

I'm the Evil Lord of an Intergalactic Empire!
(Ore wa Seikan Kokka no Akutoku Ryōshu!)

A man lies in the ground seconds from his death after receiving a brutal beating by debt collectors. A loser, abandoned by his family, drowning in debt thanks to his former wife and haven been taken advantage of by basically everyone. When offered to be reincarnated into a life of luxury in a futuristic universe by a mysterious entity, he swears to become a villain that will torment others instead of being tormented himself. Usual business at this point, isn't it?

Except this time . This man's benefactor, known as the Guide, is an entity that survives and gets empowered by negative emotions, such as anger and despair. And has decided to make that man his next meal. However, soon the Guide will painfully learn that he may have picked the wrong target to harvest resentment and frustration from.

Our protagonist has been sent into an universe dominated by intergalactic nations, in which humanity now rules over hundreds of galaxies. He has been born as the son of a count, and thus it is his birthright to govern an entire galaxy. A birthright that he receives shortly after reincarnating, as his indebted parents decide to dump their titles on him and run for the capital.

Being left in the care of his butler and a robotic maid gifted by his parents, he decides that the first step to oppress his subjects will be to raise his territory out of its massive debt and impoverishment, just so he can squeeze them dry when they are richer!

You too will be visiting this same universe, and to aid you during your stay here, you have 1000 Choice Points (CP).

Time and Location

You will begin your time here shortly after Liam Sera Banfield inherits his parent's county. You will spend the next 100 years in this universe. Don't be worried about the long timeframe, as most races in this universe live for hundreds of years and people don't reach legal adulthood until their 50th birthday, but aren't even considered proper adults until they are at least 200 years old.

You may choose to start anywhere in the galaxy. By default, you will start in any inhabited and decently developed planet affiliated with your faction in the Algrand Empire, but you may also decide to start in any other nation and be affiliated with them instead.

Origins

You can choose any age that would fit in this universe. For most people this means somewhere around the century for young adults, three or four centuries for more developed people. Similarly, even though gender is something relevant in some inter-galactic nations, the technology to do a seamless transition exists, so it is also up to you which gender do you wish to start with for free.

Civilian: You are one among the countless masses of nameless citizens and serfs. Maybe you are a low ranking soldier, an engineer in one of the many weapon factories or even just a regular joe doing their best to survive. Whatever your background is, the only thing that it's relevant is that you hold little power and fortune to your name. At least, at this point.

If you actually want to, you may even be a literal drop-in who has been brought from another world via summoning magic or some freakish accident of nature. This of course would mean giving up all memories and connections, but in an universe so vast, it won't make much of a difference from the other options of this background. Or even more strangely, you could be someone from a distant past that has just been 'resurrected' after being trapped into stone via the magic and science of previous ages, dating back to the days of the previous Emperor two thousand years ago. You may have some ancient knowledge, but most of it would be useless as of today.

Servant: Set apart from the common people, you stand next to the individuals that hold the true power in this universe. You are one of the direct aides of the nobles of this world, working as a knight to battle in their name in the front, or to guard their lives at home. Or perhaps you are one of their high ranking civil officials, directing your lord's estate on their behalf or just on a smaller level while they set the path to the larger territory, which at times may also have you doubling as a butler or maid for your liege.

While you may not be the owner of such mind blowing riches, your rank in your master's circle gives you access to a power comparable to that of leaders of entire nations back in your original world. Not that your own salary isn't equally high enough to let you live surrounded by riches comparable to the CEOs of multinational companies.

If you choose so, you may also be a small noble as well, and posses your own 'small' territory.

'Pirate': It should come to nobody's surprise that in a universe where nations extend over entire galaxies, piracy would flourish thanks to the overexpansion of these empires who had retreated back to feudalism. Especially in frontier worlds where the nobles are corrupt

and the military is in decomposition, pirates may become the facto rulers, either via sheer military force or by their connections with the local nobility.

You are now one of the free spirited space thieves. Whether you are starting with your own small fleet or a decent ranking officer in a larger organization, you have a decent military power to your name.

Or perhaps, you are something which performs the same function as a pirate, terrorizing and exploiting populations, but somehow has a higher approval among society as a whole. That is, you are one of the nobles of this universe, albeit one of the more morally reprehensible ones. You use your power to your own benefit, drowning in excesses and vices, at the expense of your own population, acting as a tyrant in your own ‘kingdom’ inside the larger intergalactic nations. You may also have some backdoor deals with some actual pirates.

'Evil Lord': In this universe, nobles are often closer to interplanetary kings, governing at least several planets and with billions under their banner. Unlike the nobles from the above origin, you are an actual functional cog in the state machine. A ‘tyrant’ admired by both his peers and subjects, whom you have no qualms in exploiting for your own benefit. A rising star of sorts, you hail for an old but in decline lineage. Not because all of its potential has been depleted, but because your predecessors were too foolish in managing their inheritance. Now, you have been put at the head of your house. What will you make out of this situation is up to you.

Perks

100 CP perks are free for their respective origins, while the rest are discounted for their origins at 50%.

General

Intergalactic Citizen (Free for everyone): With the progress of technology, mankind eventually expanded beyond their original world and set to colonize the last frontier: space. Nations went from meager fragments of land in a single planet to entire solar systems, to political entities spanning multiple galaxies. Along with the discovery of warp technology that allowed to cross the vast emptiness of space, moving even between galaxies in reasonable timeframes, one of the technologies that allowed for such expansionist feats was the extension of human lifespans, which allows the people of this universe to live up to a thousand years naturally, as long as they aren't killed via violence, maintaining a prime physical appearance for most of their lives thanks to the anti-aging technologies. In this universe, people are not considered adults until their fiftieth birthdays, and even then their appearance is closer to a teen than a fully mature adult, and most of society will still treat them as children.

In order to compensate for this increased lifespan, people's minds and mentalities have also changed drastically. In this age, it is not uncommon for officers and nobles to be able to get a lifetime of experience and knowledge in many fields of knowledge at the same time, as most rulers can easily achieve a deep level of understanding of the many facets of governance with the help of education capsules. You too benefit from the ability of being able to keep adding more fields of knowledge to your repertoire, without decreasing your expertise in any of your previous careers. You are also adept at adapting all of these to the inter-galactic scale, fitting for someone used to living in a society composed of untold trillions of people.

