



Arifureta Shokugyou de Sekai Saikyou

By Ricrod and Toriko

Welcome to Tortus, jumper. In this world, there are three major races. Humans, Devils, and Demi-humans. The Humans rule over the north area. The Devils ruling over the south area. The Demi-humans live quietly in the wilderness to the east. Of these, the Humans and Devils have been in a war for several hundred years. The Devils held advantage as individuals, but humanity has the numbers on their side. Both races have not been in a large-scale war in a few decades, but they are preparing themselves. Recently, however, Demons became capable of taming wild monsters, upsetting the already frail balance. You arrive the same day the "God Ehitō" summons a whole class of Japanese students, including Hajime Nagumo, to act as heroes.

Here, have this. You will need it.

+1000CP

Origin

What's your story here, anyway?

Extra Summon / Drop In

Mh? Who are you? It appears that you were drawn to this place at the same time as Nagumo Hajime and his class. You start at your chosen location, with no extra memories to help or hinder you in this journey.

Summoned Hero -

A member of the class that were transported to Tortus from the modern day Japan. While a normal high school student wouldn't stand a chance in a place full of monsters, devils and magic; for some reason your body seems stronger than before and the arcane arts are open to you...

Adventurer -

Adventuring is an attractive life choice, fight monsters, sell your drops, complete quests, and even being able to do guarding or mercenary work when you are in need for cash. That's probably the reason you joined the guild and started your life exploring the world.

Noble -

Some Blue Blood you are, a true aristocrat from head to shoes. Born into a family of prestige, you never had to dirty your hands with physical work, on the flipside, you're accustomed with the politics of this world, as well as the abilities expected from someone of your stature.

Age and Gender. Roll $15+d6$ for your age, for some races this is merely their apparent age. You can maintain your previous gender. But feel free to change both for 100cp.

Class

A class grants you a focus towards a particular set of skills and abilities, it will determinate the skill tree you will naturally develop. In a world run by people with skills, the class granted to you can determine your fate from the get go. Choose a Job.

Crafting Class

Going to the frontlines is a noble endeavor, but far from self-sufficient. Soldiers need potions, spells and weapons to survive the battles. That's where you enter in the fray, this class is made by those who work in the backstage to supply the frontline. From the most common job in Tortus; Synergyst to the more exotic Alchemist or Blacksmith.

Utility Class

A rarer specialization, this group lacks fighting skills just like the crafting class, but is made up by their advantages in more mundane tasks. A good example of this class is "Farmer", held by Aiko Hatayama, the teacher of the transported classroom.

Healer Class

Rather underappreciated, but probably the most important role in any party, the healer, the one who makes sure everyone can still fight and alive at the end of the battle. Here you can choose a job like Cleric, Priest or Shaman, all back row positions or something like Paladin, geared toward healing while in the frontlines.

Fighter Class

This is the real deal, the offensive role by excellence. Fist Fighter, Martial Artists, Spearmen, Archers, Weapon Specialists and more appear in this group. Their exp curve is pretty high, as well as certain stats depending of the job. Almost all their skills concentrate in making them better in the battlefield.

Buffer/Debuffer:

Not everything is about dealing or healing damage. Some prefer to be battle controllers and control the balance of the field with ruthless cunning and by turning their foes into weapons. Here are jobs like: Necromancer, Controller or Tamer. A formidable class in the right hands.

Hero (200)

How... No matter. This is a rather special case, the 'Hero' job, boasting the greatest and most balanced exp curve of all jobs. Not only starts with high stats, but their skills are both self-sufficient and versatile, covering all specs. Truly, an exceptional job all around.

No-Class/Independent (+400)

The truth is that most people in this world lack a distinctive class on their own, making them the baseline humans you could encounter anywhere. While fighting the dangers of this world without a natural skill tree is a challenge, it's far from impossible, especially for someone like you.

Initial Location

Heilight

Capital of the Hairhiri Kingdom, the country that will shortly receive the summoned heroes from another world. While small, is a land full of connections and wealth, most of it comes from its strong ties with the church and the famous "Orcus Dungeon" that attracts a great amount of adventurers.

Haltina Woods

The legendary sea of trees that hides in its insides the home to the demi-humans of the world, the country of Verbergen. This great forest is covered in a strange mist and only demi-humans are capable of navigating inside without getting lost.

Lakeside Town of Ur

A cheerful place, owning the biggest lake in the continent, the Urdea lake. While the town is famous for the sights, their culinary prowess is also well known, being the only place with white rice in their menu.

Raisen Gorge

Commonly used as execution grounds, this small canyon is represented by the dangerous beasts that lurk for prey and the decrease in magic effectiveness inside the land. If one looks well enough, one will find the entrance to the Raisen Dungeon.

Race

Human (+100)

Good old humanity, the always secure, vanilla option. With a rather low life expectancy compared to other races, an average learning curve and normal stats for the most part. As a race, their strong point is their numbers and versatility.

Beastman

A broad 'race', that includes all demi-humans. They're known for their animal-like features and their distinctive lack of magic, making them hated by both humans and devils. In exchange, all beastmen have natural advantages in certain stats, depending of their race: Bearmen has increased endurance and power, Rabbitmen have high stealth and speed, while Tigermen possess superior attack power and reflexes. Just to name a few. Elves and dwarfs are also included here.

