I Saved Too Many Girls And Caused The Apocalypse



This world is filled with all kind of situations and circumstances, from treasure hunts and encounters with demons to aliens, being summoned to another worlds or fighting mythical monsters. Yet most of these "stories" lack a hero to lead them, dooming them and the characters within.

And so, the bloodline of Namidare was created to make the current heir into a "substitute" for those heroes that don't arrive to the scene, giving the stories and heroines in them a last chance to reach a "happy ending". Be it travels to outer space, fighting supernatural beings, exploring magical dimensions or simple cooking contests.

You arrive the morning of Rekka Namidare's 16th birthday, in which he becomes the next heir to the Namidare bloodline. On a related note, this is around the time the alien princess Iris Fineritas Cyphercall arrives to earth while trying to escape a forced political marriage; Satsuki Ootomo becomes the direct target of the most powerful mage on earth, who desires the magic she possess; and Harissa Hope, a mage summoner from another world, its sentenced to death. Have a fun stay!

And don't forget this:

+1000cp

Race

Ok, first things first. Do tell exactly what you are.

Human (+100)
Mhh. The most populous race on Earth, somewhat of a baseline state for all other sentient beings in space, who are all humanoid in some degree. Not so much to say about them, except that they lack a lot when compared with others. At least you are useful as a measurement stick.

Mole-person/Guardian (Free)
Created by the gods, this race is only found in the underground of Earth, attending their dull chores in Jizu Village. Their lifespan is the same as a normal Human, but they are a little weaker in general. Their boons come aside from that, for their eyes glow in the dark, letting them perfectly see even in the most obscured places; and their blood has been blessed to act as a mortal, acidic poison to all being that have been branded as an "enemy of god".

Gremlin (Free)
Not so different from humans in neither power or lifespan. This rare breed in the galaxy is known for the little horn, in their foreheads, that can emit electro-magnetic waves and cause malfunction in the technology nearby. It seems that you have complete control over that effect, unlike most of the users, that let their emotions take the reins over it.

Fineritan (100)
Being born in the planet Finerita it's not much of a boast in most parts of the Galaxy, yet there are a couple of boons from this heritage. First being their enchanted strength and agility, even an untrained young girl can easily match in power a grown, armed human. The second is a bit more subjective, it's a medium-sized slim tail, very cute.

Merfolk (100)
The mythical mermen and mermaids. Originating from planet Berano, this race has a long lifespan and an obvious advantage in water. Mermaids are able to change their lower body into human legs or to the usually known fish's tail. Mermaids are also famous for their beauty, however, mermen are a little… less pleasant to the eyes.

Homunculus (300)
An artificial human, created through the use of alchemy. Possessing true sentience, feelings and a consciousness capable of free will. They're still bound to the orders and desires of their creator. Yours in particular didn't will for anything before passing away, so freedom is guaranteed. Homunculi have shapeshifting powers and are basically ageless. Their weak point is the Philosopher Stone inside of them that acts as their core, losing it means death.

Vampire (400)
Unlike what some tales can lead you to believe, Vampires aren't weak to holy objects, water or sunlight, at least no weaker than a normal Human. However, touching silver does drain their life and they have some need for blood. Ageless and graceful, this race is way more powerful than normal humans in all specs, while also possessing the ability to shift into mist, wolves or bats. Their stare can induce a powerful hypnosis, that can only be resisted by those with extraordinary will, but can be broken with enough mental shock by external means. They also have the power to create thrall vampires, that are completely obedient to their creator, by fully draining the blood of their selected victim.

Mystic Beast (600)
A certain god decided to create a supreme beast, to rule over all creation, an impossible strong being that could stand above all others. The result was the Bahamut, that while powerful, it was also destructive and sadistic. So the god created a second beast, the Leviathan, not only powerful, but also full of emotions, but grew lonely and sad. Looks like he ended up creating a third one, you. A gargantuan monster of incredible power and with some degree of shapeshifting (mostly to adjust your size or take a human form), an incredible long lifespan, as well as a wide array of powers over a particular element.

Age & Gender

Feel free to keep your gender or change it now. For you age, you can choose any as long as it possible for your race.

Initial Location

This place is full of exciting places to be. Where would you start?

