

As a Reincarnated Aristocrat, I'll Use My Appraisal Skill to Rise in the New World

An ordinary salaryman dies one day and is reborn as Ars Louvent, the son of a noble. Although he isn't talented in magic or swordplay, he does have one skill that no one else possesses: "Appraisal." Using this ability, Ars can determine a person's current strength, how much potential they hold, and where their talents rest.

This skill is especially useful in the present situation of the country. The government is corrupt, revolts occur more often than not, and nobles far and wide are strengthening their fortifications in preparation for an all-out war. With this in mind, Ars realizes he too must prepare by gathering talented people.

From a persecuted foreigner unparalleled with the sword, a slave with an unknown talent for magic, to a timid boy with an unquenchable thirst for knowledge—Ars begins to surround himself with people to support him, aiming to create the most powerful territory.

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

By default you will start in Meesian Country. Depending on your origin, you will have some importance in this place.

Gender and Age

Choose the gender and age you want.

Origin

Reincarnate

For some reason you were reborn into this world with your memories of a previous life. This is a new opportunity for you, but you are going to have to work hard if you want to have a good life.

Noble

You were born in a cradle of gold, jumper. You are part of a privileged minority that has the right to rule over those of lower status than you. Unfortunately, you will be limited to choosing a rank of Baron/Baroness. If you want a higher rank you will have to earn it.

Commoner

You weren't born with a silver spoon, but that doesn't mean you don't have a chance to climb in society. You are a person whose destiny can be controlled by a noble or climb to nobility by yourself.

Perks

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

General Perks

Stats (Varies)

Statistics are those that measure a person's potential in certain areas. These can be Leadership, Bravery, etc. These statistics have a maximum value, being the limit to how much a person can increase that statistic.

Free, most of your stats will be 30 with a maximum potential of 60, you can choose one to be 50 with a maximum of 70. For 100 CP, most of your stats will be 50 with a maximum potential of 70, you can choose one to be 60 with a maximum of 80. For 200 CP, most of your stats will be 70 with a maximum potential of 90, you can choose one to be 80 with a maximum of 100. For 400 CP, most of your stats will be 80 with a maximum potential of 100, you can choose one to be 90 with a maximum of 110. For 600 CP, most of your stats will be 90 with a maximum potential of 120, you can choose one to be 100 with a maximum of 120.

These limitations only apply if this is your first jump or you took the Power Loss drawback. Otherwise, you will not have any limitations.

Aptitudes (Varies)

Aptitudes are those that affect statistics. There are several types of skills such as Infantry, Cavalry, etc. Depending on the range of aptitudes, they will positively or negatively affect one's statistics.

Free, most of your skills will be rank D, with three being rank C. For 100 CP, most of your skills will be rank C, having three rank B. For 200 CP, most of your skills will be rank B, having three of rank A. For 400 CP, most of your abilities will be of rank A, having three of rank S. For 600 CP, all of your abilities will be of rank S.

A Fictional Medieval World (100 CP)

Normally any series that takes place in the medieval era would not be the best choice to live. Anime and manga make them look neat, and the people who live there have the manga or anime filter, being beautiful compared to how they should look, uneven and dirty.

With this option, the world where you are will be a very clean and neat place, free of bad smell and any dirt. Another effect is that the inhabitants of the place where you are, including you, will be very beautiful, not requiring any type of makeup to make them look beautiful. This includes the aging of people, like good wine, when embellished they will not lose their attractiveness, but will give them a more mature appearance in a good way, even the oldest people will have a very attractive appearance.

Think outside the box (100 CP)

Many times common sense is not something to guide you. In societies where there are strong beliefs without any basis, some things are taken for granted, no matter how negative or unethical they may be, such as the discrimination against the Malka.

You are different from the rest, to the point that you are not guided by obsolete or false customs. Every decision you make that goes against the logic of the place where you are will never disadvantage you. Whether you recommend a person whose race is the subject of

discrimination, or whether you let saved enemies live. These decisions will never give you a hard time in the future, that Malkan may or may not be talented, but he still has the minimum skills to be a soldier or worker in your house. Those enemy soldiers may not want to join your army, but because of the mercy you showed, they will refuse to participate in a war against you, just as their family members will never resent you, even though their loved ones died in the war.

Excellent Synergy (200 CP)

Controlling a large group is not an easy task, much less an army. And even more difficult is to get them to work in an organized and harmonious way.

Any person, group, army, etc. that is under your authority, when working together with others, will have a synergy that will make each member of the group complement each other, achieving optimal results. An average squad of twenty soldiers can give a hundred enemy soldiers a hard time in a direct battle. A group of administrators from your domain will do an excellent job organizing future plans and creating a taxation system that does not harm your citizens and fills your pockets, having prepared that plan in just one week.

As an extra, there will be no friction within your environment due to superficial issues or ways of carrying out a task or objective, avoiding any waste of time on trivial things or possible internal struggles. Although try not to be so selective about who you favor, if you favor someone try to at least make sure they deserve it.

