

## How Not to Summon a Demon Lord Version 1.0

Welcome to the world of Cross Reverie. This is a realm of swordsmen and sorcerers, elves and demons, magic and yeah okay you get the idea, it's a pretty standard European fantasy setting. Like many worlds of this variety, Cross Reverie has a peculiar similarity to a video game of the same name played on Earth. In just a few minutes, an anti-social shut-in named Sakamoto Takuma will be summoned to this world with the body and stats of his game avatar and take up the role of the demon lord Diablo. Depending on your choices you might be joining him, or perhaps you'll inhabit this world just like any of its other citizens. Either way, take this:

**+1000 CP**

### Location

**It's your adventure, choose where you want it to start**

#### **Starfall Tower**

The starting place of many an adventure, this magical tower is the site of many summoning ceremonies, though they don't *usually* involve isekai protagonists. This is where Diablo is first summoned into Cross Reverie by Rem and Shera and the story begins.

#### **Faltra**

City of adventure located in the kingdom of Lyferia. Ruled over by its cunning lord, Chester Galford, it lies on the edge of Greenwood Forest and is only a few hours walk from Starfall Tower. A massive magical shield protects it from invasion by the armies of the Fallen who sometimes try to march on the city.

#### **Greenwood Forest**

Home of the elves and currently ruled over by a flaming asshole of a prince, Keera Greenwood. This is where Shera is originally from. It sits right on the border of Faltra and if nothing is done the prince will be picking a fight with Faltra to try to get Shera back within a few weeks.

#### **Zircon Tower City**

A desert town ruled by the maverick governor Fanis Laminitus, a beautiful high-level magic gunner. The city is currently having problems with a wasting sickness called Death Knell but the local church has things mostly under control... for now. Diablo's personal dungeon is somewhere around here.

## Origins

All origins can be taken as a drop-in option, appearing out of thin air with no backstory or memories of this setting. They can also choose to have a brief backstory as a normal human who was summoned into Cross Reverie like Diablo by whatever means. In this case purchases from this jump represent the player's game avatar rather than their original body.

### **Demon Lord**

Whether you were born in this world or summoned from another one you're a major power ready to upset the order of the world... or at least you will be as soon as you finish level grinding. But once you can finally bring your power to bear, you'll be sure to have the huddled masses cowering at your awesome might. Perhaps in time you could turn this fearsome reputation to more productive ventures.

### **Adventurer**

Adventurers don't usually have the luxury of being massively OP and so rely on working together in small groups to accomplish their goals. The Adventurer origin's focus is on mastering your existing abilities and make the best use of them to take out foes who will usually be a lot stronger than you.

### **Noble**

Nobles are the shining example of what the commoners can aspire to, both in character and station. At least, that's what they'd have you believe. Under all their pomp and decorum lies a thick web of political deceit, duplicity, and betrayal fit for a much darker world. Even still, there are a few among their ranks that straddle the cusp of justice and treachery. Depending on how you play your cards, you might be able to have the whole mess under your control, or possibly set right the wrongs the upper echelon has wrought.

## Age and Gender

By default your age and gender are the same as they were before you entered this jump but feel free to change them around as you wish. No need to pay CP for the privilege either.

## **Discount Rules**

Perks and items associated with an origin get a 50% discount off the listed price and the associated 100 CP options are free for that origin.

## Perks General

### **Character Classes (Varies)**

Like many isekai settings, *Cross Reverie* shares a class and levelling system with the MMORPG that it's based on. Anyone of significant power in this world has at least one character class as well as a level in that class, with each class providing appropriate skill and spell options which in turn are levelled up using skill points gained from levelling. The highest known level in this setting is 150 but the average is closer to 30 or 40 than that, and rumors suggest that the true level cap has not been found yet.

