My Lucky Encounter From The Game Turned Into Reality

By Complex_Ad_5944

Who says revenge is vain? It's so fun!
In a world where magic is extremely advanced and boasts a civilization that is no different from science fiction, he has reincarnated into the noble ‘Rondel’ family. However, born as the child of a commoner concubine, his life is threatened by the first wife and half-brother. He acquired the role of ‘Manuel Lucas’, the great mage who changed the world. And a refreshing revenge story begins!
‘From now on, I’m going to live the life I wanted’

Within the next 10 years you will be in this kind of world, so to start the jump we give you +1000 CP, use them as you like.

Location

In this world there are four continents, there are twenty nations. This World is called Rondel. Its technological level is more advanced than that of Earth in the year 2024. Along with the combination of magic and technology, this world has futuristic technologies that use mana as energy. But socially it is more backward than our era, since the monarchical and feudal system is still entrenched.
Roll a D8 to determine your location and gain +100 CP, or choose the country you want.

1) **Reinhart Kingdom**
A country where, despite technological and magical advances, there is still a feudal system with kings and nobles.This creates a strong class divide between the privileged classes and those of common origin.

2) **Croixen Empire**
An empire that is among the powers of the world, being in third place worldwide. The jury enemy of Reinhart Kingdom, its inhabitants see the people of that kingdom as inferior beings and enemies to destroy.
Despite being a power, there is great social inequality, being the lifestyle of the average imperial a little more precarious than that of other nations, as the only country where slavery is not abolished and remains practiced. An empire where classism and misogyny stand out more than other countries, if you have no power your stay here will not be very pleasant.

3) **Lucias Kingdom**
Not very different from the Reinhart Kingdom, being a country with a strong position worldwide but not being considered as a power. This place the Riverdale family has a greater power than the royal family of this nation, so it would suggest you do not mess with them if you want to live peacefully.

4) **Republic Prius**
One rondel four major empires. democracy. corruption. dictatorship. One of the world powers, being the fourth most powerful country in the world. Unlike other nations, this country has abolished the monarchical system and adopted a democratic system. On paper it seems good, but the current president is corrupt and has consolidated his power by unethical means, turning what should have been a democratic government into a dictatorship.. Civil war has erupted thanks to citizens that wish to change this state of affairs..
The average citizen's life is more precarious than that of other nations, so if you do not have good support, your life will not be very pleasant.

5) **Bringum Empire**
The greatest empire and world power due to excellence. The same empire where the great Wizard Manuel Lucas lived, being the one who benefits all those changes that brought with his revolutionary ideas. It is even the only country that has two Grandmaster, as well as a bellic armament that could face three dragons at the same time.

Unlike other places, this kingdom is very prosperous, being a place that many people would choose to live.

6) **Elysia Allies**
A kingdom where many non-human races come together. Unlike other nations, its system is one more parliamentary, being the leader of each member race of that Parliament. The technology of this place is more advanced than that of other nations, being one of the nations with a technology superior to that of the rest of the world's nations. It is not common to find humans here.

7) **Roberto Kingdom**
A kingdom very similar to that of South Korea. The monarchical system and the nobility is the same as that of the Korean in those times. Unlike other nations, they are more conservative and traditional, so it is common to find it dressed in traditional clothing.

8) **Free Choice**

Gender and Age

Choose the gender and age you want.

Race

Human (Free):
The predominant race in this world. Humans, despite not having a special characteristic, being in great numbers, can breed talented geniuses. Their life expectancy is 100 years.

Demi-Human (200 CP):
Demi-Humans are a wide variety of races that can range from Elves, Dwarves, Beastmen, and Sirens (only royalty and nobility have human appearances; the common people have a monstrous appearance). These are the most well-known.
Despite their far lower numbers than humans, they make up for it with great longevity (they can live up to 500 years), as well as great talent for combat, crafting, and more. What they lack in numbers, they make up for in quality.

Dragons (600 CP):
The most powerful race currently inhabiting this world. They are beings with almost divine power, a single one being enough to destroy a small nation. Aside from their great power, they possess the wisdom of centuries of experience. If the entire race unites to form a nation, not even all the countries of the world united could pose a threat. We are talking about beings at the average level of a Ninth Circle Wizard.

Dragons have great endurance as a force, but their strong suit lies in magic, so without it, they could hold their own in an even battle with a Ninth Circle Wizard or a Roadmaster-ranked Knight.

Origin

Drop-In (Free)

Due to a spell error or a phenomenon beyond your control, you were teleported into this world. Without any contacts, family, or friends, you will begin a new life in this world where magic and technology merge.

Reincarnate (Free)

You're an outsider to this world, not only because of your nature as a jumper, but because in your previous life you were born into a very different world. As someone given a new opportunity, you can draw on the knowledge from your previous life to help you move forward. Fortunately, you're someone who isn't limited by the common sense of this world, so you can think outside the box.

Noble (Free)

You were born into that 1% of the population that dominates everyone else. Born into a silver spoon, you have the (political) power to force thousands of people to obey your commands. As a noble, it will be easier for you to rise in power (both social and pure) in a short time. Most nobles are idiotic eloquence-mongers. Will you follow the trend or stray from it?

Commoner (Free)

You're part of the common people, someone who, unfortunately, is just a number in the eyes of the nobles who hold great sway in this world. But that doesn't mean your destiny is predetermined. With effort and cunning, you can make a name for yourself. Adrian, the son of a peasant, was able to reach the rank of Duke in two years, so your chances aren't zero.

Perks

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

General Perks

Circles (Varies)
In this world there are people with powers, whether Wizard or Aura practitioners, who are considered superhuman. Free, you are a rank 1 or a first circle range. For 50 CP, your power is that of a Rank 2 knight or a second circle wizard. For 100 CP, your power is that of a Rank 3 knight or a third circle wizard. For 150 CP, your power is that of a Rank 4 knight or a fourth circle wizard. For 200 CP, your power is that of a Rank 5 knight or a fifth circle wizard. For 300 CP, your power is that of a Rank 6 knight or a sixth circle wizard. For 400 CP, your power is that of a Rank 7 knight or a Seventh Circle Wizard. For 500 CP, your power is that of a rank 8 knight or an eighth circle wizard. For 600 CP, your power is that of a rank 9 knight or a ninth circle wizard. This last option is free for dragons.

Abilities (Varies)
In this world, each person has statistics that indicate their talent or affinity in each area. They are identified as: Mana, Aura, Intelligence, Office Ability, Physical Strength, Learning Ability, Administrative Power, Leadership, Political Ability, Communication, Force Detection. Also each statistic has a rank, these being: Low, Medium, High and very high.
As you are special, you have all these statistics, but depending how much CP you invest, you will have different affinities.
Free, you have all these characteristics at Low rank. For 100 cp, four will be of medium rank. For 200 CP, all these statistics will be of medium rank. For 300 cp four of this will be high rank and the rest of the medium rank. For 400 CP, all these statistics will be high rank. For 500 CP four of this will be Very High Rank and the rest of the High rank. For 600 CP, all these statistics will be very High Rank.

One Language (Free)
Any world or universe you're in will speak a common language for easy communication. That language will be the universal language that all inhabitants will master perfectly. Of course, you have excellent use of that language.

Longevity Style (Free)
The life expectancy of this world is a bit different from ours. The average is 100 years for humans, being 500 for non-human races. Dragons and other transcendental beings have an infinite lifespan.

Dual Style (Free)
The aura and the mana are not incompatible, they are actually the same energy source but used in another way. Like these two cases, any type of energy that will be compatible with other types of energies you have, can use all as the same source. You can basically use Ki,

magic or ninjutsu techniques without problems regardless of what energies you may have spent or even possess..

Rondel Beauty (100 CP)
Everyone who lives in Rondel is at least a 7/10 in appearance, and that applies to every world or universe you visit. This includes aging; people will age more gracefully, giving them an air of maturity rather than old age.

Subspace (100 CP)
Basically, an Item Box, where you can store anything not attached to the ground or living beings. The box is 10,000 cubic meters in size, allowing you to take out anything you want just by thinking about it, without having to search for it. Time within this subspace is frozen, so you can safely store perishable stuff.