Mermaid

While technically a part of the beastman race, Mermen aren't persecuted in certain human settlements because their natural talent as fishers. They live as long as humans in average and can breathe underwater. They also look just like humans except for their fan-shaped ears.

Monster

What a curious thing. You aren't part of the normal races from this world, but a monster with true sentience and soul. It could be a golem, a Hydra or even a weak skeleton soldier. You won't die unless your magic core is destroyed.

Demon

The Demon race have been in an ideology war with humanity for a good amount of time by now. While less in number, every member of this race is naturally more powerful, stat wise, than the average Human. They live up to hundreds of years and possess great talent with magic.

Vampire (200)

An extinct race, whose fate was sealed long ago by now unknown circumstances. It appears you're one of the last existing, aside from a sealed girl in a dungeon. Vampires possess the usual abilities associated with their race, around 200 years of life expectancy, high magic affinity and above average stats. Yet, they need blood to survive and have weakness to sunlight, holy magic and purification spells. For 100cp more, become an Atavistic Vampire, ignoring the natural weakness of the race and becoming able to subsist from normal food.

Dragon (300)

Rumored to have extinguished more than 500 years ago, the dragon tribe simply decided to cut their ties with the rest of race and live in seclusion. With the greatest initial stats and highest learning curve of all races, dragons can assume a weaker human-like form to blend and a dragon form where their power is unrestrained. Their life expectancy is in the thousands of years at average.

Perks

100cp perks free to origin, rest is discounted.

General Perks

Become The Monster (100cp)

"Children, woman, old men, noble or the poor, there won't be any distinction, the race called known as the demons... I'll make them extinct."

Screw the dramatic, you are the edge of despair! You are the master of hanging threats and impending trauma. Well you will be eventually at least. You can become a kind of mirror for the dark and traumatic experiences you've had and are able to draw on this for the needed inspiration in intimidating, bullying, and traumatizing of others. This doesn't give you the power to back it up but it does give you a knack for dressing in all black and pulling off the look.

Janitor's Job (200cp)

Well, isn't it strange? All those adventurers and nobles going around and making a mess out of the place. Worst is that no one can really stop them, you know? They have power on their side. At least, you have become acquaintances with damage control, and area in which you excel. Be cleaning up the messes of certain people of mass destruction, doing the paperwork necessary or managing the finances of reconstruction; you're a shining star at tasks involving the aftermath of battles.

True Protagonist (400cp)

Well, it looks like someone got the charm on his side. For some reason you now attract the romantic attention of a lot of single females, even when you don't try to do so, circumstances just align themselves to make them fall for you with no effort on your part. Going even more than that, for some reason those interested romantically in you just ignore the bad or obnoxious parts of your personality, in favor of what they deem as your good qualities. In short: Can't turn off the swag. Always wake up covered in women.

Crazy AND Powerful (400cp)

Not only the empire, but this world at large seems to respect and bow to only one thing: Power. It reflects in the world at large and especially in you. No matter how crazy or odd you seem, as long as you are stronger than those around or opposing you, others will flock towards your side, work towards your goals and adopt your morality. In short, the more powerful you are, the more people will naturally seek to follow you. Even if you aren't a good leader or particularly charismatic.

Blessing Of The Gods (400cp)

Well, as it turns out, the system empowering the people around is not something completely inherent to the world itself. Being able to work even in other worlds or with beings from outside with no problem. The mechanics of the system at large are now open to you, at least partially, making you able to grant people in other jumps the same system individually. Be careful to not give it to someone dangerous.

Drop In

It's Monday, Indeed (100cp)

This is the kind of place where you can be at a party one day and at the edge of dying during the next; of course, with that to be expected we can't have you being surprised at every little thing. That wouldn't end well, believe me. This gives you a cool head, so to speak, to analyze your circumstances with calm, no matter how ridiculous they seem.

Golden Tongue (100cp)

Before you, the barrier of idioms is completely shattered, this skill turns you into a true polyglot. You have a natural talent for quickly picking up languages, learning how to carry a casual conversation in days, a broader grasp of the language within a month of constant use, and also learning how to read and write along the way. You never truly forget a language no matter how much time passes and learning more just makes it easier to pick up the nuances in all languages as you start to subconsciously compare them against one another.

Outside The Box (200cp):

What if you got a support class or if your stats aren't as good as others? You got something better: You got creativity, the ingenuity of mankind. Thinking of new, unseen ways to use your powers to your advantage comes as easy as eating breakfast. Don't let anyone else but you, dictate what part of the party you belong.

Underdog Magnetism (200cp)

How strange, you aren't the most attractive or charismatic out there, but people still gather around you, maybe because of your power or beliefs. No matter the reason, you will find yourself as a target of other people interest, be that they seeking friendship or something more. Try to be a little bit more social, ok?

Facing The Abyss (400cp)

Gaze long enough into the abyss and the abyss may look back. Now spit in its eye. Maybe you've seen some of the worst the world has to offer and nothing else phases you or maybe you just never cared in the first place, but now you can more easily shake off and even ignore the soul shatter depression, insanity, and darkness that would break other people. You have a kind of hope or spark inside you that makes you keep trying to stand up and no matter how hard the world tries to put its foot on your throat, you just want to push back.