Not only that, but these long lifespans have also given people a different concept of time. As things move much slower in the galactic scale, things such as a decade no longer hold the same weight in the human mind. Something like moving out for a decade or spending five years in a training capsule are viewed more like a small vacation than a life-changing experience. You too are now capable of adapting to the different perceptions of flows of time of the inter-galactic society.

Finally, this has also given you a new perspective when it comes to socializing. In this universe, spending a decade or two away from the persons that you care about is not uncommon. You may even spend a couple centuries without seeing some of your friends

and family members. Yet, people are easily able to maintain the same feelings that they held whenever they have the chance to reunite again. When it comes to these close interpersonal relationships, you and those you meet and connect with have no problem maintaining the same level of closeness that you initially had, regardless of how much time passes. On the other hand, grudges in this universe tend to last far more than they would in previous ages.

I Know Macroeconomics (Varies): Even in the futuristic intergalactic empire where humans can live for up to a thousand years, those in power have developed their own ways to cheat the harsh process of learning and developing their bodies. Through the usage of special machines called 'educational capsules', the rich are able to condense years if not decades of educational progress in a fraction of the time it would regularly take, as well as use that same time in the educational capsule to strengthen their bodies.

You have undergone this process from an early age, resulting in having roughly the same capacity as a regular knight. That is, your strength is far superior to regular humans, enough that even as a young teen you could beat non-augmented adults with no effort, your reflexes allow you to pilot the high precision Mobile Knights, and you have been gifted with the basic knowledge of the intergalactic current politics, history, basic technician skills and etiquette.

However, if you are willing to pay for an extra, you may instead have gone through a state of the art procedure reserved for the high nobles. This has resulted in you gaining a strength and reflexes that would allow you to move faster than regular knights could perceive, hit with enough force to damage stone walls and be dexterous enough to preform complicated sword techniques while piloting a Mobile Knight. In addition, you have been ingrained with a more in-depth knowledge related to governance, giving you a great well of knowledge as both a civil administrator and military commander. Still, this knowledge has yet to be put into practise.

The first level is free for those with the **'Servant'**, **'Evil Lord'** and **'Pirate'** origins, as those wealthy enough individuals should have already received this augmentations. For everyone else, it cost 100 CP. The second level would cost 100 CP for the **'Evil Lord'** and **'Pirate'** origins, while everyone else would need to pay 200 CP for it.

And Magic (-200 CP): Let's not forget that while this is a sci-fi universe, it is also full of magic and supernatural effects. Usually sidelined in favor of giant robots and fleets numbering in the tens of thousands capable of desolating entire worlds, the mystic arts are not entirely forgotten. Nobles often employ court magicians to protect them and their estates with wards, preventing others from targeting them with any foul magics. Now, you

could be counted among the ranks of those. From setting up these protective wards, to cursing others yourself, and including a large myriad of the expected magician effects such as teleportation (up to the interplanetary range if you collect enough energy) to some offensive spells like fireballs, you are a decent user of the mystic arts capable of all of those. Enough that you may easily occupy a high rank among these aftermentioned court magicians.

One-Flash (-600 CP): The soon to be legendary sword art (accidentally) developed by Yasushi. This could easily be said to be the strongest sword school in the universe. And now, you become a master of said style on the same level that Liam believed Yaguchi to be. A state that Liam himself would take almost a century of arduous training to reach. But the path of One-Flash is endless, so your ability to grow in it is far from exhausted.

The sword school is quite an odd one. Instead of relying on multiple stances or techniques, it combines strength, instinct and pure speed, attacking with a single slash of miraculous speed. At your level, it could be said that you didn't even draw your sword when striking, for its signature move allows it to make a clean cut faster than what even the augmented eyes of knights and Sword Saints would perceive. And at your level of strength, your cuts could even slice in half a spaceship if it's only a few kilometers above you.

But that's not the end of it. Due to the harsh training required to reach the mastery of this school, you are superhuman in a way. Fast enough to deflect or cut any bullet fired at you, even with simultaneous machine guns firing at you. Your strength and speed is such, that even the most potent of Mobile Knights find it to be an almost impossible task to emulate your movements without breaking.

Finally, this school has one last property: it has the power to deeply damage the supernatural. Some beings may require the appropriate sword to be truly cut down for good, but to someone of your level, you could be said to have one step into the realm of gods. Where you will go from there, only time will tell.

History Maker (800 CP): In the vastness of the human controlled universe, only a handful of people per generation could be said to have been born with a destiny blessed enough to let them leave their mark in the history of the universe with just that innate luck alone. Yet, your luck is one that seems to dwarf all of those miraculous from previous times.

Your existence is one that reality itself seems to be adverse to ever seeing defeated, and instead pushes you to more and more exalted and extravagant victories. The ideal mentors and teachers for your future trials are guided directly to your doorstep. Casual decisions

made years prior seem to reap disproportionately high benefits at key moments, saving you from what would have otherwise been a hopeless situation. Opportunities to advance further socially constantly fall directly in your lap. Even when it comes to the chaos war, whatever choice you decide to take somehow ends up being the ideal one, even if it was initially non-sensensical. You could charge thoughtlessly through the battlefield and just find that such a path was the weak link in the enemy's formation and straight into their commanding ship, allowing you to reap a swift victory with almost no casualties.

This luck seems to be infectious for those who work under you, who find that they share a part of your blessings as long as they side with you, raising further and getting stronger the more fervently that they serve you. This also works on a lesser scale to those who just ally with you.

Furthermore, it also works really strongly against those who are set against you. They get into petty wars among themselves that drain them of resources. Their plans seem to crack when it comes to affecting you, instead having their schemes turn on them and you reaping the benefits even without noticing. Their organizations and factions start making the worst possible decisions at the key moments. Even when it comes to those that are much more powerful than you, events conspire that they simply cannot face you directly until their defeat is inevitable.