This one knows how to fight (100 CP)
Your combat senses are very sharp. Whether you're a Knight or a Mage, your fighting skills are equivalent to those of a veteran who has fought for decades.
As a bonus, when you use an ability or perform an attack, you won't have to deal with friendly fire or cause collateral damage. Even if you perform an area attack, it will only affect your enemies or the target.

Bloodline Awakening (200 CP)
Apparently you are not a simple mortal or an ordinary person, you are a descendant of a being or species of the world where you are. You might have Dragon blood or some clan or species with a special ability. During your stay, you will be recognized as a member of that clan, family, species, etc; being able to even access these. This is not only limited to your physical body, also to your souls if you choose to be a descendant of a God.
The disadvantage is that these skills or advantages will disappear when you finish the jump, repeating the same process at the beginning of a new jump. So if you choose to be a descendant of a dragon in this jump, when you finish it and go to another jump (like One Piece) you will lose your dragon skills but you can choose to be part of the clan D or have blood from other species (acquiring its advantages).

More Powerful (200 CP)
Similar to the Saiyan, every experience close to death will make you stronger. Every fight that takes you to your limit will make you stronger. More magical or aura power, better control of your abilities or making them more powerful and an increase in your "stats". Think that you have a Zenkai from Dragon Ball.

As if it were the first time (200 CP)
Many people with resources or those who have some support use elixirs and potentials to increase their magical or aura power. Despite being an effective and fast (but expensive) method it is not as convenient as it seems, since as these elixires are consumed, its effectiveness is lost.
Luckily this is not your case, any type of consumable or buff that you receive (being both temporary or permanent) does not lose its effect by accumulating, as so your body will not create resistances for their purposes, as long as they are positive for you.

Biomagic (400 CP)
The research of magic is not limited to spells or magic artifacts, less scrupulous wizards (or civil researchers) will use this to strengthen living beings or create powerful chimeras.
You have great knowledge in the application of magic in living beings. Creating powerful creatures or implanting monster cells in humans or demi-human to strengthen them or granting the unique skills of these species is not impossible for you. You can even create living avant-garde armor housing the brain and nerves of Knights of Rank 6 or 7. Your imagination and resources are the limits of the masterpieces (or aberrations) that you can create.

Magical Engineering (400 CP)
Magic artifacts are created by Wizards that specialize in the Crafting Area such as Smithy and Engineering. Thanks to the advancement of technology combined with magic, Rondel's people could create things like castles that float in the sky or flying ships.
It has extensive knowledge in Technomagic, being able to combine science and magic to create objects that have the best of both worlds. Your creations can be both complex things and great structures or contributions that work with mana (magic) or more portable things such as modern magical artifacts such as swords that work with aura or magic.
In future jumps, you can combine technology with other sources of power such as Qi or Chakra.

Great Teacher (400 CP)
You are a talented teacher, one that exceeds the same deceased Duke Riverdale. Teaching Magic or Aura to people with a low talent and turning them into Aura Master or Archmage is something you can achieve if you dedicate yourself diligently. Outside the use of aura or magic, you can get an average person to graduate from a five -year career in just one year, as long as you take the time to teach them.
Like every good teacher, you do not just give a standard education, your level is beyond that, being able to create a program of personalized education for each student. Getting them to reach their greatest potential is something easy for you, as long as your students strive in their studies/training. You also have a sixth sense to detect your students' talents. For you there are no few students capable, but misunderstood talents or jewels who have another type of brightness.

One Man Army (600 CP)
You have a very powerful ability: the greater the number of enemies, the more power you will gain. If you face a group of people, you can temporarily obtain the power of a Rank 2 or Second Circle. If you face an army of 100,000 people, you will have an increase of a Rank 9 or Ninth Circle.
Basically, this option is a temporary power boost depending on how much your opponent outnumbers you. Post-Jump, this power will scale to greater levels depending on the power level of the world or universe you are in, and will thus adapt to the power system of the world or universe you are in.

Transcendental (600 CP)
Regardless of your race, you will always have a limit you cannot surpass. This limit varies between races, such as mortals like humans, demi-humans, and dragons, which are at Rank 9 or the Ninth Circle, and angels and demons, which can be at Rank 10 or the Tenth Circle.

You have reached a level where the constraints that limit your growth are destroyed. Those that limit growth of any kind, including your soul, mana, physical abilities, skills, techniques, Perks, Powers, etc., will be eliminated to destroy any ceiling that prevents you from advancing. Your potential is limitless; even reaching the power level of a god is not impossible.
But this option only removes your limiters; it doesn't mean that by purchasing it you will have great power. Strive and work hard to become more powerful.

Incarnation (600 CP)
Angels and Demons are races from the mythical era who have been exiled to other worlds, but they have found an alternative way to return to the world of Rondel. This method involves using an inhabitant as a contractor, and gradually (or immediately, depending on the contract) taking control of their body until they become an avatar. The only downside is that in most cases they will descend with their power reduced. But since you pay CP, we'll give you the premium version.
You can form contracts with other people or intelligent beings, which can be the loan of some of your power or grant a wish they have. In exchange, you can request complete control of their body, as if they were your avatars, as well as other conditions that you can add at your discretion.
The avatars will be under your complete control, so the length of time you control their body will be up to you. You can also use all your power through them without any difficulty or restriction, with no negative consequences for the person you control. There will be no distance or dimensional restrictions on the use of your avatar. Should the avatar die, it will not affect your main body, mind, or soul.

Drop-In

Lifelong friends (100 CP)
Any friendship you forge will last a lifetime. It doesn't matter if you haven't seen each other for decades, with just one glance you'll identify your friends, and their trust will be the same as the day you parted ways.

For my loved one (100 CP)
For a loved one, you're capable of fighting the goddess herself. Your willpower and resilience are almost limitless as long as you're fighting or protecting someone you love or care about.

Don't Ask (100 CP)
Coming from another world is problematic, especially when you have to authenticate your origins. Luckily, people won't bother asking you problematic questions like where you come from or how you entered their country. Excellent for avoiding tedious explanations.

He/She is useful (200 CP)
As long as you're useful to the group/organization/country you belong to, they'll protect you as much as you're worth. If you're just a number, they'll only give you minimal benefits, slightly better than your peers, like higher pay and some resources. But if you're an

executive or someone of importance, they'll protect you like a national treasure, even giving you as many resources as immunity as you request.

My Legacy (200 CP)
It would be problematic to leave your legacy and belongings to a scumbag or someone you'd hate. With this Perk, any legacy, inheritance, etc. you leave behind will be passed on to someone with the same values and goals as you. You won't even have to worry about your legacy being used to harm your loved ones or allies; this heir will be an ally of theirs.

We Are Equal (200 CP)
You are not anyone's subordinate or servant; you are simply an individual looking out for their own interests. Whether it's a King, a Dragon, or a Goddess, they will not treat you as an inferior, but as an equal. You can negotiate with them on fair terms, but I suggest you don't be too clever if you're weak; they will destroy you if you cross the line.

This is not over (400 CP)
Dying isn't the end for some (mainly isekai protagonists). Even beings like gods have a plan for talented or useful people. If you die, you can choose between reviving in a safe place (like your Warehouse), reincarnating as a new person, or transmigrating into another person's body. You can use this option once per jump or every ten years.
A short description: This is a simple 1-Up.

Genius Programmer (400 CP)
Creating a global-scale system isn't easy, especially if it's done by just one person. Like Manuel Lucas (although he was guided by the goddess), you are a genius programmer. Creating a complex, large-scale system isn't impossible for you if you have the resources and time to undertake such a titanic task.
This isn't limited to the creation of computer or digital programs; you are also an expert hacker. Destroying a system or breaching its security is a piece of cake for you, no matter how well protected it is.

I was already a Wizard (400 CP)
The mundane world we know (at least in this novel) isn't so strange to the supernatural. Despite its declining power, wizards still existed. Magic has unfortunately deteriorated, so the most potent fire spell is to ignite a small flame at your fingertips.
Like Manuel Lucas, you were already a wizard, and upon arriving in this world, your magical power has increased enormously. Your spells are five times more powerful, requiring only one-fifth of the normal amount, and your magical reserves will also increase fivefold. Reaching the Ninth Circle Wizard status will be no problem for you.