Earth-Japan:

Ah, the vanilla place you already know. In the middle of nowhere in the galactic maps, a place full of demons, magic, treasure hunters, vampires and more. A place full of excitement and adventure for those willing to search it. What do you mean that this doesn't sound like the Earth you know? No matter, you're starting here, in japan. Have fun.

Aburaamu

In certain world full of fantasy, where the human population is facing a crisis in the form of the Demon Lord and his army of monsters that threaten to destroy everything. The seventh expedition by the human army has been totally wiped out, while the Demon Lord's army gains more and more territory. There's little hope for this kingdom and its residents unless a powerful Hero appear to save the day.

Finerita

Having little water and numerous food shortages, this planet was pushed to develop technology and advance to outer space. When they were able to become part of the Galactic Federation, their natural resources were exhausted. Now, they survive and thrive by importing resources from other planets, processing them, and then exporting them. But their inability to survive on their own is right now being exploited by the King Satamonia, who demands the princess, and plans to destroy the planet as well.

Jizu Village

Underground Earth's surface lies Jizu Village. A small "home" to the mole-people, a rampaging monster that revealed against a god and a sealed creature of untold power. Time flows slower than Earth in this place and life here isn't the most amicable one, since the mole-people were born and raised to simply serve as guardians to the sealed monster, or a fail-safe if the cage were to be broken at some point. Yet, it appears that there's more secrets about the beasts.

Berano

A small planet with ninety percent of its surface as ocean, and it's always summer there. As you can imagine, is a rather pleasant place to spent time in, unless you dislike water. While registered in the Galactic Federation, this place doesn't hold a seat in the council, being considered a sub-planet of Estashion. The same planet that discovered Berano 50 years ago and made it into a giant resort with mermaids as principal attraction, while mermen were basically exiled from the place.

Gail

With a surface that could be described as nothing but dust and dirt, with barely any ocean in the whole rock. It possesses a disturbed magnetic field, making that normal spaceships can't warp through it. This place is the home of the space pirates called Seageists that, contrary to the general believe, are pretty pacific and nice. They used stolen terraformation technology to make a home for the drifters and orphans they recued in their raids. Yet, in a place like this, the fate of them all is always uncertain.

Background

Well, you know what you are and where to start, but what's your story here?

Outsider

A being that doesn't really originate from here. Traveler from another dimension, as an unknown force, it's impossible to predict how you will affect the stories here. Strangely enough, this isn't that rare here.

Secondary Character

The average of the average, protagonist of your own life… that isn't as exciting as it could be. Be a normal high school student from Earth, a simple engineer from Finerita or maybe a low-ranked knight from Abraamu. A normal background character that, for some reason is hiding a lot of secrets. I wonder what's your true role in the story.

Heroine

Ah, the center of the story. Being arguably the most important player in the scene. The heroine is the one caught in the middle of the conflict, the one that contacts and guides the hero to the happy end to the story. Except when the hero doesn't appear at all. But do you really need one?

Villain

Whenever you are actually a good guy caught in a bad situation, a morally alright individual that simply is in the opposite faction to the hero, or someone truly evil. In any case, you are the great thread to be overcome. Boasting the power to thread the whole story, shall the heroes not appear. Maybe this time you will archive your goals. I wonder what's the twist in your case.

Perks

Well, let's see what powers do you have. 100cp perks are free to origin, rest is discounted.

Outsider

We Never Made Any Sense (100)
To be honest with you, this place can be… a little bit unexpected. There are holes to the underground world in the backyard of a Japanese restaurant, an island in the Pacific Ocean that guards a demon in a pot, constant visits from aliens and more supernatural events. This perk gifts to you a type of mental resistance, designed to don't let all those strange developments get into you, letting you maintain your sanity and personality intact and independent of the craziness around here; you can toggle it off if you ever want.

Fake Heroism (100)
When it comes down to it, the hero is the one that makes everyone smile at the end. Even if aren't the most suited for the work, you aren't one to simply give up. Not if you still have breath to try, and you really do have it. The willpower and sheer stubbornness to keep trying to change the situation even when all the odds are against you. This may not be enough alone to change all outcomes, but it will certainly help.

