



賢者の孫

Kenja no Mago

“Wise Man’s Grandchild”

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Version 1.1

Fancy an isekai story, Jumper?

Welcome to the setting of Kenja no Mago, translated as “Wise Man’s Grandchild”, or even “Magi’s Grandson”. Who is that obviously important person? Why, Shin Wolford of course!

As you likely may have guessed, Shin-kun has been reincarnated after his death in modern Japan. His baby-self was found in the remains of a traveling caravan by his, since then, adoptive grandpa: Merlin Wolford.

The name should be enough of a clue. Yes, Jumper, this is a world of swords and magic. Merlin Wolford, the Magi, the Hero, the God of Destruction, is none other than the world’s most powerful magician.

He is also a cheerful, laidback old man who fades in the background far too easily, and is often depressed because of it.

In any case, due to this incredibly powerful new family member, Shin Wolford is raised being taught magic by his grandpa the kingdom’s Hero, his grandma the Guru (or Witch) who is his grandpa’s equal, as well as his ‘brother’ the royal court wizard.

Not to be outdone on the martial side of things, his ‘uncle’, the former royal knight captain and Sword Saint, trains him in close combat along with his ‘sister’ the imperial knight.

Truly, Shin Wolford is a perfectly normal boy.

It goes without saying that Shin-kun is completely unaware of his family members' reputation, as he was raised in the woods away from civilization until he was fifteen years old, being taught everything he knows from monsters of mastery in their own arts.

You enter this Jump the moment that 'Uncle Dis', also known as the king of the local kingdom 'Diseum von Earlshide', discovers that Shin was taught everything except this world's common sense, or how to 'human' so to speak.

He will shortly be sent off to the Advanced Magic Academy in the capital city of the Earlshide Kingdom so as to learn how to make friends, in the process shocking the kingdom repeatedly with his unique brand of magic (thanks a lot, modern knowledge of science) as well as his very existence as a member of such a powerful family.

Making friends, finding love, yearning for a peaceful and happy life, teaching the wonders of magic and then saving the country... Shin Wolford's story is about to be written as a not-so-ancient evil (re?)awakens in the background of this world of swords and magic.

*You get **+1000CP** and will spend a decade here. Have fun!*

Archetypes

Not so much origins as words that could be used to define your interests in life. Perhaps “Paths” would have been an even better title for this section?

Ah, no matter. Your future may yet change in any case. Choose one and one only. Your Archetype offers you a 50% discount on all Perks and Items attached to it, with those costing 100CP becoming free.

As for your actual origin? Feel free to decide whether to arrive as a drop-in or to have an existing family. Nothing that would give you an unfair advantage, though. Jumper, thy name is not Shin Wolford. Yet.

❖ Magician

The star of the show. Most of the main characters in this story use magic in some way, and magicians specialize in that. You too desire to learn how to materialize your imagination, I see.

If you wish, you enter this world with a guaranteed place in the entrance exam for the Earlshide Kingdom’s Advanced Magic Academy. Whether you pass or fail is, of course, entirely up to you.

❖ Knight

Knights and magicians have long worked together to fight against the demons. Where a magician would generally be dealing the killing blow, it is the knight's role to attract the attention of the beasts and survive until the battle's end.

Knights are, essentially, physical fighters and protectors, guardians before all. This is the path you have chosen.

❖ Citizen

A world is not built on war. Magicians and knights can fight their battles, but the country's economy and development is run by its craftsmen, its farmers, its merchants, and its nobility.

Which of these roles best defines your path in life is for you alone to decide. Regardless, you are a citizen of your country. Whether you are common, however, is another question entirely.

Age & Sex

*Choose whatever sex and human appearance you wish to have, Jumper! This is your Isekai after all, who is to say that you didn't get reincarnated as well? Just know that you'll arrive as a 15 year old by default, though you can pay **SOCP** to change that.*

If that's of any importance to you, know that Shin Welford will be 15 years old when you arrive.

Locations

*Now, let's decide on **where** you'll arrive, shall we? Honestly speaking, this is, like many Isekai stories, a world mainly made for relaxation and firmly stuck in the "slice-of-life" genre. Of course, there is plenty of adventure and action to be had, but the point is: it doesn't really matter where you arrive. Only that you arrive where you want to be to fully enjoy your time here. Does that make sense?*

In any case, you can choose where you arrive in this world. I'll only show you a few known options, but you don't have to choose any of them. Also, the "when" will be the day Shin Welford is invited to the Advanced Magic Academy by his uncle Dis, a few days before he actually set foot within the capital city of the Earlshide Kingdom for the first time.

❖ Earlshide Kingdom

The star of the show. This is the kingdom housing both the Hero and the Guru, Merlin and Melinda. The king is Diseum von Earlshide, Shin's family friend and adopted uncle.

The kingdom has a nobility system and by and large happy citizens. The peace is kept by the soldiers of the military, the duo of both the knight order and the magic division, and the demon hunter association hunts down the demons, beasts corrupted by magic, appearing around the country.

Overall, a nice place to be. Even better is that it also happens to be the center of this setting's plot.

❖ Bluesphere Empire

The birthplace of both the local threat, sane devil Oliver Schtrom, and as later revealed of the protagonist, Shin Wolford.

This country is monopolized by nobility, who sees commoners as lesser beings. It is currently the target of revenge of Oliver Schtrom for the nobility's actions in murdering his family while he was still human. As such, it will soon be invaded by and crushed under a flood of demons. So if you choose to arrive here, you might want to run as quickly as your legs can carry you, Jumper.

❖ Swedes Kingdom

The Swedes Kingdom is located in-between the Earlshide Kingdom and the Bluesphere Empire. Due to its rather precarious spatial position, it will soon be traversed by a flood of demons marching towards the Empire and erased from the maps.

