How A Realist Hero Rebuilt The Kingdom

I welcome you, jumper, to a new world. This place consists of the supercontinent Landia and a number of islands of varying sizes around it. As well, there are a number of countries, large and small, and various races apart from humans, like beastmen, elves, dwarves, dragonewts and such; their treatment depending of the country.
10 years ago, in the north of Landia, a "demon world" appeared, bringing with it monsters and demons to the world. A combined force was sent to intercept them, but the war was lost and now the demon realm takes around a third of Landia, being called the "Demon Lord's Domain". In the present day, the situation between the Demon Lord's Domain and the surrounding countries has come a stalemate.
The Grand Chaos Empire, most powerful country after the demons and forefront of the fight, is 'requesting' war subsidies from the countries that aren't sharing borders with the demons.
Which bring us to the Efriedem Kingdom, a medium-sized monarchy in the southeast of Landia, created by a conjunction of various races, they accept people from all races, while they suffered little with the demon's invasion, the royal treasure isn't in a good state, they suffer of food shortages, a problem only increased by the numerous refuges from the north and they don't really have any allied country; in fact, the Principality of Amidonia is openly hostile to them. Unable to pay to the empire, they were told to use their "summoning ritual" to bring a "Hero" and hand it over as a substitute.
Against all expectations, the summoning ritual actually managed to bring a hero to the table: Souma Kazuya. Yet, instead of taking up swords and going to the battle front for the empire, Souma helps the king to bring Efriedem out of their monetary troubles.
This is the story of a hero who fights with paperwork and socio-economic reforms instead of might and sword; and you story as well, jumper. You arrive at the same time as Souma is summoned to Efriedem.

Have this for your journey:

+1000cp

Initial Location

Efrieden Kingdom
Rejoice, jumper. For you are starting in Parnam, the capital of Efrieden Kingdom. Is actually a really nice place to live. It was founded by a 'Hero' from another world and his companions, many who were non-humans, so they are treated like normal here. Today the crown will try their hand at another "Hero Summoning", changing things for the ages to come.

Principality of Amidonia
Thou shall start in Val, the capital of the Principality of Amidonia. It's called that since their last war with Efrieden, in which Amidonia lost almost half of their lands and renamed themselves principality instead of kingdom, to never forget their loss. The current king really hates Efrieden, and puts all their budget in the military. But most of the people are suffering because of it.

God-Protected Forest
Located in the west of the Efriden Kingdom, this dense forest is the ancient home to the Dark Elves in this part of the world. They are well versed in archery, combat magic and hunting. Also, they usually don't take kindly to strangers, thought they are still part of the Efrieden Kingdom.

Grand Chaos Empire
You start in the Grand Chaos Empire, largest, greatest and most powerful country in this place, at least so far. The kind-hearted and popular empress is in charge of the country, and they are also the greatest defense against the Demons. Have in mind, a place so large has its own share of problems and burdens.

Race

Human
The vanilla option, nothing too great nor too shabby. Their life expectancy is low when compared to other races, their senses aren't too great, too put it in mild terms, and they don't possess any natural advantages. Their numbers are their greatest advantage. Strangely enough, they tend to be in the eye of the storm, so to speak.

Dragonewt
A race born from the union between dragons and humans. Stronger, faster, with better reflexes and even slightly better lifespans, they are from the most powerful races in general. Still, their might doesn't compare to those of dragons or certain others races around, and don't possess any greater affinity with magic than natural.

Beastmen
A bit of a generalization. Here lie races like Mystic Wolves, Lion Beastmen, Mystic Foxes and more. Their life expectancy isn't different from humans, but they all have natural advantages deepening of their race. Their senses and reflexes are also better than humans and some races possess a larger affinity with magic than most.

Elf
Ah, the all-time preferred race. More beautiful than humans, they stop visibly aging after reaching maturity, live about 3 times longer than humans in average and have extraordinary affinity with magic. You can choose to be a Dark Elf, who are more combat oriented or a Wood Elf, the vanilla option, less violent.

Half-Elf
The offspring between a full elf and a full human is normally this. Their parameters oscillate between those of an elf and a human. Their ears aren't as big as an elf's, they don't stop aging nor their magic is as impressive, but their lifespan is better than humans.

Sea Serpent
With humanoid looks, except for their stick-like horns and a distinct reptilian tail. Sea Serpents are one of the races with longest lifespans. They are also known for their top-tier looks and serious attachment to the things they love, even lands.