The three primary classes are Warrior, Sorcerer, and Archer, but more specialized classes exist ranging from Summoner to Thief to Magic Gunner and so on. There are also non-combat classes called subclasses, representing professions like Blacksmith, Alchemist, Leatherworker, etc. For our purposes you can choose pretty much any fantasy RPG class and call it either a specialized class or a sub-class. It's also possible for a single character to have training in multiple classes, which is represented by a separate level for each class.

By default, all jumpers and imported or created companions start out at a middling but respectable level, about level 40 to 50 in one primary class and one subclass and roughly as strong as Shera, Rem, or Emile in that field. For 100 CP you can instead start both of your classes at the level of a major player or boss character like Edelgard or Lord Galford, somewhere in the 80-100 range. For 200 CP you're an overpowered isekai hero comparable to Diablo, clocking in at level 150 and strong enough to go toe-to-toe with pretty much everything in the setting. For a separate charge of 50 CP you can take a second primary class or subclass at the same level as your other classes.

### **I Know Mortal Kombat! (100 CP)**

Your parents always told you that playing video games would never get you anywhere in life and boy were they ever wrong! You can easily translate skill knowledge gained by playing video games into talent doing that same thing in person. If you play a lot of cooking games you'll have a good grasp on actual cooking even if it's your first time trying it, and if you spend hundreds of hours playing PvP matches in an MMO you'll find yourself better able to defend yourself for real when someone comes at you with a sword. Training *speed* is not improved though, so you'll need to play a game for days if not weeks on end to see substantial improvement.

## Demon Lord

### Roleplayer (100 CP)

When you're completely out of your depth and have no idea what's going on or how to act, the best thing to do is to start bullshitting and hope nobody catches on. Thanks to either natural talent or long hours of gaming you're a pro at playing a role and can make stuff up like nobody's business as long as it's in service to that role. You will never break character accidentally and have an iron-clad poker face as long as you keep up the charade, though those who grow close to you during this act may occasionally glimpse the real you beneath the mask if you desire it.

### Magnetic Persona (100 CP)

Nobody's ever heard of a demon lord being a wallflower. You can't be shy and anti-social when you've got kingdoms to conquer and heroes to crush beneath your armored boots! You have a weighty presence and know how to use it to draw attention to yourself, whether with a diabolical supervillain laugh or a dramatic entrance or what have you. Anyone within earshot or eyesight of you can be compelled to pay attention when you've got something to say. This perk won't make you more convincing but it does mean you can't be ignored when you don't want to be.

### Explosive Entrance (200 CP)

Who gave you permission to oppose the great demon lord?! Your presence is downright bombastic and you know just how to project an aura of awe or terror as the situation requires. This effect can demoralize or shock your opponents into surrender or rally your friends *minions* to victory, and is especially potent when you make a flashy and impressive entrance. The more majestic and overall jarring this entry is, the greater the effect it produces. Just be careful not to torch your own minions with that pillar of flame you like to slow walk out of, okay?

### Enhanced Interrogation (200 CP)

Regardless of whether they're your enemies or your minions, none are permitted to defy you. If they're going to insist on resisting you then you'll just have to drill obedience into them the hard way... but they probably shouldn't be blushing so much in this situation, should they? This perk allows you to torture people using unconventional methods that don't actually hurt your victims at all. Why use pain or fear to motivate them when embarrassment or even pleasure can work so much better? So show people their baby pictures, give them a really intense massage, or do lewd things to them until they can't take any more and you can convince them to give in. Unlike regular torture this kind of interrogation is guaranteed to work so long as you successfully break your victim's will to resist. If you're fishing for information you'll get what they've got, not just what they think you want to hear, and if you're trying to persuade them to change sides you can count on them to not betray you, at least not immediately.

### Chains of Love Submission (400 CP)

A demon lord has no need for such things as "love" and "waifus", he only needs his slaves to respect and obey him. So why do your slaves keep falling in love with you? It's probably because you take good care of your minions, inspiring personal devotion in those who follow you. Even if they came into your service against their will, so long as you treat your servants well they'll quickly come to enjoy working for you and do so loyally and enthusiastically. What's more, any of your minions who develop a romantic interest in you will defer to you to set the terms of your relationship with them, whether that means disinterested professionalism or folding them into a harem of adoring slaves. Don't let it go to your head.