It isn't as if you can't lose or have some setbacks, but even those are always temporary. And instead of leaving you with lasting damage, these unfavorable situations become opportunities for you to raise and improve further. Someone manages to infiltrate your organization? They will either end up turning to your side or help you to expose all those who help ill intentions on your side. Being ambushed by pirates? You will either reap a shift victory where you can gain some precious resources or instead gain a new set of allies as passing fleet somehow saves you in the nick of time. Someone tries to assassinate you by nuking the building that you are in? Well, not only you had a personal shield in your person at that time, but you also can use the chance to try your new weapon that you just found a week ago on that capital ship and scare any potential enemies from trying something like that ever again. And so on and so forth.

Even those of godly mights and the supernatural powers cannot seem to compete with the force that protects you, and instead get repelled and weakened before they can attempt to use their cosmic powers on yours. And what's worse for them, finding that their efforts actually end up benefiting you more often than not.

Truly, the only way to defeat someone with your level of blessing would b e facing another with an equal amount of luck. But even in this vast universe filled with gods and colossal

intergalactic nations, there is only one person in the last one thousand years whose luck even comes close to yours.

Guide (800 CP): It would seem that you are quite not what one would call ‘normal’. Even in the universe of magic and marvelous technology, yours is a fearsome power that could easily change the destiny over entire nations. You are a being similar to the Guide, an entity of almost divine power that feeds and gets empowered over a negative concept.

While the Guide was empowered by dark emotions such as resentment and hate, it is possible that your powers may feed from things such as violence, bloodlust and wrath, just like the entity called Gudwar does. You can pick a broad negative concept and then feed on the emotions associated with it. At your weakest state, when you are almost empty of these emotions, you can only feed on a small scale, and feeding too much will completely cleanse the person or target of such emotions for at least some time. But on your higher end, you may take the energy from entire planet systems, or even inter-galactic nations if you have been allowed to to feast for long enough.

The more you feed, the more powerful you will become. Feats such as being able to temporarily stop time over a small area, teleporting over inter-galactic distances with ease, reincarnating people into other universes, traversings different universes, and general immunity towards conventional weapons or even destructive magics far beyond anything that the humans of this universe can perform are within your reach.

However, this also has a weakness. As long as you are running on this dark energy, feelings of gratitude directed towards you will cause you pain. The more sincere or more numerous these feelings are, the more dangerous they will be. Unlike the original Guide, at least you won't be erased if your dark energy is depleted via this method. However, holy magic or any force based on positive energy will be way more effective on you than usual as long as you are empowered by this dark energy.

Civilian

The Better Times (-100 CP): To live under the oppressive gaze of the nobles can be stressful, but you can always at least find hope in a better future. You are optimistic by nature, able to recognize the bright side of things, and at least find some happiness in the smallest moments and simple pleasures. Not really a conformist, but at least you can find something to smile for even in the harshest situations.

Street Performer (-100 CP): Life in the streets has taught you a thing or two. You know a great deal of petty street tricks, mostly learned from swindlers. Things like pretending to be able to eat knives. Or faking cutting a wooden stake without moving your sword. In a lesser world, you may pass as a magician or a master swordsman, but most educated people will be able to see through your trickery. However, it seems that you often run into those that are easily fooled by these acts, even among those who should know better.

Master Scoundrel (-200 CP): Maybe you weren't born under a blessed star like those nobles. But still, you know how to make your way around with your silver tongue. You are an expert when it comes to crafting personas, telling sweet lies and getting in the good graces of others in general, no matter what you have to tell them. Once someone is trapped into one of your lies, they have a much harder time than usual shaking off from the illusion that you have crafted. In fact, events happen that seem to reinforce your lie.

Passion Project (-200 CP) Let it not be said that Jumper is not dedicated. Well, people may say that you can get a bit too dedicated. Once you embark into a project that you like, you may decide to become completely immersed in it, disregarding any non-essential (for the project) social contact and all other activities but the bare minimum required for your continued survival. In exchange, you get two benefits. First, you find that your projects are finished in a much shorter time frame, not even taking into account the extra time you are dedicating to them. Second, even with a blatant disregard of resting and proper nutrition, the amount of mistakes that you make while in this 'trance' is reduced significantly.

The Lord's Merchant (-400 CP): Even if a planet itself is usually self-sufficient for basic needs, there is still a lot of money to be made by interplanetary trade. But in a world of such ancient humans, you have the best trait of anyone aspiring to build their own merchant empire: the ability to read the 'winds of fortune'. That is, you have a general sense of when and where a big and profitable event is about to happen, as well as which people are the best to bet on, becoming trade partners or entering their service for astronomical benefits down the line.

Furthermore, it seems that those trade partners that you support are quick to get attached to your services. Even if they were to skyrocket in status and power, they will keep trusting you as their personal provider. As such, as long as you can still deliver, you will also be allowed to grow in turn as well.

Darkness of History (-400 CP): Whether you are a member of the same clan that was employed by the former Emperor two thousand years ago during the bloody succession war, or just someone that has somehow been trained in their ways by a rogue survivor, you have a skill-set comparable to the chieftain of this clan, Kukuri. Whether it is the field of stealth, hand to hand combat, sniping, interrogation, torture or even forensics, you are a living legend in any of these fields. You are able to blend in the shadows of others, completely undetectable by magical or scientific means, are able to tear apart dozens of trained knights in mere seconds, infiltrate and destroy entire military bases by yourself, and more.

Perhaps what's more interesting is that your knowledge in all of these topics also makes you great at copying and improving your enemy's techniques. Whether it is a sword technique, or actual cybernetics, as long as you have the samples and some time, you can eventually integrate those abilities into yourself, as well as show others how to do the same.

Chief Engineer (-600 CP): A genius surely to be greatly seeked after in the world of military engineering. Well, at least for those preoccupied with actual military results rather than making fancy looking weapon systems. You would probably fit right in with the oddballs of the 7th Factory, known for disregarding anything but performance and power.

You have a natural affinity for the creation, construction and maintenance of new weaponry, be it from rare one-off special models to outfitting entire fleets. Your knowledge and expertise in almost all fields of robots, engineering, shipbuilding and any other field that could be used to create weapons, except for biology, is among the top in this universe.