Planner (600 CP)
Your plans aren't just something that spans a few years; they're preparations and stratagems that can be effective for decades. Your planning takes into account any variables that may affect them, adapting to achieve your ultimate goal without even requiring your interference. With an almost prophetic ability to predict, you can develop a long-term plan involving an entire world to achieve your objectives, making this entire scheme nearly undetectable, and only minds beyond mortal understanding can see through your plans.
In short, you have the ability to develop complex long-term plans.

Genius of the Century (600 CP)
Manuel Lucas is recognized as the genius of an era, with the main contributor being the combination of magic and science. This type was the pioneer of Magi-Tech, able to combine the best of both worlds.
Like him, you are a genius who can combine areas of study into one, taking advantage of the advantages of both and eliminating their disadvantages. Combining science with Qi, or divine power with biology, or aura with cooking—the combinations of each type are limited by your imagination (and resources). Depending on how complex and incompatible the elements are for that combination, the more time you spend studying and experimenting will be required to achieve a successful result. But I assure you that no matter how long it takes, you will achieve a satisfactory result.
You are a pioneer who seeks to make your name in history and bring about unprecedented change.

Winds of change (600 CP)
Those we call visionaries or pioneers weren't always considered that way when they presented their ideas. Many were treated as crazy or hindered for affecting the interests of powerful people. Fortunately, this isn't your case.
Any change you want to implement in a society or system will be accepted as long as it's functional and brings more benefits than the previous ones. Bringing new technologies into the world will be welcomed if it improves the quality of life of its inhabitants. Changing the political and social system will also be welcomed if you move from a slave system to a democratic one.
Like Manuel Lucas, you are a wind of change that opens a new era.

Reincarnate

Influencer (100 CP)
You're an expert at managing social media. You also have a talent for attracting people's attention and getting them interested in anything related to you. Gathering 100,000 loyal (social media) followers who will defend you tooth and nail in just one week is a piece of cake for you.

Talent Finder (100 CP)
You are a magnet for attracting talented and upright people. These will be prominent figures in their field, and their honesty will make them incorruptible. You'll have to earn their loyalty, though.

Helper Saint (100 CP)
Any act of charity or goodwill on your part will be rewarded, whether it's paying off someone's debt or helping someone in their career. This will be returned to you. This retribution may take the form of an oath of eternal loyalty or a multi-year alliance. Good does pay off.

Tireless (200 CP)
You have unlimited stamina, so sleeping or resting is a thing of the past. Don't worry about any negative effects on your body or mind or any illness, as the need for sleep and rest is no longer necessary for you.

My Subordinates Grow (200 CP)
Your subordinates don't stagnate; they'll always be developing their skills and improving every day. As long as they're loyal to you, they'll be disciplined and will try to improve their skills or learn new ones to complement their strengths or reduce their weaknesses.

I Declare War On Them (200 CP)
In this world, wars are not uncommon, even between nobles of the same kingdom. You can declare war on any noble or ruler of a territory or country without having to go through any formalities or conditions, such as not declaring war on those of your own faction. You also won't face any legal or social consequences for your actions, so you can declare war on multiple members of your faction without being penalized for it.
The best part is that if you win these wars, you can seize all of the defeated party's belongings, including properties. All the loot will be yours, so you won't have to share it with factions or allies who didn't participate in the war.

Useful (400 CP)
As long as you're useful to your superiors or the factions you're allied with or part of, any reckless or violent actions you take will be forgiven. It doesn't matter if you declare war on people of your own faction or plunder resources from your allies' lands; as long as they consider your usefulness to be greater than those losses or disrespect, they'll turn a blind eye.

Rising Star (400 CP)
Normally, rising through the ranks or positions isn't easy, especially if you don't have someone behind you. But that doesn't apply to you. Rising to the ranks of nobility, which takes generations to achieve in noble houses, takes you at most a year. That applies to positions of a similar nature or positions of power.
As long as you've accomplished a feat or achievement that's moderately impressive or beneficial to the organization or nation to which you belong, rising to more privileged positions will be a piece of cake for you. If you put in the effort, you can go from being a noble without inheritance to a duke in charge of a large territory in the kingdom.

Short Wars (400 CP)
Wars typically last at least several months and have a high cost (both in resources and lives). A great power could end a war in minutes if the difference between combatants is vast. Another way is to be a tactical mastermind who overwhelms your opponent.
When it comes to war, you are a brilliant mind; your ability to strategize, predict your opponent's every move, command your troops, and manage logistics is at a level beyond genius. Even if your enemy outnumbers you 10 to 1, it won't affect your performance, because you know where to attack and what locations you have to defend. In that same scenario, it's very likely that casualties (both in lives and resources) will be minimal on your side.

Typically, it will take you a day to a week at most to conclude a war, regardless of the scale. The only possibility of defeat is if the enemy side is vastly superior in power to yours.

Revenge is the Best (600 CP)
Revenge isn't something bad or ruthless when the other party has wronged you, so it's okay to make the other party pay for the wrongs they've done you, with interest.
If crafting perfect plans to take revenge on your enemies was an Olympic sport, you'd win the gold medal. You're skilled at devising schemes to ruin the lives of those who wronged you, even bringing a duke to misery. Even Lady Luck will lend her support, creating opportunities that favor you in exacting your revenge and ruining your enemies' attempts to counter it. You'll even publicly portray yourself as the victim who fought back, and the other party as the aggressors who got what they deserved, with the public support of the people on your side.
Like Adrian, this can even bring you benefits, as there's a high chance that the person you avenged had other enemies, and by ridding yourself of that annoyance, they'll reward you with titles, lands, goods, or favors. And don't worry about retaliation from family and allies, as long as it was the other side who started the conflict, they'll choose to overlook your actions to save face.

My Lucky Encounter (600CP)
You have the luck of any average isekai protagonist. Like any good protagonist, it's normal for you to meet talented people who want to work for you and are loyal, to find rare and powerful items, or to have a powerful person take you under their wing because they like you.
Every situation you find yourself in, you'll always gain something positive from it, as if you had a kind of plot armor. Even in critical situations or when you're at a disadvantage, you'll have a chance to survive and gain something valuable from it (be it a powerful artifact, a beneficial ally, or privileged information).
In most situations, everything will work out for you; in the worst case, you might just make it out alive. But don't rely too much on your luck; if you abuse it and do everything possible to create a situation that makes your death certain, you'll only find yourself facing your end.

The Game Turned Into Reality (600CP)
Playing video games has its uses, and even more so for you with this Perk. Any item, ability, stat boost, object, consumable, etc (not attached to the ground or infrastructure or territories under your control, such as characters and living beings or beings that are not objects). that your avatar has in the video game will materialize in the real world, or you will acquire that ability or stat boost in your real body. For example, if you have a sword that can be imbued with fire and is legendary, it will appear in your possession for you to use in the real world. And I assure you, it will retain all the abilities and other advantages it had in the game. The good thing is that you will still keep it in the game, so you have both its digital version and its real-world version.
This applies to you. You'll be synchronized with your avatar in the video game, so any stat increase, level increase, or new skill acquisition will be reflected in both your avatar and your real-life self.
You can also share the benefits of these perks with your companions and followers, so they can take advantage of these benefits (as long as you share them with them and they are loyal to you).

The death of your avatar and those companions and followers in the game will not affect their real-life version. However, if you die in real life, it's a definitive Game Over, unless you have something to prevent it or revive yourself or them.
As an extra, you can acquire the game system from your character's avatar, as well as mechanics within it. For example, if your character has a Job system in the game, you can acquire this system just like in the game in your real body, although it will have the same limitations as in the game. Another example is that if your character can learn skills just by touching a book, you will also learn skills this way in your real body.
Also if in the game there is the description that your character can destroy universes, this will not apply in reality, you will only have the game system and its system, and the increases in the statistics of your character will be adjusted to a reasonable level.
Post-Jump, you can use this perk for other game systems and integrate them. You can also acquire other game systems in other jumps or worlds.

Noble

Achievement Claimer (100 CP)
The best thing about being noble is that any achievements your subordinates make are also your achievements. Anyone who is subordinate to you or temporarily under your command will also have their achievements attributed to you, as if both of you were responsible for the feat. You don't need to do anything; just relax and get a piece of that pie.

Connection Creator (100 CP)
One way to gain power among the nobles is to establish connections with other houses, using political marriages or alliances. You have a talent for identifying potential allies or suitors to increase your power or consolidate your position. You'll easily identify those who will provide you the greatest benefit and are within your odds.

