The 100 Girlfriends Who Really, Really, Really, Really, Really Love You

Aijou Rentarou experienced 100 heartbreaks during Junior High. While praying in a shrine, the Love God appears, saying that Aijou will meet 100 soulmates in high school. If their relationship with him fails, all the girls will die from various unfortunate events. Now it's a matter of love or death, and it's up to Aijou to decide.

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 it will be Japan, in the Ohananomitsu High School.

Origin

All origins can be treated as Drop-In.

The Super Boyfriend

You are not just any boyfriend, you are the ideal boyfriend for any girl. That's because you have a strong will, a big heart and unlimited dedication to be able to date several people at the same time.

Unlike Aijou Rentarou, it is not necessary to be rejected 100 times and for a deity to link you with several people, with the risk that they will die if you do not form a sentimental bond with them. By default you are male. Age is 1d4 +15

Girlfriend

You are someone special or someone generic, whether because of a talent or a distinctive characteristic. You are not just a random person that can be found anywhere, you are that type of person who stands out wherever you go.

Unlike the heroines of this series, you do not run the risk of dying if a certain person does not form a romantic bond with you. It is also not necessary that you are obliged to share your partner with several people. By default you are Female. 1d8 +15

Perks

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

General Perks

Beautiful World (100 CP)

The scale of beauty increases eight points. That is to say that the average beauty scale is 13/10. Another advantage is that all kinds of bad smells, dirt and anything you consider disgusting will disappear from the world, people will still need to urinate or defecate but it will not generate bad smells or leave stains, very useful for those jumpers who go to pre-modern times. The world will be very neat and there are no worldly diseases. Another benefit is that people will age in a way that they don't lose that youthful appeal.

Anti Copyright Protection (100 CP)

This manga has references from many famous series, including One Piece, Dragon Ball, etc. With this Perk you can make several references to any popular series or thing in any series, manga, etc; in any work you create without having any type of legal repercussion with copyright.

But this has a limit. If you commit very obvious plagiarism, you will not have this protection.

They are still publishing this Manga (200 CP)

For some reason, it doesn't matter if you date your girlfriend's mother who is a widow or your distant cousin, you will have no repercussions of any kind as long as it is not illegal or you do not harm anyone. I suggest that you don't try to seduce your brother's girlfriend, because that would be going too far.

Why should they be high school students? (200 CP)

It's not very comfortable having to deal with teenagers when you're a full-fledged adult. Additionally, students have less freedom when it comes to managing their lives. That's why we have this option for those jumpers who don't want to go back to school.

With this Perk you can change the age of the characters, at least 18 years old. It would be great if this series took place in a university instead of a high school.

The only limitation is that this change does not affect the plot of the story, such as making Hanazono Hahari (Hanazono Hakari's mother) become a 20-year-old girl.

Genius (400 CP)

It's good that you can have a harem and everything, but we must not forget that you have a life with many obligations, like going to school.

With this little help, your learning speed will be ten times that of an average person, so you will learn in one day what may take others ten days.

Don't worry about school and its exams when just one week of serious study will be enough for you to pass them without a problem.

It's a Parody, my friend (400 CP)

This manga does not take itself too seriously, it not only exploits several clichés of the genre, but also parodies others. What I'm trying to get at is that this Perk will allow you to soften the tone of a jump like Warhammer or Berserk, as long as you follow a peaceful life. If you go around killing left and right, don't expect this perk to work, but if you just relax, I assure you that the tone will be more comical, having several absurd but harmless fights, no brutal things.

Grrr (600 CP)

This manga copied something from Naruto and that is its Talk no Jutsu. By simply telling about the mistakes or bad behaviors of people who have strayed from the path of decency and good behavior, you can make them repent of their actions and become decent people.

The only limitation of this Perk is that it does not work with people who are purely evil or who exceed mortal limits such as gods or conceptual beings. It wouldn't be difficult to convince a dictator to stop oppressing a country, but it wouldn't be the same story with a Chaos God.