Finally, your talent for the development of weaponry seems to also come with an unending inspiration. Obviously, you are bound to run into some material wall at some point. But if you managed get a steady supply of the proper resources, especially of the rarer kinds, there would be no limit of what you could improve: ships that dwarf the previous generations whose hulls cannot be breached with the current mounted cannons, batteries with an even longer range than what was previously thought possible, ships stored in pocket dimensions ready to be deployed at the call of its master for new ingenious stealth methods. As long as you have the funds, the train of progress that you ride in has no brakes.

Servant

A Pretty Face (-100 CP): More often than not, nobles like to surround themselves with followers and servants that not only are quite proficient at their task, but who also are pleasant to the eye. And you are quite a natural eye-candy, even when not trying to use any make-up or outfit to enhance your looks. Surely, many will like to have you in their service if only just to parade you around.

Actual Knight Training (-100 CP): The basics to attend the nobility of this era. You are decently trained in actual sword and gun combat, as well as knowing the basic of piloting a Mobile Knight. You know the proper etiquette of the noble courts, plus a nigh-encyclopedic knowledge of the various relevant houses and factions of your country and some of the neighbors too.

The Rock (-200 CP): Sometimes, what your master needs is not a strong knight to cut down the enemies before them, or a capable administrator that lets them flee from their responsibilities and have fun. Instead, what they need is someone to comfort them. You have a keen eye when it comes to those that you serve, seeing to their flaws and coming up with ways to help them reach new heights. And in turn, those who employ you find your presence unusually comforting, almost as if you were a sort of paternal figure that looks after them. You can be sure that as long as you don't prove to be actively malicious, none of your employers will cast you out of their own will.

Reminds Me of Myself (-200 CP): To choose one's lord is a most vital thing. For you, it is a talent. You have a most discerning eye when it comes to evaluating possible employers. While you don't get a full read of their personality just with this talent, your senses are always right when it comes to pointing out whether or not a person is someone worth following, someone that aligns with your ideals and which will not mistreat you.

As Your Own Body (-400 CP): The mark of a master pilot. Instead of relying on the usage of AI-guided auxiliary systems, you seem to perform even better when going on a pure manual control, having the humanoid aircrafts mimic your every move with extreme ease. Adding to your already potent senses, it would seem in the battlefield that most other pilots, even the aces of other nations, are nothing but slow children ready to be severed by your own steed.

It also becomes possible to force those machines you pilot to not only replicate your basic movements, but even those of a more supernatural nature, assuming that they have the necessary parts to perform them. Be warned, though, outright supernatural techniques may put too much of a strain on the machine that may end up breaking it. You may want to

properly reinforce your giant robot before trying doing things like performing the One-Flash.

Head Knight (-400 CP): Isn't it great to be appreciated? It seems that your reputation cannot help but to keep growing more and more. Your bosses often see you as more competent than you actually are, constantly giving you promotions regardless of your actual accomplishments. Those who oppose your faction often attribute your better's victories to you, and even in your side there are few people that don't buy that.

As long as you don't massively mess things up or have your failures cause some actually relevant damage, it is unlikely that anybody will ever find any faults in your performance.

Cyborg (-600 CP): What have you done to your body? It seems that you have transformed yourself into something not entirely human. More like a living blob of almost liquid metal that somehow can take the appearance of a natural human.

First, this has removed any need for rest, allowing you to be combat ready at any moment, as well as being basically invulnerable to any ambushes since you can sense things around you much better than any human can. Your combat abilities have also skyrocketed, giving you enough speed and potency that you could even compete with Sword Saints with ease, and even take on those who are in the early stages of the One-Flash. Not with absolute masters like Liam, but basically everyone else will be between your reach. Besides that, you can also shape the metal that makes your body into numerous weapons, or even enlarge yourself into stranger forms. What's more, it seems that you are specially receptive to self-modification, as well as hiding those into your base form.

Your metal also regenerates quickly, giving you a sort of pseudo-immortality. As long as this core isn't destroyed, your body will be able to regenerate endlessly, regardless of how much material you have left. It also helps that your core is fairly small and it can move freely through your body at insane speeds. Thus, unless your enemies are capable of completely destroying your highly resistant body in one blow or precisely target and destroy your core, you will be able to slowly win any battle of attrition.

‘Pirate’

A Lasgun For Hire (-100 CP): Much like you would expect in ancient times, it isn’t uncommon for pirates to act as mercenaries whenever the tides are right. Regardless of your crimes, it seems easy for you to find your way into being employed by some the local authorities, at least those who are not paragons of justice. Just a little bribe here, a little threat there, and you will be making business together in no time.

Raise the Blackflag (-100 CP): On the other hand, the nobility also has little trouble finding manpower among the scummiest of those who sail the stars. Scum such as the space pirates are not hard to reach for you, unless you purposely destroy them yourself, and they seem quite receptive to being employed by one such as you. You also find that these ‘mercenaries’ are not that likely to breach your contract as long as you keep the money flowing.

The Royal (-200 CP): Just like the lifespans of humans and the size of the inter-galactic nations, royal families are quite huge. It seems that you are also a royal, as your mother was a consort of the king at some point. This by itself means very little, as your actual place in the succession line is quite low, meaning that you almost have no chances of succeeding the current Emperor. Still, you get to claim to be part of the royal family, which still gets some preferential treatment in some places. And who knows, maybe you can raise enough support to actually get your hands on the throne with some legitimacy. In future worlds you will find yourself sharing a similar connection to the local royal family or equivalent wherever you first land.

The Spare (-200 CP): Big families end up with plenty of spare heirs, and whether or not you are in this position, it seems that your family has decided to let you run as free of responsibility as if you were one. They rarely mingle with your affairs unless you decide to actually get involved, and you find that any other organizations that you are part of as well rarely will monitor your activities unless you have proven yourself to be valuable already or are actively involved yourself. This also extends to outsiders and rivals, who tend to underestimate you in favor of the next biggest catch. At least, until you show your true might.