❖ *Els Federation of Free Commerce*

Much like the Swedes Kingdom, not much is known of the Federation other than it is a mercantile nation. At least it is not getting destroyed anytime soon.

Perks

Perks may only be taken once per person.

General

❖ *Art-astic (50)*

Be it anime, manga, or even official novel art, it's all quite pretty, isn't it? Landscapes, characters, special abilities...

Another Perk will be offered for playing with styles a bit later. This Perk, though? It will allow you a one-time body change under your control anytime you gain an alternate form of any kind. Feel free to play with anime aesthetics, and even to redraw your alt-forms while you're at it. No one will find this new appearance strange in any way, and those who knew you under this new appearance will still recognize you.

Why, there's even a built-in toggle to let your special abilities look like they were taken straight out of a shonen anime!

❖ Magic Aptitude (Free / 100)

Congratulations, Jumper! Just like a larger number of people in this world, you have an affinity for magic.

Magic in this world is quite a simple power. It is an internal energy source that regenerates over time which you can spend to make your imagination a reality.

That's all you need to do magic: enough magic power, and a good mental image. Picturing the end result is usually more than enough, but knowing the whole process makes it so much easier and more powerful.

Now, you won't be flinging fireballs around just yet, Jumper. The most basic use of magic is to let it explode out of you into a sort of weak shielding bubble. If you were to spend some time meditating every day for a few months, your magic power would grow stronger over time, strengthening your barrier and letting you cast actual spells.

There's another way of using magic: enchantments. Although these are described in much more detail later on.

Finally, you are immune to becoming a Devil due to falling into despair. Or any other reason, really. Good on you.

*If you so wish, you may pay **100CP** for the ability to teach anyone how to meditate and they will -snrk- magically gain such an affinity themselves. That works on animals too, if you can somehow teach them. No worries though, they aren't at risk of becoming Demons or Devils either.*



❖ Isekai Aesthetics (200)

Everything is pretty, everyone is hot!

...No, really, that's it. That's the whole Perk. Have you never been in awe of the designs of the world and characters in your manga, novel arts, and anime? Now you can apply the local setting's aesthetics wherever you go. This has a side-effect of making everyone and everything beautiful, as anime usually does.

In fact, every time you go to someplace with a new style, you can “save” that style permanently and apply it somewhere else.

*What’s interesting is that this is not only a visual change. No, this warps reality to a certain degree, the consequences of which could be... **fascinating**, with the right styles to play with. The least of which is enabling anime colors and haircuts with normal biology. If you want a wilder example, how about creating temporary sparkles, flowers, or rainbows when someone tries to look cute or adorable? Or making rain clouds when unhappy, having your entire body (clothes included) turning white when shocked or scared, literally turning green from disgust, catching fire from anger, gaining throbbing heart-shaped eyes from attraction and love, literally melting from embarrassment...*

It also ensures that no one is left dumbfounded by the sudden changes in aesthetics and laws of physics. In fact, they immediately adapt as if it had always been this way.

Unfortunately, this is not selectively applicable. All or nothing only, though you can turn it off and mix and match different styles.

❖ Isekai Story (400)

As a true Isekai Protagonist, you too gain luck in your love life Jumper! Not only your love life actually, this allows you to meet interesting people

everywhere you go. What happens after that is up to you, but you can expect such people to become very fast friends with you at least.

What “interesting” means in this context is really up for debate. Strong, unique, beautiful, excessively kind... burdened by a heavy fate? Who knows! You protagonists tend to meet all sorts of people.

❖ The Devil You Know (600)

In this world, when people lose control of their emotions and essentially experience a mental break, they don't fall into depression. Instead, they gain magic-enhanced insanity.

Demonization is a blight that affects beasts and humans alike. Beasts become demons, and humans devils, but the consequences are the same: an incredible increase in magical power and bloodlust at the cost of a total loss of reason.

You are akin to a Devil yourself, Jumper. You do not possess their obvious red eyes, nor have you lost your mind yet, but you possess an immense amount of magical power.

In fact, if you were to release it all at once in an explosive enough manner, you could without a doubt destroy an entire village from the magical pressure

alone, no spells required. And in this case, “destroy” means “vaporize it down to the bedrock until not even ashes are left”.

With all of that power, your magic barrier is thick and resistant to an absurd degree. A fireball that creates explosions large and hot enough to turn a forest clearing into a glassed crater, you could take head-on at point blank without even ruffled hair to show for it.

On top of that, you are capable of pushing your magical power into others, forcing them to go through the process of demonization. With a bit of practice, creating smart and loyal demons and devils would not be beyond your capabilities.

Yes, if you ever bothered to train and master that immense power you hold, you could easily become a threat to the entire world.

❖ The Devil You Don't (800)

I know what you're thinking, Jumper. “800CP!? Isn't that a lot for this kind of Jump?”.

Yes. Yes it is. And this is worth every single CP despite that.

You see, this Perk grants you the ability to make others just... ignore you, and your actions, and the results of said actions. So long as nothing you do

is obviously outrageous or dangerous, they will simply ignore the reality of things, the strangeness of the situation, or the important details which would normally raise alarm bells about you and your actions if things were normal.

Perhaps you'll understand better with an example?

Oliver Schtrom. The man, the Devil, the monster. He somehow sneaked into the Earlshide Kingdom and set himself up as a highschool teacher for noble families, without anyone questioning the fact that he had no credentials whatsoever. Or the fact that his name was very close to that of the noble in charge of that village that recently got vaporised in a tremendous magical explosion, "Oliveira von Schtradius".

No one asked why he kept his eyes covered by an eyeband day and night, yet had no troubles seeing. No one questioned why his student, Kurt von Ritzburg, suddenly decided to embrace the discriminatory ideals of the Bluesphere Empire after meeting him. No one ever suspected his involvement until said student transformed into a Devil in public and tried to murder the protagonist.