Professional Liar (100 CP)
Something that should come naturally to nobles is the ability to lie and hide their intentions. You're a closed book, and only experienced and highly intelligent nobles can predict your intentions. You're even an expert liar, making it very difficult for people to know you're lying to them.
As a bonus, you're good at hiding your expressions and controlling your emotions.

You don't know who I am (200 CP)
As a noble, laws are taken more as suggestions than rules. As long as you have a higher position or status than the victim, you won't face any legal or social consequences for any heinous illegal act you commit. As long as you're within your territory or that of an ally.
But keep in mind that there are limits. In your territory, there won't be any problems, and in an ally's territory, there won't be any problems if you don't mess with people they care about. However, in enemy or neutral territory, this Perk won't work for you. Also, if you start something too conspicuous, like a senseless massacre, this Perk won't be of much use.

For my Lord/Madame (200 CP)
No matter how scum you are or how poorly you treat your subordinates, they will retain a strong loyalty to you if you use any means, such as money or intimidation. As long as you buy them off or threaten them, they will follow your orders without question and will not betray you.

The Noble way (400 CP)
Nobles are being driven above all by profit, so they're not so different from merchants. No matter what vile acts you perform or how much you've ruined a person of prestige or noble title, these acts will always be overlooked by the other side, as long as the benefit of being allied with you or not being your enemy is consistent.
Regardless of the methods, it will all be water under the bridge. But that's only as long as you have the power or are beneficial to them. Should you lose that which gives you value, prepare to receive the fury of those enemies or opportunistic scavengers.

Our enemy (400 CP)
The Empire is a world power, but its population's quality of life is far behind smaller kingdoms. One tactic to distract the population from their precarious situation was to use a common enemy (Reinhart Kingdom) and instill a strong sense of patriotism, blaming the kingdom for all their misfortunes.
Like those nobles, you know how to manipulate the population so that they attribute all their hardships to you and ignore your corrupt government by using a country or ideology as the target of their hatred.
Whenever you take actions to harass this common enemy (wars, aggressive declarations, etc.), you can maintain the effects of this Perk. But those who are smarter and more astute can resist this effect, although they will be in the minority.

I am your Ally (400 CP)
The most dangerous enemy is the one you think is your ally. And you are a cunning fox who can easily deceive an entire nation into an ally.
Regardless of your reputation, allies will trust you, not to the point of treating you as one of their inner circle, but rather as one of their faction. But if you put in the effort and prove yourself worthy of their trust, becoming part of their inner circle won't be difficult or time-consuming.
This effect doesn't work if you've betrayed the faction or person before, but that taint or reputation as a greedy viper won't affect your ability to join other factions or ally with others in the future and gain their trust.

Our History (600 CP)
The laws, traditions, and culture you instilled in your territory or nation are permanent. No matter the social or cultural changes on an international level, even if someone else gains power, your entire legacy will be respected and followed by all those who inhabit your territory.
The only one who can change or remove those laws and culture is you, so regardless of thousands of years passing and you are no longer in power or able to control them, the people within your territory will respect them without fail.
This also applies to foreign powers or forces. They will respect the laws and culture you implemented in your territory, even their ambassadors will not object to obeying them. But

this only applies in your territory, colonies, and territories. If you try to impose it elsewhere without having obtained power, it will be a futile attempt.

Grown Together (600 CP)
An average king is one who knows how to control his subjects; a competent king is one who chooses suitable people for each position; but a great king is one who puts the right people in the right place and learns from them.
Like any ruler and leader, you have a good eye for finding talented people. You'll know at a glance what talents they have and how corruptible or loyal they might be.
The best thing about this option is that you have a great talent for learning from your subordinates, being able to learn from them and gain knowledge on par with them in just a few months. This is very useful for controlling their work and benefiting even more from their advice, as you have people who will have different points of view on topics you know about.

Great conspirator (600 CP)
You know the political game very well, so well that you're one of those who create conspiracies. You're a very cunning snake, capable of devising complex and difficult-to-predict plans to manipulate your opponents. Even with your ingenuity, you can change your plans according to your convenience or some last-minute factor.
The most dangerous thing about you is that you can devise such complex plans that you can manipulate the enemy faction's growth in power, only to gather incompetents and potential traitors in one place and quickly purge them.
Trapping your enemies in your schemes is child's play for you, with no chance of them realizing who planned it and that they're trapped in your clutches. Although you'll have to be careful with clever types like Adrian or Prince Michael.

Commoner

Pro Player (100 CP)
You have a talent for playing video games, so much so that you will have mastery in playing different types of video games.

Not just another number (100 CP)
For nobles or those in power, commoners are disposable cattle, but this isn't your case. You won't be considered a key player, but at least they won't send you on suicide missions or sacrifice you for their interests. They'll basically see you as a person, but with a low status.
A Forgotten Legend (100 CP)
When you're powerful, it's only natural that you're coveted, especially by the greedy nobles who will force you to be their lackey. Fortunately, you're someone whose record of achievements goes unnoticed, not to the point of not being rewarded, but to the point of not being involved in their shady dealings.

Celestial Beauty (200 CP)
On a beauty scale of 1 to 10, you're easily a 15. Your beauty eclipses even the sons and daughters of nobles. Having the Prince/Princess himself/herself offer you to be his/her consort won't be an impossible situation.

Competent Merchant (200 CP)
You are an expert merchant. You know how to conduct business and understand the flow of the market. Spotting opportunities that generate a lot of income comes naturally to you, as does spotting deceptive or hopeless offers.
As a good merchant, you know how to deal with nobles. Gaining their support won't be difficult for you, as you know what is permissible and what is out of line.

My Life, My Rule (200 CP)
Commoners are an existence that lives to be used by nobles, but this is not your case. You are a person with a strong will, so strong that you are immune to any type of possession or mind control.

Revolutionary (400 CP)
You are a leader who knows how to motivate ordinary people, someone who can inspire oppressed people to attack their oppressors and repay them for all those years of suffering and exploitation with interest.
Your talent for inciting rebellion and motivating less privileged classes to fight against the system, while being fully committed to the cause of removing these tyrants from power. Whether through peaceful or violent means, you can ignite the flame of freedom for all these people to destroy the status quo and bring about a revolution that benefits the people.

Dictator (400 CP)
You are not a nobleman; you are more than that, a person who has risen to power through your own means, no matter how brutal or dishonest.
You are the epitome of a dictator, a charismatic person who can influence the masses with deceptive propaganda. You have a talent for using violent or underhanded methods to gain and maintain your power. Whether it's repressing the people in your nation, manipulating the press through bribes or threats, or indoctrinating people to be your loyal lackeys.
Your nation may not be the most lively, but for someone who views people as cattle, that's not a problem.

The Best Person (400 CP)
All the good jobs or positions are reserved for the nobility or those with connections, but that injustice doesn't affect you. As long as you have the skills and are better than the person or people applying for the position, the position will be yours without question.
Should you be more competent than the king of a kingdom, you will almost certainly be given the position of regent king until a more suitable relative is found for the position or you voluntarily resign (or in the event of force majeure).

Born to be a Saint (600 CP)
You are someone born to become a Saint, and your divine power is on par with that of a Ninth Circle Mage. Saints' abilities are based on light abilities, such as healing, purification, and divine attacks that are very effective against demons and undead beings like zombies and ghosts.

Saints are favored by the goddess, so they have powerful abilities such as reviving the dead (although they must have died within 24 hours before using this ability). They can also communicate with the goddess or divine beings to receive prophecies and predict the future. As a bonus, you will look like you were in your twenties, always in your best condition and your body immune to aging. As a result, you will have an increase in beauty, becoming as beautiful as the traditional angels of popular culture (not those described in the Bible).

Demon Contractor (600 CP)
Demon contractors are people (mostly humans) who have entered into a contract with demons in exchange for power and a wish, with the price being that these demons will permanently take control of their body.
Normally, a contractor (a regular, untrained person) for a regular demon could reach Rank 4 or Fourth Circle power. However, those who have contracts with demons at the Demon Lord level will have a power boost equal to that of a Rank 8 or Eight Circle.
If you already had high power, such as Rank 9 or Ninth Circle, for example, you will gain knowledge of techniques known only to demons. This varies from dark magic to high-level sword techniques.
Since you pay CP, you don't need to pay the price by sacrificing your body, but you will have to pay tribute, such as powerful objects or complete quests that demons give you.