Spoil of Wars (200 CP)

Winning a war itself is difficult, but dealing with what comes next is even more so. It doesn't matter if you defeat your enemy overwhelmingly, when you conquer a territory, its citizens will resist your government, having lightning attacks on your bases or attacking your soldiers.

To avoid all these problems, you can place a bet every time you face someone and manage to defeat them, you can claim all their possessions, lands, inhabitants, even their family and the person themselves. They will obey you without any type of resistance, being totally submissive to you. Earning their loyalty will take time, but know that their obedience to you is unquestionable.

Depending on the scale of the battle or competition, how much you can claim as war loot will vary. A sword contest with a rival can lead to you obtaining all of his personal possessions and him as an obedient servant if you manage to defeat him. In case you win a war against another territory, the spoils of war will be the entire territory along with everyone who lives in it.

It should be noted that you are also affected by this condition and you have to bet something of equal value to balance the balance. If the other party bets a higher value, you will be forced to bet on yourself, although at most you will have to obey them during the stay of your jump. Another disadvantage is that the less relationship the one you defeated has with what

you bet, the more restrictive the range of this ability will be. If you manage to defeat a lord in a war, all of his possessions, vassals and even his family will be under your power, but the possessions of the citizens of his territory will not be transferable, so you cannot appropriate them of theirs things. The positive side is that they will be obedient to you.

A shadow of his Lord (400 CP)

There are cases where subordinates reflect the power of their lord, and I am referring to abilities that they have in common.

Each person under your command, regardless of their hierarchical position, will benefit from a degraded version of any Perk or Power you have that is totally related to their task or position within your organization or group. For example, someone belonging to the infantry could acquire the benefits of Perks related to combat, increasing physical statistics or military strategies. The higher they are in the hierarchy, the greater the percentage that can benefit them from these Perks or Powers, depending on the hierarchy in which they belong within your group. For example, your direct second-in-command will only get 90% of the benefits or effects of the Perk or Power that increases your strength by ten times. Those who are one step below will only be able to have an 85% degraded version. The lower they are in the hierarchy, the lower the percentage they will receive.

For safety, this effect only applies to those who are loyal to you or have no hostility or antagonism towards you. In case they only want to take advantage of this power for their own purposes, they will not receive the effects of this Perk.

Cunning (400 CP)

Something common in this series is that regardless of whether you are a noble or a commoner, cunning is something common that those who rise within these groups have.

You are a meticulous person in any plan you make, being able to take into account various factors that can alter it, in order to modify it without problems, avoiding deviating from its objective.

Another advantage is that you are several steps ahead of your opponent, due to the fact that you put yourself in his place and predict what action he will take in each situation, being able to prepare several backup plans to the main one in the remote case of failure, as well as having prepared a plan for each enemy in particular.

The only disadvantage is that factors such as absurd luck on the part of your enemy or an abysmal power difference cannot be counteracted by any type of plan. A simple village with average people has no chance against a country that is a power in its world.

Luck (600 CP)

Luck is a very important factor, many of the main characters in this work are clear examples of how an encounter with a certain nobleman can change one's life for the better.

Your luck is something immeasurable, being to such an extent confused with miracles. Every unfavorable situation you have will always be resolved in some way, every crisis you have will create an opportunity that will leave you in a better situation than you had before.

In your daily life, good things will always happen to you, you will have promotions for small achievements, your territory will prosper without the fear that an enemy domain will try to sabotage it. Even forces of nature such as earthquakes and hurricanes will not affect your lands. Just sitting and waiting for it to happen is enough for your territory to develop.

And if this doesn't convince you, when they are at war with another country, nation, family, etc. These will always have unfortunate events that will greatly disadvantage them. Unlike them, each favorable situation will be within your reach, and you can take advantage of them without any type of complication. This also applies to smaller scale competitions or confrontations.

As an extra, the word impossible will not apply to you when it disadvantages you. If your domain is at war with a very powerful country or organization, the chances of winning are not zero, they will be minimal but never impossible. So try hard.

A Living Legend (600 CP)

In the history of each world, there have existed, exist and will exist several individuals who leave their mark on history, and you are one of them.

For starters, you are immune to any type of Plot Armor or Plot Devices that favors any opponent or enemy you face. This includes any abilities or advantages that increase your opponent's luck, which are completely useless.

Another effect is that you are immune to the shackles of destiny, being able to freely choose your path or avoid certain tragedies that harm you. You can be selective in this case, being able to cancel only those that bother you.

You are also immune to any type of "hax" such as instant death, soul destruction, prophecy, 4th wall breakers, reality warping and anything that leads to instant defeat without the possibility of defending yourself.

Another advantage, your body, mind and soul receive a fifty-fold multiplier, making each fifty times more powerful. Your body is so strong that a single blow is capable of destroying the walls of a fortress. Your mind is impenetrable, being able to resist any type of control or alteration, as well as its destruction. Your soul stands out above that of any mortal, being so powerful that it is impossible to corrupt or destroy it, much less harm it. The best thing is that these three factors are completely harmonized with each other, so if you train or develop one of these, the other two will grow at the same rate.

Finally, you do not have a limiter that limits your development. Your skills can be improved, your aptitudes can even exceed S rank and your statistics are not limited with a maximum number. In future jumps, this will apply to other abilities such as powers.