No one even acknowledged the increase in the population of Demons around the Earlshide Kingdom until, after many tense events and suspicious situations, someone finally wisened up and ran the full numbers, discovering that the "acceptable" increases of a few percent each month for years on end were starting to add up to a kingdom-threatening horde of Demons.

That is the power you now hold, Jumper. When it comes to you and your actions, people are not nearly as caring about the details as they should be, to such an absurdly profound degree that you are allowed to run pretty much any ridiculous plan to completion unimpeded. Against you, Jumper, there is no “discovering” nor “preparing”. There is only “finding out in a panic”, and “hoping that what is already in place will be enough”.

Magician

❖ **Battlemage (100)**

A magician's role is to use magic in battle to defeat demons. Given that your magic relies on imagination, it would be really embarrassing to walk on the battlefield and find your mind going blank from fear, or running all of your possible choices without settling on a single one because of the excitement.

It will not be a problem for you anymore. In fact, you are a natural at focusing in times of crisis. Whenever needed, your thoughts are as clear and focused as you would usually be in times when deep passion takes over your mind, in a similar manner to “the zone”.

It takes a special state of mind to look death in the face and think “Explosions didn't work, but I can see him through the barrier, so light

should. Let's try lasers." It's a state of mind you now possess any time you step in the line of fire.

❖ *Improbable Incantations (300)*

Not all magicians use imagination as a basis for their magic, not directly anyway. In fact, most children are incapable of focusing so intensely on a single image for the time it takes to cast a single spell.

As such, people usually use a workaround: incantations, or chants. By forcing yourself to recite **something** that has to do with the spell you're trying to cast, you can trick your mind into visualizing the end result for long enough to actually cast the spell.

This method is far weaker than a proper visualization, but it works. And for you, Jumper, it works better than ever.

Where others would eventually replace incantations for visualization, you can freely use both and stack their effects. Chanting for half a minute would let you produce a fireball as powerful as if you had imagined a simple triangle of fire (heat, fuel, oxygen), and doing both at once would double the power.

What's truly interesting is that you are capable of applying this principle to **anything** and **everything**. That is to say, you can chant to increase the effectiveness of any action you take, be it casting a spell, crafting a sword,

cleaning your house, getting a good night's sleep, or punching someone in the face.

Using the same principle, you may even reproduce any effect you are theoretically capable of, by chanting a related aria. In other words, so long as you are theoretically capable of doing something, either with your body or supernatural energies, but are not yet actually capable of doing it... you can chant some aria, poem or song related to said action in order to actually force yourself to pull it off. Of course, it may take you years of non-stop chanting to somehow perform a magical feat on the level of the God of Destruction at his prime when you can barely sing someone's sleeve with fire... but you could do it, whether you understand the principles behind that magic or not. Though the more you do understand, the less will be required of you.

Do keep in mind that chanting is required throughout the entire action, which may make this Perk rather unusable despite its endless capabilities. For instance, though you could force yourself to perform perfectly a piece on the violin, your incessant prattlings about the "divine bow gliding on strings, singing wood over the wind" may detract quite a bit from the performance. To say nothing of trying to sound a clarinet or flute in that manner.

As a bonus, you do not stumble on your words anymore and you have no trouble coming up with minutes-long chants on the fly. Hours-long chants may take a little more planning in advance, but no more than a couple hours

of thinking. As for somehow chanting for days on end... Well, you certainly could try, after taking a week to think up and write an aria of that length. This will do nothing, however, for your shortness of breath or sore throats.

❖ Ultimate Magician (600)

Magic in this world is based on imagination, on visualization. It is a fact that Merlin and Melinda took down the first Devil, a threat to an entire kingdom, with spells using a simple visualization of the end result. As for Shin, he achieved a multitude of impossible and legendary spells by imagining the process the spell would have to go through instead.

Chanted magic has nothing to show against the visualization style. That's why I'm going to give you a little help on that.

From this moment on, you will instantly find an appropriate mental imagery for anything you wish to express. Even if that thing is an abstract concept, an extremely complex system, or even something that should be impossible to visualize, you'll instantly find a mental image that fits enough to use it with your magic.

With this power, there is pretty much nothing you cannot do with your magic, so long as you know what you want to do and your magic power is enough to support the effect in the first place.

As a side effect, this makes you an incredibly good teacher. After all, imagery is half of the learning process, you just need to put the image into words for your students. Or think up a spell to show your own imagination... which is now just as easily done as it is said. Lucky you.

Knight

❖ *Natural Fighter (100)*

Training as a knight will be an arduous task and a lifelong enterprise, Jumper, but perhaps this will help you along the way. You are granted a natural talent at wielding any and all weapons. Oh, this won't be a mastery, not even close, but you can expect weapon training to be at least ten times more rewarding for you than it would be for anyone else.

Integrating other weapon types into your fighting style is also something you can do in a matter of minutes. Just keep in mind that your style may not be adapted for all weapons.

❖ *True Guardian (300)*

A knight's primary duty is to guard their charge, be they a magician acting to kill your demonic opponent, or a civilian trying to run away from the fight.

Everyone on the battlefield requires a shield, a defense to hide behind. And you? You are the best defense anyone could ask for.

Whenever you wish, you may force all enemies on the battlefield to focus on you and you alone until you fall. They must be aware of your presence and you are capable of targeting specific foes, but if they are affected by this ability they will turn their bloodlust towards you without fail.

Beyond that? Feel free to stall until your friends finish them off, or to run away from the area along with the horde chasing you. Your decision aside, all enemies affected by this ability find themselves twice as vulnerable from all attacks and negative effects—so long as you are not the source of it.

