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Hello Jumper, welcome to the dark fantasy world of Nidome no Yuusha, a world of betrayal and revenge. In this world Humanity is warring against the Demon Lord

Leticia and has summoned a hero to aid them in this endeavour, a Japanese high-schooler named Kaito Ukei, a kind and caring young man who worked hard to live up to the name of hero. After Kaito and his party had defeated the Demon Lord, he was betrayed by them and hunted by the Kingdom he had served after being accused of being the next Demon Lord. He also later found out that the summoning ceremony that was used by Princess Alesia had used the life force of his friends and family, killing them.

These actions led to Kaito eventually becoming twisted and revenge filled and swore vengeance upon his eventual death by his comrades. This was not the end of Kaito, however, as a being known as 'The goddess of Earth' had bestowed a gift to Kaito as she did to all Humans from Earth that get sent to other worlds.

This ability is known as the 'Tutorial Mode', which simulates the world that the Human has been sent to and upon their death they keep their memories and experiences, with their abilities being lowered depending on how long their tutorial lasted. Kaito uses this opportunity of a second life to get vengeance upon those that had wronged him in his previous life, as the simulation is a 100% genuine simulation of the real world (the Isekai world in this case).

Origins:

Your age can be anywhere between 18 and 65 and your sex is up to your choice.

Summoned Hero (Optional Drop-In) - Free

You have been summoned by Princess Alesia alongside the Hero Kaito, or perhaps you just appeared out of nowhere somewhere else in the world? Regardless, you can become someone truly great if you put the work in. If you want you can choose to have memories of being Kaito's classmate prior to the summoning.

Local Hero - Free

Rather than being summoned, you are a hero that is native to the 'other world'. While you may or may not match up in strength with a summoned Hero, you are a formidable combatant regardless, being a candidate for the Hero's party.

Criminal - Free

This world is often unforgiving for those without power or money and often have to resort to criminal means to survive, you are likely one such person. You have a criminal past in your home country, with specifics on what that entails depends on your personality and perks.

Royalty - Free

The blood of Kings (or Queens) flows through your veins now Jumper, which has given you great opportunity and great responsibility. You might be what this world lacks, an actually decent person in charge of a country; or perhaps you will be worse than the cruel Princess Alesia? Regardless of how you choose to go about your life, you will impact your country greatly.

Race:

Human - Free

You are a Human being, the usual vanilla species that is the majority of the world's population. They are the average joe/jane of species and are capable of great good or great evil depending on the person.

Beastperson - 100 CP

You are quite similar to a Human, with some notable exceptions, such as animal ears and a tail. These animal parts give you the advantage that the animal in question would have, such as someone with rabbit ears having great hearing and kicking strength. There is a drawback to this strength however, Beastpeople face discrimination and prejudice against them from Humans for their animal appendages.

Spirit - 600 CP

Spirits are a varied species of sentient mana, each being based off of an element (Fire, Water, Earth, Wind, Light, or Darkness), excluding demons and angels. As a spirit you are much harder to kill than a normal person, being able to regenerate most injuries, only really having issues with some types of magic (such as an opposing element). Appearances vary wildly between spirits, from having monstrous form, to looking just like a human.

Perks:

Undiscounted:

The System - 200 CP (Free for Jump)

You gain the system of the other world, which includes a number of abilities. You gain a status menu, similar to most "Gamer" fantasy systems that display your statistics; such as MP or HP and your level. You can learn skills and level them up through repetition, which lowers the cost of using skills and can boost their power. If you purchase this, you can choose to give this system to others whenever you want to. This system will merge or work together (up to your choice) with any other system you may have and will not conflict with them.

Tutorial Mode - 800 CP (Free for Jump)

You gain the Tutorial Mode that Humans from Earth receive when they are isekaied, meaning that you restart your adventure from the beginning once you die. Upon your death and restart, you will have all of your powers reset to what they were when the Jump began, though you will keep your memories. This will occur once in this Jump for free and if purchased will occur in other Jumps once a Jump, or every 10 years, should the jump be longer. Also, if you wish, this can function as backwards time travel, rather than a simulation post-jump.

This is a togglable effect that can be enabled or disabled at the beginning of a Jump.

Summoned Hero:

Hero? Never Seen em' - 100 CP

You are a genuine master of disguise, being able to create impressive disguises using both mundane and low-powered magical means. You are able to use these disguises to full effect with your equally impressive acting skills.

My Hatred is Eternal - 200 CP

You will never break, no matter what happens to you, your willpower is infinite. You will also never forget the injustices against you, with a photographic memory that has infinite storage. You can choose to lock away memories that you don't like, remembering them only if you need them.