Reincarnate

Prove their worth (100 CP)

Many of the Vassals of Ars were not accepted at first, Ritsu was discriminated against, Charlotte was underestimated, and Rosell was just a child. But these proved their worth and were recognized by Raven himself.

As long as you demonstrate that the people you chose are competent for the position you want to give them, there will be no opposition among the people around you, such as allies or superiors. These new subordinates will be welcomed and accepted without any opposition.

Loving Family (100 CP)

Being born into nobility has its drawbacks, you stop being a person and become an instrument for your family or the faction you belong to, emotional relationships are non-existent, the general rule being to live with people with double intentions. This is not your case jumper, regardless of the place or social class where you were born, your family circle will be affectionate with you or will see you as a person and not an instrument. You don't need to worry about your parents marrying you into a family just to gain connections or your younger siblings killing you to take your position.

My Appraisal Skill (200 CP)

Like Ars, you have a rating ability that can look at anyone's stats and aptitudes. Unlike Ars, you can look at yours.

As a bonus, you can look at extra information about people, such as name, gender, age, family history, likes and dislikes.

Good People (200 CP)

One of the pillars of a territory is its people, and luckily the people of your territory are good people who seek both their prosperity and that of your territory. Any domain you rule will be inhabited by decent people with good morals, as long as you set an example and show an

interest in the living conditions of your inhabitants. If you behave like a corrupt ruler, the effect of this Perk will not work.

Promoting is Easy (400 CP)

Rising through the ranks of the nobility is not easy for most, many families take generations to climb just one step. But you are an exception to the rule, being one of the few nobles who in one life can rise from baron to duke. As long as you do something that benefits someone higher in rank than you or the faction you belong to, rising in rank will be the usual reward.

A Decent Lord (400 CP)

Governing a domain is not an easy task, many times it is not just sitting in an office and signing papers, you have to deal with internal problems such as social, economic, security, etc. problems. You also have to be careful of any external threats such as invasions, wars between other domains that may affect you, etc.

Despite everything mentioned above, you are able to keep these problems under control. You have great skills to manage your territory. You will not be able to turn a place devastated by war into a super power, but you will be able to achieve good administration in your domains, being able to eradicate problems such as poverty or insecurity, as well as any other common social problem in any territory. So your skills are limited to solving problems in your territory and ensuring that people live a decent life. If you were to rate a person on the administration of their territory, at most you would get a 8/10.

This ability works regardless of the size of your domain, so it can be effective in a small town as well as an empire.

Beloved Lord (600 CP)

Many people see nobles as selfish beings, capable of increasing taxes to an almost confiscatory amount without taking into account that this will mean that people will not be able to pay for their food and therefore die of hunger. Let's say that they do not have a good image even though there are nobles who are very competent and care about their people.

Luckily you don't have this problem, anyone who works for you or who lives in any territory that is your property or is under your authority will have a very positive opinion of you. It doesn't matter if your governing skills are average, or if you have no skills at all, even if your charisma is almost zero, the people under your power will be very respectful towards you and loyal. Even any mistakes you make or misfortunes that are beyond your control will not cause them to resent you. In short, these people will be loyal to you and will see you as a kind and empathetic Lord.

But this Perk is not absolute, if you start being a tyrant and mistreat your people or treat them as mere disposable pawns, people will resent you.

The one destined to be an Emperor (600 CP)

Ars's skill is very useful, but what good is it if you are not lucky enough to find the right people, so that they are totally loyal to you.

Through luck or other factors, you are a magnet for people with great talent and unlimited potential. If one day it occurs to you to go out for a walk in your territory on any given afternoon, there is a good chance that you will meet a very talented person at Ritsu's level. It is also common for people with outstanding skills to present themselves to you so that you can give them a job, it will not even be necessary for you to look for them, they will present themselves to you. Recruiting these guys is simple, it will take you a minute at most to successfully recruit them.

As a bonus, they will be totally loyal to you, striving to do a good job that you assign them regardless of the difficulty of the task, even giving their life for you if necessary. Imagine that the most treacherous and ambitious assassin will be totally loyal to you when he sees a safe bet serving you. To clarify, these will be loyal to you but not fanatics, so strive to do a decent job and treat them as people and not disposable tools.

Noble

Offspring (100 CP)

One of the obligations of any head of a noble family is to leave an heir to continue the family bloodline. All your children will inherit one of your Alt-Forms in their maximum capacity (when you bought them). In addition, your children will reach their full potential, so they will become the best version of themselves, at least in terms of skills and physical and mental health.

Another effect is that you can choose the percentage of your traits that your children will inherit from you, which can be both physical and personal traits (ideologies, morals, etc.) and their gender. That includes Perks that affect a person's biology (a Perk that gives you a healthy body is allowable, but one that increases luck would not be allowed).

As a last advantage, you can control your fertility at will, as well as that of your partner.

A Friendly Face (100 CP)

Nobility is not a place for upright people who cannot control their emotions. Many times they have to lie and manipulate others to protect themselves or to rise in rank. You are able to control your emotions perfectly, being able to prevent a body language expert from analyzing your gestures or movements.