My Toys (-400 CP): Perhaps you couldn’t make it to art school, but you certainly have a talent for other, more gruesome and inhumane, forms of ‘unconventional’ expression. You are a master of bringing pain and suffering to your victims. From poisons, the anatomic knowledge for stimulating the worst pain receptors to more convetional forms of torture, you are an ace in this area. Finally, you have a superb ability to keep your victims alive and

conscious even in the most unthinkable situations. Even if reduced to mere blobs of flesh with nothing but pain receptors.

An Eternal Punishment (-400 CP): Much like the latter Emperor, your ire is something that is felt through the ages. This manifests more clearly in the fact that the punishments that you impose on those in a weaker position than you are something almost unbreakable by those affected by them. Curses are everlasting unless they are undone by a powerful external force, ostracism is inescapable even through generations and those imprisoned by you are almost certain to expire before liberated. Truly, even after your death, the effects of your wrath are not easily extinguished, instead they perpetuate on their own. Only a great effort, power and luck from a third party could see the end of the torments you impose.

The Family Head (-600 CP): A power in the shadows. You are the leader of a very strange network of influence and power. After centuries of hard work, either from you or your own predecessors, you have established a powerful dynasty in the shadows. Through blood ties, blackmail, bribery and dealings with the less favorable statements of society, you have become a fearceful force, one that holds power several leagues above what your own public rank would indicate. Your influence network reaches deep and strong into your own nation's deepest apparatus.

You are a force feared in both your own faction and outside of it, bringing fear just with the mention of your name. You and those in your clan enjoy the treatment, status and wealth of a family several social echelons that what you actually hold, while any entity that it’s above you, at least on paper, prefers to looks the other way whenever you act, or just accept you bossing them around.

All the more, this network is really resilient to external and internal attacks to its power structure, just as you are from being removed as the clan leader. In future jumps, you will find yourself as the head of a similarly powerful shadowy organization.

‘Evil lord’

Diligence (-100 CP): You can't become a proper overlord by half-assing things. While it could be said that corruption is a mark of an evil lord, it is also true that you cannot exploit a land that has become barren due to your negligence. Focus, motivation and the general will to keep working hard to reach your goal come easy to you, letting you stay on the path of improving your land to later exploit and indulge in its luxuries.

The Strange Prince (-100 CP): Cultural exchanges have never been your forte, but in this universe you find that your own preconceptions . Perhaps not being able to adapt to the excesses of the intergalactic nobility will have others think of you as humble even when doing things that would be considered outrageously wasteful, or breaking a taboo in another nation will see people labeling you as brave and groundbreaking. Regardless of what social norms you break, it seems that people come to admire you for it rather than ostracize you. So long you are not committing actual crimes.

Only I Can Oppress My People! (-200 CP): The ultimate goal of an evil lord is to live lavishly while exploiting one’s subjects. But you can’t exactly exploit anyone, or at least not at the appropriate level, if they are all piss-poor peasants that haven’t developed past the middle ages. You have seen this truth, and decided to extend your career on cementing the bases of your empire. From planetary development, civil administration and bureaucracy, you excel in all of these areas. What’s more, you are quite good at rooting out corruption and assigning the most competent administrators to their most suited posts. After all, only the evil lord should be allowed to exploit their subjects.

A Title Given (-200 CP): Cannot be so easily taken. For whatever reasons, you find that it is quite hard to remove you from a position of power once you have taken it. Whether it is by internal rebellion, or your superiors trying to out you, any of these forces always find more resistance in these endeavors than they usually would. Traitors or factionalisms alert you early to crush the rebels, while your superiors may find that their own superiors have taken a liking to you, thus guaranteeing your status.

No Bad Deed Goes Unrewarded (-400 CP): Isn’t it great to be appreciated? Even an evil lord can enjoy some good praise. And what better than when the fools mistake an evil lord like you for an actual virtuous lord? It seems that everywhere you go, people seem to constantly misinterpret your actions in a disproportionately favorable light. Even when you are being openly corrupt, they take the silliest excuses to rationalize your motivations. Maybe you aren’t as corrupt as the other lords, or you are actually a great statesman that actually balances things out. The point is that both the general masses and your peers will

have a really hard time finding any flaws within you or your policies, however depraved they are.

The Overlord Charm (-400 CP): What's an evil lord without some minions to exploit? This universe, and those that you will travel in the future, seem to be full of those waiting to enter your service. You constantly come across extremely talented, useful and loyal people in some kind of distress. Rescuing or aiding them will almost always pose no problem for you, earing you their gratitude and, usually, their service or alliance.

What's more, those who have been truly 'saved' from a life-threatening or existential peril by you find themselves in a great karmic debt , deciding from that moment to devote their entire selves to you. This trends to also have a more disproportionate effect on those of your prefered sex, so you can cross the evil lord harem from your list too.

Almost Too Easy (-600 CP): Whether because your family put you into specially potent education capsules since you were a child, or because of your own natural disposition, you seem to be extremely talented in everything you try your hand to. Normally, an evil lord would leave these petty matters to his subordinates, but you wanted to live this life to its fullest. Even as a child, you will be considered a master of almost any subject that you put your mind into, easily surpassing the adults that have lived ten times longer than you, to the point of making them green with envy.

What's more, as long as you truly believe that something is possible, you can even shatter the limits of what should be possible. Much like Liam, who was tricked into developing the One Flash, to the point that he was eventually able to even strike those beings that could be called gods, you are able to train and develop new abilities without much limit but your own perceptions of what's possible to you.

Items

Items are discounted for your origin at 50%, with the 100 CP item for your origin being free.. Citizens and Servants get a 200 CP stipend just for this section only, but they cannot use it on the 'Your Own Kingdom' purchase.

General

Robot Maid(s) (One for Free for everyone, -50/200 CP): An android unit of the same model that Liam would receive as a parting gift from his parents. An android that it's an almost perfect replica of a human, including a perfect reproduction of a human private parts, and with a personality and body set for your preferences. This android is also a generally capable administrator, and their thought process is entirely centered around your own happiness and well-being. For an extra 50 CP, you get a whole group of robot maids. If you prefer, you could also pay 200 CP to have your own factory of these androids, both to sell them, albeit they are not really well-seen among the higher classes of many intergalactic nations, or to get more for yourself, along with getting the maintenance for them done there.