Status Resistance (400cp)

In a world that practically works like an RPG, sometimes you have to game the system. Dungeons filled with monsters are setup to use and abuse Status Effects like Paralyzation, Sleep, Poison, Confusion, and many more. You, however, are more than prepared to face such impasses. The summoning to this world has given you either a general resistance level to most kinds of status effects, making you capable of shaking off weaker effects and drastically reducing the duration of stronger effects. Or a complete immunity to one effect in particular, making impossible for mundane or magical means to affect you with it.

Predator's Right (600cp)

You did it. You madman. This ability is almost unique here, the greatest power born from predating your enemies. You now can raise your stats, gain skills and advance your levels by eating the meat and blood of monsters around or more powerful than you. The higher the difference between both of you, the more you will gain from it, though you can still earn smaller boosts with weaker beings en masse. The skills gained from this will be closely related to the monster you ate and depends on their power, a gorgon that's weaker than you could grant you a small petrification resistance while one stronger would bless you with the full power of their stare.

Summoned Hero

Looking the Part (100cp)

When people need a hero they look to you. Or at least at you. Maybe it's the strong jaw-line or that look in your eyes but you LOOK like Hero material. People naturally look up to you and are inclined to think better of your actions, but it won't last long if can't live up to their expectations, you can't be a hero just for yourself, you know?

Living the Life (100cp)

Exploring dungeons, saving people, find treasure, and quick gains are all yours. Living the life of a Hero, fate pushes opportunities your way on a daily basis. Some will say that is like you're the main character of a shounen manga. Try not to get buried under all your accolades, biting off more than you can chew is not recommended.

Magic Joker (200cp)

Most people have an affinity for a single type of magic with a lucky few having several. You won the magical Jackpot and have a high affinity for all schools of magic. This doesn't mean you get any or all spells right off the bat, but there's nothing stopping you to learn them, especially when your talent for the arcane is so broad.

Limit Break (200cp)

You have been gifted with one of the most useful skills that there could be. The ability to multiply all your stats for brief periods of time. A trump card when facing tough opponents. While it starts as a x3 multiplier for mere five minutes, while time and training you will become able to unlock more powerful versions that last longer and boosts you further.

Heroic Body (400cp)

A hero must be always ready for action, be it to rescue innocent maidens or defeat the monsters that threaten a city. As expected, in the middle of all those affairs the will be little time to train, but fear not! This will grant you a protection, making that your skills don't rust away or atrophy, even if you haven't use them in a while.

Direct Magic Manipulation (400cp)

Living life by the moment, not-stop action, last minute rescues and more, you don't have time to stop and cast a magic circle or shout some chant, and why should you since you're a Hero? You possess the ability to directly control the mana of your spells, letting you skip over having to use Magic Circles or Chants, an ability previously seen only in demons.

Uncapped (600cp)

In a world filled with dangers in constant grow, there's no way a man alone can face them all. Unless it's you, of course, someone who has broken through the limits initially set on your body. You now have surpassed your natural talent and became able to keep gaining levels, growing and developing skills without a set limit. Although greater levels will require more exp, there's no way to tell how strong you will become if you keep training.

Adventurer

Pointy End (100cp)

The basics of surviving combat is making sure you don't die first. You know your way around a blade, shield, bow and so forth by having at the least a basic competency for all forms of common weaponry. Even if that simply means picking up a table leg and bashing someone's head in with it.

Jack of All Trades (100cp)

Sometimes adventurers have to pick up odd jobs to make ends meet. You have a knack for finding jobs and quickly picking up the minimum skills necessary to get your job done, be it laying down bricks, harvesting crops, or shelving books in an orderly, timely manner.

Survival 101 (200cp)

You don't last long as an adventurer if you aren't willing to learn, adapt and overcome. You have a good head on your shoulders and have learned the basics of surviving in the wild and the urban by knowing how to set up or find shelter, gathering food, and being wary of predators. You also have a good memory for learning from your seniors and soak up little odds and ends like a sponge absorbs water.

Anti-Magic (200cp)

No, means no. And now you can tell magic no, too. You are skilled in two forms of cancelling out magic, straight Anti-Magic and Counter Magic. First and foremost is the art of Anti-Magic casting, where you exert an equal or greater force of magic to attempt and cancel out a spell, this is a little easier than it sounds. The other is Counter Magic, a type of spell-casting that grants you nearly precognition powers to anticipate the next spell of your enemies, and cast an appropriate counter in time to cancel the effects.

Body Strengthening (400cp)

A straightforward and commonly used form of buffing oneself in battles, or at least that's one would be led to think. It's not nearly as common as one could hope. However, you are very skilled in the art of channeling raw power directly into your body for a wide variety of body strengthening effects such as increased strength, enhanced speed, and reinforced durability. The difference between this is and a magical buff or spell is that the mana is already inside you and you can more easily and quickly direct the power. Using this ability will quickly use up mana but you can't deny the use of raw bursts of enhanced ability. You can use any energy pool you possess for this, not only mana.

Specialist (400cp)

Sometimes simply being an extra hand is all that is needed but you know where the real money is at- Specializing. By choosing a specific focus to pursue, you can quickly begin to excel in your chosen area of specialty and word of your particular skill will spread to those in the need of someone of your skill. Be careful though, if you go changing your Specialty all the time then you won't gain in any skill very quickly and everyone will simply know of you as being very indecisive and flighty.