Dwarf
Here Dwarfs are… well, they are your typical fantasy-Dwarf. As a whole, they have a natural talent for blacksmithing, great alcohol tolerance and are normally way stronger

than the average human. Their life expectancy is about the same, but they maintain their prime physical prowess even when aged.

Youngling

Not to be confused for a Dwarf which is kind of an insult to both, Younglings are in every aspect Human but they simply never age past childhood. The develop mentally, just not physically. They could be described as a race only consisting of lolis and shotas.

Three-Eyed Tribe

A mostly human looking tribe of people with a red jewel in the centers of their foreheads that let them see beyond what normal humans can see. Unlikely normal humans, they possess innate microscopic vision. This also leads to them being able to see germs thus being very hygienic about themselves while distancing themselves from the other races who don't follow hygienics very well. The term clean freaks describe them well.

Origins

Drop In
Coming from faraway lands, with no story, allies or enemies. There is a whole lot you can do for good... or bad. You have some papers proving your identity and a room in a nearby inn payed for the week. The world at large is soon to be shaken by the new king Souma, so there will be interesting times ahead.

Noble
Ah, the privileged class of the world. You start with a nobility title and lands from your initial location. While the name of your house isn't as distinguished or influential as the Arc family or the Juniro household in Efriedem, you're still very well off. As your discretion you can also start with a position in the governmental affairs of your country.

Soldier
The, arguably, most important caste to ensure a country's sovereign over land, the military force. From common soldiers that make patrol duties and maintain small quarrels in place, to hardened vanguards in the war battlegrounds or even commanders at the very top. You start as a captain of your own squad, though your duties and actual experience will vary a lot depending of your country.

Merchant
Be a traveling peddler looking for opportunities to make good money, to proud owner of your own establishment. Merchants are a bunch that know how to thrive, be in times of peace or in the middle of bloody wars. Money is the name of the game and prize of it too. It looks like some good opportunities will show up soon, so you better start taking advantage of them.

Perks

Drop In

Ice-Headed (100)
It's not a secret that panicking in moments of trouble only makes the situation worse. Nothing good can be born from taking rash decisions in the heat of the moment. Thankfully, you can still be calm in those situations, for example while a lesser man would freak out after being summoned to another world, you are able to calmly assert the circumstances and take the necessary steps; or if you were in the face of a battle, you can still think objectively of the best course of action, instead of just rushing around without a well thought plan.

Bureaucrat 101 (100)
Ah, paperwork. Some hate it, some love it, most are just annoyed at the sheer trouble it is. Luckily paperworks is something you're good at. From simple selection and comparison of registered and real expenses for finding notable swindles in the system, to most advanced things, like making the legal and official documents to implement new laws or applicate new reforms. A Kingdom would be lucky to have you as a bureaucrat.

Pretty Catch (200)
They say that power and talent are passed down generations, and for that reason people tend to arrange marriages, most of the time, however, is mostly for political reasons, and create some loveless relationships. Not so much for you, people see you as prime material for this kind of thing, but more importantly, you have an ability to actually make even this forced relationships work. Achieving mutual understanding and letting love bloom comes naturally to you and those you love tend to get along well with each other, enough that polygamy is a legitimate option.

Hero's Duty (200)
As they say, a hero it's not the one who kills the demon lord or conquers the world, no, a hero is someone who can change the world. Yes, I'm talking about you. While most people would react adversely to changes by their leaders, when is something led by you, they become enthusiastic about it instead. Furthermore, reforms that should take months or even years are done is matter of weeks or even days in some cases. Truly, the mantle of a hero fits you perfectly.

Core Of Talent (400)
Not only this place, but any world, can be filled with all types of talents, people that are naturally good at something or even capable of changing the course of history if properly nurtured. The sad truth is that most of those are passed up and buried in between the masses. Luckily for them and you, you've got a nice eye for the talent and potential in

others as well as what measures are needed to properly help those talents blossom to the fullest. In addition, through odd strokes of fate, talented people tend to gather around you naturally.

The Age of Information (400)
Earth is a world of strife, wars, politics and ruthless selfishness, but because of that, it created a good deal of great thinkers, distinguished strategists and skilled politicians that left their mark in the world. All of them left their teachings behind for you to learn. While you aren't a great thinker or naturally strong politician, you have studied those who are with great effort and diligence. More than enough to actually understand their teachings and put them into practice. Be at the appropriate use of "Cruelties" that Machiavelli talked of or the field use of the 36 stratagems, for example.