All is Not Lost - 400 CP

All is not lost Jumper, with hard work you can quickly regain what you have lost, such as powers, skills, wealth, etc. This will not be instant and can be difficult depending on how much you have lost. The way this works depends on what you have lost, such as helping to boost your learning capabilities until you are where you were before if you have lost a skill, or becoming incredibly lucky in your investments if you have lost all of your wealth (until you are at a similar amount of wealth as before).

A Dish Best Served Cold - 600 CP

With this perk you become a genius in the art of planning and the execution of those plans, being able to manipulate entire countries with enough time and effort. While this encompasses all forms of planning, your greatest skill is with revenge plans. You become incredibly lucky when enacting a revenge plan against those who have wronged you. This perk will also adapt to incorporate any new abilities that you receive, as to increase the odds of your plans succeeding in the future.

Local Hero:

Earning Your Wage - 100 CP

Before you became a hero it seems you were trained in a useful trade of the era, such as a blacksmith or carpenter. You are a master in your chosen profession(s) and are in the world's top 1% of your chosen profession(s).

Tastes Like Chicken - 200 CP

You are incredibly skilled at cooking, being on par with a 5-star chef in dishes you already know how to cook and quickly reach that skill level with new dishes. You are also able to mask both mundane and supernatural poisons incredibly easily into your food and are incredibly hard to detect through magical and mundane means.

Everyone Has a Weakness - 400 CP

And you can find that weakness, easily. This perk makes you very perceptive to your enemies and allies weaknesses, as to allow you to take advantage of them or correct them in the case of allies. This also gives you a large boost in luck when looking for an enemy's weaknesses, be it individually or an enemy organisation, you will find any weaknesses they have if you invest enough time.

A True Hero - 600 CP

Heroes often shatter their limits, so why shouldn't you? You have no limits to what your strength could become, excluding those you set for yourself. This includes things such as actual strength, magical ability, skill ceilings, etc. You have also been granted a learning speed suited for a hero, learning 10 times faster than you normally would, stacking with other learning perks.

Criminal:

One of the Masses - 100 CP

As a criminal this is a very useful skill, you excel at blending in with your surroundings. This is not just for blending in with the common folk, but with other crowds as well, such as nobility (as long as you are dressed for the part). As a pleasant side effect of this ability, you are able to easily recognize those that don't belong, such as a noble in a crowd of commoners, or vice versa.

I Love Fences! - 200 CP

You are a one of a kind fencer for stolen and otherwise illegally procured products, such as an illegal weapon. You have a large increase in skill for sales and are incredibly lucky in avoiding being caught selling your wares by law enforcement or others that wish to interfere with your operations.

Talk. Or Else. - 400 CP

While this world may not have a Guantanamo bay, your house probably substitutes well enough. You are incredibly skilled in both torture and interrogation, being able to actually find information from those you interrogate, unlike most that employ torture. Your techniques are also somehow able to harm even those that should not be able to feel pain, allowing you to even get answers out of someone who might be immortal.

Did Al Capone Get Isekaied? - 600 CP

You are incredibly skilled at the creation and management of criminal organizations, such as gangs or immoral companies. You gain a large boost to charisma and leadership, fitting a crime boss of your caliber, allowing you to inspire loyalty within your ranks and to convince others to join you. You also have an increase in luck regarding the bribery of authorities and avoiding punishment for your wrong doings, such as being punished for the aforementioned bribery of authorities.

Royalty:

How Could You Hate This Face? - 100 CP

You have looks befitting your position as prince/princess, in both appearance and your courtly demeanor. In looks you are a solid 10/10 for those that prefer your type and a 9/10 at a minimum for those that aren't into your type. Your demeanor is that of a stereotypical prince or princess, being nearly perfect in courtly behavior and edicate.

The Game of the King's Court - 200 CP

You are extremely skilled at political matters, being able to weave through the various cliques and factions of your country with ease. You also have more luck when trying to find allies that align with your political interests in court, or your country's equivalent (i.e. parliament or congress).