Force Multiplier (600cp)

In the end even if your job is all about making money or just getting stronger, you've made this your job. And in order to amplify your output you know that something as simply adding another person to your Party is all you need to more than double your output. An extra Fighter to help cover your back, an Archer for ranged control, a Rogue to flank your blind spots, Casters to lay down the damage, and Healers to keep everyone fighting. You can quickly spot your weakest points and find people to help cover them by creating tight-knit teams of two or more people. When working in groups, your leadership skills quickly go up to increase the synergy between teammates and increases everyone's overall strength.

Noble

Regal Bearing (100cp)

You ooze aristocracy and exhale authority, every of your steps are filled with grace and dignity as one born in the upper class of society. Making others instinctively see you as someone from the higher scales of the world. While not very good to pass unnoticed in a crowd, you can certainly use your presence for other things.

The Whisperer (100cp)

Be your noble blood or maybe the power you wield. No matter the reason, it's undeniable the effect you possess in animals. They flock at you as if you were their long-life master, even when they have just met you. This ability also affects demi-humans to an extent, their instincts kicking in and making them more amicable to you.

Lineage of Kings (200cp)

The blood of true nobility runs through your veins, granting you a boon to help your future endeavors, the passive skill that will augment your natural rate to restore mana. Starting as a small boost in time, just a few minutes less in total, with time and practice, it will grow strong enough to restore your full reserves in the extent of a couple of hours. True kings are ready to grind to no end, and so are you.

Unbiased Professionalism (200cp)

Everyone is equal but some are more equal than others. Political connections, family ties, friendships, wealth, poverty, age, gender and creed. These are all things that can positively and negatively impact a person's judgement when making decisions. By taking a moment to focus yourself, you can mentally separate yourself from any sort of connection that could impact or influence your decision making skills in order to step-back and analyze a situation or problem. You can more easily spot ties other people carry, predict potential outcomes,

and assert a neutral outlook to problems where emotions could get in the way. Don't be swayed by the heart when matters of importance are on the line.

The Game of Politics (400cp)

There was no resounding loss at a battle, those men and women died to protect your way of life! We didn't kidnap several dozen children from another world to fight in our way, we summoned young mind with bright futures with the power to oppose our foes!

Not everyone will see things your way but you've become blindingly good at being a spin doctor, ensuring other people see things from your point of view. Finding human resources to field, finding money to keep your plans running, and so much more can be so much easier when you put a positive spin on things. You gain a good mind for politics and with a little investigating can quickly find where the people lie on a certain subject so you can more easily sway them to your side. You can far more easily convince people of accepting your moral views and the justifications for your actions.

Clairvoyance (400cp)

An extraordinary skill that allows the user the predict future depending on their choice of action, one could use to know the exact consequences of their actions, even if costs a lot of mana to activate. Strangely enough, it triggers itself to alert the user of imminent danger at a reduced cost.

Automatic Regeneration (600cp)

The winds of fate have granted a blessing upon you. The most powerful and rare of all healing skills is now yours. Just as the name suggests, this is a passive power that heals all physical damage made to you at low mana cost. Strong enough to maintain your life even when decapitated or after major blood loss, as long as you possess mana, you can get back into the game. Of course, you can still die if completely obliterated or by attacks that target your soul instead of your body, so try to choose well with who you start fights and watch your mana.

Items

100cp items free to origin, rest are discounted.

General

Status Plate (Free for All)

A 10x5 cm card (yours come with scroll option) that lists all your powers, abilities and perks. It also serves as an identification card in this world. If you want to, you can choose what powers can be displayed in the card, to avoid too many questions from others. If stolen or lost you will find it again in your pocket or warehouse an hour later.

Treasure Box (100cp)

Looking like a really small container, this is a powerful artifact that contains a small pocket dimension attached to it. As useful as can be to store things that you can't carry around normally. Contrary to what the name suggests, you can choose whatever shape this artifact take, be a gaudy necklace or a nice ring.

Sack of the Makers (100cp)

Medium sized, this bag contains an assortment of random ores and metals for you to work with, from cheap iron to Tauru ore which is one of the hardest known ores around, the quality and quantity of these materials will vary from day to day and sometime will drop some really precious minerals. It refills once a day so don't get shy at using them.

Healing Orb (300cp)

A natural miracle is probably the best way to describe this thing. It's the crystallization of mana naturally gathered in a single place. Due its nature, this orb constantly generates a healing potion as strong as the ambrosia from ancient tales, it can cure any malicious ailment, replace food and drink for sustenance, and restore major wounds short of regrown lost limbs and organs. The orb itself can produce roughly 100 gallons of potion before running out, with a single mouthful being enough for any of its effects to trigger. If you can somehow exhaust the potion created, the orb won't produce more until the start of the next jump, unless you want to use the orb itself as a mana battery, it can also work that way.

Jumper's Dungeon (600cp)

A labyrinth modeled after Oscar Orcus' personal dungeon [Abyss]. At least in the surface, once you enter you will find some that the first floor will start making some monsters as powerful as the average human, after that every floor will escalate little by little in difficulty with every passing level, new monsters will appear en masse, stronger, craftier and more dangerous than before. It doesn't appear to have a limit, growing deeper and deeper the more you adventure in there. The monsters won't get out the dungeon, keeping themselves to their respective floor. You can choose for it to appear at a random location every jump or having the entrance in your warehouse. In any case, try to not bite more than you can chew.

Drop in

Grantz Ore (100cp)

A handful of the most beautiful metal around. It doesn't possess any innate powers or affinities, but items made with this are popular gifts and engagement rings. Worth a pretty penny if you sell them, or could serve as a good material for a present.