❖ Saint Knight (600)

The end goal of a knight's training is to produce a fighter with a body at the peak of human limits, capable of surviving any situation and stall for time for the protection of others. The Sword Saint can come close to that, but you don't want to be limited to swords, do you?

You embody this ideal of the Knight Saint, or the Ultimate Knight. Your physical capabilities, from your strength to your senses, are forever at the absolute peak of your race. Or if your race has no known peak, then to the level of its most powerful known member. This will never cause a diminution in your capabilities if you change to a weaker race, nor will your power be affected by your age or long periods of disuse again. In fact, this physical perfection of yours has no actual impact upon your body.

That is to say, you will not look like you are at the peak of your race, and you will still be able to train as if you were only an average member of it.

Essentially, all of this power is an immaterial addition on top of what you truly have. This means that, with normal human limits, you could train to achieve twice the peak of humanity and it wouldn't be any harder than it would be for anyone else. Though to be fair, a bit less than twice since, while strength training would diminish your maximum attainable agility and such, this Perk has no such in-built limitations.

On top of this, you gain a healing factor based on your reserves of magical power. Anytime you are hurt, so long as you have enough magic to consume as fuel, your body will heal back to perfection while prioritizing the most dangerous wounds. Unlike Shin's enchantment, this doesn't care about the law of conservation of mass.

What doesn't kill you probably never will, Jumper.

Citizen

❖ *Slice of Luck (100)*

Away from the battlefield, away from danger and adventure, one is still capable of leading a happy and interesting life. That is why the "slice-of-life" genre exists after all.

To help you along on the path to your happiness, take this bit of everyday luck, Jumper. With this Perk, events will conspire to turn your life into a happy slice-of-life anime.

Don't expect it to hold for long against the actual genre of the setting, though it will still make your moments of respite so much better.

❖ Ideographic Enchanting (300)

So you fancy yourself a magic tool maker, Jumper? Magic tools are a fascinating concept. They were created to help those incapable of using magic themselves, usually in battle with the creation of enchanted weapons and armors.

Though the creation process of a magic tool is a quick and simple matter, they tend to be rather costly to buy anyway, making them a great path to start a career as a craftsman and merchant alike.

*Enchanting is simple: use your magic as ink and a finger or wand as a pen, and write down words on an item. Items of different materials can hold a different amount of letters before shattering under the strain of magic, and a very specific mental image of how the enchantment should work is **required** for the enchantment to hold.*

And that's it. As soon as the enchantment is formed, it stays there permanently or until removed. You only need to power it when needed, either with a magic stone and a mechanism, or by using your own magic power as fuel.

Now, due to the character limitation on different materials, the hard parts of enchanting are finding the smallest word and the perfect imagery to represent what you want. Shin Wolford avoided the first part of the problem by using Kanji instead of the local language, as a single "letter" can represent an entire concept with them.

*Indeed, apparently the language used doesn't matter in enchantments, only that the words used hold the right **meaning**. So he could use “对魔法” or “Anti-Magic” to create a uniform that disperses spells on contact in only three letters instead of the ten it would have taken in english.*

So that's your Perk, Jumper. From this moment on you can treat any form of enchantment, that is “the binding of supernatural effects to physical entities”, as if they worked with the same rules as this setting's: any language at all will work as an anchor or conduit for the effect with no loss in power as long as the meaning fits, no other components required.

This can replace other forms of enchanting, many kinds of rituals, and some buffing and debuffing spells and abilities, both temporary or permanent. The only limitations are: the effect must be possible for the supernatural Art you

are using, the effect must be imagined clearly, there exist words to describe that effect, and the effect will have the same limitations in both power and time as if it had been performed the “normal” way.

But... that will be most useful in later worlds and lives. For now, you also gain the much more immediate ability to forgo one of the primary components of enchanting: imagination. That’s right, unlike everyone else, you may actually write random magic words without thinking about anything, and still achieve a magical effect. Though, even if the words will guide said effect, it may not do what you expected it to. In fact, relying on this advantage almost ensures that whatever you create by leaving “meaning” up to chance will be nothing short of pure chaos, though not the lethal kind. At least, you may find yourself greatly inspired by whatever you randomly created, perhaps even enough to replicate some of it in your later creations.

As a side-note, nothing is stopping you from making up your own words, symbols, or languages, or even to use fictional ones that were never used in reality. So long as anyone at all can truthfully claim to be fluent in that language, it’s fair game.

❖ Royal (600)

The common citizen, the craftsman or merchant, all that was left to go over was the nobility.

There is something... great about you, Jumper. Whenever you want, you project an aura that demands respect from others, a feeling that pushes them to follow your demands and listen to your voice with far more attention than they would have given otherwise. Charismatic speeches, intimidation attempts, and negotiations have never been easier.

To add to this royalness of yours, you gain new instincts for leading groups of any size, and an innate understanding of the long-term political and economic consequences and impacts of all actions and decisions you care to ponder over.

In your talented hands, it would take a lot of hard work to lead any group towards their downfall. No, this is not a question of whether you'll have your people reach a golden age or not, but of how long you'll wish for it to last.

Items

Items may only be bought once per person unless specified.

General

❖ Put A Ring On It (50 / Variable)

This isn't an item for you, Jumper. This is an item for literally anyone else. Whenever you find someone in your life that you really, really want to give a ring to in a romantic context... It will be there, waiting in your pocket.

It's not a very fancy ring, nor is there anything special about it... But it is a pretty and thoughtful gift, with a design and colors fitting the recipient perfectly.

Only one ring per person however... Unless you plan on buying this multiple times.

❖ Simple Stipend (100)

It wouldn't do to throw you in a brand new world without some way of interacting with the local society. Short of having family there, currency is the best way of getting your foot in the door in many places.

Take this leather pouch. Every day, it is filled with just enough currency to eat a filling meal twice and get a room for the night in a low-quality hotel or equivalent.