Living Poltergeist (600)
Upon arriving to this world a special type of magic was bestowed upon you. More specifically, you can copy your consciousness into objects and freely manipulate them, as well as seeing them moving from a bird's eye perspective. Furthermore, is possible to give them some degree of independent consciousness, just like thinking of multiple things at the same time with no downgrade. You start only being able to manipulate three at the same time, but the amount can increase with training. While you can use this ability in combat, the true power of this magic comes from its ability to write and go over paperwork at a rate that even the most seasoned of bureaucrats would envy.

Time For Uplifting (600)
Not only Efriedem, but most countries in this place are… lacking in various areas, for example only around 50% of the populace seems able to read their basic language and even less are capable of writing and doing more than basic calculations. Even the most well educated group, the Nobility, can make foolish decisions that imperil their nations. But not you, for you possess a nation building power unlike any other. From economic reforms, public standing, creating a city from scratch, adequate use of manpower, making sewer systems or even annex other conquered countries to yours, with little to none resistance. You know more than enough to improve a nearly bankrupt country into a leading force on par with even the best of the world. Now, knowledge is one thing, but putting it into practice is a complete different beast, one that would take determination and the help of talented allies.

Noble

Royal Grace (100)
Well, they say it's easy to spot someone from the high society. Smooth skin, flawless features, nice body, graceful movements, regal aura, the list goes on and on. While not all nobles are like this, you certainly exemplify the rumored 'beautiful blue-blood'. Not so good for sneaking around unless you completely cover yourself, but more than enough to be pretty popular at ball parties.

Those Who Lead (100)
To be part of nobility is more than being able to manage your lands and look pretty. Peasants expect that their leaders are capable of… well, led them shall the need arises or even in simply outgoings around your feud. Be public speaking, thinking on your feet, railing troops or basic and advanced military maneuvers, you were trained to be a worthy heir of your noble house.

Food Expert (200)
They say that the way towards a man's heart is through his stomach. You took the saying in a different light and fell in love with food, directing your wealth, time and efforts to search all around the world for new and exciting cuisines. Your travels have made you extremely knowledgeable in all matters pertaining edibles. Be cost and availability of ingredients depending of the places, edible plants, or even how to make and alter the dishes, your advice could change the food industry and could even help feed a starving nation with your food substitutes. As a bonus you've also developed cooking skills that could make even the oddest of ingredients into meals fit for a king.

Perfect Recall (200)
There's a difference between having a good memory and literally being able to recall everything one saw or read. You possess the second ability, a perfect memory that won't forget even the most trivial of details, unless you make an effort to forget them. It could become a hassle for someone that actually likes to live the moment and ignore the rest; but this perception is also an invaluable asset for anyone in power or who prefers to plan his moves in advance.

Lorelei (400)
Legend of old tell about mythical voices, mermaids whose songs entranced everyone who hear them, godly sounds that could entrance their listeners. There's nothing magical about it, but the sheer perfection of your singing voice borders the supernatural. You could easily enthrall massive crowds of people without any need for preparation. Furthermore, the people who hear your songs become inspired and enthusiastic and it would be no lie to say that you and your voice could become the light of a nation given a proper stage.

Golden Tongue (400)
It was theorized that most animals also possess a way of communicate between themselves, be in the form of grunts or something more complicated, but none of those hypothesis could be proven. Not until you appeared, I mean. You were born with the gift of communication, being able to understand the idiom of animals. Most of the time they don't have anything interesting to say, but being able to talk and reach consensus with them can be incredibly helpful. This also allows you to talk with the demons that invaded in the north, though how inclined they are to communicate is another matter.

Saint Jumper (600)
There no weapon more powerful than winning other to your side, to have the charisma to sway away the hearts of the people to your cause. That's the exact kind of power you now have, your charisma borders in the supernatural and is only comparable to the one possessed by Empress Maria, who is called 'saint' and 'idol' by the empire. Making loyal allies from potential enemies and finding people willing to support your various endeavors will be easy.

Don't Forget About Me (600)
Similar to the power held by the queen of Efriedem. You have a strange, innate magic that lets you transfer your consciousness and soul to the past. It will activate upon your death, sending both your soul, memories and consciousness back to the start of the jump. Without ending your chain, or counting as 'death'. It only works once per jump, but it can be more than enough if you know how to use it right.