Golden Weapon (200cp)

A weapon made with the special "Stella Ore" that possess high magic affinity, where its hardness is increased by the amount of magic power used. Extremely durable and accepting of enchantments. Should you wish, you can import a weapon you already have in this role.

Faeadrain Crystal (400cp)

Used by the demi-humas as barriers to protect their country, this crystal has the unique ability to repel monsters as well as clear the fog in the Haltina Woods. Because its utility and short supply is a well sought and expensive everywhere. You receive a decent amount of this crystals every month to do with them as you please.

Mobile Fortress (600cp)

A perfect copy of certain magical airship that have yet to be created. It's 120 meters in length, with the shape of a devil fish, inside of it the halls led to the bridge towards the front and living quarters at the center, there's also a large kitchen and various baths. Different from the original one, this have a magic core so the user doesn't need to use their own magic to operate it, as well as an automatic system to operate it without crew. It possesses various weapons installed, namely a mana powered forward cannon and several dozen smaller ones placed in the sides of the airship.

Summoned Hero

Luxury Goods (100cp)

Guess who had a hand charger for their phone in their backpack when they arrived? A series of small items you could reasonably fit in a backpack to make your life easier. Calculators, pens, lighters, tissues, etc.

Heroic Gear (200cp)

When the summoned heroes appeared, both the kingdom and the church made sure that they had the best equipment at their disposition to battle the opposing forces and the monsters roaming in the world. This is a complete set of that gear, perfect tailored to your measurements and enchanted to take maximum advantage of your job

Mutually Beneficial Acquaintance (400cp)

Shortly after starting your journey you will come across some aid in a wide variety of ways generally being a person, place or organization. Said aid is an interested party in helping you accomplish some sort of goal and is willing to help train you, house you, finance you, and provide small services as long as you help them work towards their goal. If you should fail to assist, then in their endeavors though they will quickly withdraw their aid and look elsewhere.

Some examples might be a small village helping you as long as you help protect them, a Kingdom providing for you as long as you assist them in a war, or something like an ancient guardian willing to let you rest somewhere and provide food in exchange for entertaining them.

Jumper's Spear (600cp)

Well, not necessarily a spear. Any weapon would do. This little thing grows in power alongside you, as if having its own level system. While it starts not different than a mundane weapon, with time and monsters slayed by its edge it will start getting stronger, sharper and overall better. Even developing its own passive skills to aid the user's combat style. You can import a weapon you already have into this role.

Adventurer

Adventurer Gear (100cp)

The basic armor and weapon combo to give you a head start in your travels, while nothing praiseworthy in terms of craftsmanship, they are extremely durable and light. Comes with several products and tools to help maintain your equipment such as oil and whetstone.

Potions Assortment (200cp)

Lifesavers in bottled form. Healing potions, antidotes, and other various concoctions. Nothing high-level, but still pretty useful, especially in your line of work. The potions used replenishes themselves a day after used.

Job Board (400cp)

A simple sign board with a blank scroll on it that changes to reflect where you put it down. Its only after you place it somewhere and write on the scroll that it shows its true form. The sign board and message will seemingly self-propagate across a slowly widening area, being picked up by people and seeded across towns and cities. The sign is great at drawing in interested parties for whatever it is your message entails. Looking for a group to explore with? Wanting to sell or buy items or materials? Just want to tell everyone to have a nice day? This sign is for you! You can even give people permission to post their own messages which will also spread to the other signs.

Azantium Armor (600cp)

Made with the strongest and most durable ore in this world. This armor is a self-repairing and auto adjusts to your size. As expected of a high-grade gear, it completely negates most damage from weaker attacks and reduces the power of all physical and magical blows from stronger sources. Not only durable and resistant, but also with high affinity for enchantments. If you wish, you can import another armor to this role.

Noble

Funds (100cp)

Money, it makes the world go 'round. A reasonable amount to keep you living comfortably as royalty for a year or several if you live modestly. Try to not spend it all in one place.

Holy Relic (200cp)

An ancient item left by your ancestors, the legend says it was made by either a group of "Liberators" or by a mad god. Is as powerful as the Holy Sword that the summoned hero wields, but somehow more versatile, coming with a wide array of passive buffs for the wielder and a variety of elemental attacks that can be casted with the relic, along some healing spells. It seems that more features can be unlocked, though how do so falls into your hands.

Castle (400cp)

What's a noble without his castle? Not a self-respecting one, I tell you. This a medium sized castle of your own design, the one of the classic european or maybe a japanese styled one. It will automatically recruit staff to do the workload and repair any damage. Follows you through Jumps.

Compass Of Desire (600cp)

Lost in time, this is a copy of the compass in the Haltina's Dungeon. An artifact of curious effects, by concentrating in something you want the compass will lead you towards the location of your desires. Be it buried on an island, hidden in a volcano or even in another world. The compass will surely guide your path.

Companions

Import/Create(100cp/300cp)

I suppose you can't fully enjoy an adventure without your friends. For 100cp I will let you import or create a single companion, with 600cp for their purchases here. Or you can use 300cp to import or create eight of them, they come with 800cp to buy perks and items.

Canon Companion (100cp)

Oh, so you took shine to a character here? Feel free to take them as companions if you can convince them to come along. Don't worry, I will make sure you have plenty of opportunities for you to hit it off. Beware that some are... clingy.

