seem to have really astounding natural defense when it comes to giving up to your dark temptations, corruption and mental

attacks. For you, even if the World itself is trying to influence your actions, it's as simple as ignoring those voices in your head.

Super Regeneration Condition (400 CP)

Heroes have always been known for being tough and hard to kill, recovering from their injuries at a much faster rate than non-awakened beings, but you seem to be especially tough among the heroes. When it comes to you, superficial wounds will heal almost instantly, and you could recover a lost limb if given some minutes to heal it back, or simply reattaching it would be enough.

You could even survive taking a full blow of the Hero Killer and still be fine in some days of good rest, as long as no vitals were hit.

It seems to be a minor increased effect in the speed if you call out the full name of this ability out loud.

Sanity Beatdown (400 CP)

What's with your punches, Jumper? It seems that you have the innate ability to literally beat the curses and madness out of people. Whenever you utterly defeat someone, you are capable of freeing them from any current negative status that they are currently under. But the stronger the effect, the harder you must beat them down. Some curses like being consumed by the Will of the World and turning into a berserk monster may require you to put them into a near death state.

Take Care of Them (600 CP)

In many fairy tales, it's not uncommon for the hero to sacrifice themselves for their loved ones. Like in those stories, you too can gain an incredible amount of power by giving yourself into your darkness instincts. By doing so, you will enter a berserker mode where your regeneration, speed, strength and magical powers are greatly increased, easily doubling if not triplicating your previous power. However, at that point you will retain little of your reasoning capabilities, and only those who are dearest to you will be spared from your blind rage.

Similarly, in order to come back from such a risky state, you will either need a titanic will, or a personal sun that can light your darkness and vanish away your pain and free you from this tormented state with their presence.

On a smaller scale, you are able to call upon your darker side for an increased intimidation factor. Those who your hatred is directed at could even start feeling the effects of it even from the other side of a city, first getting goosebumps and profound sweating, increasing in intensity as you come to them to deliver your rightful wrath.

I Want To Save The Humans (600 CP)

You cannot be a proper hero by being a pushover, can you? Heroes are individuals that should be able to hold the weight of the world over their shoulders. For you, such things would be trivial. Your will is indomitable and absolute, your resolution incorruptible.

Such is your titanic will, that you find yourself being capable of bending over fate and destiny by simply not giving up. You are capable of achieving the fabled 'happy ending' for everyone as long as you keep moving forward to that goal, no matter how improbable or impossible such a thing may seem to be. It won't be easy, but it will be worth it.

Once In A Thousand Years (800 CP)

Heroes are rare beings among both humans and demons alike. They only come once in a generation, to lead their people into greatness. But even then, heroes are still far from invincible, especially for human heroes.

You however, are a miracle that could only come to pass once in a thousand years, perhaps even more. You possess a physical might that knows no equal in this world, save for the hero Helck, and perhaps the Demon Emperor himself. You could one-punch most creatures that walk across this land without breaking a sweat, defeat entire armies of prototype winged soldiers on your own, destroy the ancient golems of the human ruins in a single attack or even wipe out a mountain sized kaiju in a single attack if you were to give your all. In fact, all your physical abilities will skyrocket, your dexterity increases to the point that you could build a large card castle out of a slippery deck of cards, your stamina letting you swim for days across a dangerous ocean after a battle with a titanic kraken and still be full of energy when you arrive ashore, and your speed is so great that even all but the most legendary divine beasts will seem slow in comparison to you.

Not only is your strength legendary, but also your learning abilities are on a similar realm. You can master up skills in mere minutes. This is especially intense when it comes to mundane skills. To put an example, if you were to pick up a bow right now,

you may fail the first shot, but you will always pull a bullseye in every consecutive one, to the despair of the ones who took years to refine their technique. If you were to pursue a more esoteric path, such as magic, you will also surely attain greatness faster than others, being able to advance at least 10 times faster in the most complex subjects, and many more times the simpler the skill you are trying to learn is.



Items

All items are discounted for their origin, 100 CP items are free for their origin. You can import previously owned items into similar items to gain their properties.

Little Yggdrasil Mush (50 CP)

A strange creature that has decided to follow you. Affectionate, curious and hardly resistant to damage bird-like creature will accompany you through your journeys just demanding some company. Doesn't count as a companion, unless imported as one in future jumps.

Keep in mind that it is not actually a bird, but a furry creature that somehow resembles one.

