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The Indomitable Martial King

ART YANG KYUNGIL | ADAPTATION NAPUNDAL (REDICE STUDIO) | ORIGINAL IM KYUNGBAE

The Indomitable Martial King v1
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In a world where humans rule through chains and cruelty, the brilliant archmage Rifenhartd forged an empire to protect the oppressed non-human races. But his dream was shattered when he fell to Tesron, Indomitable Martial King warrior whose raw power Eclipsed his magic at least that is how originally was but now you are here jump here Take **1000 Choice Points** to fund your adventures.

Starting Location

*Roll a **1d8** to determine where you start, otherwise pay 50 CP to choose your Starting Location.*

Rakid Mountains

The place that the The Martial Kings of Gym Unbreakable live and train their Successor you can start here if like

Chatan Principality

The city is for merchants to trade and commerce here everything can buy anything with money

Graim Kingdom

This country has great influence in the continent's both in political and military
They have many famous Nights especially
The Golden Knight of Graim

Free Pick.

You are free to choose where you choose from the available options.

Age and Gender

You need to roll your age using a **1d20 + 1d8**.

By default your gender is whatever you were previously. You change it for free choose your own age or gender.

Origins

Drop-In [Free]

You are dropped in this new universe with no background , memories, or documentation.

Warrior [100 CP]

A warrior you Using your skills in sword or fists to fight your enemies there are many like you but even an average warrior may grow into a legend with training

Mage [100 CP]

A rare one you are a Mage in training. Your power comes from mana using this energy you can effect the world around you from creating and controlling the elements to opening portals through space to another location the possibility are endless

Holy priest [200 CP]

You are a believer in a higher power that earned you some gifts because of your faith in them Divine power that you have now using a preying you cast miracles you can you can strengthen a person heal or give them courage

Race

Human [100 CP]

You are a boring vanilla human, hope this universe has those otherwise you might stick out.

Non human [Free CP]

You are one of the many slave races here such as elf orcs dwarfs or any other race you may want to be

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Potential power [Free/600]

You now have the potential to to all there power system **aura** **mana** and **divine Energy** you can choose to take this full power system to any future world by by buying it with **600 cp** or you to buy a single power like **aura** only with **200 cp**

Attractive [Free]

You are getting boost to your looks at least being 8 out 10

Dual harmony [100 CP]

Allows you to combine two powers like aura and magic to create something more then the some of its parts

Mage prodigy [200 CP]

You now a Prodigy in magic you can learn spalls at incredible speeds memorizing entire books is easy you will be reaching 7 Circle

A favored one [200 CP]

It seems the higher power have noticed you faith and have favored you slightly this this gives you much easier time learning

Divine magic and it amplifying it effect with less draining on you divine Energy Reserve

Aura Awakened [200 CP]

You see that glow that is your Aura jumper a manifestation of your life energy that cover you body increase you physical abilities and with time and training you can can Manipulation to use sword aura to cut a Castle wall you are a one man army now

Warrior

A Body of a warrior [100 CP]

Your body is fit extremely you are the the **peak** of your species in every aspect physical from you strength speed endurance even you healing and senses
You are now

Full recovery [200 CP]

When you are injured the more the fatal the more like you are To recover with no permanent damage being able to effect you

Saint something [400 CP]

Your talent is very high jump in one fighting style that is maybe you a swordman maybe a hand to hand combat what ever you choose your will definitely become a celebrated individual

Gym Unbreakable [600 CP]

So you are a student of the gym Unbreakable the the brutal training his made you body stronger then steel normal sword spears or any other normal weapons are useless against all your physical abilities have reached insane levels you body is so durable that even the environment no matter how harsh is no problem

Mage

A genius Brian[100 CP]

Your brain powers is capable of memorizing a entire library of books easily with no mental fatigue making renumbering spells and there chants even in the heat of battle

Deep well of mana [200 CP]