Scenario

Dungeon Hunter - Optional Questing

Scattered across the continent are a series of Dungeons created by 7 people, who called themselves the Liberators, in order to hide their strongest magic's least, they disappear from the face of the planet. This was because the being known as God, Ehito, developed to become extremely cruel, finding enjoyment in terrorizing the other beings of the world, responsible for mass religious wars, disasters, and famine. Eventually Heroes gathered who did not believe Ehito was the benevolent god most people believed he was and united to fight against him. However, they could not overcome his power and decided to leave tools and abilities behind for others to find them and use them to help the world. Thus the Great Dungeons were made.

Many have challenged the Great Dungeons and many have failed. If you can get to the last floor and beat the final Boss of each Dungeon you will be judged worthy of receiving the magic. This is by reading your memories to find you didn't cheat. No skipping to the source and stealing it. You have to beat the whole deal to earn your reward.

[Oscar Orcus] Abyss Dungeon

The very first dungeon to appear in the series and the very same dungeon the main character, Hajime Nagumo, will fall into after a jealous classmate gives him a nudge via fireball.

The "First Levels" of this dungeon that the Kingdom leads the MC and his Classmates through is actually just the front door to keep riff-raff out of the real dungeon. Instead of just repeating cavernous tunnels filled with monsters, the actual dungeon is designed to test and help people grow by giving them experience fighting a wide variety of monsters, deal with lethal and non-lethal traps, and explore a wide variety of locales through the use of themed floors that look like forests, caves, crypts, poison swamps and more. The Abyss Dungeon is by far the most generic in the fact it doesn't have a central theme and instead covers a wide variety of potential dangers and scenarios.

At the bottom of this Dungeon awaits the Dungeon Boss, Hydra. After entering the last door, a summoning circle will manifest a Six-Headed Hydra. Each has a role in the fight with one head Healing, one expanding a cobra like hood to block attacks with high defense, one Cursing with Nightmares and De-Buffs, and the last three each firing a different Element to bombard their foes.

Only after destroying all Six Heads does the final Seventh Head reveal itself. Larger than the other Six, this head is even tougher than the Shield Head, and instead of firing Elemental Breaths can fire seven simultaneous Laser Beam like spells that drastically prevent healing. What's worse, is the Seventh Head has weaker forms of all the other Heads allowing it to self-heal, defend itself, and de-buff you. You are going to be in for a challenge here, Jumper.

Reward: [CREATION MAGIC] - Magic to interfere with inorganic things and can create new artifacts. This magic allows you to directly cast magic into materials to create new materials and quickly create magic items, imbuing spells or skills in those items. The greater the magic or ability to you wish the impart into the material or item, the stronger the container must be and more mana you must spend.

[Miledy Raisen] Great Canyon

The first "Themed" Dungeon you will encounter. It is also one of the only other Dungeons you can simply find and enter with it being fairly well known, just extremely dangerous. Instead of dozens of various kinds of floors like in the Abyss, this entire Dungeon is a labyrinth of brick, stone and metal hallways filled with mechanical traps, patrolled by various kinds of Golems to make up for the lack of variety of monsters, and even the floors and tunnels themselves are a challenge as they regularly rearrange themselves. The hall you take one way won't always lead back to where you came from and sometimes to go forward with only lead you backwards and to advance you have to just wait for new paths to open. Worst of all though is the reason not many people adventure here. The entire Dungeon seems to siphon mana out of the air leaving so little that most people can't cast magic outside of a few spells cast from the reserves they brought in themselves. Seeing as the Dungeon is made up of several dozens of floors, all rearranging themselves, with no living creatures inside, just staying alive and bringing enough food and water is a challenge. And in a world that relies almost entirely on magic for combat and healing for survival, this means not many people can survive here.

Did we mention that every time you destroy a Golem, it simply pieces itself back together via magic? And if the pieces are destroyed the Labyrinth makes more?

The MC and his crew managed to brute force their way through here with the use of mana batteries and their strength. Maybe you can figure out a safer way.

Waiting for you at the bottom of the Dungeon is the maker of the Dungeon herself, Miledy Raisen who, with the help of [SOUL MAGIC] transferred herself to a Golem Core where she could swap into Golem bodies as needed. You will have to beat a Dungeon Maker themselves, in a nigh-immortal body that never tires, who can cast [GRAVITY MAGIC], repair herself using the Dungeon, and has access to all the magic being channeled here.

Reward: [GRAVITY MAGIC] - A magic to control Gravity. Its strength lies in the ingenuity of the user.

[Rouse Baan] God's Mountain

By far the strangest of "Dungeons" compared to the rest. The Dungeon itself is actually very small but nearly impossible to get into unless you fulfill several requirements in which a projected image would then lead you to your reward.

The Dungeon isn't a place but a concept in a way. Not physical but spiritual.

The conditions to capturing the labyrinth, and summoning the projection of Rouse Baan as your guide, required at least 2 or more proofs of capturing great labyrinths, also having no faith in god, or overcoming some kind of influence that god's power acted on in order to appear. In other words, it appears that [Kamiyama's] concept, was to possess a firm will that wouldn't bow down to god.

This is achieved easily enough by the Students and Teach from another world as they didn't entirely believe in God of another world but for those native and raised in this world, this could prove a nearly impossible task.