Regardless of the purchase, these androids have an undying loyalty towards you, count as followers unless imported as companions and will be repaired if damaged or destroyed at the start of the next jump.

Your Own Kingdom (-100/200/400/600/1000 CP, First free for 'Pirate' and Evil Lord): You wouldn't be much of a ruler if you didn't' have your own territory to exploit, right? The rise of intergalactic nations has resulted in an interesting model. While some nations have retained , the massive power required to maintain unity across the vast intergalactic distances have made many human countries return to a feudalistic model. One you are part of now.

This neo-feudalistic model in the space age has also reappeared due to isolation that most territories regularly face. It would not be wrong to say that while you are part of a larger political structure, at least during this jump and unless you pick the 1000 CP option, you are also the absolute ruler of your territory. You can make any laws you wish, execute any one in your territory and even pose as god if you wish to. As far as your subordinates and subjects are concerned, there is no higher authority than you, and intervention of higher powers is rare unless you are not fulfilling your tributary obligations.

At the first price tier, you start with a midly developed planet under your control and the rank of a Baron. You have enough technology to build your own spaceships, and produce

enough that you may be able to afford to purchase some to the authorized military factories of your current country.

For 200 CP, you gain several Solar Systems under your name, and the rank of Viscount. These all contain several planets slightly more developed than the one from the first tier, but since you control several more systems, your resources have expanded significantly. You also possess a capital planet that it's significantly above the rest of your territory, acting as a commercial and technological hub of sorts. You have your own subordinate lords controlling their own planets, who pay tribute to you and are under your direct call.

For 400 CP, you are in control of an entire galaxy, your rank being equal to a Count or even a Marquis. Your territory is now an entire galaxy, albeit that's the territory you own, not the one that it's inhabited or under your direct control, for you now have many subordinate houses that control their own territories in the same manner as the previous tiers. Your own territory however is far more advanced than that of your subordinates thanks to those tributes, and your capital planet is a giant advanced metropolis. At this rank, you are starting to be relevant in the politics of your nation, albeit given the size of this mega political structures, you are still seen just as a pawn.

For 600 CP, Your rank is equal to a Duke, and you have several galaxies under your control. Your capital is a very well-developed planet, possibly one of the economic centers of the nation you are part of, while the rest of your directly controlled territory is also quite advanced. You have a relevant say in the political struggles of your nation, probably either being the backbone of one of the major political factions, or at least an asset relevant enough that even the leader of your nation cannot dispose of without facing an important backslash.

For a non discountable 1000 CP, you are a Great King or Emperor. You have become the absolute ruler of an empire of the size of a galactic cluster. The political, military and economical power that you control is almost unimaginable. Your resources are basically endless, as you can draw manpower and items from any corner of your vast domain. Your capital is a city of the size of a large planet, with a palace complex spawning an entire continent.

Whatever tier you choose, your territory contains a loyal administration and lords. Corruption is uncommon and the population has a lot of affection for you that will be really hard to change, whether from your own actions or by external forces. Your territory contains its own military, but it's nothing particularly strong, at least for now, and most of it is subordinated to the local lords rather than being directly under yourself.

In future Jumps, your territory will appear close to whatever planet you first appear in, if you choose the first or second tiers of this option, or in the local galactic clusters if you choose any of the higher tiers. Any citizen of your territory will follow you into future jumps as a follower, albeit they don't respawn if killed.

Citizen

Ramen Shop (-100 CP): A small business, serving a kind of dish which is quite uncommon in this universe. It may be good to bait isekai reincarnators, though. You may choose to have another kind of menu if you wish.

The Media (-200 CP): Due to how vast the inter-galactic nations are, even in the most autocratic of nations you still find plenty of media outlets that are given quite a degree of freedom by their noble overlords. You are now the owner of one of such publications. Whether a tabloid or other equivalent, you have quite a decent audience in your planet, and quite some influence in it.

Iron Heart (-400 CP): A strange relic of a bygone civilization, this pulsating small blob of metal can be attached to any machine. Upon doing so, it will slowly improve the performance of said machine, as well as granting it a developing consciousness of sorts. However it develops and its opinion of you will depend on the functions of the machine and how you treat it. If said machine is ever destroyed but you manage to recover a piece of this mass, you may attach it to another machine. However, it won't attach itself to any machine that already possess a consciousness of its own.

Imperial Weapons Factory (-600 CP): The production of many inter-galactic weapons such as spaceships and Mobile Knights is usually restricted to a few national massive factories that supply the entirety of the inter-galactic nation. Not only do these factories focus all the talent and the massive resources needed to constantly produce entire fleets capable of intergalactic warfare, but they also prevent nobles from getting their own supplies of military power without the approval, whether tacit or explicit, of their inter-galactic overlord. For some reason, you have become the owner of one of such factories.

In the Algrand Empire, each of these factories are usually focused on maximizing one particular area of their products. Some prefer to disregard any design choices and make the best in terms of performance. Some create ships faster and cheaper in exchange of lesser quality, while others cater to the nobility's excesses and prioritize making their military equipment as regal and comfortable for their owners as possible, even if that would reduce their combat performance. You may also choose whether your factory prioritizes anything over other factors, and in turn will see that you will be mostly unrivaled in that category in your nation, concentrating the best talent on that speciality in your nation.

Servant

Mobile Knight (-100 CP): A run of the mill modern humanoid aircraft. This large robot comes with all that you would expect from a regular unit serving in a prestigious family, but it won't stand against special units such as those that princes of other nations may field. Maintenance costs are covered by your own patron.

Grand Dojo (-200 CP): A galactic renowned school for the sword arts. The specifics of the technique that it's been taught in here is up to you, but it is currently one of the most famous schools in whatever intergalactic nation you reside. You are the headmaster, whether it's an honorary position or you actually held mastery over the blade depends on your earlier purchases, but its students at least are the real deal. Many of them currently held positions as high knights in many powerful houses, and a few of them may even hold enough power to become Sword Saints at the level of your nation. While they don't necessarily follow you blindly, your school has a certain amount of influence over its students.