Azudora's Mask (50 CP)

A gift from the Blue Heavenly King of the Demon Empire himself. Why would you want this, I don't know, but it is such an ugly and stupid mask that it may be able to distract others from noticing that the one behind such a ridiculous thing is not actually you. Or just use it at parties.

Yggdrasil Stick (100 CP)

A small stick obtained from the world tree. If used as a magic wand, it can allow for a better optimization of your mana flow, resulting in more efficient spells. It actually isn't that great of a weapon, and it's mostly used by beginners.

Commoner

Sweets Supply (100 CP)

An unlimited supply of sweets, especially in the form of chocolate bars. They aren't magical in any way, but they are delicious. Eating them helps you control your rage. They may produce a sweet addiction if you eat too many of them in a short amount of time.

Desert Train (300 CP)

You are now the proud owner of a large train route, complete with a luxurious train that includes rooms to accommodate several dozens of people, a restaurant wagon and more facilities for a several days long journey. It doesn't need to be located in the desert, though. It also comes staffed with enough people to maintain the whole infrastructure, ride the train and take care of the customers. All your staff counts as followers and are completely loyal to you.

In future worlds you will become the owner of a similar train line that will connect two points through several days of journey. Yes, even if that world doesn't have the technology to build a train, nobody will question its existence, as most regarding it as a quirky machine, unless you actively decide to make use of this technology.

Distant Island (600 CP)

An island of your own, complete with the necessary natural resources to maintain a small population, and a village of friendly non-humans to keep you company. The island is quite complicated to reach, as it will always appear in a location that is several days from any other large landmass and it doesn't appear on any maps. For your commodity, you have also access to a boat and a world map containing the island that you will find in the nearest port.

It also comes with a house for yourself that doubles as a great study for a prominent magician. It is protected by charms that impede the access to anyone that doesn't have your permission, or it's not magically strong enough to break through it, looping them through the forest surrounding it.

Conspirator

Tracking magic Toolset (100 CP)

A set of magical items developed by Azuroda, and that you somehow have gained. Either by copying it, being gifted it or just developing a copy on your own, it matters not. Its use is very simple, by putting a piece of someone, such as a few drops of blood, hair or any other biological contests inside of this wooden doll, and then placing it on a map large enough, the doll will move in real time according to the position of the target.

Comes with several dolls, instructions to make more and set of large maps of the local world.

Defender (300 CP)

A legendary broadsword, wielded by the reincarnating hero, Rafaed. Although it doubles as a formidable weapon, its main strength lies in being able to channel powerful defensive spells, such as barriers to protect the user or the area around them. Even blows for the Heavenly King Vamiro would have trouble getting through it. Not only that, but other people can give their magical energies to you towards it to increase the potency of the barriers protected by the sword or their regeneration rate.

The Tower (600 CP)

This technological marvel was left behind by the previous human civilization is now under your command. This gargantuan structure, easily the size of a small mountain and hidden beneath it until you fully reveal it has but one function: to project the range of one of your powers into a global range. You don't need to be inside of the tower for it to be of use, just merely attuned to it.

You don't even need to fear for its safety, for the Tower has its own self-repairing defense Matrix, complete with its own anti-magical golems and other defense structures. You may choose its location at the start of each jump, and it can start hidden beneath the ground, a large hill or a small mountain, only emerging when you activate it fully.

Royalty

Bandage Armor (100 CP)

You possess a large and restocking set of bandages. When used to entirely cover an injured person, their recovery abilities are slightly increased, and even those extremely injured can walk around for a while without fear of dying from their injuries open. Although too much exercise or someone hitting you will still endanger you if your condition is critical enough.

Demon King's Castle (300 CP)

You can't be a proper Demon King without a castle, can you? After all, the main purpose for the Demon Kings in this world is to act as frontier lords and defend against hostile exterior forces. For that, you have been granted control over a rather impressive fortification, currently located in the frontier between the human kingdoms and the demonkind lands. The castle comes with a force of strong demons, all around level 30, several servants and a giant magic crystal that generates a barrier shielding the castle and its surrounding city from the poisonous air of the Demon World, plus many utility facilities.

Also, taking this castle will make you a proper Demon King. Yes, you can be a Demon King as a human, although probably that will raise a few eyebrows.

Ancient Civilization Ruins (600 CP)

In the past, many wars were fought over places like this you now claim undisputed ownership. This structure is an 'ark' left behind by the previous human civilization. In it, records of their impressive technology can be found, although they are hard to decipher for a native of this world, they surely will come handy. The ruins themselves are mostly a subterranean city, with several elevators coming in and out of the surface.