Reward: [SOUL MAGIC] - A magic to interfere with souls. It is the least direct of magics, allowing you to move souls around. This would even allow you to place a soul into a new body, be it a living body or something constructed, or bind a soul to place or item for them to be stuck there or act as a kind of ghost.

[Shunee] Snowfield Cave

The Shunee snowfield and Raisen Large Canyon divide the south continent in half. On the eastern side sits the heavy snow field, which is covered in cloudy weather throughout the year, so even during periods when it doesn't snow, the earth remains smothered in snow and ice.

East of the Sea of Trees caught between the demon country of Garland and the southern continent is this mysterious place. Strangely, neither the Sea of Trees nor the country of Garland are touched by snow or ice, as if the boundary is cut by an impassable wall.

The interior of the snowfield houses a considerably large gorge, likely formed from the ice and the snow. The last of the large labyrinths should be at the tip of the gorge, the Shunee Snow Cave. Normally, an adventurer would be worn down by the cold on their way towards reaching the tip, making it a perfect location for the labyrinth.

The Cave of Ice and Snow is like a house of mirrors. The passage inside this large labyrinth was a considerable area, large enough for ten people to stand side by side. The walls made from ice possessed the transparency of crystal. Thanks to the reflections you could easily become confused as to the number of people present. The end result... a mysterious internal structure.

Although another thing could be said to contribute to this mysterious feeling. Within the cave... snow was always falling. Naturally, since it's a cave, it doesn't fall from the sky. The snow is blown through the cave, moving along the wind. However, it wasn't blown in from the entrance, but blown out from within the recesses of the cave.

This snow possesses a temperature as low as dry ice, causing immediate frostbite if it touches you.

Certainly, though you could melt ice to make water, fire magic seems to be obstructed in this space, and would take considerable magic consumption to activate. This Ice and Snow cave remarkably weakened the effect of fire magic. It would be a considerable hardship to use fire as a method to secure water by melting snow.

The monsters in this Dungeon are peculiar as well. Hundreds of people can be seen frozen in the ice but it is only after you descend deeper into the Dungeon that they show their real nature. Hundreds of Ice Zombies will pour down the tunnels towards you and should you destroy them, they will simply reassemble themselves in a matter of minutes. Also inhabiting the caves are various animals composed of living ice given life such as Eagles that can fly, Werewolves and more. The true monster here is an Ice Demon in the shape of a twenty-meter-long turtle covered in icicle spikes. The Demon Stone inside it is what is giving continual life to all these beings. The demon seems to be composed of ice and can freely move through it like water, making it seemingly disappear and as long as it has ice around it it can regenerate from any wound. To make matters worse, the turtle itself is just a ruse and the being can simply generate a new body as long as the Demon Stone remains intact.

And should you managed to make it past all of that you can finally face.... Yourself.

The concept of this labyrinth is 'to win against yourself'. The negative part of oneself, the dirty part that you averted your eyes from, the inconvenient part, contradiction... can you overcome that kind of thing or not?

"The more you overcome the negative emotion you harbor, I who am the negative image will be weakening. Conversely, the more you avert your eyes, the stronger I become."

Reward: [METAMORPHOSIS MAGIC] - a magic that interferes with nature of organic things. Is mostly used to create and strengthen monsters with mana. Most of the monsters created in the seven dungeons originate from this magic.

[Naizu Guryuuen] Guryuuen Volcano

Located relatively close the Lakeside Town of Ur, this Dungeon is one of the simplest and deadly of all.

Starting in the already murderous volcano, all the monsters in this labyrinth are fire based, already immune to heat and flames, to make things worse, the enemies here are also greatly resistant to physical attacks, for anyone foolish or brave enough to go and try to hit fire.

If you make to the pits of this hellish place, then the last trial awaiting you will be a thin path surrounded by lava, with the treasure in the other side. Trying to cross the path will activate the last trial, awakening a bunch of giant serpents made from lava and fire magic, with their minuscule cores hidden deep in their bodies. To clear this problem, you will need to defeat at least twenty of this monsters and make it to the final room before it's engulfed in the magma.

The purpose for this strange creation is simple enough: To test one's concentration, and certainly that will be needed to defeat such enemies in the middle of the heat, with deadly magma and fire at every corner.

You will find, at the final room, not only the Lost Magic left by the dungeon's creator, but also a small necklace, apparently necessary for another labyrinth.

Reward: **[SPATIAL MAGIC]** - Magic to bend space to one's wishes. Starts making you able to rip portals to places kilometers away and who knows what could be able to do if you were to master it.

[Meiru Merujiine] **Undersea Ruins**

Hidden in the deep sea, this dungeon is only accessible by those who acquired the necklace in the Guryuuen Volcano Labyrinth. For starters because the necklace emits a faint light during the night, that indicates the location of this ruins, and second, because the use of magic in the necklace is the only way to open the doors for this trial.

The first thing that will get your attention will probably be the large amounts of aquatic monsters in the architecture. The next step comes as the great resistance these creatures hold against physical attacks and show a dangerous sharp mind, not quite sentient, but clearly more thought-driven than other.

As if that wasn't enough, the cave is in constant state of water influx, meaning that it can get full of water at any time. Hope you know how to swim. This dungeon will also start showing pseudo-holographic memories from the past, when devils and humans still worked together, still, it's necessary to also destroy these apparitions to advance. Because all of this, one will need to make heavy use of magic in this dungeon.