Happy Findings (200)
Lady luck seems to like you, making you encounter important people that can help you with any current problem you're facing, or stumble upon necessary and useful items. Maybe you will encounter some trinket that turns out to be a magic artifact or the lost memento of someone you get to know. While it won't do your job for you, it will certainly help and give you a way to turn the tables against your enemies and put the odds in your favor.

Going Crossover (200)
There are ways and ways to solve a problem, especially when it comes down to someone that knows all of the usable resources and has quick wit. That's something you have come to understand well, to the point of making you able to create effective plans in the middle of battles. As long as you know the weakness of your enemies, you can devise an unexpected way to defeat, or at the very least, stop them from a while.

Energy Sharing (400)
Chi, ki, mana… For some reason all of these energies tend to act or react in very alike ways, some of them even sharing strengths or weakness. The knowledge or sheer experience with these powers has given you the ability to combine internal pools of energy within yourself in a single, larger pool to fuel all your powers or attacks from them. Have in mind that mixing some of them will strengthen and increase not only their advantages but potentially also their drawbacks.

Averting the Apocalypse (400)
I'm going to be honest with you, jumper. There's the chance that your romantic affairs end up causing trouble in a land like this. That's exactly why I'm offering you this. An ability, more akin to instinct, to know when someone is romantically interested in you and how make the relationship work, even when you're already dating another six people. Or, if necessary, how to make others accept your lack of interest in dating them. Let's hope this is enough.

Careless Whisper (600)
It's your smile? That determination of yours? Or maybe the way your words and actions can warm even the coldest of hearts? Probably the later. In a way that would put to shame most harem protagonists, you are able to easily seduce most girls with just some well put words or acts of sincere kindness. So easily in fact, that you could probably end up doing it without meaning to. And when you try to win their hearts? Not even the most cold-hearted monster or emotionless being will be able to resist your charm. What seems even more strange is the great effect you have in them, in a way that their feeling for you never seem to decrease, even after years of not reciprocating them. If you aren't careful you could easily end with hundreds of girls in serious love with you pretty quickly. Just be careful, some say that too many waifus can ruin your laifu.

Secondary Character

Guess The Face (100)
Many underestimate the power of a good makeup, it can be used to enchant someone's beauty, to make infiltrations easier, and it's the first weapon of a good spy. However, it's unlikely that someone can match your proficiency in this art, to the point of being able to completely imitate the face and body of someone else in just a couple of minutes. It could be a very useful skill in infiltrations or robberies. But one could also use it for some good pranks.

I'm Neutral (100)
Neutrality. The position in which you don't favor an outcome or another outside your own goals. Most involved would get mad when someone capable of acting decides to not do so because their own believes. Not with you, though. When you decide to stand as an observer and don't interfere with the current affairs, you will find that those around you won't blame you for it, nor have resentment for your inaction. This won't work if you take a neutral stance and still help one of the sides.

Sealing Magic (200)
A secret and powerful ritual, common in certain world full of japanese monsters. You are proficient in this particular spell, commonly used to seal beings of dark energies using minimum energy, in a way that lets the poisoning power within them to stabilize and face with enough time. Simple enough, its user only needs to draw in the air a five-point star in the air by using mana, big enough to contain the objective to seal.

Copper Tongue (200)
Why doesn't surprise me that you have so much preference for grand, heartfelt speeches? You do have a talent for it, at least. The effect seems to be greater when doing a 1-on-1 conversation instead of a discourse in front of a numerous group. This will serve you well, be at motivating friends, delivering a love confession and why not, even when trying to bullshit or buff your way out of trouble when faced with problems along the way.

A Leader's Talent (400)
Elected monarchs, presidents, pirate's crew captains, and all kind of leaders. They didn't appear in their title and power just because, they won it and maintain it because their great charisma and sheer talent at making things work out in the long run. The same virtues are now applied to you, be that you want to lead a kingdom, a band of outlaws or even a small planet. You know how to gather people loyal to your cause and maintain yourself in top. Try to not lose yourself in power.