But besides all the space free space and databanks, it's main draw is it's automatic defense matrix, that both maintains the 'ruins' for you, and keeps any hostiles from entering. The Defense Matrix will produce anti-magic shielded golems and other laser-beam based defense mechanisms.

Comes with its own defense matrix. These ruins can be added beneath any previous large structure that you own, such a fortress or a city.

Hero

Cooking Utensils (100 CP)

While not the starting kit that most would find best suited for a hero, you will find that fighting over others' stomachs is easier and at times more gratifying than beating them with your swords. As such, you have a backpack that that seems contain basically any tool that you would need to prepare delicious and nutritious food for even a large mercenary band. Comes with a cooking book with Helck's best recipes. Even the ones he hasn't made yet.

Sacred Beast (300 CP)

Sacred Beasts are mighty monsters that are hard to come by, and once they bond with a master, they are connected for life and will refuse to follow anyone else. You now are the proud 'master' of such a magnificent creature. Right now, it is just a pup and looks like a pony sized dog, but in about a year it will resemble a giant lion, and it can be used as a mount and displays a speed, agility and stamina that is equalled by very few beings in this world. This creature is also very intelligent and utterly loyal to you. If killed, it will respawn in a week. Doesn't count as a companion, but it will follow you into future worlds.

Hero Killer (600 CP)

A legendary sword once wielded by the Azudora from the Heavenly Kings a thousand years ago, and later passed down through the descendants of the Human Hero Uriel. Now, you have come into possession of a copy of that very same sword.

This weapon contains the power to heavily damage human heroes and other awakened beings. A small cut of the sword will send an incredible pain to the target, bypassing their natural toughness and resistance, and even being stabbed in the shoulder with it would be enough to kill most heroes instantly. Additionally, the wounds from this sword take much longer to heal and reduce the effectiveness of healing factors, and heroes or awakened beings killed by it may no longer be resurrected even by the magic of the Human King. If broken, the sword's power will be halved, but it will conserve all of its effects. You will get a new sword at the start of the next jump.

In future worlds, those blessed by their worlds or the same champions of humankind will find themselves easy prey for this weapon as well.

Companions

Companions cannot purchase other companion options.

Recruitment Tournament (Free, or 50 CP per)

This world is filled with colorful and friendly characters, so why not invite one of them to join you in your chain? By taking this, you can take any canon character as a companion, as long as they accept your proposal. Optionally, you may instead pay 50 CP per character, guaranteeing that you will first meet them in extremely favorable conditions, or that you are already in incredibly good terms as per your background self, plus gaining plenty of opportunities and situations to get to know each other through your stay here and develop a close friendship, or even a deeper relationship. A small price to make your chances of a successful recruitment skyrocket.

The Band (50 CP per, or 300 CP for 8)

By paying 50, you can either import a previous companion, or create a new one. Each companion starts with 600 CP to spend on whatever they wish. Alternatively, you can pay 300 CP for importing 8 of your companions with the same conditions. You may transfer CP to your companions individually at a 1:1 ratio.

Original Companions: You can choose to import any previous companions in these roles. All of these companions benefit from having an origin and an 800 CP budget to spend on what they wish.

-Mercenary Leader (100 CP, Free Commoner)

A young and brave monster exterminator-for-hire, this charismatic young woman has decided to stick with you after you helped her group in some way or another. She greatly looks up to you, and it's constantly looking for excuses for the two of you to be alone together, although she seems to have a hard time expressing her feelings.

-Adopter Daughter (100 CP, Free Conspirator)

She may not be your biological daughter, but it will be hard for an outsider to tell the difference. This young and kind lady has been with you since she lost her parents at a young age and considers you their true father and loves you greatly, enough that she will even be willing to stick with you no matter what atrocities you have planned. Not

that you would force her to do anything so horrible, for there are very few things in this world that you put before her own happiness and wellbeing.

-Assistant (100 CP, Free Royalty)

This person was once saved by you, and since then they have come to idolize you with every fiber of their being, even being willing to give their life for yours. Dedicated to follow you, they are energetic and have great talent and they are capable of taking care of any governing duties besides warfare on their own you put them on charge of.

-My Light (100 CP, Free Hero)

Through you may not come from the same backgrounds, this person has stuck with you at your lowest and managed to pull you out from the depths of your own darkness. A trusting friend and companion that will stick with you no matter what. Travelling with them is always a fun and refreshing experience.