100 Soulmate (600 CP)

Rentarou wasn't the only one who was destined for 100 soulmates. For some reason you also share this destiny, but without the disadvantage that if you do not achieve an emotional bond with those people they will die.

One of the functions of this Perk is that you can choose from one to a hundred soul mates, have an instant connection with just a look, generate a good first impression and immediately fall in love. The second function is that your soulmates will be totally faithful to you, immune from all types of corruption, mind control or any type of seduction. The third is that you will be able to know where your soulmates are and know if they are in danger.The fourth is that your soulmates will always be destined to meet you and not even the manipulation of destiny can prevent your meeting or separate with them. The last function is that all your soulmates will have plot armor that will protect them from any threat that threatens their health or life, as long as their targets are not your soulmates directly.

The only disadvantage of this Perk is that if you do not make an effort in your relationship with your soulmates, they will gradually lose love for you.

The Super Boyfriend

Time Manager (100 CP)

Going out with a hundred people is not easy, not to mention that it is difficult to manage your time to cover your daily obligations, your dates with your partners and your personal life.

This Perk allows you to cover all your commitments without problems, without having to sacrifice your personal or social life. In other words, you will never lack time to go out with all your girlfriends.

The Right Moment (100 CP)

Aijou Rentarou had it easy for someone who has to search for his 100 soulmates. It's almost a miracle how easy it was for him to find each one, and you have the same luck. Instead of having to look for them, they will appear in places that you usually frequent or in very convenient situations that lead to their meeting. The best thing is that the interval of these meetings will be at most a week, so it is very likely that you will find three soul mates in just one week.

Post-Jump, these encounters with important characters or characters of your interest from different series could be more frequent.

Max Favorability (200 CP)

It is curious that Rentarou's girlfriends fall in love with him in a short time, it is true that he tries a lot but we must admit that he is very fast.

Every relationship you have with a person will have a very rapid development, what do I mean by that? Every moment you share will be very valuable for your partner, and could represent a date together in months of your relationship, as long as it was pleasant for her. Spending a month with that person is like having spent years sharing a life together, but make sure it was a good month, if it was bad it could result in a poor relationship for several years.

You Are The Boyfriend (200 CP)

Having several partners is not something that can go unnoticed. There is a risk of arousing the envy of many and the rejection of those close to your partner.

With this Perk you will not have to worry about those problems. Having some idiots beat you up for dating several girls out of pure envy, that will never happen.

Sociable (400 CP)

A shy person will not have what it takes to maintain a relationship with 100 people, and things like dating, meeting their families, etc. That is not a problem for you, you are the type of person who has no problem when it comes to socializing and adapting to any social situation. Being able to get your girlfriends to talk so they don't get bored, make a good impression on your future in-laws, etc.

Insightful (400 CP)

Like Aijou Rentarou, you are a person who looks beyond appearances. You have a gift of knowing what people think, when they tell a lie, what their personality is like and what problems they are going through.

For someone who has many girlfriends, this perk is very useful. It is also quite convenient when dealing with other people, so its use is not only limited in your love life.

Super Duper Boyfriend (600 CP)

They say that out of love a person can do the impossible for them, but only in special cases when the situation warrants it. That is not your case, just like Rentarou, for your girlfriends and your loved ones you can do the impossible just to see their smiles. Going out with 100

people every day without losing your stamina is easy. Protecting them from any threat is something that does not intimidate you in the least.

In short, for your lovers you are able to overcome any challenge or situation as long as you have a minimal chance. Let's say that if you fight an experienced fighter stronger than you to protect your girlfriend it won't be a problem, but you are going to have some injuries. Fighting Thanos, being a normal person yourself, is a guaranteed defeat. Be careful, yep yep.

Path of Victory (600 CP)

A boyfriend should not only be there in the good times, he should also be there in the bad times. The problem is that he may not always be useful in those moments, and in some cases he may just be a burden by not being able to do anything.