Elementalist (600 CP)
Elementalists are a subspecies of Wizards. Instead of using mana, these types use the power of fairies for their spells. Thanks to the use of an external source, they are not limited by the amount of mana in their mana reserves.
You are an elementalist compatible with any type of fairies: fire, water, air, earth, illusory, light, dark, and even spatial elements.
Your talent is at its highest; you are not limited to making contracts with regular fairies; you can make contracts with high-level fairies, including those of king rank. You can have as many contracts as you like.

Items

All items are discounted to the appropriate origin. Discounted 100 CP ítems are free instead.
You can connect all your properties and facilities to your Warehouse if you want.
You can import your items from previous jumps and add effects to them from the ones you purchased in this section Free.

General

Territory (Varies)
You are a nobleman with land, depended your rank of nobility, your territory will be broader depending on your range. Free, you will have the honorary title of a semi-baron, you will not have a territory but this honorary (not inheritable) title will open many doors and you will have the possibility of being part of the nobility. For 100 CP, your territory will be the size of a city (inhabited by 40,000 people), having the title of a baron, modest for a nobleman like you. For 200 CP, your title will be that of a Viscount, having several cities at your control (inhabited by 200,000 people). For 300 CP, you will have the title of Count, being someone in charge of a large number of cities, being in charge of a state or province (inhabited by 1,000,000 people). For 400 CP, your title will be that of Duke, being your territory as large as several provinces or states (inhabited by 10,000,000 people). For 500 CP, you are the king of your own kingdom, having on your property a territory as large as Germany (inhabited by 40,000,000 people). For 600 CP, you are the emperor of a country, having under your command countries that are subordinated to you, the size of your empire is equal to the surface of Russia (inhabited by 100,000,000 people).
As an extra, any person who becomes a citizen in your territory, will automatically become your follower, along with the inhabitants of your territory.
In case you have inhabitants of a non-human race, you will have to divide the number shown in the options by 10. During this jump, you cannot choose races such as dragons or other transcendentals. Unless you invite some natives and register as citizens.

Clothes for the Occasion (Free)
Simple clothing that fits any country or region you visit, so you won't be labeled a tourist. It fits your measurements perfectly.

Basic Manual for the Use of Magic and Aura (Free)
A simple yet very easy-to-understand guide to using magic and auras. Despite only covering the basics, with just one reading, you'll understand the fundamentals of using magic and auras.
This guide will be updated in future releases, making it very useful for learning other sources and types of energies such as Haki and Ki.

Terminal (Free)
A wristwatch-shaped device. It has multiple functions, such as video calling, digital payment, social networking, and more. It's like a smartphone with many apps.
Unhackable and indestructible. It will be upgraded to the most futuristic technological level.

Privileged Information (100 CP)
Information is a very powerful weapon. You have a kind of tablet where a lot of sensitive information about people with important positions in the world where you live is stored. This information contains their weaknesses, crimes hidden from the public eye, and conspiracies they're involved in. How you use this information is up to you, but be careful not to be killed for being a threat.

Loot (100 CP)
The currency used in Rondel: Each jump you start will receive a total of 50 billion Loot or its equivalent in the world where you are. Equivalent to 50 billion Korean Won or USD 35,750,000.00. Tax-free, and all the paperwork has been done to make it legal.

Visa (100 CP)
Documentation that will allow you to travel to any country or place in the world without having to complete administrative procedures that can take years. Useful for visiting enemy nations or places where their borders are completely closed to foreigners.

How to create an android (200 CP)
A manual that details in a precise but understandable way how to build or create an android from scratch. These hyper-realistic robots have characteristics that are much more similar to those of humans, such as having emotions or the ability to reproduce with humans and give birth to human children. Another characteristic is that, like living beings, their potential is unlimited, so they do not need improvements or upgrades to become stronger; just a good training session and experience will suffice. Something that makes them similar to humans is that this android will have the ability to use aura and magic. The best thing is that you will not need to recharge it with external sources, as the book will have instructions on how to build a part of its body to generate aura or magic, allowing it to regenerate passively like humans or other living beings.
This book, depending on the world you are in, will indicate what materials to use for its construction, as well as some minor maintenance.

Equipment (200 CP)
Battle gear, tailored to your needs. You can choose a Knight or Wizard set. It will be worthy of a Rank 5 Knight or a Fifth Circle Wizard. The set includes weapons worthy of your rank or circle.

Special fruits (200 CP)
Fruits imported from Dragon Land. A variety of types such as bananas, cherries, apples, etc.; you will have a dozen each year (not of each type, just twelve in total). The advantage of these fruits is that consuming all twelve can increase vitality, mana, stamina, aura, and strength, allowing a normal person to be on par with a Rank 5 Knight or a Fifth Circle Mage. Another side effect is that it will rejuvenate the person to an appearance of their twenties or eighteen. If a pregnant woman consumes these fruits, the baby will be positively affected, and the mother can share the benefits of the stat boost.

Full Army (400 CP)
Military equipment to equip an army of ten million soldiers. This includes weapons that fire mana projectiles, equipment that resists attacks from Rank 3 Knights and Third Circle Wizard, communications equipment for each soldier, and supplies to maintain the army itself. A threat that can put a region controlled by a Baron on alert; even a Viscount wouldn't underestimate such power. Soldiers are not included in this option.

Teleportation Gate (400 CP)
An efficient means to move from one place to another without using a teleportation spell. These gates allow a maximum group of ten people to teleport from one place to another in an instant (even the clothes and objects that have a hand).
These gates will be distributed at any point of importance of your properties and territory (if you have), being able to administer the functioning of them to your Bester through a terminal that will operate all the gates you own.
There will be as many gates as you want, depending on the domains under your control (a pair by city or people) or the properties you have. They have their own energy source to work and is unlimited. No maintenance is needed and it is not possible to interfere or hack them, they can only be manipulated by the terminal.

Spacial Fortress (400 CP)
It is a version of the Sky Fortress that can navigate in space. This colossal structure, with an area of 3 kilometer square, tine a great magic barrier that functions as a defensive shield that blocks attacks by rank 9 or wizard of ninth circle, being able to resist two or three attacks of transcendental beings such as demons or angels. It also has a life support system for the crew, such as several engraved spells for maintenance.
Unlike the Sky Regular Fortress, this colossus has an attack power equal to a ninth circle Wizard. The speed of this structure is along with a spacecraft of our world, so it is not suitable for space travel to a medium-long distance.

Dungeons (600 CP)
A dungeon with over a hundred floors, each made up of different habitats or biomes (lava, forest, aquatic, etc.). It also has different classes of monsters so you can vary your enemies and adapt to each type of opponent.
This dungeon doesn't have treasures or legendary weapons, but its advantage is that killing monsters within it will drop a magic stone that will strengthen those who absorb the energy from the stones.
The level of each monster will vary depending on the floor, with the first being the weakest and the boss on the last floor having the power of a Rank 9 Knight or Ninth Circle Wizard.
The magic stones dropped by monsters will only strengthen someone to the power of a Rank 9 Knight or Ninth Circle Wizard. Depending on the monster's power and the higher the quality of the magic stone, it will grant more power to the person who absorbs it. You can customize the dungeon to your liking, including the monsters that appear within it and the floors they inhabit. Slain monsters will revive until the number of monsters on each floor is reached.

Artificial Planet (600 CP)
A gigantic structure the size of the moon. This planetary colossus is like a Star Wars Death Star, a weapon of planet destruction.

The defenses of this "world" are so high that it can withstand attacks from Rank 9 Knights or Ninth Circle Wizards. It's similar to a mana cannon that can destroy a world with several shots.
Aside from being a mobile planet, it has several facilities such as residences, medical wards, a command center, etc. It can also be manned by up to 100,000,000 people without problems.

Two Worlds (600 CP)
You own both the World of Rondel and the planet Earth. These two worlds are connected, but more like a mirror of the other. Magic and aura exist in one, while science has taken a very important role in the development of the other.
The worlds each have their own resources and countries, and the inhabitants of each world are loyal to you and become your followers. Every person who settles in one of these worlds will be treated as your follower.
You can choose to have both worlds enter a separate dimension with their own solar system or be close to the solar system of the world you are in.
Like the goddesses, the inhabitants of both worlds will be completely loyal to you, so don't worry about them trying to usurp your throne.

