

Help! Goooogle-sensei!!

I was on the verge of death after ruining my health by over eating for the past 30 years. Goodbye, past world. And hello, new world. I will cheat with modern knowledge, is what I thought, but in reality I don't have any practical knowledge. Nitroglycerin? How to make it? Where to find potatoes? Method to make transparent glass? Method to make carbon steel? I don't know any of that. However, the heavens didn't abandon me. I was born with royalty as a cheat. And, my brothers and sister have an unparalleled level of cheat talent, so unparalleled cheat ability would also dwell in me!..... I changed my mind, the heavens have abandoned me. I don't get any unparalleled ability. While I was spending my days lamenting about that, I have already been abandoned by heaven, but Goooogle-sensei didn't abandon me! Passing through eras and expanding his service, certainly sensei is Deus ex Machina! My era has star-, no, Sensei's era has started! Just look at it, all of the holder of unparalleled ability!! All of you must prostrate in front of Sensei's power!!

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

There's 7 world before fusion: "Human world", "Fantasy world", "Oni world", "Dragon and Spirit world", "Insect world", "Tentacles world" and "Afterlife"

The current world is the fusion of those 7 worlds that currently have been confirmed. Choose the kingdom you want to start with:

1) Grosse Kingdom: is located in a relatively safe location. Like the rest of the civilizations, these are stuck in the Middle Ages. The entire population of this kingdom is pure humans, so you won't find other intelligent species like elves or dwarves. Only humans with Divine Protections exist in this kingdom, so it's not a good option if you're a demihuman or a magic-using human.

2) Frank Empire: an empire that belonged to the fantasy world. It is one of the world's world powers, having been founded by the Demon King Charlemagne, Emperor of the Frank Empire, the first and current emperor. This kingdom specializes in magic, so its novice mages are above average. I recommend that you avoid catching the Demon King's eye, because if he considers you beautiful, you will end up being his lover (slave) until the day you die.

3) Hyland Kingdom: a kingdom ruled by a council of 13 tribes, although they are more representative as their culture is similar to that of medieval England. Its highest authority is King Arthur himself, the only living human (except for our protagonist) who has subdued a dragon as his mount. This kingdom has a chivalric culture, so power and honor are the pillars of this society. They have a strong enmity with the Frank Empire, so it is likely that during your stay you will participate in a war against that empire. Being part of the fantasy world, the inhabitants are adept at magic, but most use strengthening magic to fight like knights.

4) Vatican Theocracy: A theocracy based on the belief that Divine Protections are a gift from God to humanity (the human world). This place is one of the most racist in existence, holding as its creed that anyone without Divine Protection is not human, but filth who only deserves to be enslaved and exploited. They see the inhabitants of magic-using kingdoms as disposable scum, invading their kingdoms and enslaving them. If you don't have Divine Protection, I suggest you avoid this place.

5) East Habsburg: a weak kingdom and vassal of the Frank Empire. This kingdom is inhabited by humans and demihumans, the latter of whom are adept at using magic. Despite their limited power, they have maintained a fragile but lasting stability. Thanks to the leadership of their current king, this kingdom has temporarily staved off its imminent fall.

6) August Empire: the greatest power in the human world. Excluding the royal family of the Grosse Kingdom, this empire has the greatest military might among Divine Protection users. As a power, this empire has many vassals, maintaining complete control of its resources. Its main threat is the constant invasions of the Insect Race and Afterlife Race, as they limit its borders.

Gender and Age

Choose the gender and age you want.

Origin

Drop-In

You are a reincarnated person from another time, from a time thousands of years ago. Instead of finding yourself in a futuristic society in your time, the technological level of this world is several centuries behind, at the level of the medieval era. You can choose between being a commoner of any kingdom of your choice or being the third prince of the Grosso Kingdom (replacing the protagonist).

Human World

The sector that is composed of humans originating from the planet Earth. These have almost no difference from the humans of our world, except that they have "Divine Protections". Divine Protections are abilities born from the desires of the user's soul, granting them the ability to perform in a general or individual area. Despite being limited to doing one type of task, being a waste of time to strive in another area that is not related to their Divine Protection, they are very limited to what they can do. Except for that disadvantage, their high specialty has made them a power to be careful with, with some of these individuals being feared even by the Dragons themselves (the pinnacle of all species in the Fantasy World).