Soldier

Front Fighter (100)
It takes a little more than patriotism to go towards wars and battles. It's a bloody business in which you could easily die. No, one need courage and bravery to go in there fully knowing the possible consequences. You have that, in spades, more than enough to compete with a full army in terms of how ballsy you can be. There's no obstacle that you won't face because of fears alone, be facing a greater foe or throwing yourself from a wyvern in the sky… Wait, aren't you simply stupid?

Basic Grunt Training (100)
Well, it takes a little more than courage and discipline to work in the military. You need to know how to handle yourself in the battlefield. The basic fighting positions, reading a map or even camping has been drilled in you by your superiors. You also know how to use the more common weapons, like spears, swords and shields; nothing very advanced, but more than enough to save your own life, as long as the enemy isn't overwhelmly more powerful than you.

Arcane Master (200)
As previously said, everyone in this world has some talent for magic. Yet, the studies of the arcane are a delicate thing, only nobles and certain soldiers with outstanding talent can afford the training required to become a mage. You certainly fit the latter, and the training was bestowed upon you for the better of the nation. Choose one of the elements, in which you specialize, from water, fire, earth and wind; the effects of these vary a lot, with earth being more akin to gravity manipulation or water being more focused in healing.

I Cast Fist! (200)
Sure, a nimble assassin or a keen mage are great assets in the battlefield, but none can deny or surpass the true might of a topless warrior that smites his enemies with raw physical strength. There's some undeniably beauty in hitting your foes until they are completely and utterly defeated. That's in what you specialize, with a natural strength that could easily best a hundred of the most veteran soldiers. And that's just with the power of your fists, who knows what could be with proper martial arts?

Spell-Blade (400)
Being able to wave around a sword is fairly easy, using magic requires a little more preparation, but still something anyone with an instructor can do. The true asset in battle is the soldier capable of using both martial might with magical knowledge like, enchanting your weapon with air magic to expand its reach and edge, for example. You know, almost by instinct, the best ways to synergize your magic and martial arts to create your own, deadly style of fighting. Few warriors are good as you at this, and most probably you will end as one of the best, if not the best warrior of your country.

Boss Order's (400)
It's not a secret that a good boss takes the loyalty of their troops with easy. After all, it's difficult to not respect those who suffer as much as the common grunt and do even more. You applied this into your way of commanding and reaped the success of it. The soldiers in your direct command become more loyal as their time under you increases. Some weeks would make them completely trusting of your orders and thinking, while in some years they could become loyal enough to offer their lives for you to live some days more.

King's Grace (600)
A true ruler doesn't bow to anyone, the crown is not only the head of the state, but also a symbol of its power and pride. One needs to protect that. That's what it fuels you, for you are able to channel your emotions to augment your body, making yourself stronger, faster and more resistant to damage. Works depending of the intensity of your emotions, a simple discomfort could raise your strength a little, but years of hate would let you resist attacks that would normally kill you with ease.

Over-Science (600)
A genius. That's what you are. Your creativity, thinking outside the box and intelligence are comparable to greatest minds of history like Da Vinci or, in this world, to Maxwel. While you aren't someone to make spaceships with the current technology of this world, your creations are more than enough to bring a new industrial revolution to the continent. That's it, as long as you can produce and market your inventions.

Merchant

Maths, Indeed (100)
Being a merchant isn't as easy as it sounds, one need to talk the talk, walk the walk and do the math. This will help you out with the latter. Enough brainpower to make up to 10 digits' calculations with ease in your head. It doesn't look like a whole lot at first, but you won't believe how easier makes your life when the income depends of how good you are with numbers.

Fund-Keeping (100)
Well, it's nice and dandy to be able to make profits, but it's all for naught if you can't keep your earnings. There's a lot of ways for one to lose, little by little, the fortune that costed so much to earn. Lucky you, who possess an extraordinary talent for keeping costs in check. Not much at first sight, but it's something that truly shines when you are in a tight budget.

Little Smile (200)
You should be acquaintances with what's most important for every salesman. Exactly, the actual ability to sell something, it's easier than one would think, you have the product, you just need to convince the other party that they want it. Good thing that you are good with words, letting you sell just about anything that isn't complete garbage. This won't stop angry customers that feel cheated, have in mind.