Drop-In

Manual of how to survive a new world (100 CP)
A convenient manual that will provide general information about the world you are in. It also has simplified information on the customs of each country, as well as things you shouldn't do or things that are socially unacceptable. It also includes other tips to avoid a problematic situation or even death.

My Papers (100 CP)
All the necessary paperwork to authenticate your citizenship in any country or nation you're in. There will also be records that support skills such as college degrees and other items. In short, all your paperwork is in order.

Mobile Phone with universal signal (100 CP)
Being transported to another world is problematic, even more so if you've already established a life in your old world. This phone connects to worlds you've previously visited during your jump (not previous jumps or your home world). You can call and use Wi-Fi, as well as your phone's apps. The battery is unlimited, and you'll have an excellent connection no matter where you are.

Transfer Rights (200 CP)
If you want to transfer your property or rights to someone without having to provide explanations or go through tedious administrative and legal procedures, this option is for you.
You have several legal documents that you can fill out by simply providing some information about yourself and the person you want to transfer your property to, and finally, the property

you want to transfer. Once this is done, the person you transferred to will legally be the legal owner of that object, property, or right. No government can deny this legitimacy, and no maneuvers can be made to nullify its legitimacy.

Step-by-step guide (200 CP)
This manual is a step-by-step guide on how you can execute a large-scale plan. Each jump you begin, you can set a goal you want to accomplish during your jump, and this manual will tell you what actions to take and what resources you'll need to achieve it.
Depending on the difficulty of your objective and your power and resources, this manual may be several pages long or just a few.
The manual will show you different alternatives with their pros and cons, so you can choose the one that best suits you or the one that best aligns with your morale.

Armored Golem (200 CP)
A golem that resembles a Vanguard armor suit. This golem will have the power of an Aura Master, as well as an artificial intelligence that makes it suitable for any type of combat. An excellent bodyguard that doesn't need to rest. Although you can charge it with a bit of magic (your mana or magic stones) once a week, the charge will take an hour at most.

Perpetual Energy Generator (400 CP)
A generator of (almost) infinite energy, be it mana, aura, or any other type of energy. This generator can power a territory with an area of 1,000,000 km² indefinitely.
It's not exactly flashy, but it's quite useful if you need to use it to power a global communications system.

My Digital World (400 CP)
This world, or rather, virtual reality game, comes with a console or equivalent with unlimited energy to run the game. Within this place, you can synchronize your avatar with your body, allowing you to experience life within this world as if it were real. This applies to mundane things like sleeping, eating, and other mundane needs or pleasures. But the best part is that you can train within this world, with each improvement or advancement reflected in your real body. You can train your magic or sword skills and go unnoticed by being on an offline server. Another advantage is that you can download digital files to this world, such as e-books or images, so they appear in this virtual world and you can use them as books or furniture. Even having a family, friends, a harem, etc., and any dream life is possible, and you will live it as if it were real. Time passes as in the real world, and your body will not have problems due to lack of food or movement, as long as you have eaten well and exercised in the virtual world.
Unique, biological, and other abilities that are beyond your talents or compatibility will not be possible to acquire or train. You also cannot bring objects or people from the virtual world into the real world and vice versa (unless they are digital files or codes).

Administrator's Room (400 CP)
Each world has an administrator. Their function is to monitor the activity of beings within the planet (being almost omnipresent, able to monitor any part of the world you are in, even isolated or connected dimensions within it). These have other functions, such as interfering if absolutely necessary, or creating natural disasters. More than a function, but a privilege,

they can revive people to become your assistants (only one), having powers on par with those of an Angel.
This room, which is more like a large mansion, has several rooms and facilities for at least 100 people to live. It also has a control room, where you can perform your duties as administrator of the world you are in. As another advantage, you can revive people who have already died and grant them powers on par with those of an Angel.
You can add this mansion to your Warehouse and make it a separate dimension, accessible only to you and those you authorize.

Relics of the past (600 CP)
Twelve golems made of mithril and orichalcum, as well as their weapons. These golems have both Eighth Circle Wizard abilities and Rank 8 Knight abilities.
They are programmed to be excellent combatants, so excellent that they could give a Rank 9 Knight a hard time.
These golems have their own energy source, being able to absorb mana from the environment and convert it into aura. The golems are the best guards you could have, easily detecting intruders and very skilled in stealth skills.

Device for Traveling to Other Worlds (600 CP)
An artifact from the Mythic Age. It allows the wearer to travel to other worlds within a local multiverse. Normally, there's a 3:1 time difference (three days in Rondel is one on Earth, for example), but since you pay with CP, there won't be this time difference. You can transport yourself and up to ten people between different worlds or dimensions.
Unlike the canonical item, this item doesn't need to be recharged with mana, but it does have a 24-hour cooldown per use.
Post-Jump, you can visit the local multiverse of the world you're in your jump..

My loyal Cult (600 CP)
Your own cult of loyal followers. It consists of one hundred members, led by three individuals with the power of Rank 7 Knights and Seventh Circle Wizards. Normal followers range from Rank 4, 5, and 6 Knights and Fourth, Fifth, and Sixth Circle Wizards.
Despite being a cult, these are so well organized that you might mistake them for veteran soldiers. Their battle tactics and coordination will make them a formidable opponent for powerhouses like Rank 8 Knights or Eighth Circle Wizards.
These individuals are completely loyal to you, and you can customize their appearance, personality, and clothing as you wish.

Reincarnate

Virtual reality headset. (100 CP)
A virtual reality headset. This allows you to access virtual reality video games in a completely immersive way. Using it leaves your body vulnerable, so be careful where you use it.
By purchasing this option, you get an account on the video game "Chronicle Online," a very popular MMORPG.

Elixir (100 CP)
The potion that can cure any illness, known as "The Almighty Cure." You have three bottles of elixirs in your possession. These will be replenished each year if you have used them. If you haven't used any, you won't receive any extra bottles.

All-Round Glasses (100 CP)
These appraisal glasses allow you to view people's statistics and information.
These glasses have the ability of analysis, observation, clairvoyance, and vision enhancement. They can analyze any living thing or object, its use, purpose, and statistics. They can verify the emotions of living beings and their true intentions.
They can also see through any obstacle, as well as see clearly at distances of kilometers.

Academy for Talented People (200 CP)
An academic building with various facilities for training different talents, be it magic, aura, academics, etc. This place will have specialized staff to accompany students and help them efficiently develop their talents. This staff will also handle other administrative tasks so you don't have to deal with troublesome matters such as paying taxes and other matters.
This academy will attract people with talents in different areas. In future jumps, it will also attract important figures as protagonists or supporting characters (regardless of their age or nationality).

Copyright (200 CP)
Although it is a simple document, once you have it in your possession, any type of copy of a product, service, article, etc. that you created or that is patented in your name or that you have the rights to, cannot be copied, duplicated, marketed, or altered by anyone other than you or someone who has your authorization.

Recycler Machine (200 CP)
A large machine size machine (the size of a residential house), which can be introduced inorganic and organic objects (not living beings) for recycling and convert them into other types of materials or elements. You can basically turn trash into gold. You can even turn salt water into pure water.
But keep in mind that this conversion is limited to materials or elements that don't have magical or supernatural properties. So don't expect to turn iron into orichalcum.
Another advantage is that apart from recycling the object, it will analyze its composition to make a plane for its manufacture or elaboration, being the detailed plane or a recipe with pressures step by step for its preparation.
The recycling time will be second, almost instantaneous. This machine has an integrated generator for continuous operation (without contamination and ecological total), being able to treat different types of materials and objects. This may be attached to your warehouse if you want.

Istro Equipment (400 CP)
Two sets: one for Mages, which includes a staff and robe. The other is for Knights, and includes armor, a shield, a short sword, and an arming sword. You'll have both to use as you wish.

The arming sword is comparable to the force swords used by Vanguards. This sword is made of mithril and dragon bones. It can amplify the user's aura, as well as store and release it.
The Staff and Robe, in addition to increasing attack and defense against magic and spells, can also store the user's aura within these objects. Their capacity is unlimited.