Fantasy World

You are a native of this world (sector). Unlike those with the gift of "Divine Protections", people of this origin use "Magic". Magic is not as specialized as Divine Protections, but unlike them, it is more versatile and can be used to cast spells or strengthen the body or weapons.

The inhabitants of this world are divided between Humans and Demi-Humans. Demi-Humans are the classic Races such as Elves, Dwarves, Dragons, etc.

Race

Human (Free)

The predominant race in this world. Humans, despite not having a special characteristic, being in great numbers, can breed talented geniuses.

The most notable thing about humans that has made them one of the most powerful races is the ability to use "Magic" (the humans of the Fantasy World), as well as the advantage of having "Divine Protections" (Human World).

Despite being a species in general, there is discrimination between those who can use Magic and those with Divine Protections. This has caused them to see themselves as different species, going to the extreme that some kingdoms enslave those of their own species, treating them as monsters or inferior beings.

Their life expectancy is 100 years.

Elf (200 CP)

A numerically inferior race to the others, but with a great mastery of magic, it is common for their race to have a magician of at least the above average. They also have an affinity in the use of bows and the care of forests and all types of vegetation. Their life expectancy is 2000 years.

Beast People (100 CP)

The second most predominant race after the human race. Despite not being strong in magic, their physical abilities are superior to those of the other races. Their life expectancy is 100 years.

Dwarf (100 CP)

A race that specializes in manufacturing, these guys are the best blacksmiths you can find. Their life expectancy is 200 years.

Dragons (600 CP)

The most powerful race (in the Fantasy World). Despite being a much smaller number than the other races, their individual raw power makes up for this disadvantage. Dragons have the ability to fly, breathe fire, and have a raw strength that can destroy towers with just a swipe of their tail. They can also use their magic to take on a human appearance, being compatible with humans to have offspring.

Dragons are almost immune to the passage of time due to all the Mana they have, so it is common to see dragons that are over 10,000 years old.

Perks

2 discounts per pricing tier. Discounted 100 CP perks are free.

You can turn on/off any Perk at your will or dial their strength.

100

Adorable / Beautiful

You're a beautiful person if you're a young adult, or if you're under 12, you're adorable (and I assure you, you'll be beautiful when you grow up). You're basically a 10/10, on your worst days, you're down to a 9/10.

Connector

You have a knack for establishing relationships with other species. You can connect with anyone regardless of their race, culture, etc. Forming friendship or respect with people completely different from you will be easy, eliminating any barriers of hatred or prejudice that may have previously existed in both cultures.

If they need a diplomat or ambassador for a kingdom or country, you could be one of the best people. But try to avoid any discriminatory behavior or conduct, as this Perk's effect will not work.

A Fictional Medieval World

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.

Isekai Basic Pack

The basic package for any isekai. First, you acquire a perfect understanding of the language of the place you're in. Second, you have a general understanding of the culture, history, and economy of the country or kingdom you belong to.

Finally, and just for this jump, you can acquire a Grade 1 Divine Protection, or two Grade 2 Divine Protections, or three Grade 3 Divine Protections. Divine Protections are divided into General or Specific, so you can choose to have a general DP like cooking, allowing you to specialize in any food, or a Bread DP, allowing you to make delicious breads (more delicious than those a person with a Cooking DP could make). If specialization isn't your thing, you can choose to be adept at using Mana. Unlike DPs, the use of mana allows you to use various magics, including many spells, strengthening magic, etc. This allows you greater

versatility. This option isn't as limited in potential as the D.P. You'll start as an average user, but with training, you can rival a Grade 1 D.P. user.

If there's a difference to be made, Divine Protections grant a specialty (general or specific) in a certain field, making the user an expert without the need to study or train. The downside is that outside of that field, they have no talent. Mana users aren't as limited to one area, but they must train to grow and develop their skills. In short, Divine Protection users have specific abilities fixed, while mana users must train them to become stronger, but with the advantage that they aren't as limited.

200

Prince's Charm

You're a real womanizer, a jumper. For some reason, women/men fall for you easily. A few gestures of appreciation, casual flirting, or saving them from a dangerous situation will make them fall passionately in love with you. To be honest, spending a week with you will be enough for them to swear eternal love and loyalty (as a couple).