### **Mad Skills (400 CP)**

You may or may not have reached the lofty heights of Diablo's power just yet but you share in the analytical abilities that helped Sakamoto Takuma conquer hundreds of players and become known as the strongest player in Cross Reverie. Your mind moves at lightning speed in combat or other stressful situations, allowing you to strategize and observe your situation calmly and effectively even in the middle of a swordfight. Your reflexes are also heightened to a superhuman level, enough to take advantage of this capacity. With this perk you can spot an opening in your enemy's guard that lasts a fraction of a second and react quickly enough to capitalize on it. This is the true power of a shut-in who spends all day on the internet!

### **Beloved Master (600 CP)**

Good help is hard to find these days and it would be a shame if you lost a loyal minion because they were too weak to keep up with the pace you set. That's why you've taken to training them to keep them useful, and the results speak for themselves. Any minion of yours who is granted the benefit of your guidance can develop their skills and other talents at an explosive rate. While you can only train them in fields you have personal experience with and they'll never be *quite* your equals in those fields with just this perk, you can train any of your slaves in any field regardless of their talent or lack thereof and see good results with it. Even a simpleton can be taught advanced magical theories in a way that they'll be able to remember.

### **Bringer of the Apocalypse (600 CP)**

Sometimes raw power just isn't quite enough. Or maybe you're just sick and tired of larger creatures like dragons belittling you. For those that have ever thought (or shouted) "That's it! Everybody dies!" at least once in their career, this is the perk for you. You now have a Final Form which you can assume when you want to lay waste to everything around you. While the specifics of this form's appearance are up to you, it will always be some kind of giant monster at least 200-300 feet tall. While you're in this form the scale of your attacks (as well as their energy cost!) is ratcheted up proportional to your size increase, allowing you to lay waste to armies even with simple fireball spells.

Take care however: this form is an expression of your full power unleashed, and as such it is totally incompatible with spells or perks that limit your strength or hold you back in any way. Assuming this form automatically toggles them off for the duration of the transformation. Think carefully about using this form if you have any concerns about collateral damage or friendly fire.

## Adventurer

### **The Little Things (100 CP)**

While the adventurers here may not be as OP as the players back in the MMO version of Cross Reverie, they are often no less prepared to face the threats of the wilderness or perhaps a good dungeon crawl. With this, you'll find that it's easier to keep track of things like how much water you have left or when you should next sharpen your blades to ensure they cut true when you really need them. You also gain a small knack for general maintenance and foraging, allowing you to tough it out in the wilds a bit longer before having to traipse back into town to resupply.

### **Face of the Team (100 CP)**

Everyone knows adventurers tend to be eccentrics and the extremes of odd behavior can be more easily brushed off. So long as you're not being harmful in the way you act, other people will accept your eccentricities, such as your flamboyant speech or insistence on calling yourself a "friend to all women" or whatever, as if it were normal behavior.

### **Summon Spirits (200 CP)**

Summoning is considered something of a joke in Cross Reverie, but for the adventurer who chooses to work alone they can be invaluable assistance. You possess a variety of summoning contracts with magical creatures and can combine your skills with those of your summons for much greater effectiveness. For example you might mix the clairvoyance skill of a Turkey Shot with the skill of an archer to snipe a target far beyond your own line of sight. This perk also grants you the knowledge to craft additional summoning contracts which you can apply to other sorts of magical creatures you might meet in your travels.

### **Together Now (200 CP)**

Most adventurers don't have the luxury of being so OP that they can solo the game all by their lonesomes, that's why they form parties together. You've got a lot of practice as a team player, and given even cursory knowledge of another person's abilities you can immediately determine where and how they'll work best in any given team as well as how their individual powers can be combined with others for greater effectiveness.