Excalibur (400 CP)
A relic from the Mythical Era, this sword is actually a handle made of orichalcum and Sacred Blood Stone. This sword's purpose is to condense the user's Aura, Mana or Divine Power, to form an Aura-enhanced blade that can cut objects, even magic, or astral beings.You can lengthen the saber up to about ten meters.
You basically have a Star Wars Lightsaber. The only downside is that if your Mana or Divine Power is very small, the blade's shape won't last long.
This object is indestructible (the handle) and does not require maintenance, as it will be in perfect condition all the time.

Magic Tower (400 CP)
The magic towers of the magicians of the world of Rondel are not the typical magic tower of fantasy series. These towers are actually companies that are in charge of the manufacture of Vanguard and Sky Fortress. They can also take care of the manufacture of other things such as Levitation Train and other objects that combine magic and technology.
You own your own Magica Tower, a large -scale one that has the capacity to produce one hundred Sky Fortress and one hundred thousand units of vanguard every year. We are talking about the greatest factors that determine the power of a nation.
In your possession is infrastructure, laboratories, research, patents, personal and material that will make the tower work without inconveniences.
Since you pay CP, everything manufactured will have a cost of 40% lower than that of the average, such as being of quality much higher than those produced by other magic towers.
The annual net gain you will have is 349,600,290,600,000.00 Loot (256,740 million dollars).
All documentation and taxes will already be resolved.
Post-Jump, your magic tower will produce magical or special items from the jump you're on. This includes items that combine technology with other energy sources like Ki.

Dragon Land (600 CP)
Dragon Land is a land of great resources and treasures from the past. Unexplored lands, where no civilization has been able to prosper due to the abundance of powerful monsters and dragons that guard these lands. But this is a safer version of these lands.
You have a pocket dimension or secret plane attached to your warehouse with an area of 100,000,000 km². These lands are not inhabited by monsters or intelligent beings, nor are there relics of the past such as powerful weapons or other legendary artifacts. However, they are filled with vegetation of many rare plants, vegetables, and fruits that increase power, with rejuvenating effects, ingredients for powerful elixirs, and other types of extremely rare minerals that provide great benefits to those who consume them. There are also several mines of common and precious metals and ores, as well as mithril, adamantite, orichalcum, magic stones, and other minerals of a magical nature. As icing on the cake, this territory also has a dragon graveyard, where you can possess thousands of bones in good condition for crafting powerful weapons.

Just like vegetation, metals, and dragon bones will replenish each year when you harvest or mine them. In future jumps, you can include vegetation, minerals, metals, and bones from other spices from worlds or universes you visit.

World Tree (600 CP)
Despite its name, it is actually a large magical crystal that contains the full power of a dead god. Its name comes from the fact that this god's power is the origin of the world (which is planet Earth).
This crystal can be fragmented to obtain part of its power or absorb all of the power within it. Depending on your race and your limit, you can use only a fragment to reach the maximum level of your species (humans, dragons, and demi-humans). If you have purchased the "Transcendental" perk or already have one of the same nature, you can absorb the entire magic stone and have the power of a god. The power of a god is beyond mortal comprehension, allowing you to teleport between worlds or dimensions without restriction, perform miracles by reviving thousands of people who died in a war, or even create a world with a magical or other power system. Keep in mind that all this world-building takes time, even for the gods, so in Post-Spark, you'll be able to create universes with just a snap.
Each jump you begin, the magic stone will replenish if you've already used it. If you haven't absorbed it, you won't receive another, so don't think about stockpiling them.

Manuel Lucas Rewards (600 CP)
Normally, this would be awarded to someone who has reached the tenth floor of Manuel Lucas's tower, but since you're paying CP, we'll give you some of the reward items for passing that test.
First, you'll receive 100,000,000,000,000.00 (USD 73,643,100,000.00), receiving this amount with each jump you begin.
The second reward is 10 state-of-the-art Sky Fortresses, with defensive barriers that can block Rank 8 or Eighth Circle attacks, as well as attack power that surpasses the aforementioned (but are not as powerful as an attack from a Rank 9 Knight or Ninth Circle Wizard). These floating fortresses can be summoned by you through a spell engraved on them; make sure it's in a spacious location.
The third prize is ten automated Vanguards, whose power is on par with a Rank 7 Knight. They have special programming that makes them effective in combat and competent for any type of situation.
The last prize is the Hollywood System, which is something similar to a server that runs the internet worldwide. This includes search platforms, social media, etc. You basically dominate the entire digital network, as if you had a monopoly on everything related to the digital world, its platforms in particular. You basically control all information worldwide. This includes permission to modify any data uploaded to a digital system or program, both online and offline. You can tamper with a person's or company's data or even manipulate government and banking systems to "legalize" the origin of your funds. You can only use this permission 15 times during each jump. However, you cannot use these rights to steal other people's registered properties, nor to spread news that incriminates someone for a crime they didn't commit. Every structure and installation for the operation of this global system will be hidden, and only you and those you authorize will know its location. It is also protected by barriers that can repel attacks from a Rank 9 Knight or a Ninth Circle Wizard. For security reasons, there will be several servers; should one be destroyed, another can be used as a substitute, with twenty of these distributed around the world. This system is also impossible to hack, so

don't worry about a virtual attack. Any profits related to the Hollywood System, as well as any legal issues, will be covered. In future jumps, you can make this system the only one present in the world you're currently in. You can use this system in all your properties, regardless of whether it's a single world or a galaxy, and it will work perfectly.Hollywood System includes an AI that will manage this system. This will be obedient and loyal to you, if you have an AI you can let it be responsible for managing the Hollywood system.

Noble

Pain Mitigation Ring (100 CP)
This ring will cure the wearer of all muscular ailments, including headaches.

Berserk Potion (100 CP)
A potion that temporarily increases the power of anyone using the Aura to that of an Aura Master for five minutes. You will receive a dozen of these potions, and they will recharge each year if you have already used them.

Elegant Suit/Dress (100 CP)
An elegant suit/dress that fits your measurements. Perfect for occasions where the dress code is very strict.

Safe Place (200 CP)
A place where you can hide from your enemies or conceal your riches. A small house protected by a security system that not even an Aura Master or Seventh Circle Wizard could destroy or breach.
This place can only be entered by you or those you authorize, using an object that will teleport you there. This place is well hidden in a secure area or within your Warehouse if you prefer.

Soul-Contract (200 CP)
A contract that binds the parties to the agreement written within. It cannot be voided, and those who sign it must honestly fulfill their obligations. Perfect for use against those treacherous nobles.
Have as many contracts as you need, but remember to keep your end of the agreement when you sign it.

Vanguard (200 CP)
One of Archduke Lucas's creations. A set of force armor and a force sword. These armors are the main asset in each war, with the number each nation has in its possession being an indication of their power. The Vanguards' force equipment can amplify the wearer's Aura. These items are so powerful that only a Seventh Circle Mage or higher can defeat them.

Great Shield Artifact (400 CP)
A powerful ring imbued with the Greatshield protection spell by a Ninth Circle Mage. This ring will protect the wearer from attacks equal to or lesser than those of a Ninth Circle Mage or a Rank Ninth Knight.You can use it once a day.

Titan (400 CP)
A gigantic version of the Vanguard equipment. This colossal beast has the power to destroy a Sky Fortress if it gives its all.
To operate this titan, you don't need a pilot or crew; you can control it remotely, allowing you to operate it up to five kilometers away.
Being a gigantic version of a Vanguard, its defenses, both magical and physical, are quite considerable. Attacks from Rank 7 Knights or Seventh Circle Wizards aren't very effective against it.

Levitation Train (400 CP)
A large ship (which looks like your typical spaceship) that can only hover a few kilometers off the ground. This colossal structure has several rooms for nobles and high-ranking officials to comfortably stay, as well as shared quarters for the rest of the crew, as well as other facilities such as kitchens, bathrooms, etc.
It has a control center for its operation, as well as several weapons equipped on this ship to attack enemies with mana cannons. It has a large protective magic shield that can even withstand attacks from seven Circle Mages or Rank 7 Knights.