Another advantage is that this effect will only work with women/men you find attractive or interested in. The best part is that if several people are in love with you, they'll have no problem sharing you, even supporting each other and creating bonds between them. You're so incredible that your love can be shared among several people, and they'll accept it and do everything possible to make your harem work.

Governing

Your governing and territorial management skills are very decent. Your knowledge of leading your domains is extensive—politics, economics, politics, military, taxes, etc.—you can use all that knowledge to transform a mediocre country into one that ranks among the top 30 best countries in the world.

This also applies to private businesses, so you can complement your business knowledge to strengthen your kingdom by managing a monopoly on products or services exclusive to your territory.

Basically, you are knowledgeable in several areas related to the governance of a nation.

Your kingdom may not be the most powerful, but I assure you it will be so decent that those powers will be interested in becoming your allies.

Loving Family

The most beautiful thing in the world is family love, and luckily you are blessed with a loving family. Any family you belong to, be it by blood or affection, will love you purely as a true family would.

Your relatives will be totally loyal to you and will only do what is best for you. For them, family comes first, meaning you and your relatives, so they will protect each other, I assure you if you have the world against you, they will be by your side to protect you.

Conflict between relatives will be nonexistent, so you do not have to worry about fights over inheritance or family violence. I assure you that your home or family will be your safe space where you can let your guard down and relax.

This Perk affects your parents, siblings, wife, children and anyone you consider family or who shares your blood.

Fight, Defeat Them, You Have Their Loyalty

The way the inhabitants of the fantasy world (mainly dragons) structure the hierarchy of command or power is simple, the strongest commands the weak.

Any opponent, be it an individual or group/organization/country, that is defeated by you, they will swear eternal loyalty to you and obey you. The loyalty that is created is not due to ideological conviction, so if you show weakness they will stop obeying you, even attack you.

The loyalty they have will be to you as an individual, so if you inherit command or retire or there is someone above you in the hierarchy, they will not receive the effect of this Perk.

Although if you delegate power to a subordinate, they can direct them but with certain limitations, since they obey you.

400

Chess Master

No matter the era, culture, or species, conspiracies and strategies (both in politics and war) have always existed, exist, and will continue to exist. And you are an expert in this area.

You are cunning in crafting political conspiracies, able to devise plans to weaken rival nations without them even noticing. Like a potent, fast-acting but undetectable poison, your opponents will fall without knowing the cause. Detecting corruptible officers/staff, general problems, and other weaknesses will be a simple way to launch your attack.

If this isn't enough, you are also a born military strategist, someone who can see the whole picture and adapt to any situation you face. Your ability to understand your enemy and their strategies will allow you to stay several steps ahead. Also, discovering their weaknesses, such as strategic points in their army, will be child's play for you.

Royal Blood

You are not a simple commoner or a nobleman; you are a member of the royal family—more precisely, second in line to the throne.

As a member of the royal family, you will have access to all the privileges granted by your status. If you do not wish to compete for the throne, you can choose to live a life of luxury without the danger of your siblings or other relatives sending assassins to kill you.

During each jump, you can choose to be part of the royal family of any kingdom you choose, having an unsecured position on the throne but still in a position to compete. It should be noted that any biological advantages or special abilities that royals possess will not be acquired through this Perk. If you want that power or advantage, you will have to acquire it through other means. For example, if you belong to the Saiyan royal family, it does not mean you are one (unless you have an Alt-Form or Perk that allows you to have that species). If you are human, you are someone who was adopted by the royal family.

Divine Protection Special Grade "Luck"

You have the most powerful ability of any main character in an isekai: the power of the Plot Armor. If there were a Divine Protection of Luck, yours would be Special Grade.

You are a lucky person; things go in your favor most of the time. In most cases, everything will go in your favor, whether it's battles that are evenly matched in power, plans or strategies

that depend partly on luck, etc. Like any protagonist, events and situations will, in most cases, go in your favor.

But this has limits, since everything that can be called miracles is beyond your reach. It also applies to situations that are very unlikely to happen, such as being the last in the line of succession and not taking any action to fight for the throne. You have luck on your side, but it is not absolute.