### ***You promised...* (400 CP)**

Words can have more power than most realize, and you have managed to grab hold of a portion of that power for yourself. Promises other people make to you become almost as strong as a binding oath, influencing their behavior in line with the terms of the promise. They can still choose to break that promise but it would take extreme circumstances for them to choose to do so, they'll never just forget or break their word on accident. This perk doesn't work if the other person had no intention of keeping their promise in the first place.

### **Party Leader (400 CP)**

With uncountable wonders and riches to be found in this world, it's only natural that some of these quests would call together many talented people. And when that time comes, they'll probably need someone to look out for them. This is where you shine, as you have a sort of knack for identifying the strengths and weaknesses of those you ally yourself with, as well as a faint sense of what may best appeal to their current mood. Not only that, but your understanding of those who you work with directly is such that directing them in the heat of battle is only marginally more difficult than say, mediating any disputes they might have with your peers.

### **One Hit Point Left (600 CP)**

Adventuring is a much more lethal occupation in Cross Reverie than it is in the MMO. Death is permanent and there are no revives, so few adventurers would ever live long enough to reach the highest possible levels of their power. But you might have just the right combination of luck and skill to be one of those rare few exceptions. You can miraculously survive attacks that should have killed you, like an army-busting spell going off right in your face. Any attack that doesn't kill you instantly won't kill you later either, and things like curses, poisons, blood loss or complications from injuries will never be the death of you, though you'll still be miserable while you're suffering through them. Once per jump, you can also come back from *actual* death.

### **Tiny But Fierce (600 CP)**

Diablo and his OP isekai hero magic might do most of the world-saving these days but this world existed long before him and adventurers have been slaying monsters and demon kings without his help for centuries. Power matters, sure, but when you're hopelessly outmatched it's cleverness and cunning that will see you through to victory. You've mastered this principle, which marks you as either one of the finest adventurers in the realm or an ingenious low level up-and-comer.

By combining different skills and techniques this perk multiplies the effectiveness of your abilities in an offensive or defensive capacity. This may be something as simple as following up a water spell with a lightning spell to take advantage of the added conductivity, or something more ingenious like weakening a foe's armor with a debuff before launching a few pinpoint strikes to take out the supporting components. For each advantage that you add on to the situation in this way the effectiveness of your overall attack is multiplied by a factor of two, stacking up to five times for a maximum bonus of ten times normal effectiveness.

## **Noble**

### **PR is Everything (100 CP)**

Among the nobility reputation is everything: the downfall of many a noble line has begun with sordid rumors of some violated taboo, perhaps an affair or worse a bastard son born out of wedlock. The sully of one's name can easily lead to one's downfall even in the case of false or fabricated rumors, which is why you've learned to manage how you are perceived by others. So long as you consistently act in a particular manner, you will always be seen in that way by your contemporaries. Even those who dislike you will grudgingly admit to your positive qualities rather than stirring up baseless accusations that run counter to your act. Take care not to publically "break character" or else you will lose this perk's protection for several months.

### **Noble Bearing (100 CP)**

Ever notice how those in higher social standing tend to keep relations close to the same rung of hierarchy? Well, with looks like yours it's something that makes itself a bit more clear. Whether it's the chiseled jawline and pristine musculature of a hulking adonis, or the soft curves and bountiful assets of a winsome debutant, your appearance, presence, and posture are head and shoulders above the rest of the common rabble, and you could easily turn heads even among the supposedly more well-bred members of the upper echelon in this world.

### **Playing Chess, not Checkers (200 CP)**

While many of the nobles are capable strategists or at least decent plotters, you have a knack for these sorts of things that can potentially outstrip them all if put to proper use. You are a consummate planner, but your plans fare best when you leave them lying in wait for your unsuspecting pawns. Your ability to remember and juggle these seemingly trivial events and reactions is already a boon for something as mundane as remembering birthdays, anniversaries, or what foods your current bedmate(s) favor, but you find it much easier to use these little bits of information to nudge people in the directions you want them to go. In this way, you can potentially turn the tides of a war where a lesser noble would simply turn the tide of battle, because not only is the enemy retreating into unfavorable terrain, but you already have a lead on their messenger and may be working on making the general's guard into your loyal turncoat.