Not nearly enough to live a fulfilling life, but it does its job in a pinch.

❖ Door Key (300 / Variable)

Well, that's new. Shin Wolford is the one who pioneered the idea of creating portals to move between places, you see? After all, the magic here is imagination-based and thinking of the process works better than visualizing the end result. So, when you're a magic-high teenager and you want to

teleport, you don't try to disintegrate then reintegrate yourself to another location; it's much safer to just think of a door and walk through.

The principle is as simple as it is utter madness in this world. Have you ever heard of the fastest way of linking two points on a map? You just need to bend the map on itself until your starting point and your destination are at the same place. And that's it: a portal appears. Now try to explain the concept of bending space to people in a medieval fantasy setting...

Anyway, this sort of magic is considered legendary, given the number of people who thought of trying it out and succeeded without killing themselves. As a result, portals were never made into enchanted items... Until now.

You possess a key, a simple wooden door key of whatever design you prefer. It has a rather big handle with a button-like protrusion which, once pressed, will open a portal to whatever location you can imagine right in front of you. Another push will close the portal, as only one can be created at a time using this. It won't last longer than ten minutes either.

Unfortunately, you have to be able to imagine your target location in enough detail to create the portal. Major changes to it will make it impossible to target via previous memories or pictures. Still, traveling has never been easier, nor running away.

Feel free to buy more, if you have the CP to spare.



❖ A Noble's Authority (600)

It is common knowledge that a noble's authority should not be used within the Earlshide Kingdom's Advanced Magic Academy. In this place learn the most talented in magic of the entire kingdom, no matter their origin. As such, the rules were made for all of them to thrive.

Indeed, breaking this simple rule could even be considered a crime. Even the local prince has to respect it.

But, not you, Jumper. With this piece of paper that you can summon at will, you may legally exempt yourself from any and all rules. Just show the paper for a moment, and everyone looking at it will just know that these pesky regulations do not apply to you personally if you don't want them to.

Of course, this has limits. Mainly, this only counters the rules applied in private buildings and areas you enter. That is to say, you are very much still beholden to the rules of society at large. So you won't have to wear the uniform at school, and may even bring in your personal maid, but committing murder and owning slaves is still very much against the law.

Also, don't push your luck. Just because you can legally ignore the rules, it does not mean that the ones making them and the ones respecting them will be happy with you or ignore your attitude.

Magician

❖ Grimoires (100)

You have in your possession a small-ish wooden chest filled with texts of eldritch knowledge offering you the truth of this world on a silver platter, at a great cost to your sanity and mental state.

Yes, there is one telling you of the strangeness of 'series' and the uncertainty of 'probabilities', another rants about 'optics' and 'thermodynamics', while at the bottom await the secrets of the arts of 'biology' and 'chemistry'.

That's right Jumper, you get a full bookcase of scientific texts up to modern college level. They can help you a lot with your visualization and magic in general... if you can bear the headaches and sleepless study nights.

❖ Battle Dress (300 / Variable)

These are robes, robes I say!

Despite your... fashion choices, if we can call that fashion, these garments of yours are assuredly of high quality, not only in materials but in enchantments too.

Anti-Magic, Anti-Stab, Self-Repair, Cleanliness, Thermal Adjustment... Who could have possibly fit so many words on these clothes?

These magician robes can come in any color. They can self-repair and clean themselves if you supply them some modicum amount of magic, they regulate their temperature to reach perfection in any and all weather, they can adapt to any body types, and they let you see in the dark if you pull the hood up. And these are just the non-combat capabilities!

Indeed, they also have two defensive additions. Firstly, they will dissipate half of the magical power making up any spell on contact, greatly reducing their power. Careful, this affects all spells and only spells, including healing spells

but not other enchantments or wards. Also, this only works if the spells touch the robes, not if they strike you in the head, so be careful.

Secondly, the robe itself is as tough as a full set of steel plate armor. You'll be hard pressed to find a more protective garment during your time here... Unless, of course, you were to join a certain group that hasn't been formed yet.

*...Fine, I'll admit to it. The robes are pretty stylish. So stylish in fact, that you may buy a few more if you so wish, but this time at a **50% discount** (not cumulative with the Magician's discount.)*

❖ Power Pebbles (600 / Variable)

Ah yes, grandma Melinda's secret technique that allows her to maintain the enchantments on her home. Something so incredibly powerful and secret that she won't even tell Shin about it...

If you can hear the sarcasm, Jumper, congratulations! Take this free cookie. Truth is, she was just done with his antics by that point and really didn't want to stress-test her blood pressure against what he could make using magic stones.

Now onto the item. You have a bag full with ten magic stones. You get ten more every week.

What are magic stones? Well, they are crystal-like stones that possess a natural container for magical energy. Even better, they naturally fill up that container from the magic in the environment and radiate a small amount of it.

This means that magic stones can be used to continuously power large enchantments and automate magic tools to some degree, but you could also use them as magical power-ups for your spells in a pinch.

Little is known about their other properties. They are useful as rechargeable magical batteries and that's pretty much it. Feel free to experiment with a few, it's not like you'll ever run out of them.

Your magic stones will keep regenerating at an average rate no matter how magically dead the environment is. A single magic stone has enough power to permanently support a barrier that hides, enhances, automates utilities inside, and sets an alarm around an entire house. Granted the house had only two floors and maybe three rooms per floor, but still.

Ten stones a week is not enough for you? Feel free to buy more, this time at a **50% discount** (Cumulative for Magician, making it 150CP).

Knight

❖ *Weapon of Choice (100 / Variable)*

Can't be a knight without a weapon to fight with, Jumper. Make your choice of any close-combat bladed weapon, just know that it is nearly unbreakable and supernaturally sharp... Although not to the level of a vibration sword. You won't be cutting through trees with this, at least not in one go. If it breaks, you'll somehow find it in pristine condition the next day.