Presence of the Ruler

The typical Charisma Perk. You have the aura of a ruler, a born leader who stands at the top of the rest. Your presence is so imposing, even other leaders of your same standing will feel respect and admiration for you.

Your subordinates will be completely loyal to you, your presence being enough to motivate them to give their best. This applies to your allies, who see you as an authority figure despite being your allies. Even those subordinates or subjects of your enemies will feel great admiration and respect for you. And if you prove to be more competent or worthy than other rulers or leaders, it is very likely that their subordinates and subjects will prefer to serve you by your side or that you lead them.

The only limitation is that if you demonstrate poor leadership skills or are wasted due to abusive and tyrannical behavior, this Perk will not be of much use to you.

600

Virus

Congratulations, jumper! You have achieved immortality through science. This immortality, unfortunately, is more of the soul, and unfortunately, it isn't perfect, as salt wounds the soul. This has forced you to shed all your organs and blood, leaving you with only your skeleton. But don't be discouraged; this immortality has its advantages.

Despite being a skeleton, you are actually a spiritual being, and to interact with the physical world, you need a medium, and the most compatible one is bones. Therefore, you can infect other living beings, killing them and copying a part of your soul to incorporate it into this new vessel. This new vessel will be controlled by you as if it were a great will, or a hive mind of your own consciousness. You can control an army as if they were your hands and legs; they are a single will controlled by you. You can repeat this process as many times as you want, and you can return the place you are in to a necropolis. People affected by your infection, or their shells, will retain their abilities. So if you infect a mage, that skeleton can continue to use magic. Anyone affected by this Perk will retain all their abilities, including their Strength, Magical Level, Divine Protection, etc. It doesn't matter if a dragon affected by your ability is pure bone; it can fly and breathe fire from its maw. Don't try to explain this with logic.

The downside is that those bodies (physical beings, not spiritual ones) affected by your ability will stagnate at the level they died at, so don't expect your army to become stronger with training. This doesn't apply to you, so your potential is not limited by this Perk.

It's worth noting that if you are physically destroyed (your main body), you can regenerate. Regardless of the physical or magical damage you or the skeletons you control receive, they will regenerate and stand again. Their only weakness is directly attacking your soul, so to

destroy them, they'll have to damage it. Keep in mind that salt can damage the soul, so be careful.

You can transfer your consciousness if they destroy your main body, and the new body will have all the advantages your main body had. If they destroy your soul, it's Game Over.

Blessing of Eternal Youth

You have a very particular blessing: eternal youth. This blessing is granted by the Lady of the Lake to those she considers beautiful, beauties that should last forever. King Arthur was blessed with this blessing, and apparently you are too.

The blessing grants several advantages. The first is eternal youth, so you will never age, allowing you to remain in your prime forever. The age you consider your prime can vary at the beginning of each jump, and your appearance and age can be set by you. The second advantage is longevity, so you are an eternal being, whose lifespan is infinite. Combined with eternal youth, you will not have the disadvantages that aging or the passage of time bring. The third advantage is regeneration; any wound, both physical and to the soul, will be completely healed. No matter if you are dismembered or your soul is shattered, your regenerative ability will act instantly to restore you to a state of completeness. The final advantage is that of an almost divine beauty, a person so beautiful that even the demanding Lady of the Lake will fall in love with you. You're a 20/10, your facial features, physique, skin, etc. are perfect.

It should be noted that if they completely destroy your body and soul, or if they eliminate your existence, it is a Game Over.

Special Grade

Divine Protections are not only divided into five categories; there is a special category reserved for a tiny percentage. These wielders are known as monsters, with Divine Protection belonging to the Special Grade.

Users of this Divine Protection are a powerhouse in and of themselves. For example, if someone with the Special Grade "Sword" Divine Protection can eliminate a thousand enemies with just a single swing of their sword. A person with the "Premonition" Divine Protection can see six months into the future.

Regardless of the type of Divine Protection you choose, it will be enhanced to the point of becoming a broken ability. You are not worth ten or a hundred, you are worth thousands with your Special Grade.

As a bonus, your soul will be strengthened by a hundred times; conventional means will not be enough to destroy or damage it.