With this Perk, you have like a sixth sense that tells you what to do, depending on the skills you have or the resources you have. When your girlfriend is in some problem, it will lead you to a path that will resolve it in such a way that it will not be wrong to call that conclusion "The Good End."

The only weakness of this Perk is that your skills, like other factors, can expand your possibilities or reduce them, such as making the steps to reach your goal simpler or making them more complicated.

Post-Jump you can use this Perk not only to help your girlfriends, you can also use them for other personal objectives such as creating a business and making it successful, winning a war, etc.

Girlfriend

Beautiful (100 CP)

Your beauty is something that would captivate Utsukushisugi Mimimi herself. If a top 3 of the most beautiful people in the world were made, you have a guaranteed place in that top. If you want, you can change your appearance as you wish at the beginning of each jump, but it must always be human or humanoid. Each customization will be purely cosmetic.

Adorable (100 CP)

You have something, an aura that makes people see you as someone they should protect. Like Yoshimoto Shizuka, people see you as a small and weak animal but at the same time very adorable. You are capable of making a gang of bikers captivated by your cuteness.

Talented (200 CP)

You have great talent in artistic areas. You can master any type of musical instrument in a matter of days, or sing like a goddess. Whichever you choose, you will be on par with people as talented as Saiki Himeka or Baio Rin.

Endurance (200 CP)

An uncreative and quite generic skill but very useful if you think about it. Your stamina and endurance are on par with Sutou Iku without having to be a masochist, being able to endure training sessions of several hours and withstand blows that could knock out a well-trained adult.

Super Maid (400 CP)

You are someone who goes beyond being a capable maid, you are a talent that can only be found in one in a million. You have a talent to fulfill any task that your master orders you, as long as it does not exceed the limit of the capacity of an average talented human. Your talent not only shines when executing a task, but also when teaching your profession, earning the genuine respect of your apprentices and your subordinates. Meido Mei is the only one who can be on your level

As an extra, you have the ability to keep a cool head in any type of situation.

It is more efficient (400 CP)

You have a similarity with Nano, and it is not her beauty or her facial inexpressibility. You have the talent to make a task or object more efficient by increasing its performance to a maximum level and eliminating any deficiencies in a matter of seconds. For example, you can make an office task done faster and more accurately or improve a mid-range computer so that it can be on par with the new gamer models.

It must be clarified that its function is limited to improving or finding the best option taking into account the knowledge you have. Don't think about being the creator or pioneer of something or a discipline either, we are talking about perfectionism, not creation.

Yep Yep (600 CP)

You are a pharmaceutical genius, one who is on par with Yakuzen Kusuri. You have the knowledge and talent to make any type of drug with different skills. Unlike Kusuri, your drugs have no side effects, so you don't have to worry about looking like a grade-schooler for taking immortality medicine. You can also create drugs to cure any existing disease, as long as it is within physical limits, it would not be possible to remove a curse on the soul by taking just one medicine.

Post-Jump this Perk will not be limited to medicines, but also to potions from fantasy worlds and alchemy from cultivator worlds.

Keep in mind that you will not be able to make drugs that turn you into a very powerful being like a Viltrumite or a God.

Very Strong (600 CP)

Brute force to defeat your enemies can come in many forms. It can be a fencing skill as effective as Torotoro Kishika's or powerful kicks that can stop trucks like Kaho Eira's. Whichever option you choose, you now have a power that rivals these two. Keep in mind that his power level far exceeds the strength of a normal person, being more comparable to a super power.

If you don't like using the sword or fighting with capoeira techniques, you can choose any other martial art.

Items

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

General

The 100 Girlfriends Who Really, Really, Really, Really, Really Love You Series (100 CP)

If you like this work, why not take all the volumes to enjoy a good read and pass the time. Currently, the entire series is not finished, but you can receive all the chapters published to date where you make the jump.