Another effect is that you have an aura that makes people see you as someone who is not a threat. No matter what atrocities you do, people will not feel any kind of danger when they are around you, on the contrary, they will lower their guard thinking that you are someone harmless.

My subordinates' loyal subordinates are also loyal to me (200 CP)

It is common for your own subjects to get loyal subordinates, after all those people must have great charisma and talent to lead their own subordinates. The problem is that it doesn't take for granted that they will be loyal to you.

Any subordinate who is under the command of your direct subordinates will be totally loyal to you, regardless of whether your direct subordinate betrays you, they will not follow him, on the contrary, they will arrest him for breaking his oaths towards you.

Complement (200 CP)

Those who work for the nobles are not just mere tools of their lord, they are also their complements, helping them cover their lord's weaknesses or enhance their strengths.

Each subordinate you have will be able to cover any area in which you are mediocre or that is not up to par with your area of expertise. Also, your subordinates will have the skills to enhance your strengths, being able to achieve greater results in any work you do related to your area of specialization.

Deal Maker (400 CP)

Negotiating with other nobles is not an easy task, many times you have to have analyzed any information from that noble, as well as have a solid plan to reach an agreement that is beneficial to you. That's for most, but not for you. When you negotiate, you always have the advantage over the other party, regardless of your situation, they will see it more beneficial to accept your proposal than they will be willing to give you three times more than what that agreement is really worth. On the other hand, when you are the one who has to give in, they will ask you for a value three times lower than what that agreement would really be worth under normal conditions.

To exemplify, if you sell a mineral whose market value is three gold coins, the other party will give you nine coins. In the opposite case, if you negotiate to buy that same mineral, you will only have to pay one gold coin. All of that applies to any negotiation or agreement you make.

Unbreakable (400 CP)

A noble is someone of a higher status than the rest, proud and elegant beings like them cannot simply kneel without a justified reason.

You are immune to any type of mind control, corruption and any similar ability or effect, whether physical, mental or spiritual, that violates your free will. No one will be able to control you.

Another effect of this ability is that you are immune to any sealing, stealing or weakening abilities, making it impossible to be affected by any ability or effect that restricts your abilities or any statistics.

Finally, you receive a great increase in your willpower, making it very difficult to break it. If we compare your willpower with an average person, it would be like comparing a lighthouse with a flashlight.

A True Emperor (600 CP)

Having capable subordinates is a good thing, but if you depend on other people always, it will only make you more of an authority figure.

You have the skills of a true emperor, jumper, one that is on par with Roboute Guilliman himself.

Your administrative and legal skills are almost divine, being able to manage an empire down to the smallest detail, strengthening any advantage (whether natural, strategic, etc.) to its maximum level, and eliminating any disadvantage by making it null.

Your statistics and logistics skills are on par with a futuristic supercomputer, being able to calculate exact data in seconds, being able to do several parallel processes. Any task or process that is done within your empire will be optimized to its highest level, giving the most efficient and effective result.

As a last advantage, any law, constitution or ideology that you apply within your domain will be respected by any inhabitant as well as visitor, being inviolable.

If you manage to raise a prosperous kingdom, it will always remain prosperous in the generations following your rule.

Loyalty is the Reward (600 CP)

Having loyal servants is difficult, as it is common for talented people to only see your relationship with them as just a stepping stone to ascend, with the possibility that you will betray yourself to take your position.

That is a thing of the past, all subordinates under your command will be totally loyal to you, making any type of betrayal impossible, whether voluntary or forced. Your subordinates will be immune to any type of mind control, corruption and any other form of domination other than yours or those loyal to you.

Another advantage is that your subordinates will consider any order or ruling from you as an absolute law, trying to comply with the order in the best way. Orders of a restrictive nature will be obeyed without any problem, but orders that involve performing a task or achieving an objective will depend on the skills of your subordinates and the resources you have available. So try to be realistic when you give orders.

As a last advantage, your subordinates will not expect a reward in return for those achievements, their loyalty to you being the reward. But try not to give disproportionate rewards to your less capable subordinates, it may generate some internal unrest among your subordinates.

Commoner

Good Boss (100 CP)

One of the ways for a commoner to gain status is to work for a noble, but there is a risk that your employer will be a malicious or mean person.

No matter who your boss or master is, they will treat you well, not seeing you as a tool or a disposable pawn, they will rather consider you an important part of his group or faction. It doesn't matter if they are a nobleman or even Nyarlathotep himself, they will treat you like a comrade and reward you handsomely for every job you successfully completes.

Underestimated (100 CP)

A commoner is always underestimated because of his status, why not take advantage of this in one's favor?

Every opponent, rival or enemy will completely underestimate you, thinking that you are someone without talent whose risk level is almost zero. Every time you face the same person, he or she will use mediocre tactics or hold back thinking that you are an easy victory.

It is likely that after several defeats he will consider you someone to take into account (as a rival or enemy), but you will have to defeat him several times for him to take you a little seriously.

This effect only applies to your enemies or rivals when you confront them, while your allies or uninvolved third parties will not be affected by this Perk. Don't worry that your boss will recognize how indispensable and valuable you are to him.