Spot The Hit (200)
There's no two ways around it, if you want to thrive in the business then you need to get the good deals. This grants you the ability to quickly find and recognize the best deals around. Be in the way of good products to sell or in what business invest to get the most profit. While this boon is pretty good at finding opportunities, it won't help you out with actually striking the deals. So have that in mind.

Deal-ing (400)
Ah, the ancient art of negotiations. It's something simple, really, or at least it is after you grasp the buried concept of it. Thou are an expert at negotiating with others, from simple things like establishing a common ground and knowing when to push, recess or let it go for the best results; to make shaddier deals, striking to the exact wants and needs of your victims and making sure they think it's them who want the deal and totally not you.

Know The Customers (400)
Sure, popular things like clothes and food will give you some money without much input, but their market is also competitive and saturated. You know a better way to make money quickly. The 'art' of create and take maximum advantage of niche markets is what you know best. From luxury items to exotic imports from other places. Comes with the necessary advertising knowledge.

Hold The Fort (600)
Economics thought for a while of changing its name to match your, after all, you have a natural way with money that would put into shame even the most seasoned of salesmen or economist would envy. Gold coins pass from your hands and return hundredfold at least, knowing how to take the full advantage of every opportunity to produce money and to produce them when you don't find any. Your play in the game of money is good enough to maintain a nation afloat by yourself, even one in the red numbers, that spend their little money in preparation for wars instead of more stable products.

New Age Market (600)
Time to bring the big guns. You have almost complete mastery of raising economy, so much that you could take a small food stall and turn it into a worldwide known restaurant in a year or less, depending of your resources. And in bigger scales you could also change a kingdom with a barely-decent economy into an economic powerhouse in some years, mostly by yourself. This works faster when you have something to work with instead of starting since scratch.

Items

Drop in

Little Musashibo Puppet (100)
Something along the lines of a mascot character, loosely based in some hero. It's a person-sized doll, girls get annoyed of how cute it is while also looking bizarre. If broken or lost it will reappear in your warehouse an hour later.

Cursed Ore (200)
Around fifty kilograms of the so called 'cursed ore', a brittle mineral with the unique ability of absorbing magic, just like a battery, and exploding when overcharged. Because magic is seen as sacred, most people has a bad relationship with this mineral, but perhaps you can see its advantages. You will receive another twenty kilograms of the stuff every week in your warehouse.

First Hero's Armor (400)
A perfect copy of the full armor used by the first king and founder of Efriedem. He was also a hero from another world. Just like the original, this armor is full of defensive magic and spells, some powerful enough that they can't be reproduced by modern means. If broken or lost, you will find it in your warehouse a day later.

Noble

Title & Decree (100)
Papers, signed by the head of your country, but otherwise not very impressive. These prove your lineage giving you certain amount of diplomatic immunity when visiting other countries. No one wants to start a war for treating bad a guest, after all. It will even work in other worlds that possess an equivalent of nobility around.

Personal Guards (200)
A set of 15 bodyguards and servants, who pledged loyalty to you rather than your house. Incredibly loyal, but quirky and with an incomplete training. You can choose the race, gender and age they start with. They will follow you in your journey if you want, as followers.

Broadcasting Device (400)
Actually the core of a dungeon, given a different purpose as an emitter, and some artificial copies that act as receptors. They are used by various countries to make important announcements, like a war or the next heir's coronation. They do so by having a Broadcast Jewel in their castle and several receptor copies in the center of various cities You get a Broadcast Jewel and a dozen copies, and another bunch every year.

Soldier

Military Clothes (100)
As they say, the clothes make the man. And boy, you have some good arrangement of those. This is a dressroom full of clothes, all military themed, but still varied. Using them will make people see you in a more formal and serious light.

Mecha Dragon (200)
A big monument created from the remains of a death dragon and various metallic plates, as well as various weapons hidden and magic casted on it. Designed to create a big monster to act as secret weapon. It's still in development process and there's no real way to make use of this big, dangerous puppet… unless you can control it with your mind or puppet magic.

The Hiryu (400)
This ship is supposed to be created in the future by King Souma, but you get a copy before that. It's not only big and propelled by various devices (instead of being pulled by a sea dragon), but also was designed to look as a floating island, covering various points and making it less inauspicious. It also has various rooms for wyverns, making it an analog for the aircraft carriers.

Merchant

Food Stall (100)
This is a small stall that sell a dish of your choosing. Not very big, but it makes good money for its size. Will run alright without your input, and hire the necessary personal automatically. Can become a warehouse attachment after the jump ends or follow you thought jumps, appearing in every world you visit.