Demon King

Your magical power is abysmal, on par with Charlemagne himself. Your mana reserves are immeasurable, easily mistaken for an infinite pool. You also have the advantage of using ambient mana, being able to mold it to cast your spells. The same applies to your mana recovery, so if you run out of mana, you can fully recover it after a few minutes.

As for your magic and spells, they are so powerful that a simple basic spell could easily destroy a castle. All your spells and magic are a hundred times more powerful, and their mana costs are fifty times lower. You can basically use advanced spells all day long.

If that's not enough, your ability to analyze and understand spells is monstrous. By simply seeing a spell once, you can replicate it, even improving it by eliminating some weakness or

flaw. As a bonus, you are compatible with all magical elements, as well as unique spells. The only limitation is those restricted by species or bloodline.

Finally, beings with large mana reserves are long-lived, able to live thousands of years and slow their aging. You could live thousands of years and not have a single wrinkle.

Items

2 discounts per pricing tier. Discounted 100 CP items are free.

You can connect all your properties and facilities to your Warehouse if you want.

100

Money

For each jump you start, including this one, you will receive a total of 100,000 dollars or its equivalent in the currency of the place where you are.

Stylish Suit/Dress

The perfect suit or dress for any kind of party or elegant event. The outfit will be tailored to your measurements, as well as being dirt and stain proof. Also, any kind of tear or rip will be repaired in a matter of seconds.

The suit or dress will adapt to the style of the place where you are, so it can vary depending on whether you are in a medieval era or in the distant future.

The Throne

A throne (or chair) that has the powerful effect that anyone who sits on it will not need to do their job, just by sitting on this throne (or chair) you will be fulfilling your obligations, or rather that will be your only obligation. To give an example, if your job or role is to be a king, you will only need to sit on this throne and the work corresponding to governing it will be magically done, without you having to do anything. The disadvantage is that this effect only covers a decent job, so your kingdom will at most be an above average one, do not expect to be the ruler of a super power just by sitting on your throne.

Sweets

Every jump you enter (even this one) you will receive 10,000,000 of your favorite candy, cookies, or any junk food. You can choose between just one product or a variety (but the sum of all has the limit already mentioned).

My faithful mount

A wyrm, a type of dragon with only two limbs, has wings instead of hands, and is inferior to a dragon. This creature may not be at the top of its species, but it has power that could kill an experienced mage or a wielder of Grade 1 Divine Protection.

In addition to being useful in combat, you can use it as a means of transportation to fly through the skies, as these types are faster than average dragons.

It will be completely loyal to you, and you can customize it to your liking.

Royalty Seal

A seal or any accessory of your choice has the effect that the bearer will be treated as a representative of the king of the nation in the country or nation you live in, in any meeting or foreign country you are in. This seal or object will give you the power to be treated as royalty, so even the foreign king should treat you as an equal.

Do not think that you have the power to make international agreements or other things (unless the king or authority of your country gives you the power to do so), but be assured that luxuries and security will not be lacking when you are on vacation abroad. But do not ask for things like properties or anything absurd, you are just a VIP+ tourist.

Non-aggression pact

This document is a monarch's dream. A non-aggression agreement with any nation, organization or group you choose in the jump or world you are in. Basically, the selected nation cannot attack or harm you directly or indirectly. This goes beyond an agreement that avoids conflict, it also covers any political, commercial or detrimental maneuvers that harm you or the organization/group/country you lead or belong to.

This also applies to allies or subordinates with whom you made the agreement/pact, so they cannot use third parties to harm you.

Also the agreement or pact is technicality-proof, so if for example, you have a non-aggression agreement with a country and it suffers a change of government or there is a revolution or it is reorganized into a new state, the agreement will still be valid despite the change of leader or another change such as the name of the country. Once the agreement is made, it lasts until the organization/group/country is no longer under your leadership or you no longer belong to it, whatever you want.

T.A.M.S <Tactical Armored Muscle Suit>

It's a military body suit that can resist everything like bullet, blade, pressure, shock, heat, cold, radiation, etc. And it boasts a maximum output of 250,000 horsepower, it really is a military equipment for actual fight. Equipped with night vision, optical camouflage, anti-optical camouflage, ECM (Electronic Countermeasures), ECCM (Electronic Counter-countermeasures), automatic medical device, and self-repair function as a standard, attachable with optional parts such as enabling air assault or various kinds of radar, beam and laser are stationed on its shoulder and back part, it's also possible to use live ammunition weapons via thought linking, which seems special but it's just the basic package system.