Your mana reserve are deeper than average allows you outlast many other mages and warriors alike as long as there you keep them at a distance you can outlast the majority of your enemies

Magic Item maker[400 CP]

You can make an enhanced magical Item that rivals that one read about in Ancient books of legend. Your talent allows of making use of inferior ingredients to make something surprising greater how known what can you make with high quality resources

10th-Circle Mage monster [600 CP]

Your talent is off the charts you are so gifted in magic that you have affinity in every element and every school of magic even your teacher would think of how monsters with your level talent can exist a Prodigy would reach 7th-Circle Mage in his 20 you Gotham in your mid teens

Divine

Peaceful Priest [100 CP]

You now a priest of your faith this gave you a friendly aura and give you the knowledge and charisma to present yourself fitting image of your faith to spread it

Flexible miracles [200 CP]

You a very interesting ability you can any powers you have are far more flexible then they should be you can use a spell to guide to lovers to find your friend if don't know where he is

Arch Bishop [400 CP]

Your faith is more prominent your divine energy is so much more vast that a spell that give courage will turn a average fighters in to strong berserker with no fear of death

Divine choosing [600 CP]

You are really are special you now a favorite of your patron you have enough divine Energy to empower a army

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General [Undiscounted]

Travelling starting kit [Free]

A small bag that is slightly enhanced to have a bigger space inside it you have a large tent

Treasure chest [100 CP]

This chest has a great deal of gold coins enough to live a noble life for 3 years and much longer if you choose a less luxurious lifestyle. The chest fills itself every 3 years

Magic bag [200 CP]

This bag may look normal but it has an enhanced magical to be approximately 1000 cubic meters on the inside and you won't feel any additional weight from any item

Warrior

Health food [100 CP]

You can now have tables that make you delicious and full nutritious food that not only increase the natural healing of the body but also raise the body potential for growth however that would need a year off eating to have a note worthy effect

Weapon for life [200 CP]

You can design a weapon that's it's you This weapon maybe looks normal but it far more sharper and durable then it looks when you hold you feel a you feel a connection to it this Allow to grow your skill with training the proses is slowly but with no upper limit you now what they say slow and steady win the race

A normal stick [400 CP]

This plain wooden stick is actually a Magical Bow of light. It has many effect the first the light arrows are not affected by natural force such as wind gravity and other such things secondly when not in use it gave mana automatic from the world around when not in use however there is a secret in this Bow only a Mage with incredible knowledge can uncover

Training mountain [600 CP]

You have a Mountain range that you own it and any physical or Marshal training are amplified greater here but the most interesting is that if someone trained for 3 years straight they achieve a feat worthy of fame unlocking their **aura**

Mage

Mage basic kit [100 CP]

A begins sets of book and other items are are use to by student how want to become a Mage it has book about mana theory and other other fields of Magic such as Elemental Illusion and Spatial Magics

Necklace of Warmth [200 CP]

This will protect the user from extreme environmental effects when you wear it you can walk at a snow storm and you want even feel any form of discomfort from it

Golden sword [400 CP]

You now own Golden sword Eldran one you Have in hand it expand to form a armor that boost the wearer attribute to equally a aura user it has a deadly ability known as arcane Blade" capable of countering Aura don't Let Tenes family see with this because they will want to take it from you

Magic academy [600 CP]

You know own age a magic academy that will teach this world magic system even in future jumps it comes with an absolutely loyal staff to you and the numbers of Prodigys will graduate are always loyal to but one's every 10 a magical genius how have immense talent that is capable of reaching 10th Circle Magic will graduate from the academy

Divine power

Priest outfit [100 CP]

The outfit of your order is very comfortable to wear and whenever anyone sees you they don't think you are a threat. Also offer protection against both physical and magical attacks but it very minor effects so don't stand in the front line if you want to live

Divine symbol [200 CP]

This symbol of your order it offers protection against any evil of dark beings and it also amplify any divine magic you cast with holding it

The Order's orphanage [400 CP]

This orphanage has surprisingly a health place to grow up in but a great place to spread the word of your order many of them will going the order and they will have strong faith the orphanage comes with a full loyal staff to you

Holy city [600 CP]

The centre of the faith in this city is considered a holy site; many come for healing both body and soul alike. you find people how entertain city find them self at ease because the holy energy here protect against anything evil and help ease any ailment in

Companions

Companions can purchase more companions.

