

Chounin A wa Akuyaku Reijou wo Doushite mo Sukuitai

By Complex_Ad_5944

Allen, an eight-year-old boy from a poor family in the royal capital, is living a poor but happy life together with his mother. One day, however, memories of his previous life suddenly come back to him and he remembers that he is in an dating sim game and that the capital will be destroyed by war if he doesn't do something about it. If this continues, both he and his mother will be killed! With a sense of urgency, he decides to rise to the occasion in order to save his precious mother's life and save his favorite character, the villainous young lady Anastasia, the only girl he liked in the game, from her all too tragic and ruinous end. This is the story of a man who isn't even a character in the game, but who strives with his steely determination and uses all the knowledge he has to turn overcome fate!

Within the next 10 years you will be in this kind of world, so to start the jump we give you +1000 CP, use them as you like.

Location and Time

By default, you'll be in the capital city of Lurden, in the kingdom of Centaren. The year you arrive will be the same as the beginning of the story—not the manga, but the game—when the heroine enters the academy. However, if you wish, you can appear in the same year that Allen (at age 8) regains his memories of his past life, seven years before the start of the main storyline.

Gender and Age

Choose the gender and age you want.

Origin

Mob (Free)

You are a person reincarnated in this world, a world you know well because it's similar to a game you played long ago. The problem is, you're a background character, a filler character. You weren't meant to be relevant in this world, just one among millions. But fate took a turn, and it's up to you whether you remain just another extra and let the story unfold, or change it.

Corrupt Heroine (Free)

You are a person reincarnated in this world, a world you know well because it's similar to a game you played long ago. Best of all, you were reincarnated as the main heroine of this world. Unlike the heroine, you're not as pure as you seem, seeing this place as your toy box to indulge your whims. How far you're willing to go to achieve your goals and have your dream world is up to you.

Character (Free)

You are someone from this world, and luckily, someone important or relevant. To begin with, you belong to the nobility, being the heir to a prestigious house or a second son. To the reincarnated, you are considered an important character, ranking one step below the game's heroine.

Perks

All origins receive their 100 CP Perk for free. The rest of the perks of an origin are discounted.

General Perks

Like a Game (Free/100 CP)

Like any game, this world has stats and levels. Unlike other systems, stats are categorized by numbers, ranging from S to F. As always, there are the typical stats like Strength, Magic, Magical Power, Stamina, Dexterity, Agility, etc. It also mentions other information such as name, age, gender, learned spells or abilities, and Divine Protections.

Of course, unless you have a Divine Protection, or other Perks or abilities from previous jumps, all your stats will be at F. The good news is that you can train and become stronger. During this jump, unless you have a Perk that allows you to exceed the limit, the maximum stat is S.

For Free; the effect of this Perk will only work on this jump, but for 100 CP, it will affect future jumps.

Like an Isekai (100 CP)

Like all isekai manga, regardless of whether you're in a medieval era or even earlier, everyone will be incredibly clean, as if they've been filtered through a vanilla anime lens. Dirt and grime won't be commonplace, and unpleasant smells will be masked by more pleasant ones. Even the hygiene of people and living beings in this world will be very good.

As with all isekai, everyone will be beautiful, with the ugliest person scoring at least a 6/10 and the most beautiful exceeding a 10. Even people will age gracefully, like fine wine, enhancing their beauty rather than simply getting older.

Finally, you'll have a complete understanding of the language of the place you're in.

Divine Protection (200 CP)

Divine Protections are something some people receive at birth, though this is more common among nobles. You can choose any canonical Divine Protection or create your own. In principle, Divine Protections enhance certain abilities, as well as shorten the learning and mastery time for those abilities. For example, someone with the Divine Protection of Swordsman will learn swordsmanship faster than someone without it, and their attacks and sword skills will be boosted. To give a numerical value, your abilities related to your Divine Protection will be boosted three times, and you will learn those types of skills ten times faster than someone without that protection. This will also increase the stats related to your Divine Protection.

Protection of the spirit of light (400 CP)

The protection bestowed upon you by the very spirit of light. Once a day, you are immune to any lethal attack, regardless of its nature (magical, slashing, etc.).

As a bonus, this perk grants a 1-Up and can be used once per jump or every ten years, whichever comes first.

I want to save the Villainess (600 CP)

You are someone with a goal, and you will achieve it no matter how impossible it may seem. To begin with, luck is on your side, conspiring and pulling the strings to make everything favorable to you. Even something that seems impossible can become possible if you decide to achieve it.

The second effect is that you can see the best option to achieve your goal, visualizing the most efficient and beneficial way for you (i.e., the good ending or the best ending). The more resources you have or the more powerful you are, the easier the path to achieving it will be. But if you have no power and are an ordinary person, the options will be numerous and very complex, requiring you to execute them perfectly to avoid any failure.