Insect Eggs

About 100,000 Black Mantis Eggs - This type of insect is one that can wipe out an entire kingdom if it has enough numbers (like 100,000). These eggs will hatch at any time you wish, magically spawning 2 meter tall mantises with a durable jet black exoskeleton. These insects will be totally loyal to you, but the problem is that you won't be able to increase their numbers, as they won't be able to reproduce or increase their numbers. You'll need a very powerful army or powers in human form to take these guys out.

Black Metal

A very rare but useful material. Every jump you start (even this one) will yield thirty tons of this material, easy to use and mold. On its own, this material is useless, but if combined with other materials to create a weapon or armor, the creation will be ten times more powerful and effective than what could be created with the original materials. A steel sword made from this material can easily cut through any steel armor. As a bonus, it will have good compatibility with mana or any energy source, so one of these swords imbued with fire magic can make clean cuts at temperatures of 15,000°C.

The amount of this material needed to mix with the others will be 1% of the original weight of the finished product. If a finished sword weighs 2 kg, it will require 0.02 kg of this material.

Mansion of "Exile"

A beautiful mansion (or castle), worthy of a royal residence. This place boasts various luxuries worthy of someone of high birth, equipped with everything necessary for a comfortable life. It can even accommodate up to 100 people, with individual rooms for each person, as well as barracks for your soldiers and places for other servants to live. It also has facilities such as orchards for growing crops, a beautiful garden, training areas, armories, and more to ensure a self-sufficient lifestyle.

This mansion or castle has a self-repairing and cleaning system, so you don't have to worry about the condition of the building.

This includes 50 people who will make up your staff: 20 soldiers, 15 maids/butlers, 3 cooks, 8 general services personnel, and 4 leaders to coordinate them. You can customize these to your liking. Each one can use Grade 1, 2, or 3 Divine Protections, or if you prefer, they can be mages and warriors who use mana or magic. You can only choose one of these options, so don't plan on having a staff composed of mages and Divine Protection wielders.

Army

An army of five thousand brave soldiers, ready to follow your orders without hesitation. Each expert in their own specialty, they are useful on the battlefield. These brave warriors are loyal to you (body and soul), willing to sacrifice their lives for your cause.

Depending on your choice, you can choose to have them be Humans with Divine Protections, useful for the battlefield and other operations of your interest. The other option is to have them be people from the fantasy world, adept at different types of magic such as conjuration, healing, or physical enhancement. With this option, you won't be limited to just Humans; you can also choose Demi-Humans such as elves, dwarves, and beastfolk. You can even incorporate dragons and wyrms into your ranks. On average, each soldier will have a Grade 3 Divine Protection, the most talented will have a Grade 2, and a 10% will have a

Grade 1. The Generals, who will number at most three, will have a Special Grade Divine Protection.

The soldiers who belong to the fantasy world will, on average, be highly competent wizards or warriors; 30% will be people with respectable talent in the use of magic, and the remaining 10% will be the elite, which may even be composed of young dragons. The Generals, who will number three, will be at the level of monsters, comparable in power to ancient dragons or living legends like the wizard Merlin or the Knights of the Round Table. You can customize each one to your liking. They are taken as followers.

600

Excalibur and Caliburn

A pair of swords of great power. These swords are the most powerful you would obtain from the Lady of the Lake, having only been given to King Arthur himself, considered by her to be the most beautiful man in history.

Both swords have very powerful abilities. The first is that they are indestructible, so no matter what type of attack you block or the passage of time, they will never deteriorate or be destroyed. The other advantage is that they always return to the hands of their wielder. If you throw them like a javelin at your enemies, they will return to your hands after the attack. The third advantage is that they can release a wave of energy when performing an attack, so destructive that it can even cut through a mountain a kilometer away. To perform this type of attack, you will need to use a little of your mana, but the amount is so minimal that a person with an average amount of mana could perform several attacks before their reserves run out. Finally, these can penetrate any type of defense, both magical and physical, so the only way to avoid it is to dodge it or miss your attack.