Easily Forgivable (200 CP)

It is common for subordinates with behavioral problems but who are talented to be forgiven for some of their mistakes. And this applies to you too jumper.

As long as you have the skills to support your worth in your group or faction, any mistakes you make will be overlooked. You're slacking off instead of training the new ones, they'll let you pass. You spend a lot of your master's money and you only achieve some results, as long as they are results that benefit your master there is no problem.

Another effect is that if you are defeated by the rival side, they will not enslave or kill you, hire you or ask you to join their side. As long as you have the necessary skills, you will have similar or superior treatment to what you had in your old group.

Mentor Figure (200 CP)

Someone like you will at some point become a squad leader, even a general. The skills necessary to command them are important, but you also need to train them to do their job.

You have a great talent for teaching, being able to measure the level of mastery that a person has in a skill that you are familiar with or have mastered. Being able to find any defect that he has in order to improve it, as well as advise him to improve the strengths that he already has.

You have a great talent for teaching other skills that are not related to those your subordinates have, being able to teach the cavalry group to use magic (as long as they have the talent to use them).

Your teaching methods are very effective, being able to reduce a one-year fencing class in just one month. And that's just for someone average, if the person is talented, the tutoring will take less time.

Creativity is my Second Name (400 CP)

Many people are very dogmatic about the way of doing things, they prefer to use what works before innovating. That's not your jumping case.

You are a person who thinks outside the box, using strategies, methods or creations that are unorthodox or unthinkable. Being a general, you are able to use a strategy with few soldiers to defeat your enemies by using the environment to your advantage. Or being an inventor, you will design means of flying transportation, something absurd for a medieval mentality.

In short, this Perk will give you a great boost to your creativity, being the first to apply a strategy that has never been used or invent something that is considered impossible to do.

Keep in mind that this will only increase your creativity, if you don't have the resources or talent to do something, achieving it would take you a long time.

The Best Spy in the World (400 CP)

Warriors and magicians are always glorified in wars, but what happens to the spies who infiltrate and sabotage the enemy from within, managing to reduce the enemy's forces as well as its resources?

You are a master of disguise, acting, espionage, exploration, sabotage and information warfare. Sneaking into the enemy fortress and impersonating one of their generals is easy for someone like you. Manipulating their information network with fake messages is child's play for someone at your level.

Another advantage is that you are adept at exploiting the weaknesses of your enemies, whether corrupt officers, weaknesses in the fortresses or the organization itself, and any opportunities you can use to your advantage. These include the weaknesses of your own group, eradicating them so that your enemies do not take advantage of them.

Finally, you have a sixth sense to measure the risk of any job you take, avoiding carrying out a suicidal task.

I Don't Need Gadgets to use Magic (600 CP)

In this world you need special artifacts and other resources to use magic. Although it is not something so rare, a magician depends on the use of both to be able to use his abilities to the fullest.

You're a special case, jumper. You can cast spells without any type of external support, having your own reserves of magic to use your spells. These reserves are not unlimited, but they can replenish you if you feed yourself.

Another advantage is that you do not need to use chants or formulas or any conditioning actions (rituals, sacrifices of objects or living beings, etc.) to use your spells or equivalents. Also there is no cooldown time that determines how much you can use it, if you have the magic reserves to use it there will be no problem how many times you use the same spell.

Another effect is that you have a natural talent for learning magic or its equivalent, being able to learn content in a matter of days that would take the average person a year. It can be compatible with any school or category of magic.

As a last advantage, the power of your spells and equivalents increases about ten times, a simple fireball can be deadly to your enemies. The same applies with the consumption of the source of the same, the consumption cost being ten times less, so you can use the same spell ten times and it would cost you the same magical energy consumption as an average wizard.

The Great Inventor (600 CP)

The chaos of war should not be eternal, there must be a time of peace in between so that all the ruins left by it can be lifted.

You are a great inventor, jumper. You have the innate ability to create durable objects whose functionality will not be easily eclipsed. You may change some materials for their creation or add some accessory things, but the base will always remain the same. Even improving the base design of anything you invent is easy for you.

Another advantage is that your creations cannot be corrupted or sabotaged by external factors, having plot armor that will protect them from any type of attack. That not only applies to what you build personally, any construction or fabrication that has been created from designs or plans of your authorship will be protected. Imagine that all the houses created from a plan of your authorship will be intact and without any problem.

Another effect is that you have the power of copyright, any creation of yours that is not created with your consent cannot be decrypted from the plan or design that they use as a guide, making it impossible to steal or copy you without your authorization.

As a final advantage, you are able to control both the form and functionality of what you invent, not having to sacrifice one in order to improve the other. Your creations will be both useful for any specific situation or situations and beautiful to be appreciated. You have a sixth sense to know what materials to use to achieve such a combination.

Items

All items are discounted to the appropriate origin. Discounted 100 CP items are free instead.

General

Gold (100 CP)

This option is simple, you receive five hundred gold coins, an amount to live comfortably for a lifetime. In future jumps you will receive an amount of money from the world where you are equivalent to one hundred million dollars.