I Crossed My Fingers - 400 CP

This perk gives you immense skill in manipulation of people and in lying to them. You could utterly hate someone's guts, yet make them think they are in good standing with you and that you will help them if they do what you ask of them. Your skill in lying is similarly impressive, with your lies not only being undetectable by people, but also unable to be detected by both machinery and magic. Perhaps you should take up acting as a career if the royalty thing doesn't pan out? (This boosts 'Hero? Never Seen em's' abilities to supernatural heights)

I am Aurollrea, Aurollrea is Me. - 600 CP

You are quite the leader, Jumper; perhaps you are trying to get a 'Great' paired up with your name? You are immensely skilled in many aspects of ruling a country, such as in leadership, economics, diplomacy and adaptability. Your leadership skills rival that of Alexander of Macedon, being able to rally the troops with ease and gain the favor of the common people with speeches. Your economical skills are similarly great, being able to restore a country's economy to what it was before a tragedy such as a depression. The greatest skill gained from this perk however, is your newfound adaptability, making you quick thinking and cunning in all aspects of life.

Items:

Summoned Hero

Otherworldly Goods - 100 CP

It seems that when you were summoned you still had your backpack on and now have a backpack of otherworldly school goods, such as textbooks, paper, etc. This may not seem like much, but those textbooks could change history by advancing technology and theories by decades. If taken by someone not of 'Summoned Hero' origins, they will have found it after it was spewed out by a portal.

Safehouse - 200 CP

Whilst plotting revenge is good and all, you must have somewhere to rest when you need to sleep and grab a bite to eat, that's what a safehouse is for! This safehouse is very hard to find, unless you give directions of how to get there to someone. The taxes and other utility expenses are paid for automatically.

Jumper's Bar and Grill - 400 CP

Wait, you did this Jump just to get a bar and grill? Respectable, honestly. You have a small number of tavern's in a country of your choice, they make a respectable amount of money and do this consistently. While you will have to staff them, they will clean, repair and re-stock themselves. You will thank me for the free repairs, this is a fantasy world after all.

Equipment Fit For a Hero - 600 CP

You gain an incredibly durable set of armor and a weapon of your choice, fitting for a Hero such as yourself, being able to take great amounts of damage and repair themselves after a few hours of no combat. This set of armor and the weapon of your choice will integrate upgrades incredibly easily and can be easily repaired if the auto-repair isn't fast enough.

Local Hero

Gold - 100 CP

You have saved up a moderate amount of gold since you first began your adventures, around \$15,000 in your starting country's currency. You can choose for this to be in Gold, should your country's currency be unstable.

Childhood Home - 200 CP

Ah, home sweet home. You now own your childhood home and a small parcel of land around it (the amount depends on location and your social class). The taxes and other utility expenses are paid for automatically.

The Guild - 400 CP

You now own your local guild building, a most profitable venture, especially with you advertising it throughout your adventures as a Hero. The guild provides a stable and excellent source of income, which depends on the location and the amount of work by your guild (such as a city guild making more but having more government oversight and vice versa for a guild out in the country).

Recognized by the Kingdom - 600 CP

Congratulations, Jumper, you are now a recognised Hero by the government of your nation. This grants you great political leverage and the favor of many of the common folk. You are also granted a measure of wealth from the nation. This does come with a drawback however, as you must now join the Hero's party and help them deal with the current threat, the Demon Lord.

Criminal

Tools For the Job - 100 CP

You have a number of tools to help you with your illegal activities, such as a lockpick, magical bag (holds more than it should), crowbar and a few other similar goods.

A Townhouse - 200 CP

Despite being a criminal, you still need somewhere to live and sleep, that's what this town house you own is for. The townhouse is located in a city of your choice in your starting country. The taxes and other utility expenses are paid for automatically.

Jumper's Wares - 400 CP

You have a large shop of your choice, such as a weapon store or general goods, though this is just a front operation. This location is the hub of your illegal operations in your starting country, with hidden rooms and hiding holes for illegal goods built into the shop. You start with a contract with a merchant's guild for resupply, though you can null this contract if you wish.

Rats, Loyal Only to Coin - 600 CP

As a criminal, a network is very useful for multiple reasons, such as preventing government intervention or taking advantage of upcoming laws. As the title says, these spies are loyal to your coin, so if you stop paying them, expect them to betray you for money. They will not betray you as long as you pay them, this includes being bribed (as long as they are still under your employment).

Royalty

Regal Wardrobe - 100 CP

You have a fancy wardrobe befitting of a person of your position that contains many expensive (and some not so expensive) outfits. This wardrobe is magical and has as much space in it as a walk in closet and contains outfits ready for any occasion, such as a ball or pretending to be a commoner.

Regal Villa - 200 CP

You have a lovely Villa in the countryside of your nation with a large amount of land attached to it, usually focusing on fruit trees and wine. This Villa will be located within your starting country. The taxes and other utility expenses are paid for automatically.