Smells Like Meat (400)
In some places, exists the legend of how a person can reach immortality by eating the meat and blood of an immortal. It's apparently a lie, but some truth seems to be in the cannibalistic tale. You aren't an immortal, but your meat and blood seem to act as a miracle of healing. Those who eat, even a bit, of you are restored to their peak health, so to speak. Fatigue is nullified, lost limbs are restored and more. Just a mouthful could save anyone from the brink of death. Be careful to let others you have this power, and remember that this can't resurrect the dead.

Alchemy (600)
The ancient and basically lost, study of alchemy. Not even in the ranks of the hidden mages of Earth you can find someone who knows much of it, well, outside you, of course. Your family was actually one of the last (if not the last) practioners of this study field, leaving you with vast knowledge and resources to explore it. What's more, you possess an incredible raw talent for this field of study, making the secrets of this lost art are as an open book to you. With some effort and little time, you will be able to reproduce the great feats of alchemy, like transmuting lead into gold or create a Panacea that can cure all ailments. Not even the Philosopher's Stone is out of reach.

Heroine

Ealim Nekram (100)
A sometimes underused but highly useful spell. This little charm is designated to make the target invisible and erase their presence in the immediate vicinity. As you can imagine is a great way to spy on others or have an easier retreat when facing an enemy above your level. The downside, however, is that doesn't cancel other ways of searching, which means that a good nose can detect your scent or special googles could pick the heat of your body without trouble.

Royalty's Pride (100)
Woah… jumper. I lost my breath for a moment there, you know. Since when have you been so… attractive? Flawless skin, smooth texture, those sexy curves of your body. Heroines are always renewed across the land by their striking beauty, and you are a perfect example of that. Few individuals in this place will be able to match you in sheer beauty. Uh… maybe we could go somewhere after this?

Supernatural Cooking (200)
You are neither a mage or an alchemist, but for some reason you can make your cooking so bad (or so good) that it actually entered into the realm of the supernatural and can actually be feed to supernatural and magical beings to restore their power source. Unlike certain poster girl, you can somewhat control how do you want you cooking to be.

No Distress Zone (200)
The destiny of a heroine is always full of trouble. You became aware of that and took steps to take the reins of the situation in your hands. Special martial arts, use of arms, tricks for every situation you could think of. Yeah, it's safe to assume that whatever villain gets in your way is up for a surprise, while this don't make you insanely powerful, it does give you enough versatility to face most problems with easy. Poor hero will be out of job now.

Mastered Domain (400)
How strange, magic shouldn't be able to work outside their native place, and certain items should be rending useless when interacting outside their original dimension, yet, when you're wielding them, the powers and artifacts you possess, they will function as if they were in their original world. In other words, they will always work as intended, even if the physics of the place shouldn't allow them to.

Getting Out Of Here (400)
Using magic to transport a being from one place to another and help you out is the nature and role of a summoner. While you certainly aren't very proficient in the part where you convince them to help, you do are talented in the transporting part. Enough to be able to transport anyone from a point to another as long as you have the correct coordinates. With enough mana or preparation, it could be even possible to go towards other planets or worlds in another dimensions.

The Omniscient Magic (600)
Perhaps a too grand title at first impression, this is but a powerful spell that enables the user to access the Akashic Record, and learn everything there is to know about the past and present. Mages had whispered of its existence for generations. If it was real, it would enable someone to save the world, to destroy it, or to rule it. And it's not only real, but a part of your arsenal. Making you capable to search in the records of the world about basically everything, be the answers to the latest test in school or the reason why every sentient race in space is humanoid. Though this a connection to only the 'History' of the Akashic Record and thus holds you to only things that have happened or are happening, this holds no grasp on the future.

However, while you have access to this immeasurable amount of knowledge, it will still take time to find the answers you seek in the middle of all that information, and "download" or search too deep in it will most likely overload and fry your brain. A practitioner of this magic taking their time could learn about the Philosopher's Stone but even then wouldn't be able to make it, as access to knowledge does not grant talent or skill to actually use it. Looking into the history of a being that has been alive for thousands of years all at once would be going 'too deep' all at once and could break your mind doing so. Take time or risk it all for the information you seek.

Villain

Needless Violence (100)
Of course, a villain is such because of their actions, that put in jeopardy the balance of the world in some way, be by kidnapping the princess of a kingdom, leading an army of demons to destroy humanity, start an intergalactic war and such. You are a little more pacific and intelligent than that, and have mastered the art of threats. Achieving the same level of danger while shedding little to no blood.