Mana Water (200 CP)

In this world, to use magic it is necessary to have an object that serves as a catalyst, such as Mana Water, which serves as a source of it. You have at your disposal twenty barrels of twenty liters each of Mana Water. These will recharge every week, so you don't have to worry about running out of supplies of this resource.

To give an estimate, in a war where mages have a strong participation, the amount of Mana Water offered by this option will be enough to carry out such a campaign.

Reliable Weapon (400 CP)

You have a special weapon, this can be a sword, spear, a magical artifact or anything that is equivalent to a weapon.

One of its qualities is that it is indestructible and does not require maintenance. This includes an automatic cleaning system to save you time.

Another advantage is that it is linked to your soul, so this weapon can only be used by you, and it is also impossible for another person to steal it.

As a last advantage, this weapon has a growth system, increasing its power along with you to be compatible with you, avoiding being an obsolete object that limits you in combat.

Rank (100/200/400/600 CP, First Free for Reincarnate and Noble)

Entering the nobility is not an easy task. You must achieve an achievement that is worthy of such a reward, or be lucky enough to be born as one. Luckily this option will make this easier

for you. Depending on the title you buy, you will receive a territory with its respective resources. First of all, the territory you receive will contain resources commensurate with the title you have, so the larger the size of your domain, the greater the wealth you will have. That applies to your manpower, depending on the size of your domain, it will be more common to find several people with S-Rank skills and stats above 90 in a vast domain like the one a Duke has.

For 100 CP you will receive the title of Baron or Baroness, having a domain the size of a small city. For 200, your title will be that of a viscount, having a domain the size of a city. For 400CP, your rank will be that of a count, having several cities in your domain, with the most important one as the main headquarters. Finally for 600 CP, you will obtain the title of Duke, having a domain as large as Meesian (or if you want another example, the size of Germany).

Reincarnate

Delicious Food (100 CP)

You have an unlimited amount of the food of your choice. You can choose a drink to accompany it. You can change them on each new jump.

Basic guide on how to govern your domain (200 CP)

Governing a domain is not easy, there are too many internal problems to deal with and external threats for which you have to have countermeasures.

This manual is very easy to understand, it has extensive content on how to manage a territory.

This manual is useful regardless of the size of your domain or the type of social, political, cultural, economic or technological situation present in the world where you are.

This book will update its content with each world or jump you visit.

In summary, this manual will allow the least trained person to manage his territory obtaining a decent result.

Library (400 CP)

Your personal library. This library has all the knowledge of the world or universe where it is contained in books separated by topic and section.

The size of this library depends on the number of books you have. But that will not be a problem, since they are classified orderly, it will be easy to choose the type of book of your interest.

In future jumps, this library will update its content. If you wish, you can customize this library to your liking, including its content, which can be eBooks or tutorial or academic videos.

The library also has an automatic maintenance and cleaning system. Another addition is those in charge of it, who can be robots or golems, fulfilling the function of librarians.

As a last advantage, anyone who studies within this library will increase their learning speed tenfold.

This library can be attached to your Warehouse.

Map to Find Talented People (600 CP)

There are a lot of talented people in the world, but there is a chance that these gems are well hidden. It is not uncommon for people who are very talented in a particular area to be unaware of their talent.

This map shows in real time all the talented people who are in the place or city where you are. These will stand out on the map as red dots. These points can show all the information about the skills that people have.

If you wish, you can make a filter to search for the talents you want, such as only people who have an S rank in Infantry and 100 points in Bravery appear on the map.

This map can only be seen by you, so there is no risk of your enemies taking advantage of the information on this object.

In future jumps, you can look for people with world abilities wherever you are, such as Sharingan users in the world of Naruto or people with Haki in the world of One Piece.

Noble

Jewelry (100 CP)

These expensive jewels, when worn, will give the wearer an aura of elegance. Anyone who sees you wearing these jewelry will think that you are an influential and elegant person. They could even mistake you for a prince or king.

Protective Pendant (200 CP)

In the world of nobility there are several dangers that could threaten one's life. For your protection, this pendant has the ability to protect you from any deadly attack once a day.

The only limitation is that it only protects against deadly attacks that could kill a mortal. It does not work if the attack is on your soul or you are attacked with conceptual attacks or attacks that go beyond the mortal plane.

Crown (400 CP)

This crown is not a simple accessory. It has the ability to increase your charisma to such a level that anyone who sees you has the urge to kneel and swear loyalty to you, people with weaker wills than yours to be more precise.

This crown also gives you another ability which is knowing who is a threat or likely to betray you. How to measure the loyalty of each person subordinate to you, assigning a number from 1 to 100. The closer it is to 100, the more loyal the person will be.

As a last advantage, this crown allows you to have the right to succession to any kingdom you inhabit. It will not give you such a privileged position as crown prince, but if you prove your worth and surpass in merit the current heir to the throne, you can earn his place. It should be noted that by having the right to succession, you enjoy all the privileges that someone belonging to the royal family can have.

My Castle (600 CP)

Someone of your status deserves a place to show off your possessions and accommodate your entire circle of trust and family.