Companion Import [50-200]

So you want to create your own crime fighting sidekick or family? Do you want to rule St. Canard at the head of your own Dreadful Duo, Threatening Three, Frightful Four, Fearsome Five, Sexy Six, Scary Seven, Eviscerating Eight, or even the Nightmarish Nine? Well import a single companion into any origin and race for 50cp each or eight for 200cp.

Canon Companion [100]

So you want to take any other existing character from this world. Well then this option is for you.

Elf slayer [Free]

You now have high elf trained as a slayer she escaped for her buyer and she meets you after you destroyed her the gourds following her she dissed to join you she is A highly trained warrior with exceptional combat skills and spiritual magic affinity

White hair martial arts [Free]

This trivialising Martial artist how fight for all underdogs in the world inspiring everyone to fight against injustice to one self he was trained in a martial arts that allows one to flow like water it defence unit he the counter with destructive power he unlocked his aura

Scenarios

Kingdom building

During your stay here you to make any Kingdom of your own complete with a capital army and other system and make it survive for atleast 10 years after announcing it

Reward

From now on your Kingdom will fall you in your future jumps any civilian here will have absolutely loyal to you. And any future Kingdom you conquer will add to your every growing land

The reborn demon King jumper

Young will take the Place of Rigenhardt

The protagonist after his regression in the body of the martial king Teslon you have all his knowledge about the past up to his defeat at the hand of the hero party now you must succeed where he failed first you make a Kingdom for the non-human races under you and ensure that it survive until the end of your stay. But be careful the Silver sage's will not want to succeed in this endeavour

Reward

All hail king jumps the the **bringer freedom** this perk make it easy to free any oppressed people no matter if it is this world of any future one .if you master both 10th Circle Magic and the gym Unbreakable techniques then you gain the perk **perfect mind and body** this gives a perfect mind to learn magic as easy as breathing giving and a Indomitable physics like the martial king in this and any future worlds your talent are always top

Drawbacks

Self-Insert [+0]

So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Another Universe [+0 CP]

Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to.

It's All Real [+0 CP]

Now you can include events and canon from other media that includes this setting or its characters whether this is games, cartoons, comics, or even commercials it is up to you.

Plot is King [+0 CP]

You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Extended Stay [+100 CP]

For each purchase of this your time here is extended 10 years.

Feminine looks [+200 CP]

This drawback will make you look extremely feminine many will mistake you women if don't correct them

Muscle brain[+200 CP]

Your brain has very low magical talent to memories a spell you need 10 minutes
You need to study hard if you want to be a mage

Weak body [+200 CP]

This body your in now has very weak constitution you need to train much harder
example every 3 years of training is equal to 1 year for a normal person

Crazy lover [+300 CP]

You know how a crazy woman how want to marry you and she wants take no for a answer be prepared to run

Fan Theories are Cannon [+0]

You got some fan theories that you ascribe to, or fanon that you want to be canon in your chosen universe, well with this you can.

Maybe some of the main characters are secretly evil?

Maybe the entire setting was nothing more than a stage production?

Maybe the bad guy actually has a tragic backstory and is a kind father of three?

Whatever the fanon theory, it is now fact in the version of the Goof Troops universe you're about to enter.

Silver sage's[+600 CP]

It seems this secret organization hate they seem as a threat to this human race be careful they have eyes and wars everywhere and they have technology from Ancient past

Lockdown [+600]

You have no **Out Of Context** items, powers, or warehouse.

Decisions

You have three choices ...

Go to next Jump

Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

v1.0

Jump Creation