This Perk will always be active when you have a desire or goal to fulfill. If you achieve it and move on to another, or if you abandon it and have another goal in mind, this Perk will work for that new goal.

Mob

Time-Skip (100 CP)

It's boring having to wait years to start the story, luckily this Perk lets you choose the year or moment in which you start each jump.

More Than a Mob (200 CP)

The first impression people get of you is that you're just an average person with nothing special about you. That's perfect because people will underestimate you, unaware of how strong you are until it's too late.

The second effect of this Perk is that you're a person with a very strong will. No matter how tough the challenge or how unattainable your goal seems, you won't give up and you'll keep going, without being tempted to sacrifice anything or become corrupted.

I already Know the Story (400 CP)

Just like Allen, you know the entire story and events that will occur in this world. The plot, hidden locations, treasures, etc.; you're a walking encyclopedia who knows all the information a knowledgeable fan would. Post-Jump, you can do the same in any of the jumps you're in, so you'll always be very well informed about everything.

First Come, First Served (600 CP)

Allen wasn't the only one who was more cunning; you also took advantage of and combined all the powerful abilities before the heroine. You will have the following abilities:

- Appraisal: You can see all the information about objects or people, including their stats, abilities, value, etc.
- Concealment: You can completely hide your presence, becoming invisible to others. You are impossible to detect, making your attacks perfect ambushes.
- Alchemy: You can create, modify, and destroy objects using magic. Depending on the complexity, size, etc., the amount of magic and materials used, as well as the time required

to create/modify/destroy, will be longer. At first, you will need to have a clear mental image of what you want to do, its functionality, and the process for doing it. But as you perfect this ability, all of that will become easier, allowing you to create a cart from just a piece of dirt in less than a second.

-Chantless: You can use magic without chanting, using only your imagination to project the magic you wish to use. The clearer the image and the greater your understanding of the magic, the more powerful the magic will be.

-Multiple Chanting: You can use several spells or magic at once. At first, you will only be able to use two spells or magic at a time, but with practice, you can use a hundred or more simultaneously.

Corrupt Heroine

Innocent Appearance (100 CP)

You have an innocent appearance, like any protagonist in an otome game. At first glance, people will see you as harmless, with a slight desire to protect you. The more time they spend with you, the stronger that desire will become.

Apprentice Healer (200 CP)

You have a basic understanding of healing magic. Whether it's healing minor wounds or removing the effects of debilitating conditions like poison, paralysis, etc., this is just the beginning. With effort and perseverance, you will be able to heal mortal wounds with ease.

Manipulator (400 CP)

Amy used her limited knowledge of the game to overpower all the capture targets, but that was also due to her ability to manipulate people. Like her, you are a frivolous manipulator who will deceive and manipulate to achieve your goals. Aside from your lack of empathy, you are good at analyzing people's gestures, allowing you to learn a lot about them without having to get them to speak.

Witch of Envy (600 CP)

A skill only a twisted and utterly corrupt individual could possess. This ability allows you to exert mind control over people by giving them a command, placing them in a state of complete infatuation where they will obey your every whim.

The effect of the skill depends on how long you control the person. The first time, it lasts no more than 10 minutes, requiring magic to completely cure them of the state, or for them to rest for a day. If they remain with you for an extended period after you have used this skill, they are beyond saving, requiring powerful magic comparable to that of a god to break free from this state.

Character

Beautiful (100 CP)

Like any major character in an otome game, you're a perfect beauty. On a scale of 1 to 10, you're a 15.

Noble (200 CP)

As someone important in this world, you're not just a commoner or background extra; you belong to the nobility. Once per jump, you can choose a noble family up to the level of count or its equivalent. Of course, you will be the heir to that house.

To be clear, you won't have any special abilities from that family, only its political, economic, and military power at your disposal.

Double Divine Protection (400 CP)

Even among the main cast, you're special; you didn't just receive one blessing, you received two. If you purchased "Divine Protection," you can choose another one for free.

Post-Jump, this Perk will allow you to choose an extra Origin.

Main Character (600 CP)

You're not just an important character; you're the main character or co-protagonist. As such, you have protection from collateral damage or events unrelated to the story or plot. But don't push your luck. If you actively seek to kill yourself or are overly reckless, this Perk won't help you.

As a bonus, you can replace the main character or any other important character in the world you're in. You'll essentially take their place, so you won't gain any of their powers. However, you will gain opportunities to become stronger, such as training with the same powerful masters or acquiring rare items the main character obtained. The same applies to people who interacted with the main character or other characters, allowing you to have the same encounters.