Foe Today, Friend Tomorrow (100)
The relationship between heroes, heroines and villains tends to be pretty straight and black or white. But with you, once their business is done, they mostly keep to their own ways as long as their actions don't force them to cross paths with yours again. More than that, while your intentions aren't immediately detrimental to them, they will gladly take you as an additional or temporal ally and it goes both ways, making them more inclined to help you if you ever need it. Don't let your alignment make you lose potential friendships.

Dragon-Demon (200)
The ancient blood flowing through your veins have gifted you a powerful and strange blessing, making you immune to the effects of most magics and spells. With the exception of holy/white magic, that can still harm you. Mind you, this perk only works on magic attacks, other types of energy or completely physical attacks will deal damage as normal.

Top Mage (200)
Number of spells, mana output, raw magic might. Be elemental attacks, magic shields that protect you from all physical attacks, flight or dominion over seals. Certainly, your magic might be one of the best in Earth, the only being that could be said to equal you being Messiah Kyandistrapps. You aren't invincible, of course, but there's a limited amount of beings that could pose a serious threat to you, in Earth, at least.

Magical Science (400)
They said it was impossible, but you showed them the error of their ways. Magic and science work on completely different sets of physics, yet, you have managed to merge them into one set, for a myriad of purposes. Be to make artifacts with instant spells imbued into them, physical doors that lead to other worlds or dimensions, or changing the energy output/input from magical items. The possibilities are endless…. As long as you have the necessary materials.

Genius Researcher (400)
The gates of knowledge have been open to you since the first time you laid your eyes in the world and it only grew closer to you since then. There's no exaggeration when saying that technology advanced 100 years with your contributions alone; from A.I. with will on their own, chips that can mind control people, robotic limbs or weapons that can evade all the current security systems. There's no telling how much you can develop with the right motivation and resources.

Eager Eater (600)
There are many sources of sustenance depending of the race and personal preferences. Most are chained to what they actually can eat. But in your case, you also choose a more… pure source of nourishment and power alongside your usual one, to be clearer, you can eat a specific type of energy that sustains and empowers you. For example, dark energy would fuel and boost you from simply nightmares and general 'bad' feelings or emotions. The more of it you eat, the greater the boost you receive toy your power. But beware that there is a balance, and the energy you consume doesn't go back to the world, so indulging yourself too much, however, could end up destroying the balance of your plane of residence if unchecked.

Items

Oh, there are some shinnies for you here. 100cp ones are free to origin, rest is discounted.

Outsider

Bag of Coins (100)
Around 100,000 USD in whatever currency of your starting location. More than enough to get you some tickets out of the place or get some lodging until you get a decent job. Nothing fancy here, but useful nonetheless.

Flight Unit (100)
Shaped like a motorcycle, but lacking wheels. This is a Fineritian invention designed to be used as a transporting devise inside planets. Not incredible resistant nor armed in any way, this device is still an incredible fast way to travel, especially when you're in need of speed and lacking other means. If broken or lost, you will find another in your warehouse in an hour.

Laser Gun (200)
With enough power to put into shame even the most powerful of tanks with every shot, this little weapon was developed by the warmongers of planet Satamonia. Very powerful by the Galactic Federation standards, it's a very useful thing to have in less secure places, it doesn't hurt that has near limitless shoots and small charge time.

Warp Watch (200)
A wristwatch to be more precise. This artifact is a small teleportation device, pretty simple to use, just push the button on the side to boot it up, and then input the coordinates of the place you want to warp and activate it. Because is a small version, it can only move you a few hundred kilometers, only move one or two people, and the things they're holding.

Hero's Sword (400)
Designated as the only weapon necessary for a hero searching to destroy the demon lord. This shinny magnum opus is notorious for its never dull edge and because the blade has the unique power to dispel any magic it comes contact with, making it a perfect counter against magic beasts and demons, that usually thrive from magic.