In future jumps, a similar school on a scale comparable to this one, adjusted to whatever setting you are currently in, will follow you with the same conditions. If you took the **'One Flash'** perk, you may transform this dojo into one that teaches the initial steps of the One Flash.

Sacred Sword (-400 CP): A sword that you found in a very undeveloped world. Of superb craftsmanship, this overly decorated sword possess a nigh unbreakable blade whose edge never seems to dull. But not only the quality of the material is good, it seems that the blade is also capable of damaging and even slaying spiritual entities, as well as those who have no real corporeal form and should be invulnerable to physical attacks by more mundane means.

Finally, this sword has the ability to channel all the feelings of gratitude directed towards you and turning it into a powerful positive energy, which is extremely hurtful to evil ethereal beings.

A Forgotten Clan (-600 CP): It turns out that Kukuri's clan wasn't the only assassin organization that was condemned by the previous Emperor. This particular group, which is equal in competence and skills to Kukuri's clan, has been recently rescued by you from their eternal imprisonment, and thus they have sworn undying loyalty to you.

This clan consists of a few hundreds extremely talented ninjas and assassins. Their stealth, intelligence gathering, assassination and counter-intelligence skills are almost unparalled

in this era, each individual being worth hundreds of knights in combat terms, and just a few of them are needed to either secure an entire planet or repell entire enemy clans of this age. Also, just like Kukuri's clan and those from the last succession war, they also demonstrate a great ability to adapt to new technologies and techniques, incorporating them to their doctrines to slowly grow in power.

They are capable of expanding or replacing their lost numbers by establishing a village, but they require at least an entire planetary population to use as 'scouting grounds' in order to properly grow.

All of them, as well as any new trainees that they manage to successfully train, count as followers and will come with you into future worlds. In case all of them are killed, you will get another 100 members at the start of the next jump, enough to restart their clan.

‘Pirate’

Regal Ride (-100 CP): A luxurious limousine, able to accomodate a large number of people. It also comes with the required elements to transport a noble through the most dangerous streets, such as its own defensive energy shields or machine guns to repel any assailants.

Elixir Supply (-200 CP): The elixir is an extremely rare liquid known for its miracle-like abilities to cure almost any illness, restore any damage and even revert things such as petrification. Even for nobles that can control galaxies, it is a scarce resource that isn’t easily obtainable. You have obtained a permanent supply of this liquid, delivered in the form of a few dozen bottles of this precious substance each month to your Warehouse, or a property that you own should you wish to.

Resort Planet (-400 CP): The final dream of any corrupt noble. A planet entirely dedicated to cater your own perverse desires, where you can do and undo without any fear of repercussions. Some nobles have their own worlds where they play to be gods with undeveloped populations. Others have planets dedicated to hosting and servicing a harem with millions of members. While others may just have a planet filled with recreational activities, for their own private enjoyment.

Planetary Development Device (-600 CP): A wonder of ancient times, a terraforming station that has the capabilities of turning sterile planets into places suitable for life in a short window of time. Or just enhance the local lifeforce in a struggling world. You have somehow gotten the keys to one of these, an item that maybe can find a couple of other copies in your current nation.

While it can turn an inhabitable planet into a habitable one, it can also have the opposite effect: it can collect all the ‘lifeforce’ of an habitable planet, refining it and turning it into a suitable quantity of elixir. This will obviously leave the planet uninhabitable wasteland. This can also be used on smaller targets, like groups of other pirates, to turn their souls into elixir.

‘Evil Lord’

Party Dressing (-100 CP): A wardrobe fitting for a high ranking noble. As it would befit someone of your status, many of these clothing pieces have also been outfit with anti-assassination technology, such as personal forcefields that automatically trigger to intercept any kind of proyectile or poisonous gas. It won’t be able to survive a battleship cannon, but it could resist a couple anti-vehicle missiles or grenades before running out of energy.

Education Capsules (-200 CP): A set of a couple dozen top of the line education capsules. These are machines made to enhance the physical aspects of a person, turning them into at least well beyond the natural peak human capabilities, as well as giving them the equivalent of several years of high education in a fraction of the time it would take to acquire it via traditional tutoring. This is a set only affordable for the highest ranking nobles, along with the accompanying facilities and staff needed to make the post-capsule rehabilitation and training. These are also a bit faster than the regular education capsules, needing a couple less years to perform at the same level.

In future worlds, you will get additional sets of Education Capsules adapted to the standard of those worlds. You will need to provide the teaching staff yourself, though.

Relic of the Past (-400 CP): A top of the line humanoid aircraft belonging to a previous, now out of phase generation. It’s way larger and bulkier than the current models, and it is also almost fully manual, requiring the pilot to fully utilize their own piloting skills instead of the AI assisted controls of the new models. However, it is by no means a defenseless museum piece. This unit in particular has been revamped, gaining all the advantages of a modern humanoid aircraft (minus the controls), while keeping the much heavily reinforced, stronger and better equipped old frame.

Due to coming into contact with a piece of alien technology, the machine has achieved a small level of sentience of its own, and now regards you as its master with a fierce and unbreakable loyalty. It will refuse to let anyone but yourself ride it, unless it is to aid you, and it seeks to improve its own performance for your benefit. While it cannot directly rebuild itself, it will maximize the performance of any upgrades that you give it to levels beyond what it was originally intended.

Regardless of what level of patience this unit does eventually achieve through its own self-evolution, it won’t count as a companion unless you decide to import it as such.

Alchemy Box (-600 CP): Another ‘cheat’ item hailing from a now long lost ancient civilization. A small box, sizable enough to be held in both hands, that can transform any non-living material into any other non-living material. This obviously includes things like transforming dirt into gold, but also can be used into rarer and more mythical materials like metals like mithril, orichalum, and adamantium. With this alone, even a mid-tier noble like a Count could have the finances and resources to face much larger forces like Duchies without the fear of any economic disadvantage.