Google Sensei

A mega-structure formed by the combination of several satellites and other supercomputers that inhabits the fourth dimension. This technological colossus is somewhat superior to artificial intelligence, having various functions such as those provided by a renowned search engine, online shopping, etc. It will connect with the user's mind, where they will be able to use the various services it offers. Since the canonical option is too powerful, we will give you a degraded version, but it is worth the price you pay.

The first advantage is that you can use Google's service, which is 100% accurate in the service provided. The search service will answer any question you ask, thus giving you the information you need, seeking the most precise and concise answer. This includes statistics and probabilities, even those related to future events, based on current data. The mapping service will show you, using a 3D map, the geographical location you want with very precise detail, marking important points. The multimedia service will allow you to use various platforms for videos, images, audio, etc.; you can also record and capture images and videos, as well as share them.

The second advantage is the online shopping service, except that everything you order will be free. This allows you to purchase products that are for sale to the public. Regardless of the type of product, you can purchase it as long as its sale is not illegal, restricted to the general public, or unique (such as legendary sacred swords). You also cannot purchase

attached buildings and facilities, such as megastructures like spaceships or industrial machinery.

Another advantage is a powerful ray attack that can disintegrate any object at the molecular level, potentially wiping out an army of a million soldiers. You can control the destructive power of the attack, choosing to only destroy the enemy but not affect the territory, or even only destroy their flesh and leave their equipment intact.

The next advantage is that it can interfere with sound waves as well as energy waves such as mana waves. You can manipulate these waves to affect your enemies' hearing. You can also manipulate energy waves so that users of magic and other types of energy cannot use them. In the case of very powerful users, the effectiveness of their techniques will be drastically reduced.

The last advantage is the surveillance service, which will allow you to spy on anyone you want in real time, allowing you to bypass any security or anti-spy protection. You can watch the enemy army's military assembly live without any problem.

By connecting with the user's mind, you can choose to give mental commands or request them verbally. Multimedia and map services can also be displayed to others through 3D projections. Being in the fourth dimension, you are immune to any type of precognition or seeing your future. Finally, this colossus transcends multiverses, so you can find products, answers, etc. from alternate worlds by using this Item's services. This applies to products that exist only in alternate worlds, as well as answers to discoveries made in alternate realities. That canceled series you loved likely has multiple seasons in an alternate world.

Dragon Army

Dragons are the pinnacle of all fantasy species, beings unaffected by time. On the contrary, the older they are, the more powerful they will be. Technically, they aren't an army, as there are only thirty dragons, but with their power, you can wipe out any army.

Each dragon in your army is at least 5,000 years old, except for the leader, who is about 8,000 years old. Their brute force, combined with their powerful magic, will make any battle a breeze. Don't be overconfident, though, as powerful beings like the Demon King, King Arthur, or the princes/princesses of the Great Kingdom can easily wipe out your army if you confront them head-on.

Dragons will be completely loyal to you, and you can customize them to your liking. They can use transformation magic, allowing them to transform into their human counterparts. You can use them as permanent escorts who will always be around you.

Kingdom

You are the king or emperor of your own kingdom or empire. It is the size of 3 million km². The technological, cultural, military, economic, scientific, etc. level will be first class, being considered a power in the world where you are.

All the inhabitants of your kingdom will be loyal to you, as well as the people who work in key positions will be very competent. The population of your empire is 10 million. You can choose whether these are blessed by Divine Protection or compatible with the use of Mana, but you cannot choose both. The races in your population will be entirely human, unless you have managed to convince other races to settle in your kingdom. Any new resident who settles there will be considered a follower.

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.

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.

Plain Face (+100 CP)

You are a guy with an average face, meaning you are a 5/10. That wouldn't be so bad, but for some reason all of your family members or people close to you will be at least a 9/10.

So it's likely that many people will see your face and make derogatory or annoying comments about how you are the only ugly one in your group of friends or that you are adopted. You will hear those jokes or comments at least once a day.

Cold Logic (+200 CP)

You are a very cold and calculating person. This can be seen as a positive thing, but as a consequence you are someone with zero empathy. You see people as numbers or disposable pawns, regardless of whether they are family or friends. To reach your goals, you do not care about the means you use. Sacrificing millions of innocent lives to fulfill your mission or objective will not generate even a shred of remorse in you.

