



魔王オレと

グール
不死姫
の
指輪

柑橘ゆすら
イラスト・しゅがすく

Maou na Ore to Fushihime no Yubiwa

The magical world of Demons and the modern world of Humans, two sides of the same coin that weren't supposed to ever fuse. However, the gate separating these two worlds has been weakening continuously, thus leading to certain mix between these worlds. As such, the 'Monster Tamers', special humans with natural boons, are the keepers of peace; making contracts with monsters to help them maintain things in order, while keeping things hidden from most humans. For demons, this partnership grants several advantages, for Tamers, it means the extra legwork needed to do their job.

However, a new group of 'Dark Tamers' have raised to cause problems. Born from terrible experiments to create artificial Demon Tamers, they now seek revenge and a place to belong in a world that caused them incredible pain.

Meanwhile, Kusumi Chiharu, a seemingly normal teenager, will receive a text message informing him of his recruitment as a Demon Tamer, in a fit of stupidity, his actions will lead to many changes and the discovery of his true heritage.

But enough about that. This is your story, have this to get you started:

+1000cp





Origin

Age & Gender:

Believe it or not, neither your gender or age will affect too much. Well, outside the usual trouble with it. Feel free to choose any age plausible and/or change your gender for free.

Drop In

New to this world and the business around. You could change the balance of the world or just stand aside while minding your own things. Regardless, you get a room paid for the week in a nearby hotel and the necessary papers proving your identity.

Monster Tamer

You were born for this job, Demon Tamers are humans with natural 'magic cells' that produce magical energy for a myriad of purposes. Naturally stronger, faster and more resistant than the normal folk. You also have a monster partner to kick the ass of the demons causing trouble.

Demon

A being of myth and magic, at least by human standards. Demons are basically a multitude of Magical Creatures, from Zombies, Ghouls, Nelphims, Dragons, Behemonts, Minotaurs, etc. You get the idea. You're one of these. Taking a Tamer partner is not necessary, but encouraged.

Dark Tamer

Oh, such a sad backstory. This group was formed by certain tamer of renown, when she released a bunch of kids that were experimented on to create artificial Demon Tamers by injecting monster cells in normal humans. Since then, new people and better boosters have been added. You are stronger than normal monster tamers, but also hated by many of them.





Blend In (100cp)

Travelling, so fun until you realise the air pressure is a bitch and getting new jobs sucks. Not for long, however, now you can say goodbye to those small problems. You easily adapt to new environments, and have a knack for finding whatever odd job around that pays well.

Just Passing By (200cp)

With all those monsters and tamers going around the place, it's a wonder that people don't get caught in incidents more often, and nothing short of miraculous that most of the human population remains in the dark. Such trade secrets to keep things under wraps are now yours to use, enough to maintain a masquerade similar to the Demons and Monster Tamers from the general public.

Well, That's Convenient (400cp)

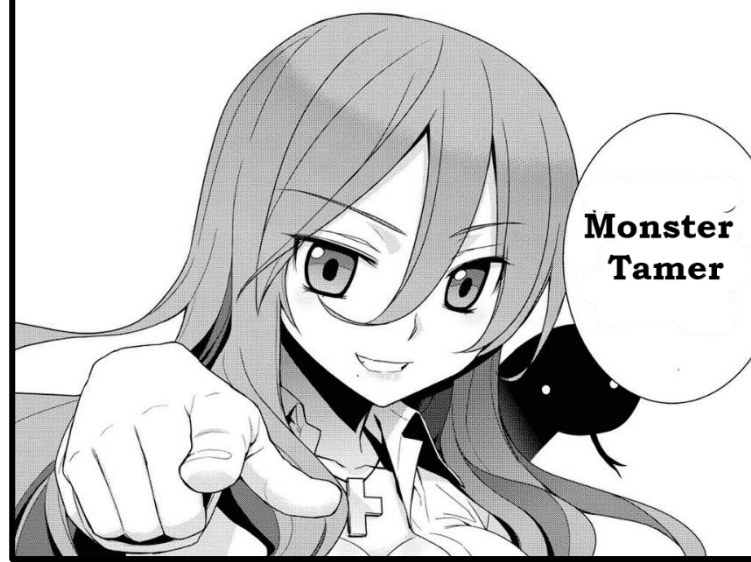
There's lucky and there's you. For some reason, fortune seems to smile at you at worryingly numerous times. Lack some item? The baddie of the week has it and is a weakling too. Need some vacations? You just won the local lottery for a paid resort next to the beach. This won't resolve all your problems, but it will make them damn easier to deal with.

This Is MY Resolution (600cp)

Call it musk, pheromones, or simply the byproduct of being as awesome as you are. You're charismatic, hell, that's probably underselling it. You just attract people of your opposite sex as flame attracts moths. Furthermore, once they fall in love with you, the deal becomes pretty much eternal, they never stop loving you, no matter the circumstances or time that passes. Beware yanderes.

Enchanted (100cp)

Demon Tamers possess a great amount of internal energy, is kind of a must when you're in this business, a part of this energy is transferred to your monster partner, one of the boons they get. On your side, you have learned to channel this energy to heal at accelerated rates and enchant your physical performance for small periods of time.