Secondary Character

Sealing Crystal (100)
This small orb, of 5cm radius, is a magical artifact designated to… well to seal beings inside of it. You will need to know some kind of spell to seal others, but this will take care of the where seal them. It´s extremely durable and powerful, so don't worry about whoever you put in there escaping, not without external influence.

Coated Spaceship (100)
Big enough for a crew of about 15, more or less the same amount of people needed to make it work smoothly. You can upgrade it, but it will start as a regular, small, spaceship; nothing worth noticing by the Galactic Federation. What it makes it special, however, is the special coating that it possesses, letting this vehicle pass unperceived by any detection system around the galaxy.

Philosopher's Stone (200)
One of alchemy's greatest secrets and goals. Can be used as a core to create homunculi, make special alchemical compounds or even cure for any and all diseases. The philosopher's stone is one and yet all. All and yet one. A single philosopher's stone can serve any function, but it cannot be separated from its purpose, so you can't separate it or use it for multiple things at once.

Eternal Death Before Defeat (400)
A miracle given form, making this artifact worthy of its name and more. You see, taking the form of a giant wooden box emblazoned with the relieve of a dragon, this is a perpetual motion machine. In the right hands it becomes a perfect source of energy, and in the wrong could potentially be used as a ridiculously powerful bomb. Caution is recommended with tinkering with it.

God's Spear (600)
The spear that God used to injure Bahamut before sealing him. While a powerful artifact of legendary might on its own. The true power of this spear lies in the ability to penetrate even the most powerful of defenses, and make that every wound created by this weapon impossible to heal by natural or magical means. If you want so, you can import another weapon into this role.

Heroine

Nozomiya (100)
A small building of two floors, with a cozy restaurant in the first and living accommodations in the second. Serves as a source of income and resting quarters, but more importantly, is a comfy place to spent time with your friends and family.

Red Thread (100)
A magic item the power to connect people. Consists of a small bracelet and a little thread almost imperceptibly connected to it. It works by putting the bracelet in you and have someone else wrapping the thread around their pinky finger, if make a strong wish then it can be used to transport to the location of the other, even across planets or dimensions.

Ryugu Castle (200)
Perfect copy of the Ryugu Palace, both the home to the royal family of merfolk and one of the most luxurious inns in the galaxy. Standing hundreds of meters tall, filled with the most expensive and tasteful decorations. Hundreds of rooms for visitors and residents, as well various kitchens and variety of entertainments. Can appear in future jumps or become a warehouse attachment.

Multiplier Coffin (400)
Just like the coffin granted by the Gods to the underground Jizu Village. That one worked by placing mundane items or food inside the coffin, praying to it and the coffin would multiply the objects depending of the amount of time praying and the amount of people doing it. One person praying for a minute can double the items, in there.

Merfolk's Blue Jewel (600)
A small jewel of the color of the ocean. Very pretty, and probably expensive at first glance. This little orb is, in fact, one of the most powerful treasures of the Merfolk, given to them in ancient times. Valuable as it may be for its history or beauty, this orb is far more powerful than one may think at first, probably because it gives the user the power to alter, at will, the weather of the planet it's in. Be summon hurricanes, storms, earthquakes or clouds so dense it completely blocks any light from the sun.

Villain

Berserker Cell's Injection (100)
Ten syringes of a secret drug created in Eshtation. It grants the user a great boost in power, speed and reflexes; as well as a minor degree of shapeshifting, that can be used to create weapons from the user's body or even wings that let the user fly. It lasts for around 30 minutes. This serum is a prototype, meaning that you won't experience the normal amount of pain from the regular injections.

Sorcery Capsules (100)
The impossible marriage between science and magic allowed the creation of these small capsules, who's purpose is to storage intricate spells for their later use. Think of magical grenades with multiple types. You gain a whole dozen of this small artifacts, as well as the instructions of how to make more and fill them with all kind of spells.

Demon's Pot (200)
An intricate and needlessly ornate pot. This pot isn't really that especial by itself, but rather what is inside, and that's a small demon. Just like a genie from fairy tales, this demon will grant a wish when summoned, however there are two restrictions for it, the first is the limitation of the wish, the demon can't grant things outside her power and will only grand a wish per person; the second is the payment, something largely depending on her mood, sometimes will ask the wisher's soul and other times will be content just by seeing the problems one had to get the pot.