Money, baby (200 CP)

Money is power and always was, ask Hanazono Hahari. Each year you will receive a total of US$ 1,000,000.00 or its equivalent where you are each year.

Incredible Phone (400 CP)

It is impressive how technology has evolved in such a way that a mobile phone can have so many functions that it is only necessary to have your phone and a battery.

This phone has several apps that will help you in various situations, you can access the internet for free, it has a satellite signal being able to connect to the internet and make calls from anywhere, it is indestructible, it is waterproof and it has an infinite battery. Quite useful.

As an icing on the cake, this phone will be updated to the most advanced technology level of the jump you visit. If you enter a jump with a more primitive technology than your previous jump, you will continue to keep your phone with its updates. I suggest you have an explanation ready when a person from the 10th century sees your futuristic phone.

Ohananomitsu High School (600 CP)

Congratulations jumper, you are the owner of this wonderful school. The school has the best equipment and top-level facilities to be considered one of the best schools in the nation. If you want us to improve this offer, you are free to set the rules you want, as long as they are not illegal.

Your school is so popular that it will be the place where many important characters from any series will attend to study or work. Aside from bringing together your favorite characters, important events from the canon of those series can occur, as long as that event occurs within a school.

The Super Boyfriend

Wardrobe (100 CP)

Being a boyfriend is not easy, you need to be prepared for any situation. Luckily your wardrobe has plenty of options to wear on any type of date.

VIP Ticket (200 CP)

If you're going to have a girlfriend you're going to have to invite her out somewhere, you don't want her to get bored with the usual stuff. With this ticket you can go to any theme park, restaurant, movie theater and any place where you could take your girlfriend on a date without having to pay a cent since it's all free. The only limitation is that it can only be used once a day and you can only invite your partner or partners.

Backpack (400 CP)

If you have several girlfriends you have to be prepared for any type of situation. This backpack has unlimited space where you can store anything that can fit inside a backpack. The best thing is that no matter how many things you carry, the weight will be the same, about two kilograms. And don't worry that it looks very full or that it is very difficult to move in narrow places carrying it, on the contrary, it will seem that it has nothing and it will look thin.

Perfect Gift (600 CP)

Having several girlfriends is not cheap, so you need to buy them things to pamper them a little. This chest will give you a perfect gift for the person you are thinking of. The gift will be so satisfying for the person who receives it, having a very good impression of you, in other words it will drastically increase their level of favorability.

This chest can be used unlimitedly, but it will only give you items you find in an ordinary world, no magic swords or futuristic items. Another limitation is that you cannot use it to give gifts to other people that are not your partners, you cannot sell those objects or keep them.

Girlfriend

Cute Things (100 CP)

You have a large collection of stuffed animals, clothes and other gal items that would surprise Kedarui Aashii herself. With that you can decorate your room completely.

Portable Laboratory (200 CP)

More than a laboratory, it is a kit of various laboratory tubes and instruments that you can take anywhere. This set to make different drugs is very useful so that you can do your hobby whenever you want.

Indestructible Weapon (400 CP)

The skills of the user are very important, but having a very good weapon is an excellent complement.

This weapon of your choice is not the only special thing it has is that it is indestructible, do not expect any other ability.

Mansion (600 CP)

What great news, jumper, you have a large mansion that even surpasses the Hanazono mansion. This property has several facilities that will be as useful and the main house. You even have your own staff with extensive knowledge in various areas to assist you in any project you have or in your daily life. Keep in mind that the staff are not masters or experts in those areas, they only have knowledge comparable to a university graduate or its equivalent.

Another advantage is that this mansion can accommodate all your companions or followers, being equipped with the best that such an elegant and ostentatious building could have.

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.

Rule 63 (+0)

The generic gender change of all the characters. I don't think more explanation is needed.