Battery (200cp)

Remember that internal energy thing I talked about before? Well, for normal tamers the amount is nothing to scoff at, but in your case, it leans towards 'fucking impossible' levels of energy, easily a match for a hundred normal tamers. Likewise, the regeneration rate for this energy is a hundredfold than usual.

Best of Both (400cp)

It seems that you are a bit of a special case, normally the offspring between races would be one of the parent's races, but instead, you are a perfect hybrid of both. You have the innate energy production and grow rate of human tamers mixed with the magical powers of the demons. It will be a little difficult for people to categorize you, but the advantages of this are incredible.



Bond Between Us (600cp)

The relationship between Tamer and Demon is something that goes beyond mere friendship, it's a bond of mutual trust and the conviction to keep going together 'till the bitter end. Such is the power you have, to forge unbreakable relationships with others and draw power from it. Boosting your willpower when helping a friend or your speed to arrive to save a comrade in time. Likewise, this goes both ways, giving boosts to your allies when it comes down to helping you or a mutual friend. While it works mostly on friendships, other deep bonds will trigger this power too, like lovers or close family. Don't ever underestimate the power of bonds between people.

Demon



Poker Face (100cp)

Some races have a natural human-like appearance, like zombies or ghouls. Others, are very much not like one, such as dragons or gazers. In both cases, however, a good human disguise can go a long way. For that, you have learned a mastered a minor version of shapeshifting, one that gives you a human form to your likeness. It's perfect in almost every way and people won't be able to notice your true nature with a simple glance, no matter how inhumane or strange your real body is.

Don't Underestimate Me! (200cp)

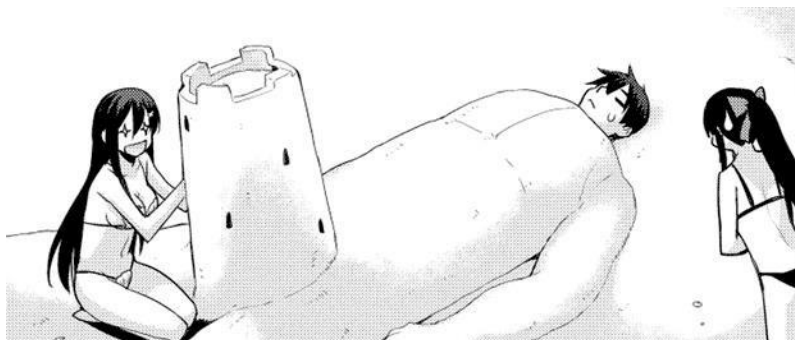
All demons are weak sauce when they just start, lacking experience from battles and the energy from a Tamer. That doesn't mean they can't get stronger, however, and you are the perfect example of such. Your learning and growing rates are off the charts, letting you overpower older and more experienced foes with a tenth of the time others would need to get into that level. You will still need to train and study, just far less than others.

Demon Lord Candidate (600cp)

The previous Demon Lord was a bit of a manwhore, you see. He had a ton of children with various races, one of them being you. This alone means a tenfold increase in all your natural specs, as well as the ability to use the magic exclusive to the demonic royal family and their precious artifacts. Furthermore, you can fight for the rank of Demon Lord, a title that will carry to other jumps, even if only to impress.

FREEDOM (400cp)

Ah, the inner energy of the Tamers, when channeled to a magical creature, it increases greatly their powers. Alas, depending on others for boosts is not your style. Luckily, you are a bit of a weird case, being a monster capable of producing your own inner energy to boost yourself to the same level of a master tamer. This ability will be passed down in your bloodline should you desire, making you a sought individual by many. Just in case, this doesn't prevent you from making a contract with a Tamer, if you wanted more power.



Great Chimera (100cp)

The modifications done to your body left more than the simple ability to generate inner energy to become a Tamer, indeed. It also greatly increased one of your base stats, something like your endurance, strength, speed or such. The power from it is probably enough to meet head on some of the weaker species of demons out there. It may not look like much, but you would be surprised.



Mad Genius (400cp)

After a while, Dark Tamers started to mess with their biology themselves to improve and empower their abilities. You are one of the pioneers that took what others did to you and refined it to near perfection. Now, with just a small sample of any being, you can selectively choose some of their traits and apply it to another. They called you mad, but let's see how's the real madman when you perfect your genetical modifications.

Zen Master (200cp)

Those artificial powers didn't come free, alongside the mutations done to you, Dark Tamers also have to deal with the destructive impulses, some even went mad from it. Not you, no. You have trained yourself and obtained a perfect control over your instincts, emotions and impulses, letting you always act with a cold head. At the very least, you don't have to worry again about strange influences directing your actions.

Not a Failure (600cp)

They called you trash, they called you ineffective. It's time for payback. Between the use of extremely dangerous experiments and a lot of research, you finally managed to obtain a power to obtain your vengeance; the ability to fuse yourself with monsters, taking up parts and powers of them to make them temporarily yours. The breath of a dragon, the strength of a Minotaur or even simply taking over the gargantuan body of a giant snake, all is now in your reach. You have waited long enough.