If you'd rather, you can choose a blunt weapon with enhanced impact strength instead.

*Of course, you can buy multiple weapons if you so wish. Wouldn't want to leave the dual-wielder in you high and dry after all. Unfortunately, a Knight's 100CP free discount only applies to the first one. Subsequent weapons will be at **50% cost for everyone, or 50CP.***

❖ *Training Partner (300 / Variable)*

A knight's time is half fighting, half training! That's why I offer you this fighting dummy. Really it's more of a scarecrow... Or perhaps a mimic?

Ah, whatever. Basically, this mannequin-dummy-thing will copy your appearance, your Perks, your powers, your skills, your habits... It will copy absolutely everything about you. It will even copy your memories, charisma,

luck, soul, mental and spiritual capabilities... And then it will fight you at your demand. As such, it will be a foe guaranteed to always be your perfect equal for you to fight. No better way to improve, right?

The training partner can make mistakes or get tired if you would have, as it is your perfect copy, but it will never successfully kill you by force of Fiat. You can even set rules of engagement for it if you would prefer for it to limit its capabilities, or outright turn off specific parts of it. It can also fight alongside you against another training partner, to sharpen your teamwork skills.

Don't worry, it can never, ever get any form of sentience, sapience, or sophonce despite copying your everything. Though it may be a perfect copy of you, at its core it will forever remain a training dummy.

I see you thoughtful look there, Jumper. Once again, this is a training dummy. You can't use it for anything other than training... But yes, you may let it copy other people if you so wish and if they are part of the training. The dummy will only follow your orders regardless.

One dummy is not enough for you? Feel free to buy more of them, this time at a **50% discount** (not cumulative with the Knight's discount).

❖ *Demon Hunter License (600)*

With this badge in hand that marks you as a Demon Hunter, Jumper, you have gained some form of authority. Notably, the authority to police the people and keep the peace.

This badge, which you can summon at will, will show anyone that you, without any shadow of a doubt, have the right to beat up, investigate, arrest, and even kill beings in the defense of others.

No one will question where that authority comes from, but don't abuse it too much. It will only take a single witness claiming that you protected them to waive any murder charges you might get, but if you get put into the actual law enforcement's radar one too many times for killing a thief or a scammer they might just decide that you're too much trouble to have around.

No, your status as a Demon Hunter is best used when fighting targets that could be classified as undeniable enemies of your people, such as the other side in a war, Demons, Devils, or serial killers, when you really shouldn't have the authority to.

Citizen

❖ *The Perfect Job Application (100)*

Well, you can't rightly be a good citizen without a job, can you? Here's a slip of paper, Jumper. Don't lose it because you only get one per year.

This is an otherwise blank slip of paper with only three words written on it: "Here comes Jumper."

Present this paper slip in the place of any job application, or otherwise have it sent in its place, and you'll have a guaranteed place for the spot you applied for. It has to be sent physically, however.

Of course, nothing is stopping your new employer from firing you if they find out you don't have the required skills, or that you're not the right age or whatever else, but you're guaranteed to stay employed for at least a month (neither of you will get into legal troubles for that). More than enough time to learn, in plenty of cases.

If you don't feel like you're the right age to be employed, which the paper doesn't care about, you can also use it to get a one-month guaranteed spot in any place of education or private club instead. Whether you keep it or not is subject to the same rules.

❖ *Swish And Flick (300)*

Yer a wizard, Jumper... No, not really. I mean, you still have magic but this isn't that kind of wand.

This, Jumper, is an enchanting wand. Something Shin-kun will create sometime later and use great effect. It is a hand-sized stick with a pointy end and a larger end, like a crayon with an eraser bottom. It can come in any material or color, it's unbreakable anyway.

The pointy end can be used to focus your magic while enchanting, which makes the writing process much easier and quicker. As for the 'eraser' part, swiping it across an enchanted item will allow you to see the enchantments as floating words above the item. At that point, you can either push them back down with the pointy tip when you've finished reading... or you can tap the words with the eraser to make the related enchantments disappear permanently.

And that's it... Alright, fine! You can also use it as a magic wand for any magic style that requires one. There, happy? I'm sorry to say you can only buy one, though. After all, the wand chooses the wizard.



❖ Jump Emporium (600)

Your very own business. It is quite a large building, all things considered. Thankfully, it has all of the necessary modern utilities, is always up to standard, and you'll never have to pay a single gold coin in taxes over it.

Now your property comes into five parts: home, theme, shop, workshop, warehouse.

The home part is self-explanatory. Your shop has living quarters on the third floor (the top floor), and can connect to the living quarters in your Warehouse to allow even your non-imported Companions to visit the place.

The theme is a bit more complex and works into everything else. Simply put, you can choose a theme for your shop that you may change weekly. The theme can be anything from magic, to swords, to plants, to animal meat or whatever else you can think of. The shop's aesthetics will change to fit the theme, while the workshop will be transformed into something that can

supply your shop based on that theme, be it a butchery, a windmill and furnace combo, or a forge.

As for the warehouse? It will be refilled once a day with all the materials you could ever need to let your workshop resupply your shop from top to bottom, though only with materials you could buy from a market or shop in the local setting, so good luck supplying a magic shop in a modern world. Did I mention that the “shop” part of the building covers both the first and the second floors?

Now you could choose to keep it as a Warehouse Attachment, or you could plop it down in whatever future world you go to. If you choose the latter option, it is guaranteed to attract a steady stream of clientele, and make you a steady income in turn. It will even produce temporary NPCs to man the shop and resupply it for you!

Companions

❖ Mult-Isekai (50 / 300)

Care to share your world with friends, Jumper? You can now import two Companions for only 50CP! ...Or up to eight of them for 300CP. They get 600CP to spend here, but may not spend them on Companions.