Drawbacks

You may pick up to +600 CP extra CP by applying drawbacks.

Origin Story (+0 CP)

Do you wish that you could help this world before tragedy struck it? With this option, you may choose to enlarge your stay a few extra years by beginning your journey at any time from Helck's childhood to the days prior him singing up to the Demon King tournament. Whatever you do, your date of exit will still be 10 years after the start of said tournament. However, if any drawback mentions one canon event happening, such as the winged soldiers being made into existence, then you will be unable to stop it from happening.

He's Obviously Lying! (+100 CP)

Wait a moment, Jumper. Shouldn't you calm down a bit? It seems that you have picked a very bad habit of seeing the worst in almost every possible situation. At least at first, most things and people unknown to you will instantly make you go into the worse assumptions and you will start scheming to stop them and whatever nefarious plans they are preparing, whether they are real or not. Given enough time to get to know others, you may actually be able to overcome this and learn about their true intentions. Still, you will need to work on a case by case basis.

STUPID! (+100 CP)

It seems that you have a terrible control over your temper, being too prone to anger whenever things don't go your way. Which wouldn't be such a terrible thing if the first you did wasn't to flash out whatever powers you have at your surroundings. The maintenance bills to repair all that damage are going to skyrocket pretty soon with you around.

Don't Call Me Chan! (+100 CP)

You have an affectionate nickname, and everyone around seems to love it and uses it constantly. Well, everyone loves it but you. In fact, it infuriates you so much that you will find really hard to not use physical violence just to stop others from using it. Although you probably shouldn't get that mad over such petty things.

Weight of the World (+200 CP)

You have a greatly self-destructive habit, Jumper. It seems that you cannot stop being the Hero of the story. No matter what you do, you will always end up trying to shoulder every problem you come across, while neglecting your own well-being and your personal happiness. There will always be hard quests that you will need to undertake, and you will always place the happiness of others above your own. One could only hope that you find a companion kind enough to help you share your load.

Because I love (fighting) you! (+200 CP)

Isn't love such a beautiful thing? And what better way to express it than to fight to the death? Such seems to be the mindset of a very special winged soldier. They are completely your type, from personality to looks. Sadly for you, they seem to only be able to express their love via fighting you. No matter where you run, they will chase you relentlessly.

The only saving grace found within this situation is that they want to defeat you themselves and they will team up with you if any of your fights is interrupted. And what's even worse, although they may start being far weaker than you, every time you defeat or kill them, they will come back stronger. Unless you stay on the run constantly avoiding confrontation, they will probably become a decent challenge to you via this process, at least in terms of combat capabilities by the end of your ten years.

Defeating them always seems to fill you with a bitter aftertaste, but if you defeat them for good that last time, they will have their bloodlust will be satiated, and you may take them as a companion for free.

Despair, But Also Despair (+300 CP)

Not just the World, but the entire universe seems to hate you now. Everything you have come to love and enjoy will soon crumble before your hands. Your mentors will betray you, your friends will be killed or brainwashed into fighting you, and you will ever come into a situation where you are forced to kill your true love to save your best friend. And you can't just keep yourself from getting hurt by hiding, for happiness will keep finding you whether you like it or not, before it's taken again from your hands.

A happy ending would require a truly titanic effort, even for you, and even giving up for a second would result in you losing everything you had loved. For if you truly fall into depression here, you will be consumed by the Will of the World, becoming a black warrior puppet and failing your chain.

Not only that, but any willpower and anti-depression perks that you may have are severely diminished. Worse of all, you have completely forgotten taking this drawback.

Fallen Hero (+300 CP)

It was all too much in the end, wasn't it? The Hero Helck couldn't resist the crushing despair surrounding him and ended up giving up. In the process, he became a black warrior, a monster with basically no mind but increased physical might, only set on destroying everything around it.

If that wasn't bad enough, it seems that the black warrior Helck has picked up on your scent, which greatly infuriated him, and he is now set on destroying you.

Contacted by a New Era (+400 CP)

People who are contacted by the Will of the World gain power and influence, becoming 'awakened' in order to carry out the idea of bringing a 'New World' into fruition by destroying the old one. Normally, they wouldn't be that many of them, but it seems that their number has rose and multiplied several times compared to the actual number of contacted that there should be at this time.