You get one discount per tier and one 100cp item for free.

Unbreakable Umbrella (100cp)

A folding umbrella. It's fashionable, it protects you from sun and rain. It's also a great weapon. Yeah, this thing seems able to withstand the worst of abuses in fights and never gets damaged at all. Kind of better as a shield than as a weapon, however.

Contract Rings (100cp)

Ah, the rigs, proof of a contract between a Tamer and a Demon. It has many effects, from transferring energy of the Tamer to boost the Demon, and as a way to know where each one is at any time, to summon the Demon at the side of the Tamer and give some level of control to their actions. You have a pair and can but more. Comes with the paperwork needed.

Enforcer Ring (100cp)

This ring is a modified Contract one, whose purpose is to give the Tamer far more control over the contracted Demon and reduce the amount of energy being transferred. It can still work as a normal contract ring, however. These things are illegal, so you know.

Weapon bracelet (200cp)

This cute bracelet is actually a magic item that works by taking the form of any weapon you want. Very useful if you don't want to go around the human cities with a giant halbert. You can import another weapon into this role.

Shiden (200cp)

The weapon of the Demon Lord, magically made so it curses anyone who touches it, sans the Demon Lord or someone of his bloodline. This one is a copy you can use without fear, however. A very good weapon that appears when the user wills it.

Crimson Drinks (200cp)

Turns out, dragon blood is kind of a big thing. Here's a whole set with ten vials of the stuff. It can be used to increase the talent and magical power of the drinker or be used in alchemy to make cool things. You will get another 10 vials every year.

Sensual Blueprints (400cp)

The secrets behind the Contract Rings and their function to share energy are now a literal open book for you. Really, this is a book containing all the information needed to create more of those and even to modify them to some extent.

Mansion (400cp)

Well, we can't have you and your Demon in the street, can we? No, of course not. This is a mansion, exactly what you would expect from the name. Lavish and with the most expensive furniture. It will become a warehouse attachment post-jump.

Sunday, Sunday (600cp)

Just for my favorite Jumper, here's a beautiful villa near the ocean and located in the nice parts of the Demon World. Used to be a fortress, so it's well protected. It's full of devil maids that take care of everything to keep it nice and clean. They will also take care of your needs while you're there and they are combat trained.

Companions

Import/Create (100cp/400cp)

Feeling lonely already? Well, you can use this option to create or import a single companion for 100cp or the full roast of 8 for 400cp. They gain 600cp to spent on origins, perks and items, they can also take some drawbacks for more.

Canon (100cp)

Of course, if you took a liking for a character of the series you can always try and convince them to come along with you on your travels. I'll give you plenty of chances to get in their good graces.



Drawbacks

Funny, Not Funny (+100cp)

Hahaha... Hey, don't look at me like that. It was hilarious! Indeed, you're now cursed with bad luck. Nothing really serious, but people will catch you in unfortunate or embarrassing situations far too many times. They will laugh a lot.

Wait, what? (+100cp)

In exchange for more points you will forfeit all your foreknowledge about this world. Now you will have to fish around in the dark. Let's hope your intelligence is enough to figure out the plot twists. To be fair, they are fairly obvious.

Sealed (+200cp)

All the powers from other jumps are sealed until your ten years here pass. Being reduced to BodyMod and what you purchased here. Companions are not affected unless they take this too. Try to not start a fight with someone too lethal.

Bad Reputation (+200cp)

Well... To say that you aren't the most liked person in this place would be an understatement. There are nasty rumors of you, putting your reputation in the red numbers, and while no one will attack you on sight, everyone that knows of you will be cautious when interacting with your affairs. Don't expect strangers helping you here.

In the End (+300cp)

Congratulations, jumper! You now have a sister. The bad part is that she's totally into you and somehow way more powerful than she has any right to be. Expect being stalked or she doing *something* to your body while you sleep. On the Brightside, you can keep her as a companion after the jump ends.

Will of the World (+300cp)

Welp. It seems like we hit a dead end. You are a complete normal human, no matter your origin. No inner energy and not a demon, even if you took that option. The bad part? Everyone thinks you're a Demon and everyone seems really eager to make a contract with you to put you into the frontlines. Good luck.

Beni-fucking-bara (+400cp)

Yeah... that just happened. Turns out the existence of Demons and Monster Tamers got leaked to the public... and their reaction was far from nice. Nations around the world are screaming for war, and a catastrophe seems inevitable. Enjoy your extra points, you asshole.

Notes

Demons, monsters, magical creatures... they're all the same thing

Devils are a different thing tho.

Made by Ricrod

Fanwank. Like, really. Just fanwank.

Final Choice

Back To The Basics

Oh, so you're tired of all this adventure? Time to go back? Well, I get it. Be on your merry way with everything you gained until now. I had a great time with you, jumper.

Home Is Where My Loved Ones Are

Mh!? Staying here? Well, that's a little unexpected... but I suppose love gives you a different insight in life... It has been fun, jumper.

I Want Even More...

Keep going!? YES! That's what I wanted to hear darl- I mean, jumper. Let's go to the next world! I promise it will be lots of fun!



THE END