Items

All items are discounted to the appropriate origin. Discounted 100 CP items are free instead. You can connect all your properties and facilities to your Warehouse if you want. You can import your items from previous jumps and add effects to them from the ones you purchased in this section Free.

General

Basic Package (Free)

Everything you'd need to get started in a new world. Comfortable clothes to blend in with the crowd, citizenship papers, an adventurer's card or its equivalent, a week's supply of rations and drinking water, and finally, the equivalent of \$10,000 to survive. Consider it a gift from me.

Rope or Handcuffs (100 CP)

This rope or handcuffs (whichever you choose) are actually a powerful magical artifact that can nullify the magic of anyone bound or cuffed with them. It also affects their strength and other stats, as well as any blessings or protections they may have.

Substitute Ring (200 CP)

A special ring that absorbs any damage that would be fatal to you—basically a one-up. Once this ring has served its purpose, it will function again in the next time jump or after ten years, whichever comes first.

Book of the “inset element” God (400 CP)

A book containing the Divine Protection of a god. Unlike traditional divine protection, this book can be used by multiple people, but it can only grant one divine protection per year, and the protection you choose first will be the one given. So, if you choose the Divine Protection of the Water God first, this will be the only protection it grants. The other limitation is that it must be of the elemental class (fire, earth, water, or wind).

Labyrinth (600 CP)

A labyrinth teeming with monsters for you to defeat and level up, and treasures to loot. The labyrinth (or tower, if you prefer) will have 1500 floors, with the monsters becoming stronger and the treasures rarer and more valuable as you ascend or descend each floor. These monsters respawn, so there will be limits. There will also be boss monsters, which are stronger than the common ones.

The labyrinth will contain various treasures, including magic items, gold, skill scrolls, and more. These treasures will become rarer as you ascend or descend each floor.

Mob

Elf Amulet (100 CP)

An amulet that allows you to be welcomed in any city or place predominantly inhabited by elves. This amulet will be considered a symbol of your friendship with the elves.

Post-Jump, you can select a race or species from the world you are in so that the amulet takes effect with that race or species.

Blueprints (200 CP)

Blueprints for various inventions such as airplanes, weapons, etc. This collection, comprised of several modern inventions, will include exact designs for their construction, as well as instructions on the materials needed for each process, providing options for substitutes that will work perfectly.

Post-Jump, you will receive blueprints for inventions or creations from the world or universes of the jumps you've been to, so you can manufacture them with materials from your current world.

Magic Stone Synthesis (400 CP)

This magical artifact can combine multiple low-grade magic stones to create a higher-grade magic stone, making it more valuable and powerful. But it doesn't just combine magic stones; it can combine any raw material to create a rarer or more powerful object, as long as they are made of the same material.

Weapons Collection (600 CP)

A large collection (approximately 100) of magically powered firearms. Each weapon comes with its ammunition and necessary accessories, such as silencers, mounts, etc.

The variety of weapons is extensive, including pistols, machine guns, and other more powerful weapons. All are in optimal condition and require no maintenance. Keep in mind that in this world, these are powerful weapons; even the average ones can easily kill orcs.

Corrupt Heroine

Cute accessories (100 CP)

Hair accessories that will make you look cute or highlight your natural cuteness.

List (200 CP)

A list with all the information on your capture targets, their personal information, likes, dislikes, etc. This list will be complete so you can take full advantage. Post-Jump, you can choose ten people from anywhere in the world to obtain their personal information. You can use that information to make them fall in love with you, or to manipulate them.

False evidence (400 CP)

Fake evidence to frame someone you want to get rid of, or just for fun. Once per jump, choose a specific person, and you'll receive several convincing pieces of evidence, ranging from minor crimes to heinous ones.

The evidence appears authentic at first glance, but if you investigate thoroughly and analyze each piece carefully, you'll discover they're fake. Use them wisely.

Witch's Staff (600 CP)

A corrupted yet powerful staff. This staff amplifies the effects of spells and control abilities, as well as boosting any type of magic you use, making them five times more powerful. The staff is indestructible and requires no maintenance. You can customize its design to your liking.

Character

Elegant clothing (100 CP)

Elegant clothing for any occasion or event. It will fit you perfectly and be resistant to any kind of dirt, stains, or grime.

Hair Ornament (200 CP)

This artifact was crafted by the very spirit of light, making it a blessed object. It grants you protection against any treacherous or surprise attack, requiring a fair fight to harm you. It even protects you from poisons and curses. Finally, it will kill any person or being that attempts to sexually assault you.

Sword of the Sky Knight (400 CP)

A sword so powerful it would be considered a national treasure. The sword is made of an indestructible material, one that also amplifies the user's magic (or any other kind of energy or power). When you use your magic, with the sword acting as a catalyst, its power will be amplified five times. The weapon requires no maintenance, so it will always be in peak condition. A weapon worthy of a magic knight.