Crossover (+0)

Why just settle for just the characters from this series if you can bring in others like Komi-san. You can bring characters from other series but they must be normal people. It is not allowed to bring a character with super powers, nor one that is not human.

I met a certain God (+0)

Congratulations jumper, you are now the protagonist of this series. Aijou Rentarou was never rejected by his first love, when he was a baby, and ended up growing up as a happy couple. This leaves us with an empty space, so you will have to replace him and be the one who meets that God. The good thing is that it is not necessary to have suffered 100 rejections.

100 Rejections (+ 100 CP)

Like a certain protagonist, you will have to be rejected by 100 people before you can find your 100 soulmates or before you finish this jump if you are not interested in having a partner.

Personality Defect (+ 100 CP)

Like Rentarou girlfriends, you have a special personality or characteristic that makes you stand out and not in a favorable way. You can choose any quirks that these girls have and incorporate them into your personality during the course of this jump. Have a tsundere personality or prefer to be a shy person who cannot speak directly to others.

Random Soulmates (+ 200 CP)

Seeing the theme of this series, one would think that the soul mates you are going to get are within the standard of what they can want in their partners, with some defects, but that does

not take away their attractiveness. This is not your case. Your soulmates could be any type of people, people of a gender that you do not feel attracted to, very old adults with an appearance according to their age, people with partners and a long etc. who will be problematic people.

The good thing is that you are not obliged to be their partner, this being optional, but these people will feel something for you and will seek to have a relationship with you. I'm not saying that you will have a bad time or that you will be exposed to different risks, what you will have is some embarrassing situations with these people at least three times a week.

Vice Principal (+ 200 CP)

This is a big problem jumper. For some reason the Vice Principal of Ohanamitsu High School is looking for you. This former athlete has monstrous speed, resistance to almost everything and inexhaustible stamina. During the breaks between classes, when you leave your classroom, she will chase you to kiss you, that would not be bad if we see the appearance of the majority of the female characters, the problem is that she belongs to that small group with a not very attractive appearance. And don't expect any authority to sanction her for that act, no one will care what she does to you. If you are not a student, these events will happen in a place that you usually frequent.

Biker Gang Fury (+ 400 CP)

You're in a big trouble jumper. A famous motorcycle gang has some resentment toward you, maybe because you called them gorillas or maybe because you beat them in a very important contest for their leader and her boyfriend. No matter the reason, these girls who have the looks and strength of an adult gorilla will be after you to beat you up, and it won't be just once, but every time you cross their path. I suggest you have a low profile or have the skills of Kakure Meme.

Loser (+ 400 CP)

You are a hopeless case, like Bonnouji Momoha, you have many vices, to the point that all your money will be spent on alcohol and gambling, and the time you do not dedicate to those vices will be spent lazing around. The good thing is that you are an example of what a person should not be.

Power Loss (+ 600 CP)

This is generic. Forget about being able to use your powers, perks and items outside of this jump. You can only use everything you buy in this jump and your Bodymod. Using the Warehouse is prohibited.

Cursed (+ 600 CP)

Good news jumper, a god has accidentally placed a curse on you, where he has linked you with 100 soul mates. The bad news is that if you don't create an emotional bond with them, they will die. The worst thing is that you will also die, in other words it is the end of your chain.

Scenarios

100 Girlfriends (Main)

To do this scenario you need to take the drawbacks “Cursed” and “Power Loss”, you get the CP.

Apparently Aijou Rentarou is not the only one who has to make 100 soulmates fall in love with him. Just like a certain god gave you the mission to make those 100 special people fall in love with you if you don't want to fail the chain. By the way, forget about your powers and items from previous jumps, you can only use what you buy in this jump.

To complete this scenario you will have to choose 100 people who will be your soulmates. They can be characters from this series but if you took the drawback “Crossover” you can choose characters from other series. But it doesn't just end there, throughout the jump you will have to keep those relationships stable and that all of them really, really, really love you.