This castle, whose size competes with those castles owned by great nobles, is equipped with all the luxuries that will satisfy even the most capricious nobleman.

This castle contains all the necessary facilities for you to live comfortably, and not only you, but also your entire entourage. It has kitchens, storage, entertainment places, rooms, etc.

This castle can hold a maximum of about five thousand people, the maximum being so that the place is not crowded.

Another advantage is that it has an automatic maintenance and cleaning system. It also has a magical barrier that is capable of withstanding destructive magical attacks without problems.

Depending on the world or place you are in, this castle will adapt to the time and place to avoid standing out.

Commoner

1001 Strategies (100 CP)

There are several existing strategies in the art of war. And luckily this book contains every existing military strategy. And like every good book it has an index indicating the page where you will find the strategy you need.

This book will update its content with each world or jump you visit.

Please note that this is not foolproof, and only contains strategies that have been used previously. There is also a big difference between knowing something and applying it, so if you are not smart enough to know what strategy to use, you will not get much use out of this book.

Home, Sweet Home (200 CP)

Your own home, personalized to your liking. This will be modest in size, but will be equipped with several amenities to your liking.

Depending on the world or place you are in, this house will adapt to the time and place to avoid standing out.

Workshop (400 CP)

The dream workshop of any inventor. This workshop contains all the necessary equipment for each project you have, whether machines or materials.

The size of the workshop will adapt to the size of the project you are working on, so if you are building a large boat, the workshop will increase its size so you can work without problems. The exterior size will not change at all, but the interior size of the workshop will. In case you have to transport your creations outside your workshop, they will only appear in the place you want, avoiding any transportation and logistics problems. Don't worry about awkward questions about how it got there, no one will give it importance.

This workshop has a simulation system, which will allow you to see a simulation of any project or invention that you want to make, being able to see its usefulness or the resources that will be necessary to use to complete said project.

Depending on the world or place you are in, this house will adapt to the time and place to avoid standing out.

This workshop can be attached to your Warehouse.

Training Ground (600 CP)

A training field equipped with everything necessary to train any army. It has sectors for magicians, warriors, archers, etc. This place has a capacity for ten thousand people to train without it feeling like it is too crowded.

This training field has a special place that will adopt the environment you want, where you can simulate battles between your army. You can do as many battle simulations as you want, as these places will have a maintenance mechanism, returning everything to the state it was before the battle. Very useful to test the usefulness or effectiveness of each strategy you know.

Another advantage is that this training field is covered by a special barrier that will heal all wounds that have occurred during training or mock battles.

This Training Ground can be attached to your Warehouse.

Companions

Import (free/100 CP per or 400 CP for eight)

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.

DRAWBACKS

You may take any amount of drawbacks you like.

Arranged marriage +100 CP

Congratulations jumper, you are engaged to a beautiful person, to be more precise, one who has all the qualities of your ideal partner.

But I warn you that she/he is a little jealous, so I do not recommend that you cheat on her/him with another person, I assure you that she/he will do everything possible to punish you.

That doesn't mean you can't have your own harem, but try to ask permission. Also try to be attentive to her/he, once a week you could take her/he on a date.

And remember, that person is your first wife/husband, so don't try to change that fact.

Peculiar subordinates +100 CP

Ars's subordinates are monstrously talented, but they have very peculiar characteristics. Some are very overprotective, others are alcoholics and we have others with problems.

Like our protagonist, when you recruit someone talented, he/she will have some behavioral problem or will have some characteristics in his/her personality that will be peculiar, in the annoying or embarrassing sense.

Overly protective subordinate +100 CP

Your subordinates are very loyal to you, I would say too much. Their loyalty will lead them to the point of being extremely overprotective of you. I hope you get used to any type of protocol before doing a daily activity, if you are going to eat there will be a person who tastes the food first, if you want to take a walk you will be escorted by at least five people, and other types of precautions that it will make your day to day somewhat annoying.

Too paranoid +100 CP

You are a very paranoid and pessimistic person. If you see someone who shows a little ambition and talent you will consider them a threat, although you are able to change your mind if you get to know the person.

Another defect is that in any type of battle you will be extremely cautious, if you do not have a 90 percent chance of winning you will choose not to participate, if you are forced you will focus more on defense or execute less risky strategies.

You are still a child +200 CP

This is a bad jumper, apparently you entered this jump when you were just a child or a teenager. At first it wouldn't be so bad, but if you're interested in actively involving yourself in the story of this series, you'll be underestimated by other people when you want to participate in something just because of your age. If you want to go to war they will consider you too young or unqualified, if you are a noble it will be worse since no matter what achievements you have they will not consider you worthy of receiving a promotion or recognition for your actions.

In short you will be underestimated because of your age.

Malka +200 CP

The Malka are a race originating from another continent. Although their only difference is their skin color, they are seen as inferior and are enslaved and treated like scum. A stupid and ignorant but deeply rooted way of thinking.

Upon entering this jump, you are a Malka by default. Even though the only change you will have is your skin color and black hair, people will discriminate against you for no reason. If you don't show that you have incredible talent, you will be treated like scum. So try hard and show how great you are.