"Bobs" Divine Protection (+200 CP)

It seems you have earned a very humiliating and embarrassing nickname. This may be related to your powers or to an event that was the origin of that nickname.

During your jump, you will be underestimated, and in some cases, humiliated by other people. If you want to earn people's respect, you will have to prove it by doing a heroic act or showing with actions that you are not incompetent.

Mantis Invasion (+400 CP)

If you want to have a relaxing jump, I'm afraid this option is not for you. Some people in power with zero scruples have been incubating insect eggs from the insect world. These insects are mantises, but they are not the small insects of our world, but rather monsters that measure at least 1.8 meters.

The mantises are divided into two types, the black ones that measure 2 meters with an exoskeleton so hard that at least a steel weapon could hurt them (or use porous magicians or warriors from the fantasy world or people with Divine Protections of level 2 at least). The most powerful weapon of these insects are their limbs that can be used as scythes, giving a clean and powerful cut. The other variant is the red mantis, these measure 1.8 meters and are thinner and do not have an exoskeleton as resistant as the aforementioned ones, but they compensate for it with a very powerful ability. These mantises can expel a hallucinogenic gas that affects a radius of 10 meters (in front of them). This gas will cause the affected person to enter a state of frenzy where they will attack anyone nearby, whether they are allies or enemies.

Every year, the country you are in will have an invasion of two million of these insects. If you were thinking of running away and avoiding conflict, I'm afraid you won't be able to escape your fate because there will always be a situation that will put you in front of your enemy. So your only option is to fight and win.

Demon King's Target (+400 CP)

Charlemagne, Emperor of the Frank Empire, also known as the Demon King, is one of the most powerful beings in the world—arguably the most powerful individual. This being has lived for thousands of years and has mastered hundreds of spells, reaching the pinnacle of magic. His mana reserves are incalculable, allowing him to cast powerful spells almost infinitely.

This being has an obsession with all things beautiful, and unfortunately, he considers you a person who meets his requirements. Therefore, during this time, the Demon King will do everything possible to take you as his lover, sending armies to capture you, regardless of whether it leads to an international conflict.

The positive thing is that he doesn't leave his kingdom, so whenever you are outside that territory, he will send his minions to capture you. The bad thing is that if they fail, he will send more competent people or even his own army.

Winter Is Coming (+600 CP)

The worst calamity you could face in this world. An army of the dead, numbering twenty million skeletons, will pursue you throughout your jump, intent on turning you into one of them. The beings of the world of Afterlife are composed solely of undead (skeletons). Like zombies, they can infect living beings to turn them into one of them (shedding all their flesh and organs).

These types are actually a single will, so each infected person would die and their body would be possessed by a single ego, as if it were a hive mind. These beings, being a single being, will destroy everything in their path to achieve their goal, regardless of the casualties, since they can always replenish their ranks.

To stop this entire nightmare, you have no choice but to destroy everyone, the twenty million plus any other infected who might have been affected. It's a daunting task, but I know you can (I hope you can).

If you don't take out all of these guys before completing your jump, it's a fail-chain. But as a useful tip to avoid this fate, these skeletons are weak to salt. You'll need a large amount or use it efficiently.

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

Divine Protections

Divine Protections are abilities born from the soul. The stronger a person's desire, the higher the grade of their Divine Protection. If a person has trained throughout childhood in swordsmanship and desires to become a great swordsman, they will obtain a Grade 1 or even a Special Grade Divine Protection.

The amount and degree of Divine Protection is related to the user's soul. A strong soul can harbor several Grade 1 or even Special Grade Divine Protections. Therefore, the soul and desire are the fundamental factors that determine the type of Divine Protection and its grade.

The Grade of Divine Protections from the weakest to the strongest is 5,4,3,2,1 and Special Grade.

Google Sensei

Google Sensei is almost omniscient; any recorded information is already in its database. But it can't read people's minds or know their deepest desires or thoughts, so it's almost omniscient for that reason.

It also has several functions, but since it doesn't have much information, it'll be more limited. The Sensei can even kill gods, but I didn't want to add this option because what it already offers is quite broken.

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