Reward: **[RESTORATION MAGIC]** - Age of the God's Magic learned from Meljeene bottom Sea Ruin. It can regenerate anything that has been damaged, be organic beings or inorganic objects. At higher levels it can also repair more esoteric things. This magic is pretty draining, but its usefulness can't be denied.

[Luluo Haltina] **Sea Of Trees**

Possibly created to be the last in being cleared, this dungeon is a bit of a special case in more ways than one.

It's located in the Haltina Woods, a place covered in dense mist, only demihumans can safely navigate in here. In the middle of this forest, lies a giant, old and withered tree, that it's also the entrance to this dungeon.

To enter here, you will need 4 proofs, the power of immortality (soul magic) and the guide necklace.

This dungeon isn't as almighty as one would be led to think, but it's still as dangerous as the others. Starting there's a wide variety of plant-based and insect-based monsters to repel the challengers. They are innately stronger than the ones in previous dungeons, as well as carriers of strange skills and abilities.

However, the real challenge are the mental attacks that this dungeon inflicts in its trespassers. In some cases, giant roaches will come together to create emotion-altering spells, that reverse your current feelings for others, but don't affect memories. There will also be traps that change your body and a particular floor that traps you in a "perfect illusion" that can only be broken by willpower.

It's quite obvious, but the purpose of this trials is to test "Bonds" between the challengers

Reward: **[SUBLIMATION MAGIC]** Probably the mightiest of lost magics. This school of the arcane grants you the ability to "evolve" things by using mana. Just as you are thinking, this not only can be used in stats, skills or items, but also in other magics, to further their reach even more. There's probably no limit here jumper, none other than yourself.

Beware that unless you alter canon significantly, Hajime will also be hunting for the lost magic, as it will some dude from the devil's side. They will most likely blow up the place if they conquer it, so you need to be there first.

Drawbacks

Bully (+100)

Seems someone looks down on you here be it someone that followed you here from another world or someone already here. Maybe they don't like how you look, maybe you snubbed them, or maybe they are jealous of something you have. Either way they are going to make your life here a living hell with near constant harassment, blackmailing, rumor mongering, and more.

Weakling (+100)

Finished a dungeon floor? Took you long enough. Killed a big monster? So has everyone else. No matter what it is you do, everyone will look down on you as being a weakling. Your achievements will be regarded as strokes of luck or someone else's doing. Nothing you do will seem to change this.

Loser's stats (+200)

While everyone else seems to start with their stats in the hundreds, you start with all of yours at ten or less. Even gaining better stats will be a real grind for you compared to everyone else but not impossible.

Angst (+200)

They left you behind. No one likes you. Everyone is judging you. Your life is SUFFERING! You are going to be more than a bit angsty your entire stay here. Expect to spend at least an hour a day brooding over your tragic past and such.

Oh, Riiight (+300)

You have a bad habit of constantly forgetting what your opponents are capable of. Expect to freak out every time anyone does anything vaguely competent.

Crazy In Love (+300)

It seems you have a bad habit of picking up weirdos and freaks who seem increasingly smitten with you. They are never your type and might do things behind your back to try to get closer to you that disturb you -- Sneaking into your bed, stealing your undergarments, bringing in hordes of monsters cause obviously you're cool enough to deal with them.

Zero Aptitude for Magic (+400)

Well... How to say this? You're inept for this world's magic and general system. Don't expect to be using spells or skills from here during the next ten years. It's not a killing blow, but certainly a crippling one.

God's Unfavorite (+600)

EHito has decided that you need to die. At first he will simply use "visions" with the church to brand you a heretic and have you persecuted, but after a while he will grow impatient and start using more direct methods to spell your demise. The saving grace is that he still lacks a body to interact with the physical world, for now at least.

- **God's Favorite (+200)**

Well it seems that Ehito doesn't hate you entirely after all. In fact, they just love you! Well your body that is. As a being from another world himself who attained great power and became a god, the last bit is what is holding him back. By becoming a God, he had to leave his body behind and can no longer interact with the world. He originally planned to steal the MC's body but yours seems to be a much better fit and worst case scenario he can still take the MC's.

Just like in God's Unfavorite, Ehito is going to plague the land with visions in order to mastermind a series of events to lead to a final confrontation with you in order to steal your body from you. Be careful though, he's a crafty bastard that outlived all his companions and puts his own life above all others. He isn't afraid to run away at the first sign of trouble and he'll be watching all that you do in order to counter everything you show off.

Where to From Here?

I'm tired of this...

So you want to go to your original world? Well, it can't be helped then. Go back with everything you gained until now. I'll treasure our time together.

This is where I belong

...Really? You want to stay in here? Well, it suits you, I guess. It was a fun ride, jumper.

Further, I still want more.

Yeah, that's what I thought. Let's go to the next adventure!

Notes

- The usual abilities from vampires here are flight, dark vision, enchanted stats and affinity for "Dark/Illusion" magic.
- The Job/Stats/Skills/Magic system is what you would expect from a classical JRPG
- The narrative is pretty vague, but gaining all 7 lost magics, one learns how to travel between worlds and do other kind of things.
- Stats are: Strength, Vitality, Endurance, Agility, Magic, Magic Resistance.
- About affinities for magic. Hajime starts without any affinity for fire magic, and he needs to do a 5 minutes chant with a 2,5 meter radius circle to create the same fire as a modern lighter. In contrast, having affinity for a type of magic, makes the use of spells from the same type easier, less costly in mana and quicker.