The Royal Guard - 400 CP

You have a private Royal Guard that is entirely loyal to you, composed of 500 elite soldiers that come with their own provisions and are supplied automatically. After the Jump they are replaced with Golems that have similar statistics as your Human guards and are unfalteringly loyal to you, with nothing being able to break this other than death. The human version will replenish their losses over the Jump through recruitment, while the Golem version will repair themselves and their numbers magically.

A Monarch's Domain - 600 CP

It seems that the King/Queen has retired and has selected you to be the new monarch of your country, giving you great prestige, money and responsibility. This gives you great power, but as said before responsibility, as you are now in charge of many thousands or even millions of people and their welfare. You also gain a copy of your realm after the Jump, with none of the people, other than those that consent (no mind control or similar shenanigans), that maintains itself in a pocket dimension attached to the cosmic warehouse if you wish to bring it with you.

Companions:

Along For The Ride - 100 CP

You can insert 4 companions for each purchase of 'Along For The Ride', with each companion getting a free origin and 600 CP. It would be a good idea to have allies you can trust in a betrayal filled world such as the 'other world', so hopefully whoever you decide to bring are trustworthy.

Drawbacks:

Time Travel Shenanigans - 0 CP

You get to start in the first timeline of Nidome no Yuusha, before the Hero is betrayed by his party and swears revenge. Perhaps you could help him out in his darkest hour?

Rough Luck, Buddy + 100 CP

You're very unlucky aren't you, Jumper? While this isn't life threatening unluckiness, this is just very inconvenient unluckiness. This is something like a carriage splashing water on you as it drives past you kind of luck, where it makes life just a bit worse, but not life ruining. I wouldn't get into gambling if I were you.

Not So Dere + 100 CP

This drawback makes an adjustment to your personality, your pride especially. You become a more prideful and arrogant person, though you can work through it with an intervention from a friend, ally or lover. You can eventually become much kinder to your friends and allies, though you will still likely appear arrogant to those that don't know you. You essentially become a Tsundere until the Jump is over. You can take this with you as a toggleable effect post-jump if you wish.

Don't Cut Yourself on That Edge + 200 CP

As a result of this world being as edgy as it is, you have adapted yourself to the world, becoming an edgier version of yourself. This shows itself in you often choosing the more violent option more often than not, but not to the point of stupidity. You will also spout an edgy one liner on occasion and will feel incredibly embarrassed afterwards.

Monster Bait + 200 CP

Monsters just can't get enough of you, can they? Is it your shampoo? Monsters will prefer to go after you than other prey that might be nearby, unless they are right next to them, they will be going after you. On the bright side, if you're tough you can be a hell of a tank.

Enemy of the State + 400 CP

It appears that the Aurollrea Kingdom has found out about your otherworldly nature and wants you dead for it (well, mainly Alesia's faction), this is problematic because the Aurollrea Kingdom is one of the most powerful countries in the 'other world'. They will send military might against you and should that fail they will opt for assassination attempts against you and your allies. They will use their spies in other countries to find you, should you try to hide from them. Perhaps you could cut off the head of the beast (the royalty) and be rid of the harassment?

The Avenger's Vengeance + 400 CP

The protagonist of the story, Kaito Ukei now believes you to be the cause of all of his suffering in the previous timeline and will stop at nothing to thoroughly torture and eventually kill you. As the Hero, he can grow to be a very strong adversary, especially once he is able to level up once more. The most dangerous thing about him are his outrageous plans of revenge that would normally not succeed in a sane world, but he has incredible luck in this endeavour, on the level of the 'A Dish Best Served Cold' perk. While you might be able to convince him eventually of your innocence, you would probably want him dead well before that point of time.

Redo of Hero + 600 CP

You might want to reconsider taking this drawback, Jumper. This bumps the already dark and edgy world of Nidome no Yuusha into Grimderp territory, with most people in the world being absolute human trash and will fuck you over at the slightest incentive. This will also increase the difficulty and power scale of the jump, with many characters getting a large bump in power that you don't get. I recommend trusting only yourself and your companions in this hellscape of a world.

Author's Notes:

I hope everyone enjoys this Jump, it was based on a somewhat obscure manga and light-novel, named Nidome no Yuusha (more so the manga in the case of the Jump). While the setting was rather edgy as is mentioned in some of the perks and background info, I encourage you to read it if you like a revenge story where the protagonist doesn't pussyfoot around, though I wouldn't take it too seriously, haha.

I would like to give a thank you to those that voted for this Jump in the poll that I made prior to the release of the Jump, I couldn't decide on what I wanted to do next, so thanks for the help.

Thanks for reading and I hope you will continue to read any Jumps that I may put out in the future. And as always, I welcome any constructive criticism as to further improve any possible future Jumps of mine.