Debts +200 CP

You're not very good at managing your money, jumper. so you always end up having negative numbers in your account. And because of your expenses you have no choice but to ask for money wherever you can.

Prepare to be in debt throughout your stay, not to the point that you become a slave to pay off your debts but to the point that 90 percent of your income is used to pay debts, with the remaining 10 percent for personal use. Prepare to be austere.

Addicted +200 CP

You are addicted to something, whether it be alcohol, gambling or something else. This addiction will be deeply rooted in you, so it will not be easy to quit. With willpower and a lot of effort you can overcome it but it will not be easy.

Slavers Target +400 CP

For some reason you are the main target of several Slavers. Prepare to be chased by these guys at least once a month, the worst thing is that the government authorities will not intervene regardless of whether you are a noble or someone important. The good thing is that you can defend yourself, either by attacking them or killing them. But no matter how many you eliminate, others will replace them.

Too ambitious +400 CP

You are an ambitious person, too ambitious. Regardless of whether you have the skills and resources, you are the type of person who sets his goals too high. To give an example, being only the lord of a small domain, your goal is to conquer the entire continent in less than a year.

Prepare to be very busy during your stay, and try not to die because of your recklessness.

Jealousy +400 CP

If you are a successful person you must prepare yourself for both praise and criticism. And unfortunately you will be more exposed to criticism and envy from your peers.

When you manage to rise through the ranks or occupy privileged places, many people will try to discredit you or damage your reputation, and only your more moderate enemies will do that, those more radical will try to harm you or kill you to occupy your position.

If you like A Song of Ice and Fire (Games of Thrones), I assure you that you will live the experience in first person.

No Lie +400 CP

Noble society is not something to be underestimated. Conspiracies, manipulation and other despicable acts are everyday life for this group. And that does not limit the nobles, also the commoners in certain situations are exposed to this type of conduct.

For some reason you are a person who wants to differentiate yourself from that ilk, preferring to use more honest and direct methods. You are quite predictable for your enemies, being an easy target for any type of trickery.

Due to your nobility, you are very demanding both with your methods and in recruiting people with your same moral compass. So your options will be greatly reduced.

Ars? +600 CP

Congratulations jumper, you have taken the place of our protagonist Ars Louvent. You can choose to be reincarnated as the nobleman named Ars Louvent or otherwise take his place by being assigned as the new lord who rules the town of Lamberk.

This would be a good thing if we don't take into account the fact that Ars was involved in several wars. Not to mention that in almost all the battles he participated in he was in an unfavorable situation compared to his enemies.

Another disadvantage is that like Ars you will be underestimated by your own peers, and if you stand out you will be seen as a potential threat. You can prove your worth or your loyalty to avoid any suspicion, but you will have to work hard.

1 Ambition +600 CP

Like Charlotte Wraith, your ambition is 1 point. And the worst thing is that your case takes the worst of this characteristic. Your desire to live is almost zero, it does not mean that you are prone to suicide, but you do not care if you live or die.

Another disadvantage is that your willpower will be very weak, making it easy for others to subdue you just by threatening you. People, especially nobles, will be prone to manipulating you, and no matter how powerful you are, you will obey every order they give you.

In short, you will be just a pawn for anyone who wants to take advantage of your power, and do not expect any reward, the minimum payment is enough for you to survive.

Why do I always have to participate in wars? +600 CP

Regardless of your background, prepare to participate in every war that occurs where you are. The worst thing is that your stay will not be peaceful, wars being something constant. At least once a year there will be a war, its duration being a maximum of six months.

If you are a person who doesn't care about the lives of thousands of innocent people involved in this drawback, feel free to take this.

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

This is how the statuses are displayed, reminiscent of a certain historical game Ars like to play.

Leadership is the ability to lead an army.

Bravery is whether you are strong or weak.

Wisdom is smartness.

Politics is good at negotiating, good at domestic politics, and good at coordinating.

Ambition is betrayal.

As a rough guide to ability values:

100+ unit, — MONSTER —

90's unit, — SUPERB —

80's units, — EXCELLENT —

70's units, — GOOD —

60's units, — MEDIOCRE —

50's units, — SUBTLE —

40's units, — BAD —

30's and under unit, — NO NO (NO GOOD) —

Aptitude

Infantry's aptitude for close combat.

Cavalrymen (Cavalry) have an aptitude for mounted combat.

Archers have an aptitude for archery combat & Scouting.

A magical soldier (Magic) has an aptitude for magical combat.

Fortitude building is an aptitude for Self Morality or troop unit Morality.

Weapons are aptitude when handling and making weapons.

The Navy (Water Combat) has an aptitude for shipboard combat.

The Air Force (Air Combat) probably has aptitude to fight for in the sky (Flight Maneuver).

Strategy (Speech) is an aptitude for thinking of tactics to gain an advantage in the war.

This is how the rank of aptitudes affects statistics:

S x 2.5

A x 2.0

B x 1.5

C x 1.0

D x 0.5

Thank you very much R2TH_CL105 TR14 Blumen 6000, cglasgow, Domar7431 and everyone for helping to complete this jump.

Changelog

-1.01:

Little Improvements

Perks:

- A Decent Lord