### **Silver Tongue (200 CP)**

It seems being born with a silver spoon in your mouth has had its benefits. You are as well spoken as your parents could afford to make you, which is to say, quite outstandingly so. As such, the rigors and political maneuverings of the court are but a paltry challenge to you, and others will find the tales you tell and deals you offer ever more enticing as you learn how best to apply them. Language isn't the only academic pursuit you were made to master, and your skill in finance and some forms of business has been similarly bolstered. While you would never stoop to doing the work of a commoner yourself if it weren't to appeal to your tax paying vassals, you can at least ensure that the tailor you favor won't be caught unawares by a crooked loan shark or the like.

### **'Divine' Providence (400 CP)**

Rejoice young man, for you have been chosen by God! Or at least that's what you like to tell people. The common rabble are a cowardly and superstitious lot you see, and easily swayed by fear of powers they don't understand. You can mask the source of your abilities and present them as something more than they really are, for instance playing off your talents as a sorcerer and presenting your spells as divine miracles. Those who also possess such skills will know you for a charlatan as soon as they figure out the trick to your skills but those who don't know any better will hold you in a mix of fear and awe. Just make sure they don't get a chance to wise up.

### **Easily-Forgiven (400 CP)**

Maybe the heroes are gullible enough to believe you've really changed or maybe you have the power of being a waifu on your side but either way people cut you a lot more slack than they really should. Even if you just tried to destroy all of the mortal races by awakening a demon king or openly declared your intentions to rape your sister, as long as you have a sob story or at least *appear* honestly remorseful for your actions they'll welcome you back into the fold or otherwise give you the benefit of the doubt. *Once*.

### **Of Two Minds (600 CP)**

Perhaps you've spent far too long playing the game of politics, or maybe you just learned a few things while sitting on the sidelines. Whatever the case may be, you have mastered the ability to lead a double life, allowing you to hide your true intent to the point that it'd likely only be revealed if you outright professed the truth yourself. If the Roleplayer perk is meant for creating a character and staying in it, this one is more about ensuring that anything you do when not 'on-stage' as that character doesn't get connected back to you by happenstance or even cursory sleuthing.

### **Fight on to the Last Breath (600 CP)**

The amount of loyalty one can inspire in others is downright frightening, sometimes. With this perk those who count themselves among your allies are less likely to question your orders unless directly threatened by them, with those who are more loyal to your cause being steeled so solidly by your words that they could even look Death itself in the eye and hold fast (or at least, far longer than normal). While this alone will not allow you to garner absolute, unflinching loyalty for any suicidal mission you may embark on, it will at least ensure that those who tend to get cold feet in these kinds of situations will be far less likely to break while under your command.

## Equipment

Items from other jumps can be imported into these options for no additional cost.

### **Demon Lord**

#### **Nerf Weapon (100 CP)**

Sometimes it pays to pull your punches, like when you're a super-powerful demon lord who can insta-gib people with a mean look but you want to take them alive. For times like that there's this, a weapon of your choice (including an imported weapon, if you like) with an enchantment of mercy placed on it. Anyone struck by this weapon who would have been killed by it can instead be knocked unconscious or reduced to the equivalent of 1 HP. You can toggle this effect on and off at will.

#### **Slave Collars (200 CP)**

Slavery isn't quite the horrific practice in this world that it tends to be elsewhere as long as you're dealing with officially-licensed slave traders like Medios. That's where you got a couple of these enchanted slave collars. When worn by a *willing* slave these collars (which come in a number of designs besides the massive iron slabs Rem and Shera are stuck with) form a magical link between the slave and her master. Once donned the collar cannot be removed except by the master unless the slave deeply and genuinely wants out of the whole relationship, at which point the collar will simply click open and fall off of them.