War Spaceship (400)
Giant war machine of almost a kilometer large, this beast of metal is a high class weapon designated to obliterate its enemies. Counting with a rudimentary A.I. that lets it be used with minimum crew and having every part of it armed to the core. Will probably suffice to destroy small planets, just be sure that the Galactic Federation doesn't get the news of it.

Infinite Reviver (600)
A Fate Ratio is, in its simplest form, the weight of a person's fate. Someone whose life contains very few ups and downs will have a small Fate Ratio, whereas someone who leads a life of adventure will have a great one. Infinite Reviver is closely tied to it, being a power armor that converts the user's Fate Ratio into power to augment the user. In the right hands, it could destroy powerful demons or face immortal monsters.

Companions

Import Companion (100/400)
Even the greatest of parties are hollow when you don't have anyone to share the moment. Fear not, for there is a way for your old companions to appear here. For 100cp you can import a single companion with 600cp for their use, or fill the whole roaster of 8 for 400cp, again all of them gain 600cp for their expenses. If you are feeling really lonely, I will let you import all your companions for 600cp, they gain the same cp as the other options. Don't let the party end.

Create Companion (100)
Well, if there isn't anyone from your past to keep you company and you aren't interested in any of the characters around then I guess is time for you to meet new people. For 100cp make your own companion, you also get to decide your previous relationship if there was one at all. They gain 800cp for purchases here.

Canon Companion (200)
This place is more than full of interesting people with a variety of personalities. It's not strange that you took a shine for one or two of them. Be as you wish, for 200cp you can take a canon character as a companion in your adventures. They will need to be alive at the end of the jump and agree to the job. But don't worry much, I will make sure that there are plenty of opportunities for you to grow close enough.

"J" (100/Free Outsider)
Calling herself "J", a little "demi-material" being, claiming that she was send from the future in which your ways ended causing a lot of trouble. Sarcastic, intelligent and knowing of your ways, yet somewhat naïve and innocent. She will give you some good advice during your moments of peace, but will take a neutral stand during your fights, neither hindering or helping you in any way. No one but yourself are able to see or sense her, something that apparently helps her mission. She will join you in your travels, either as a follower or companion, if you are capable to avert the problem she was send to prevent. However, she will simply disappear if you aren't able to avert the future.

Mage Assistant (100/Free Heroine)
A childhood friend of sorts, reliable and kind in his own way, but also prone to make some bad decisions when in the heat of the moment. Talented in many mundane skills as well as having an incomplete training in magical arts, though also hopeless with high grade technology and easily distracted. This guy is determinated to become your hero shall the need arise and your pillar of support if you are ever feeling down. While he will have his own share of problems, he will try to put your

needs first. He will follow you around if you do anything dangerous and seek to assist you in any way he can, even if it's something way above his level. It's not a surprise that he will insist to accompany you in your travels either as a follower or companion.

Homunculi Servant (100/Free Secondary Character)
With no name, no history and no particular skills outside home caring and combat. This little one is a sealed and seemingly incomplete homunculus left from a distant ancestor of your family. While designed as some sort of guardian, this little one seems still incomplete at first glance, but it won't take even a minute for you to free and activate her. Regarding you as her owner, it will take the role of your bodyguard and maid. Loyal and unwavering, she is yet to develop emotions and free thinking, maybe, with your help, she can become truly "complete". But no matter what, she will still insist in guarding you in your travels, either as a follower or companion.

Devilish Sidekick (100/Free Villain)
Your self-proclaimed greatest fan ever. Coming from parts unknown and being from your same race. This little girl has decided that she will become your villainous sidekick and assistant in your future plans… whatever those may be. Clever and always showing a perfect poker face, she is more emotional that one would be lead to believe. She doesn't possess any particular skill or power, but is probably the most diligent and motivated student one could ask for. After the jump ends, she will try to tag along with you either as a follower or a companion. If asked the reason, she will simply blush and look away from your eyes.

Scenario

In The Blood

The Namidare Bloodline. Whenever is a curse or a blessing, males of this lineage find themselves as some sort of "last resort" for those heroes that didn't show to their duty. You see, in this place exists many 'stories' with a 'hero' and a 'heroine', that kind of tales. Except that sometimes there is no 'hero' to save the day and the story becomes doomed, to prevent that, the laws of reality itself designed this bloodline.