If you'd prefer, you could create entirely new people with these slots instead. Regardless, you are guaranteed to all meet each other very soon after you arrive.

You can transfer your CPs to them at a rate of 1:1.

❖ All Aboard The Jump Truck (Free)

Did you meet people you wish could follow you on your adventures, Jumper? Well, if you convinced them to come along I see no reason to deny them.

You've read the title, Jumper, you know what to expect. I'm sorry, but this is an Isekai setting and some traditions must be observed.

❖ The Love Of Your Life (300)

Soon after you arrive in this world, Jumper, you are going to meet someone. This person is going to be absolutely perfect for you, be it in appearance, personality, interests... And you are going to be perfect for them in turn.

Of course, they don't have to become the love of your life, nor you theirs, but the potential is there and in immense quantities. If you were one for marriage and kids, it wouldn't take much work to make it happen. As for friendship, it is a guarantee.

Regardless, this new Companion of yours has 600CP to spend on this document... On top of getting a copy of all the Perks and Items with a cost up to 300CP you purchased here, for free.

You can transfer your CPs to them if needed.

Drawbacks

Drawbacks cease upon leaving the Jump.

Companions may take Drawbacks unless specified otherwise.

❖ Sudden Isekai (Toggle)

If you have the relevant Archetype, and perhaps even the relevant Perks, you may replace specific characters. For instance, Shin Welford would simply require the Magician Archetype, while Diseum von Earlshide would require a Citizen with the [Royal] Perk.

If that would make a Drawback impossible or benign, don't worry: it will adapt.

❖ The First (Toggle)

Or perhaps you would prefer to arrive during Merlin and Melinda's time, before they gained their reputation? Or when Shin is found by them? Certainly. The earliest you can arrive is a week before Merlin and Melinda's fight with the

First Devil, who is currently a threat to the entire kingdom. Any point in time between that and Shin's departure for the Academy is fair game.

If that would make a Drawback impossible or benign, don't worry: it will adapt.

❖ Random Encounters (+100)

I hope you understand how Demons work by now, because you're going to encounter at least one every single time you leave any form of human settlement. Travel between villages? Demon attack. Leave the city? Demon attack. Visit that pretty forest just at the edge of the school? Demon attack.

❖ That's Just Common Sense (+100)

Said Shin Welford, not realizing yet that his "common sense" and everyone else's may not be so similar after all.

Like Shin-kun, you have no idea how this world works. What is the currency, what the geography looks like, what are the normal limits of knights and magicians, what are the common jobs... You are, essentially, a tourist in this world. Even if you knew from your previous memories of the setting, you'll just forget that part specifically.

You could learn, eventually, but you may run into some truly absurd misunderstandings regularly until you do.

❖ Devilish Beauty (+100)

You have red eyes.

Hm? Yes, that's it. You have red eyes. Like all Demons and Devils are known to have. Better invest in eyebands, Jumper. Because when it comes to Devils? It's kill first, ask questions never.

❖ Sneaky Stalkers (+200)

Perhaps it is your fame? Perhaps you are just that beautiful? Perhaps you owe someone money and they refused to give you a few more days?

Regardless of the reason, you now have stalkers, Jumper. Until the end of the Jump you are being tracked by stalkers day and night.

They won't intrude into your home, nor bother you at school or at work, but any time you walk out in the city or the wild, you will catch the attention of up to a small group of people who want to follow you for some reason.

Depending on who they are, their motivations and actions will vary greatly. Fans may simply want to shake your hand but be too shy for it. Paparazzi or equivalent may try to find shameful information about you. Thieves and thugs will try to rob you when you are alone. Suitors... Well, you don't want to know why a wannabe suitor would follow you day and night, waiting until you are alone.

You can dodge them, you can take care of them in many ways, you could even do nothing and let them take what they're here for. Regardless, you'll never be rid of them entirely, and you are guaranteed to be cornered alone by them at least twice a month.

❖ The Power Of Friendship (+200)

For the duration of this Jump, no one is capable of falling in love with you, Jumper.

I know, I know, that's terrible. There are so many beautiful and wonderful people around here, and the best you'll ever achieve with them is a good friendship. Well, no shame in having more friends, right?

Well, you took the Drawback, you knew what to expect.

This also prevents romance from your Companions while you're here. The clash you 'll feel with your memories of your time before this Jump might be disconcerting, but I can't do anything about that.

❖ Selective Amnesia (+200)

You have no knowledge of the setting's story. This might not actually be too big a problem, but there go your preparations... And your knowledge of how science can be used to cheat hard at magic.

❖ A Jumper's Pride (+400)

That's a deadly sin for a reason, and you have decided to set out and prove just why, for some reason.

So, you, Jumper? You are prideful. Not exactly arrogant, but when you see or hear something or someone that, in your eyes, disparages your abilities or "greatness" in any way, you will set out to prove yourself immediately, most likely in a way that directly affects the offender.

Someone says Jumper can't create a fire worth anything? Their clothes will be not-so-mysteriously set on fire. A teacher writes a mistake on the board and insists it's true? The debate and bullheadedness on both sides will be legendary and will not stop until one side resigns, crying in shame. It probably won't be you.

And you don't want to know what you'll do if someone says you're not man enough.

As you might have understood, this pride of yours will express itself despite any rules or social taboo in place. If you must prove yourself, you shall do so with no consideration for anything else.

❖ What Is This 'Science' You Speak Of? (+400)

I'm not quite sure how it happened, but somehow books of modern scientific knowledge have found their way throughout the world and in the hands of all of the major kingdoms.

Where before Shin was the only one capable of raising Magicians up to the rank of Ultimate Magician through his teachings, give it a few months of trial and error and all of the countries around the world will start getting there, slowly.