The collar's magical bond grants the master the ability to compel the slave's actions by giving them direct orders, while the slave becomes noticeably more effective and less prone to accidents or clumsiness whenever they willingly follow their master's commands. The master can also override any form of mind control placed on the slave by giving a countermanding order. As a bonus, these collars also have an extra tracking feature that the normal collars don't, allowing you to always know exactly where your slaves are in relation to your current location. You'll find more collars in your possession should you ever run out of them.

#### **Demon Lord's Ring (400 CP)**

One of Diablo's signature items, the Demon Lord's Ring was the result of beating a high-level boss faster than any other player in the game. This is either the same ring or a very well-made copy, but regardless of whether it's the result of your game achievements or just a jump fiat cheat item this enchanted ring automatically reflects any spell cast on you back at the caster. However it also reflects *beneficial* magic, preventing you from benefiting from healing spells or buffs, even those you cast on yourself. It also won't protect you from spells your enemies cast on themselves, such as buffs or weapon enchantments.

#### **The Dungeon (600 CP)**

The best players in Cross Reverie gained the ability to build their own dungeons and become raid bosses in their own right. Now, regardless of whether you were a player or not, you've gained the same right: your very own dungeon, populated with monsters and traps and littered with treasure to lure in the greedy and ambitious. Of course it also works perfectly well as a nigh-impenetrable home base. The exact form and layout of the dungeon is up to you; it can be a massive underground lair or a mountaintop castle or something more exotic like a flying airship, but intruders will always need to pass through between 5 and 10 levels of monsters, traps, puzzles and other challenges before reaching the inner sanctum, while you can come and go as you please.

## **Adventurer**

### **Room and Board (100 CP)**

It's the odd adventurer who has a house of their own when their lifestyle demands moving around and questing a lot, so most heroes get very familiar with their local inns and taverns. This item is a supply of gold (or whatever the local currency is) that you always have on hand when it's time to pay for temporary food and lodging. Wherever you go you can usually afford the best temporary lodging and best food that can be found, including additional expenses like repairs for that hole you blew in the wall while fighting off assassins.

### **Familiar Binding Crystals (200 CP)**

A staple item for summoners, these crystals act like pokeballs for summoned creatures, allowing them to be stored discreetly on your person and carried with you wherever you want. Each crystal can house a single monster and releases that monster by tossing the crystal on the ground. If the summon is defeated or recalled it turns back into a crystal and returns to the summoner's hand automatically. Defeated summons cannot be re-summoned until they've had time to recuperate. This item gives you six such crystals but you can make more in this or future jumps using common magical reagents.

### **Adventurer's Guild (400 CP)**

Based out of Faltra, the Adventurer's Guild is the local hub for quests and adventurers looking for paying work. By purchasing this item you gain your own guild that follows you from jump to jump, settling itself in a location of your choice every ten years. It's managed by a free follower similar to Sylvie who acts as guild master and manages the business end of things for you. As the owner you get a cut of the profits but you can also use it as a quest hub like any other adventurer, allowing you to always have a source of paid adventuring work on hand complete with level-appropriate encounters and rewards.

### **High-End Gear (600 CP)**

There are many differences between low-level adventurers and elites like Diablo and one of those is the quality of the gear they use. Magically-enchanted and possessing numerous buffs that an ordinary adventurer would salivate for, this high-level loot consists of armor and weapons in a style of your choosing. Though it won't make up for a lack of skill, this gear will buff your strength, speed, stamina, magical power, and so on to become exceptional for your current level. It also grows with you, never losing its value relative to your current level.

## Noble

### **Money Money Money (100 CP)**

Regardless of whether it was gotten by illicit means or not, this supply of gold is enough for you to live in luxury in this or other worlds without needing to go adventuring or have one of those... what are they called? Jobs? Yes, those things that your lessers need to have. If you stretch it too far it'll run out (if you want to try buying real estate for instance you may need to take out a loan to pay it all off depending on property value) but it replenishes itself monthly.