If you manage to complete this scenario as a reward you will obtain the Perfect Harmony Perk.

Perfect Harmony: Having a harem is not easy, even more so when they have very different personalities and backgrounds. With this Perk the members of your harem will coexist harmoniously, to the point that more than rivals they see themselves as sisters. Another effect is that synergy increases when they work as a team, working in a very synchronized manner.

Post-Jump its effect is expanded, allowing your powers or energies that are incompatible to coexist without any defects. Also everything that you create is an organization, an object, etc. It will work in a synchronized and optimal manner. Being impossible to ruin that harmony between the parts that compose it. To give an example, you can create a kingdom and it will always function harmoniously, without the danger of it becoming corrupted from inside. Or create an object with many components, functioning perfectly although its parts could not physically work together. Or have both demonic and sacred energy without suffering any penalty.

Across the Multiverse (secondary: Mandatory to choose the Major scenario)

Why limit yourself to the characters from this series? Wouldn't it be great if you can romance other characters from popular series. There isn't much difference from the main scenario except that 80 of the 100 soulmates you choose must be characters from other series. If you manage to complete this challenge you will receive the Crossover Perk.

Crossover: You can bring your favorite characters in any jump you are. The only limitation is that they must fit in the jump where you are. It would not be a good idea to bring Naruto or Luffy into a mundane 21st century jump, nor would it be advisable to bring an elf into a jump where only the human race exists. When you target those characters, try to make it consistent with your jump.

Keep in mind that when you bring a character from another series it will affect the background of your jump a bit, if you bring a character from High School DxD like Rias Gremory to the Testament of Sister New Devil jump, you can choose if the Gremory family was always in the society of the underworld, if the 72 Pillars exist in that jump, etc. This is a limited Creative Mode.

As a last restriction, each character you bring cannot exceed the power level of the characters in the jump where you are. If you are in a My Hero Academia jump if you bring Superman, he will not be stronger than All For One.

Speedrun (secondary: Mandatory to choose the Major scenario)

You are not a patient bouncing person. With this scenario your stay in this jump will only be one year. The worst thing is that you have to achieve the main stage in just one year. Good luck finding and falling in love with your soulmate in just 3 days. If you manage to overcome this challenge, you will receive the Perk Time Skip as a reward.

Time Skip: If you are one of those people for whom ten years is not enough to complete the plot of your series' story, we can offer you this help. Now you can jump between timelines or rather travel to a future time during that jump period without counting as time spent in the jump. For example, you enter a jump from Naruto and choose as your starting point the war between the Uchiha and the Senju. You can spend a couple of years in that time and then make a time jump to the time of the third ninja war, leaving eight of the ten years to finish your jump. You stay for about three years and travel to the time where Naruto graduates from the academy and wait another five years to finish your jump.

Another advantage of this Perk is that you can modify the story a little without changing the canon of it significantly as long as you want a person to travel with you to the future. For example, you can go to the time of the third war and make Kushina fall in love and she never

marries Minato. The story will change but only due to the fact that another woman will be Naruto's mother and Naruto will be the Jinchūriki of another Bijuus without affecting the story much, except that Kushina keeps Kurama. But the story would be different if you prevent the massacre of the Uchiha clan, there will be no other chance for it to happen, Sasuke will be happy to have his parents alive.

I clarify again that the ability is to jump in time, you cannot travel to the past, only to the future. You can also choose whether to travel alone or accompanied, and you can choose as many people as you want.

Notes

Super Duper Boyfriend has the ability to give you plot armor that ensures you achieve your goal. Path of Victory has the utility of reaching that objective in the most efficient way.

Companions cannot take Drawbacks.

Thank you very much for helping me and giving me advice to polish this jump to Anon, Alex Mewett, Nikki Praphan, _ _ (Grimms-VI), Roopvishal Batha, Leonard Wittig, Felie Duran, Deamon 656, Uluru Sa, Kingu Grim0303