Companions

Import (-50 CP per): You can import any number of your previous companions for 50 CP each, or create new original companions at the same rate and price. Regardless of which option you pick, they each receive an origin and 600 CP to spend in the jump.

Canon (Free): Someone that caught your fancy? This universe might not have the sanest people, but I guess you can’t be blamed for wanting to take some of your newly made friends with you. As long as you can convince them, you can take any canon characters with you as companions.

Drawback

You may take as many Drawbacks as you desire.

Afterlife Guidance (+0 CP): Instead of the poor man who was literally cucked to death before being reincarnated into another universe by the entity known as the Guide, you will become Liam Sera Banfield shortly before he is abandoned by his parents and becomes the head of his house. You won't get any of his luck unless you purchased it in this jump, though.

A New Model (+0 CP): By default, this jump takes place in the Web Novel version of this story, but you may instead decide to have it take place in the Light Novel or Manga versions of the series.

Beloved by All (+100 CP): It seems that people around really, really like you. Maybe not on a personal level, but closer to how people come to adore their idols and celebrities. And they seem to express it in a quite particular fashion, their 'love' for your image pushing them to make deeply uncomfortable and questionable merchandise. This ranges from hug pillows and calendars inspired on you to actual erotic comics with your image, and even naked pictures of yourself being leaked into the dark web.

For some reason, you can't get fully rid of these products and they will arrive to your attention quite oftenly, causing you a tremendous amount of embarrassment each time.

Jumper-sama Is Too Modest (+100 CP): For an universe with a rich history of large excesses in a way that people from your original world can't even fully picture, it seems that nothing that you can do actually manages to impress anyone, regardless of how grand the expense or how epic the feat. Not only that, it seems that all your friends and subordinates are always strangely persistent on you committing larger and larger excess. After all, it wouldn't hurt for you to be a little more conceited.

Robotfucker (+100 CP): Androids and other AI systems are generally distrusted by the current inter-galactic nations, especially among the higher castes. And it seems that now the rumor that you are more than intimate with these machines has spread far and wide, giving you a general bad starting reputation with most members of the higher class and nobility. Someone as powerful as Liam was able to eventually just intimidate or annihilate anyone that dared to use such things against him, but it seems this mark in your social standing won't leave you so easily. At best you will just get people to find a new thing to attack you with.

An Universe Gone Mad (+100 CP): The people of this universe are really strange. Can't they see how much effort you are putting into oppressing them? Or maybe they are the opposite, they scorn you as a villain even after you went through all those troubles to save them from a catastrophe. Whether you aim to be a righteous lord or a corrupt despot, it seems that the people always categorize you as the opposite side of the spectrum. While this doesn't actually hinder or benefit you in any way socially, it will make any victory way less enjoyable to you as you try to warp your head at the screwed mentality of the natives of this universe.

A Two Thousand Years Old Grudge (+200 CP): One of your ancestors committed a grave sin towards your nation, and thus your entire bloodline has been marked as a target of harassment by the highest authority of such a nation. You are irredeemably a social pariah, but are still forced to interact with the society of the nobles. Your house is not allowed to prosper, but you are forced to become the laughing stock and ragdoll of the local nobles as they force you to parade to noble society as a broken house. Even trying to run away will result in the punishment being extended by the local authorities of the other nations.

Meat Slab (+200 CP): Years ago, you were captured by a particularly nasty group of pirates, or maybe you were instead the victim of a larger scale political conflict. Instead of being killed, you were tortured by your captors for several years, using the marvelous technologies of this universe to transform your body into a grotesque thing and putting you in a state of endless pain. This is now how you will enter this jump, and you will unable to either kill yourself or escape this state by yourself. Luckily, you will be rescued after some years by Liam or someone else, but you will have to live with the memories of all these years being reduced to a mass of flesh only capable of feeling pain.

Strongest Swordsman in the Universe (+200 CP): Make way for Jumper, the strongest fighter in the galaxy and beyond! Well, maybe it is not actually true that you are the strongest. Or maybe it is. Regardless of your actual strength, it seems that everyone in your current nation and outside of it actually believes that you are the strongest warrior of this era. And instead of getting intimidated by it, this reputation makes it so you are being regularly challenged and outright attacked by the most powerful swordsmen and fighters of your local sector, and sometimes even the champions of other countries may show up to assess their worth against you.

No Time For Games (+300 CP): It seems that you live in interesting times. Trouble and busywork find you commonly here, and usually in the dangerous short. Pirate raids are common wherever you go, wars and rebellions erupt whenever you have something important to do, and you generally always have some busywork dumped on you either by

your subordinates or superiors, keeping you from just enjoying a relaxing moment with those you love.

After-sales Services (+300 CP): It is often that those who find themselves reincarnated into another world are sponsored by a deity of some kind, who more often than not blesses them with powerful abilities. However, it seems that your arrival here was prepared by a more malevolent entity, known as The Guide. Much like he did with Liam, a fully powered Guide will make sure that your reincarnation conditions are the worst among your choices, as he takes a great delight and power from your suffering. Abusive or negligent family members, constant threat of pirates, corrupt officials pestering you, wars breaking out in your general location and many other inconveniences will become the norm of your life. And unlike Liam, you will have to properly deal with these attempts of the Guide to make you suffer, no amount of luck preventing you from having to face the worst has to offer. Even if you somehow manage to corner or even kill the Guide, he will always manage to restore himself at his full power in a short amount of time, and come back craftier than before.

Ending Options

If you made it alive after your designated time, you have three options. Otherwise, you return home.

You could **Go Home** and return to your original world, ending your chain.

Otherwise, you may **Stay Here** in this universe, but ending your chain.

Finally, you can continue with your Chain and **Move On** into a new jump of your choice.

Notes

If you took ‘Imperial Weapons Factory’ with the 1000 CP tier of ‘Your Own Kingdom’. you can expect this factory being significantly better than any other in your domain, getting cutting-edge discoveries faster and producing military equipment in larger quantities and at a cheaper price than any of its competitors. And of course, you will be the first to be supplied with this above any other bidders.

If you replace Liam, you may take Amagi via the ‘Robot Maid(s)’ option at no further cost.