### **Death Knell (200 CP)**

A powerful curse made of concentrated evil, Death Knell is a curse that manifests as a series of X marks on the victim's body that appear over the course of several days. When the tenth X appears the victim dies. Unlike most curses this one isn't a spell but a physical substance created when people of good moral character are corrupted into sin and debauchery. This substance can then be spread around surreptitiously, for example you might pour it into the water supply...

### **Unhappy Dagger (400 CP)**

While this is a formidable weapon compared to more common fair among the blacksmiths of this world, its real purpose isn't on the front lines. Rather, this dagger's worth lies in its ability to contain creatures, similar to a summoning crystal. Within this particular one happens to be a fairly powerful demon ready and willing to do your bidding. While you could simply unleash them now and wreak some havoc, their nature in relation to the weapon would leave the brunt of their power somewhat stymied. As such, it is best if you find them a new vessel, such as an unsuspecting pawn in whatever machinations you have planned, to serve as their conduit for incarnate mayhem.

While the demon starts as a Follower, you may choose to import them as a full-fledged Companion later and free them from the constraints of this blade. Alternatively or otherwise, you may bind a different entity of suitable power to this weapon to serve the same purpose of the above-described occupant, though anything higher than level 100 will surely be too much for this trinket to handle if they aren't sealed of their own accord.

### **Loyal Minions (600 CP)**

Good help is so hard to find these days but you've managed to secure some of it for yourself. This item is a small party of eight or so minions whose loyalty you've secured for yourself, whether via gold or personal loyalty or some other means. They might be a squad of paladins from the church or perhaps an adventuring party whose services you've purchased, but whatever they are they're highly skilled at their profession, being level 50-75 in their classes and subclasses and individually stronger than most adventurers who aren't Diablo or his ilk. Your minions count as followers but if you choose to promote them to companions in a future jump they become a group companion taking up only a single slot.

## Companions

### **Old Friends (100 CP)**

Standard companion import option. Every imported companion gets an origin, the Character Class perk, and 600 CP to spend on perks and items.

### **New Friends (100 CP)**

Don't have any friends? That's ok, just make some new ones! It's an MMO after all, it's not meant to be a solo experience! For each 100 CP spent on this option you can create a new character to accompany you on your adventure. Their personality and appearance are totally up to you and they receive an origin, the Character Class perk, and a pool of 600 CP to spend on perks and items (*not* other companions).

### **Canon Friends (Varies)**

Want to take Diablo along with you? Maybe you got some pretty slave girls you want to keep? Then this option is for you. Like the above options canon characters receive a pool of 600 CP to spend on perks and items, but their character class options are locked to whatever they were in canon. Naturally this means some characters are worth more than others: Diablo or anyone on his level costs 300 CP, while everyone else costs 100 CP per head. Alternatively, for each extra 100 CP you spend on a character you can give them an extra 200 CP to spend on perks and items.

If you want to take Diablo's entire harem with you be sure to check the scenario option at the end of the jump.

## Drawbacks

### **No Social Skills (+100 CP)**

You spent so much time playing games that for the duration of this jump you've lost any knowledge you had of how to socialize with people normally. A perk to roleplay as your character may allow you to circumvent this, but you'll be totally dependent on staying in character for the duration of the jump.

### **Systemic Disorder (+100 CP)**

There's no such thing as a free lunch, Jumper, and your special techniques and abilities aren't an exception to this, it seems. Using any of your abilities costs MP, and using too much MP inflicts mana exhaustion, which sends you into a lethargic depression that lasts until your mana is restored.

### **Mind Down (+100 CP)**

Man, what a drag... You could swear your skills didn't used to be this costly, and it seems that any time you run low on MP, you'll feel it in the form of a bout of lethargy or even depression in some cases. Hope you either have a lot of magic restoratives or some good company, because you're probably going to end up holed up to ride out these bouts of melancholy far more than you'd like.