Making the one possessing this active bloodline as 'substitutes' for the 'hero', giving them a small amount of 'plot armor' for the duration of their quest and granting the stories a last chance to reach the intended happy ending.

Regardless, this bloodline is something within you now. A little more powerful than it should be, really. It won't disappear during your next 10 years staying here.

In any case, your role in all this mess is clear: to become a hero and make all those stories reach a happy ending. Be to help princess from alien worlds, save the kingdoms from the invasion of demons or helping a girl to win a cooking contest.

Of course, a responsibility as big as this can't be offered without some kind of compensation. Shall you do your duty to the end, you will be allowed to take any of those you saved in their 'stories' as companions or followers, as long as they consent such agreement.

As a bonus, you can decide to keep the Namidare Bloodline active in other jumps, so you can still attend to those duties.

Drawbacks

Unlucky (+100)
Lady luck don't seem to be smiling at your way, jumper. From small things like losing your keys or breaking your cellphone that happen regularly to more serious troubles like losing important items or facing strong enemies when unprepared that will happen from time to time. Time to rely more in your skills.

Normal (+200)
Damn, it seems that all those powers you had before this jump aren't working anymore. You're reduced to Body Mod and whatever items you have hidden in your warehouse. In terms of perks, you will have to work with what you gain here alone.

Genre Blind (+200)
In a place so full of clichés and overused plots, you don't seem to catch well the situations you find yourself in. You will be surprised when the villain uses the weapon he himself showed you some moments ago, won't be able to get the relation between the princess and the old mercenary (even when is obvious to everyone) and yeah, that girl that confessed her love to you behind the school grounds didn't do so because she lost a bet, you jerk!

Mine and Mine Alone (+300)
Jealously is the name of the game and you are both table and prize. For the duration of your time here, people will be a tad… obsessed with you. Enemies proclaim themselves to be your fated rival, the waitress at your favorite restaurant gives you glares when you eat in another place and even the newspaper guy pouts when you look at the news in TV. Expect some off-screen bloody battles with you as prize.

Banjo's Curse (+400)
Mirroring the Namidare Bloodline in a strange way, the Banjo Curse actually makes the current heir into… well, a replacement heroine. Criminals and dragons see you as perfect kidnap material, mad scientists want you as their exclusive test subject and for some reason the teacher is giving you weird looks. Yes, even if you're a guy. Try to have fun, I know that I will.

Overworked (+400)
Well, you wanted an adventure didn't you? Here it is. For the duration of your stay in this world, you will be dragged to all sorts of trouble. Maybe you will get attacked by terrorist when shopping groceries, other times you will get in the middle of a space war, for some reason. No matter the circumstances, don't expect more than a day of peace between the madness.

Final Choice

Well, ten years have passed. What you will do now?

Go Back

There's no home like home, they say. Well then, go to your original world with everything you gained until now. Don't forget of what you learned here.

Stay Here

Uh, so you want to stay here? Not really surprising, I guess. I hope you find happiness in here, jumper.

Keep Going

Same old, same old. I knew you wouldn't disappoint me. Let's go to the next adventure.

Notes

-Taking the scenario lets you decide Rekka's background. Whenever he's still around as another heir, if he had a completely different upbringing or if he's there but not as a Namidare. Is up to you. He will probably be cool with it, he's a pretty chill dude.

-Demon's Pot: The demon can do things like changing the race of someone, giving wealth, minor powers or extended lifespan, but can't do things like killing gods or rewriting reality.

-Careless Whisper: You can use the perk in your preferred gender.

-Omniscient Magic: There are some limits to it, Satsuki says that it would take a lot of time to search about the philosopher's stone and even then she wouldn't be able to make it. She also says that trying to peek into Bahamut's past would instantly destroy her brain, and he is 'only' some thousands of years old.

-About the scenario: Namidare's blood gives a small amount of plot armor as long you're doing some heroine's story, as well as letting you pass as the "chosen hero" for all intents and purposes, i.e. If there's a sword only the hero can use, then you can do it too.

-Made by Ricrod