My domain (600 CP)

Like any good nobleman, you have your own territory to rule. With an area of 500 square kilometers, it's not a vast territory, but it's yours. The territory contains several towns, villages, and the main city, making it a duchy. This domain is inhabited by 4,000,000 people, and every citizen will be considered a follower, even those who register.

Companions

Import (Free/100 CP per)

You can import up to 8 people for free, but by paying 100 CP for each, they will receive 300 CP to spend on this document.

Canon Companions (Free/100 CP per)

If you manage to convince them, you can recruit any character from the series as a partner. If you pay about 100 CP, you will have a favorable first meeting, which in a short time will turn into friendship.

Mother/Father (100 CP)

A father or mother who will support you and give you pure and sincere family love. Always supporting you and being by your side no matter how bad your situation is, these parents deserve the title. You can customize them to your liking.

Perverted Spirit (200 CP)

A mischievous yet wise spirit. This spirit will enhance your magic or abilities using support magic. This spirit (which is a fairy) will also protect you from people who harbor ill feelings towards you, identifying them and attacking their minds to make them faint (though if they are very powerful, this ability will not work). You can customize this companion to your liking.

Main Character/ Villain (400 CP)

Choose the protagonist or villain of the story; they will take on the roles of the protagonists or villains, or you can choose the original characters from the story. These characters will be loyal to you, and if you chose the first option, you can customize them to your liking. They will also receive +600 CP to spend during this jump.

Wyvern Lord/Lady (600 CP)

A subspecies of Dragon, they lack the ability to breathe fire or unleash their powerful roar, but possess great power second only to that of a full-fledged dragon. This subspecies is loyal to you and makes a good mount. You can customize them to your liking.

DRAWBACKS

You may take any amount of drawbacks you like.

Crossover (+0 CP)

Are there any manga, anime, game or novel that you are interested in and want to add to this jump?

You can add other series to this world, as long as they are medieval fantasy. You can add as many series as you want. In case they have different power systems, they will adapt to the magic and class system of this world.

If you are only interested in some characters and not the plot, you can bring only those characters. As for powerful items that exist in those plots, such as magic or very broken powers, these cannot be incorporated.

Supplement (+0 CP)

If you are not in the mood to spend 10 years on this jump for a Perk or Item, you can use this jump as a supplement and buy whatever you want. But you will not have the benefits of discounts. If you wish, you can combine this jump with another one you are doing, being able to take Drawbacks from this jump, but without discounts.

Extended Time (+100 CP)

If you want you can spend an additional 10 years in this jump. It can be taken multiple times, up to ten times.

I need to protect that person (+100 CP)

You are obsessed with protecting a specific person, regardless of whether you receive a reward or not; your desire is genuine and pure. During this jump, you will have a strong desire to protect a person in this world, going so far as to face an army and invade an enemy country just to rescue them.

Scum Bait (+200 CP)

During your stay, once a week you'll have to deal with human scum. These people will have no morals whatsoever, and they'll try to steal from you, kill you, or worse. Whether you kill them or not, others will appear the following week, and be careful because in some cases you'll have to deal with nobles.

Humble Origins (+200 CP)

Regardless of your background, you come from the bottom of the social ladder, from low-income people who work hard to earn their daily bread. This will mark your starting point in this jump, and you can improve your situation if you strive for it.

The Reincarnated Heroine's Target (+400 CP)

Amy knows your secret, not that you're a jumper, but that you're from another world, just like her. Unlike her initial impression of Allen, she won't see you as just another Mob, but as a threat, and she'll do everything in her power to destroy you. She's a master manipulator, and she has the support of several sons of influential nobles, two of whom are princes of their

respective kingdoms (and one is the crown prince). And I assure you, those guys are her puppets.

War (+400 CP)

The war with the Empire didn't begin during Allen's second year at the academy he and the other protagonists attend; it started the moment you entered the world. The worst part is that you'll be drafted the instant you arrive. Prepare to fight in wars with this nation and others until there are no more enemies left or Centraren has fallen. And don't think you'll be in safe places; you'll be on the front lines, used as cannon fodder.

Stupid nobles (+600 CP)

In this manga, most of the nobles aren't very pleasant, and some are downright vile and corrupt. Unfortunately, you'll run into these types, and to make matters worse, your encounters won't be pleasant. Conspiracies, assassination attempts, and other things will be on your hands because of these idiots. Your stay will be anything but peaceful.

Power Loss (+600 CP)

Lose the Perks, Powers and Items from previous jumps, and can not import any companion or access your Warehouse, at least you still have your Body Mod.

Choices

[Go Home](#)
[Stay](#)
[Continue](#)

Notes

Special thanks to everyone for fixing my grammar and helping me make this jump.