### **Martyr (+200 CP)**

Like Lumachina you are afflicted with what some call a "blessing" from God: you are totally unable to heal your own wounds or regenerate from injuries using supernatural abilities. Medicine and natural healing will work just fine, but any sort of healing spells or regeneration perks do nothing for you for the duration of this jump. And unlike Lumachina you don't even get any nifty healing powers out of the deal.

### **All Bark (+200 CP)**

Much like a particular group of guild assistants, you've become kind of jumpy, Jumper. Those with a more physically imposing stature will intimidate you far more readily than they should and signs of violence, such as the mere sight of blood, will have you huddling in a corner in short order. You can still go about your lidelife, but it will take considerable effort to overcome things that most would only find mildly frightening and unless pressed into fight or flight circumstances or something similar, standard heroics will be off the table entirely.

### **Diabolical Follies (+200 CP)**

You're living the dream, Jumper. So, why do things feel like they're playing out like some nightmare? Maybe we should start from the top. You see, for whatever romantic affairs you happen to find yourself involved in, there is now a non-zero chance that the situation will develop in such a way that you and your would-be suitor(s) will end up in a way that onlookers may see as quite compromising. Whether they walk in on you 'interrogating' that seemingly chaste maiden, or one of you tripped in your haste to head off on your next quest. Sure, these moments won't be deal breakers in their own right, but too many over too short a time and people can't help but start to attribute a certain reputation to your supposed antics.

### **Hate Sink (+300 CP)**

You know that guy who shows up in every light novel ever who's so obviously stupid-evil that you wonder why he wasn't smothered in the crib? That's you now. Much like some other denizens of this world, you can't help but indulge your more base urges and visceral whims, and are prone to sassing or berating others at little to no provocation. You may even go as far as invading neighboring nations if just to 'obtain a waifu', if it were put nicely, and you can forget about taking 'no' for an answer. Also your face is ridiculously punchable. Good luck making any friends at all when you're the most hateable person in the series.

### **Challenge 'Accepted' (+300 CP)**

Everybody has a sidequest, and you'll be something of a completionist in that regard. Much like the actual canon characters, anybody you associate with long enough has some convoluted events around them that requires your intervention. Your cute catgirl slave is actually the host of a piece of the demon lord, that friendly barkeeper who gives you information on quests every day is in debt to the mob, your companions will wind up getting into various sorts of trouble while you're here, and so on. Failing to intervene in these events will result in very bad things happening to people you care about and/or the world in general. You *could* just avoid everyone for ten years but did you really come to the harem anime jump just to shun all human contact the whole time?

### **Rise of the True Demon King (+300 CP)**

In most timelines Sakamoto Takuma would be summoned to this world and become a great hero to save the world. That is no longer the case. Diablo has been summoned as a cruel and merciless tyrant with all of his power and none of Takuma's kind personality, and he intends to conquer and/or destroy the world just like any other demon king. He now sits at the head of an army of fallen and aims to break the seals on the pieces of the other demon lords and absorb them into himself to become unstoppable. The one saving grace to this situation is that he *wasn't* summoned by Rem and Shera, and it's still possible to save Rem if you can find her before Diablo does. Obviously if Diablo succeeds in destroying the world you fail your chain.

This drawback cannot be purchased if you take the scenario option The Demon Lord from Another World.

### **Scenario: The Demon Lord from Another World**

This scenario will have you replace Diablo for the duration of the jump. Your starting location is locked to Starfall Tower, where you'll be summoned to this world by Rem and Shera. Soon the events of the plot will pit you against foes only someone with the power of a demon lord could hope to defeat. Successfully surviving ten years in this jump while the plot is constantly happening to you will give you a 600 CP stipend to spend on companions to bring with you.

## Notes:

### Changelog:

1.0: First draft.