If that wasn't bad enough, they even got dictionaries translating a few Kanji and their meanings into the local language. So it's not just superpowered magicians, it's also absurd enchantments that are starting to appear just about everywhere.

Well, Earlshide may not have the advantage anymore, but at least everyone is approaching the same level, and there's far more resistance against the Demons now?

Companions may not take this Drawback.

❖ That Usual "No Cheating" Drawback (+400)

You're probably familiar with this Drawback by this point, Jumper. No Perks, no Warehouse, and no Items from anywhere that isn't this Jump.

If you're coming here, you'll come as a completely clean slate.

❖ Devil Trigger (+600)

I'm sorry, did I say you were immune to becoming a Devil? I must have misspoken. You are still very much at risk of Demonization. In fact, it would be more accurate to say that no one is more at risk in this world than you are.

People become Devils when their emotions go out of control, generally because of a mix of rage and despair. This somehow affects their magic, which corrupts them in turn, turning them into murderous monsters incapable of thoughts beyond the need to destroy what landed them in that state. It would take a betrayal by their own people accompanied by the murder of their entire family to see a normal man become a Devil in this world. Suffice to say, it does not happen often.

You? You just need to hear a friend you truly love tell you that they hate you. You just need that super good ice cream parlor to be out of stock the moment you arrive for thirty days in a row. You just need to lose all of your money and end up in the streets, even if you still have a support network the experience itself will be enough.

Where others need complete despair and soul-consuming rage, you just need a very long-going annoyance or a negative, somewhat life-wrecking change.

Not something most people will ever encounter, but are you willing to take the risk? Even knowing that all of your sanity-inducing, boredom-removing, and emotional control Perks are extremely weakened for the duration of your stay here?

You still have a chance, though. A Devil, unlike a Demon, has a chance to retain their sophonce, their ability to think human thoughts. If you don't fit into that category, it will be a Chain-ender for you. But if you do... And if you can survive until the end of your Jump, you'll be given your sanity back before leaving.

This is harder than it sounds. Devils enter a state of deep depression once their revenge is achieved, so deep that they might just wait for death at that point.

❖ Join The Dark Side, We Have Cookies (+600)

And somehow, becoming a Devil isn't as bad as it's made out to be?

Due to you choosing this Drawback, all Devils and Demons are capable of retaining the same clarity of thoughts they had before landing into that state. Sure, they are still filled with all-consuming thoughts of revenge

against whatever set them off in the first place, but they also gain an immense power boost and ultimately lose nothing when it happens. They don't even become depressed anymore once their revenge is achieved! What's not to love?

Expect far harder fights against Demons for everyone, and a much more dangerous Oliver Schtrom. But you? If you and yours somehow become Devils, Jumper, you'll still work by the old rules.

Companions may not take this Drawback.

❖ And The Other Side (+600)

You know how there are generally two sides to Isekai stories? Half are about an overpowered, happy-go-lucky, all-around nice guy helping out wherever he can. The other is about the weak hero being betrayed repeatedly until they become overpowered and start screwing with everyone.

This story firmly stands on the first side. Now, you are going to experience both at once.

Behind the mask of Shin Wolford now stands the mind of the absolute worst: a reincarnation self-insert protagonist with dreams of ruling the world and making himself a harem. He won't hesitate to take full advantage of his

foreknowledge, which includes the entire plot of the setting, and to kill anyone who gets in his way.

What's worse is that he is still the protagonist, which means that the world will warp over time to better reflect the "theme" within which this new Shin is working, and that he gets absurdly lucky all the time on top of that.

Be prepared as much as you want if you try to stand against him, because it won't help you when it feels like actual God is making sure you lose. Not to say it's impossible, just that it would be much easier to run away and keep running.

I would especially recommend that if you happen to be a pretty lady, Jumper. Running away, that is. Not the Drawback. In fact, taking this as a pretty lady might be the worst decision you could possibly make.

Companions may not take this Drawback.

Ending

Go Back

*And finally your adventure finds an epilogue, Jumper.
I will lead you back to your world of origin, and you may keep everything you
have gained so far along your travels.*

If they so wish, I can help your Companions back to their homeworlds too. Or any world you have visited they now call home.

Stay

Perhaps you, like Shin Wolford, found yourself in a happy marriage with children on the way? Perhaps you simply enjoy the sights and the setting? Or perhaps you merely wish to settle down anywhere at this point? That is entirely your choice, of course.

Truck-kun Strikes Again!

Now what did you do to piss off that guy? I don't know, but you were warned! I hope you prepared yourself, Jumper & Co, because there are no brakes on the Jump Truck.

*Goodbye, and take care! *Truck-kun impact noises**

Notes

❖ Sources

Novel, Wikipedia for anything else

❖ *On Demons and Devils and Everything Else*

If that wasn't clear enough:

- > People have magic.*
- > Bad days make people have bad magic.*
- > Bad magic turns animals into Demons and humans into Devils, but they are essentially the same thing.*
- > Bad magic makes you a lot more powerful and murderous.*
- > Newly-created Devils automatically explode out their magic, which disintegrates nearby buildings based on how powerful they are.*
- > All known Devils are completely mindless, except for Oliver Schtrom, although he is still hyperfocused on his revenge.*
- > Merlin and Melinda killed the First Devil, and are national heroes for it.*
- > Oliver Schtrom happens to be Shin's biological father. They didn't know for a while.*
- > Despite the Truck-kun jokes, Shin does not remember how he dies, or really much of anything about his past life.*

Changelog

❖ *Version 1.1*

- Reworded a few things.*
- [True Guardian] is now also a defense malus on enemies, but only for allies to take advantage of.*

- *[Ideographic Enchanting]* now removes the need for imagination, at the cost of pure chaos.
- *[Improbable Incantations]* can now use chants in order to force an action or effect.

❖ *Version 1.0*

Made a Jump