Not only that, but all of them are powerful individuals, with several of them being at Mikaros and Rafaed level, and many of them have infiltrated into several key positions over all countries of this world. It is basically impossible to identify them as contacted before they decide to reveal themselves as such, and they all have a single goal: to bring up the New World by destroying this one. Whether they do it by killing the Demon Emperor or by covering the world with New World organisms, doesn't matter. If they succeed in destroying this world, your chain will be over.

Ending Choices

Whether you survived your 10 years here, or whether you died and went back home, all the drawbacks you selected are now revoked. If you managed to survive, you can choose one of the following three choices:

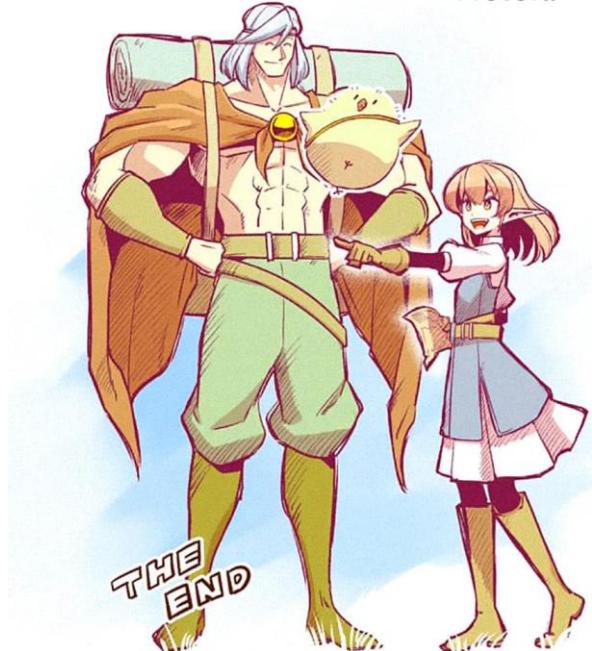
Going Back Home: Tired of fighting already? You will go back to your homeworld and enjoy your hard-earned rest.

Staying Here: This world has so many adventures that you may still experience, why leave at all? As a bonus for picking to stay here, you may either gain Azudora's awakened immortality or Helck's overall strength for free to help you in your time here.

Moving On: Your next journey awaits you, it's time to move into the next Jump.

the
day we
can meet
again,

Helck.



Notes

On **Battle level**, keep in mind that the series never really goes into specifics of the equivalent strength of the actual values given. Keep also in mind that your battle level can increase or decrease over time if you neglect yourself.

As mentioned before, taking certain purchases in this jump will increase your battle level, but you can only benefit from the highest increase, although you will still gain all the skills, boosts and abilities mentioned in said purchase. Keep in mind that this list only factors your base abilities from this world, abilities from other jumps will see higher increases or result in being stronger overall.

- Hero (origin): Increases your battle power to 65.
- Artificial Awakening Prototype: Increases your battle power to 60.
- Dragon Boy: Increases your battle level to 90.
- Human King: Increases your battle level to 70.
- Arch Sage: Increases your battle level to 70.
- Avatar: Increases your battle level to 80 while outside of the Hyper-space. In the Hyper-space your battle level is increased to 99.
- Take Care of Them: Increases your battle level to 85 while on your berserk mode, at minimum.
- Once In A Thousand Years: Increases your battle level to 99.

Once again, keep in mind that a higher battle level is not a guarantee of victory or fully represents your overall power. A great mage with an extended arsenal and capable of rearranging the terrain over a small-city area actually had a lower battle level than his warrior younger self.

On **Artificial Awakening Prototype**, this form will become an alt-form post-jump.

On **Avatar**, you will be not directly controlled by the Will of the World, but as contracted, it will try to influence your actions as a subtle voice in your head if you stop pushing for the rebirth of the world. You will lose such voice post-jump. Additionally, you will only keep the powers you have gained from contracting other beings in future jumps if you had them at the end of that jump, meaning that if they are revoked before that, you will still lose access to them post-jump.

On **Secondary Skill** and **Primary Skill**, these would refer to both the Second and First Class Special Abilities that the citizens of the Demon Empire often manifest, but it may also refer to other special abilities, such as the ones gained via Awakening. For what you can get with them, consider that the 300 CP version of the Secondary Skill will get you an ability somewhat weaker than the what you could get through the 600 CP perks of this jump, and the 400 CP version of the Primary Skill perk will get you something that is below the 800 CP perks in the same vein.