Connections, Son (200)
Perhaps the most important thing for a merchant. This is an auto-updating list with all providers, owners and traders of the best goods that are sold in the market (and some that are privately dealt). If you have enough money or power, you can get a hold of these and make some killing money.

Slave Collar (400)
A measure that various countries have for their slaves and/or criminals. Those with slave collars in them have to obey their masters or the collar will choke them to death. You get a dozen of these to put them in whichever you deem necessary as well the blueprints to create more. Since slavery is still something very spread, you could make good money with this.

Companions

Import/Create Companion (Free)
Loneliness is a hard thing to deal with, I don't want you to get all angsty in your stay here. You can, for free, import or create up to 8 companions in this world. They will receive 600cp to spent in perks or items and they are free to take drawback should they wish to expand that amount.

Canon Companion (100cp)
This is a world full of talented and charismatic characters, I can't fault you for wanting to get some of them with you in your travels. For 100cp you can take anyone from the canon as a companion, as long as they agree to it and are still alive by the end. I will make sure that you have plenty of opportunities and circumstances to start a nice relationship, thought the grunt of the work is still in your plate.

Drawbacks

Feel free to take as many as you want.

+0 "Oh, Hero!"
And with those words, your fate was sealed. You have been summoned in Souma Kazuya's place as the Hero for the Kingdom of Efriedem. Hope you are prepared for that.

+100 Unlucky
Falling from the stairs, looking funny when something important is happening, losing your important items at the worst time. No two ways around it. Lady luck has abandoned you for the duration of the jump.

+100 Glutton
Give it a rest already! You are a bottomless pit when it comes down to food, you could eat with ease the food of twenty soldiers and still not feel full. I hope you have enough money and connections to satiate that hunger of yours.

+200 Arranged Marriages
Jumper, have I told you that you're a great candidate for marriage in nobility? No? Well, you are now. Or at least that's what most nobles here seem to think so, they will spend the next 10 years making all kind to propositions for you to marry their sons or daughters. You can reject them of course, but that will quickly leave you with lots of political enemies.

+200 Depowered
All the perks and powers form previous jumps are disabled for your stay here. Hope you can take this place with only what you purchased here.

+300: Never a Dull Moment
Lots of problems pile up and are rarely anything you can easily solve. The longer you go without fixing these problems, the worse they get. Leaving some paperwork for the next week will end up with the problem being three times as big as at the start. And don't even think of what would happen if you procrastinated something really important.

+300 Power Struggle
Politics are never a nice thing. They only range between annoying to downright murderous. Unlucky you, it seems that is the second this time around, because the various countries are having several political problems in the high spheres of influence, and will most likely end up in civil wars. You can put an end to it, but have fun dealing with the work afterwards.

+400 Corrupt Nobles
Do you remember those nice nobles that help the peasants and make a better place for all those living in their lands? Well, so much for them. You can still find some of those, but the vast majority of nobles and bureaucrats now are traitors, idiots, corrupt or simply evil. Hope you aren't anyone politically important.

+400 Chained
Say goodbye to explore the world or fight wars outside your lands. You are now bound to the country of your initial location and won't be able to get out of their land for the duration of the jump. If you want to see new places, you will have to have them conquered by your country.

+600 Word At War
That's it. Whatever balance was being held between the nations has been broke and every country has declared war on… basically everyone else. Some of these conflicts will take little time when the difference in power is clear, but make no mistake, lots of people will die and even more will suffer.

+600 Demon Invasion
You're out of luck, jumper. The demons are invading again and this time more powerful and with greater numbers than ever before. It's only matter of time (very little time actually) before they destroy the countries surrounding it and start expanding again. Worse, the Demon King seems to be buff enough to fight in equal footing with you… Why would you take this?

Final Choice

Well, you made it until here. What will you do now?

Go Back
Uh? So… you are going back to your original place? Well… I suppose it makes some sense. Feel free to take your powers and items with you, I don't want them here… Not without you.

Stay Here
So you really liked the place, uh? There's no denying that is a pretty sight if anything. I suppose this is the goodbye… somehow I always knew we couldn't be like this forever… but it was good while it lasted, at least. Don't worry, your affairs at home are taken care of… just focus in being happy, for me.

Keep it on
Really? Are you sure? You want to continue your travels with me? Well, don't say anything more. We need to go to the next world right now!

Notes

-Made by Ricrod