Sky Fortress (600 CP)
Sky fortresses are large floating castles that can reach heights of up to three kilometers. They also have a powerful defense, generating shields capable of protecting against multiple attacks from Rank 7 Knights or Seventh Circle Wizards, as well as generating a powerful attack on par with Rank 8 Knights or Eighth Circle Wizards.
These colossi can be occupied by more than a hundred people, serving not only as a mobile base but also as a weapon that transports a small army.
These structures determine the power of nobles, especially those of nations. Powerful nations worldwide possess several of these weapons, as do nobles of different ranks who possess one or two in their personal arsenal.
This option includes competent and loyal personnel to operate this mobile fortress, but all are non-combatants. It also has several spells engraved for its constant maintenance.

Castle (600 CP)
A grand castle, fit for royalty. It covers an area of 200,000 square meters and has 1,788 rooms, 257 bathrooms, a banquet and ballroom for 5,000 guests, as well as various facilities such as meeting rooms, a grand throne room, barracks, training grounds, and more.
Both the architecture and interior design are among the most elegant, equipped with high-quality and elegant furniture, artwork, and other items.
The castle is protected by a powerful barrier that can repel attacks from Rank 8 Knights or Eighth Circle Wizards, as well as resist a few higher-level attacks from those mentioned above.
It also has a barrier to detect intruders or people with malicious intent. It has several maintenance and repair spells, giving it a new or newly built appearance.

Secret Weapon (600 CP)
A powerful weapon capable of killing a dragon with a single shot. This large, mana-powered cannon can fire shots thousands of miles away, generating destruction more powerful than an attack from a Ninth Circle Wizard. This weapon has a recharge time of half an hour per

shot and must be charged with mana, requiring ten Wizards with rank high Mana abilitie to charge a single shot.
A powerful weapon, but one that cannot be used carelessly.

Commoner

Unlimited Sweets (100 CP)
An unlimited supply of a sweet treat of your choice. It can be candy, cookies, or a piece of cake.

Mana Gun (100 CP)
A portable and easily maneuverable pistol. You can use your own mana or aura to convert them into bullets. The bullets can injure a Rank 2 Knight or a Second Circle Wizard.

Stable Job (100 CP)
A job of your choice, with hours from 9 a.m. to 3 p.m. Your annual salary will be the equivalent of USD 20,000.00. Thirty days of vacation per year (plus holidays) and medical insurance are included. The work environment will be good, so you won't have to deal with problems with your boss or coworkers, or with your office being a dump of a job.

Business (200 CP)
A modest, two-story store that will sell the products of your choice. You'll have five loyal, honest, and highly competent employees. Annual net income (after costs) will be equivalent to USD 2,000,000.00. All legal and tax procedures are covered, so you can enjoy only your profits.

Purifier (200 CP)
An object the size of a tennis ball. When activated (by injecting a bit of mana or aura), it can purify any object within a 1 kilometer radius. Whether it's dirt or rot, you can cleanse everything except contaminations of supernatural origin, such as magic. It has a 24-hour cooldown per use.

Vessel of Unlimited Water (200 CP)
A vessel (or bottles, if you prefer) containing an unlimited amount of pure, drinkable water. The water has no special effect, but it's useful for quenching thirst.

Magic Stones (400 CP)
This type of magic stone has the effect of increasing the power of whoever absorbs its energy. This means that if a Wizard or Knight absorbs its energy, they will become more powerful. You have a yearly supply that will allow a Rank 1 Knight or First Circle Wizard to increase their power to a Rank 7 Knight or Seventh Circle Wizard (the limit being the power increase these stones can provide). If you don't want to use all of them on one person, you can use them to advance five to Rank 5 or the Fifth Circle, or use them on 20 people to advance to Rank 3 or the Third Circle.
These stones can also increase the power of other types of energies or power systems, giving an increase equivalent to the Ranks of Knights or Circles of Wizards.

I Have People Who Support Me (400 CP)
As a commoner, you are at the mercy of nobles and other powers if you don't have a powerful backer protecting you. Fortunately, you have an organization or person who will offer you protection from malicious individuals.
Depending on your location or race, you can choose a canonical nation or organization to protect you or act as your backer so you don't have to suffer slights, abusive negotiations, or attempts on your life and the lives of your loved ones. This is as long as you don't abuse this protection, such as attacking first or acting like a thug who has a large organization behind him.
In future jumps, you can choose other canonical nations or organizations from the jump you're currently in, with their protection.

Spirit Tower (400 CP)
A more compact version of the Sky Fortress. A large metal ball measuring 20 meters in diameter, it has defenses on par with those of a Sky Fortress, but with zero attack power. These objects are controlled by elemental spirits, operating 24/7 as they have an unlimited source of energy and operators who don't need to rest.
Another advantage of this object is that, being much smaller than the classic Sky Fortress, they can be deployed in a city without affecting the landscape.

Secret Laboratory (600 CP)
A laboratory whose location is very difficult to access, whether you or those you allow have access to this place. You can access it through a device that will teleport you to the location or through your warehouse, which is attached to the warehouse.
This laboratory has all the facilities and resources you need for your experiments, whether magical, biological, or other. You will also have a loyal and competent staff to help you with your projects. The laboratory will have all the necessary equipment for its operation.
The disadvantage is that with the resources and facilities at your disposal, you will only be able to manufacture prototypes or final products in small units, making mass production impossible.

100 swords (600 CP)
Every knight's dream. These hundred swords are very peculiar, being made primarily of dragon bones and mithril, and fifty of them will be made of orichalcum, with the other fifty made of adamantite. The hardness of dragon bones is almost indestructible, and mithril is highly compatible with magic and aura. But above all, orichalcum is effective against demons, and adamantite is effective against angels, both minerals also being able to store magic or aura.
These swords are very useful in the hands of a rank 8 knight, as they can use telekinesis with their aura, making it possible to perform their sword styles by manipulating up to ten swords. A rank 9 knight could control all one hundred swords without difficulty. Any wizard could manipulate the swords with magic, using them as projectiles.

Temples (600 CP)
This temple is special because its purpose isn't to bless a deity, but rather to obtain power. Each year, this temple can grant 99 abilities or gifts, with 9 of these being equal to a Seventh Circle Wizard, 15 to a Sixth Circle Wizard, 20 to a Fifth Circle Wizard, 25 to a Fourth Circle Wizard, and 30 to a Third Circle Wizard.

These abilities or gifts can vary, such as telekinesis, great strength, healing abilities, etc. Try to choose simple abilities that aren't too complex or powerful. The source of this power is the user's stamina, but you can use other sources such as mana or aura.
You can add this temple to your warehouse. In future jumps, you can use other sources of energy or power to use these abilities. Think of these as the awakened abilities of hunters from Solo Leveling.

Companions

Import (Free/100 CP per)
You can import up to 8 people for free, but by paying 100 CP for each, they will receive 300 CP to spend on this document.

Canon Companions (Free/100 CP per)
If you manage to convince them, you can recruit any character from the series as a partner. If you pay about 100 CP, you will have a favorable first meeting, which in a short time will turn into friendship.

My Fiancée (100 CP)
Regardless of whether you're a noble or a commoner, having a person engaged to be married is commonplace in this world. This person will be completely loyal to you and will accompany you through thick and thin. You can customize her/him to your liking, both in appearance and personality.
For those who want a harem, this person will allow you to have as many lovers or spouses as you want.

My family (100 CP)
A family member, who can be a parent or a brother or sister, a person who will give you moral support and watch over you, being the most faithful ally you have. Your relationship with this person will be that of a family member, so you are neither superior nor inferior to them.
Consider that they will be the only person who will be with you at all times, as well as the one who will scold you when you do something wrong (according to their morals).
You can customize this person to your liking or have them be someone from your life before you started in this chain.

Lifelong Friend (100 CP)
Many people don't value a good friend who stays by their side. Regardless of your ideals or personality, you can always count on this person. They'll see you as an equal, so they'll help you correct those mistakes you make that your subordinates don't dare mention. As a good friend, they'll be by your side through thick and thin, remaining loyal to that friendship.
You can customize this person to your liking.

Subordinate (200 CP)
A lackey who will follow your every command to the letter. Loyal to you to the core, he/she'll be willing to follow you to hell itself and do all your dirty work.
You can customize this person to your liking. His/her power will be on par with a Rank 5 Knight or a Fifth Circle Wizard.

Supersonic Black Eagle (200 CP)
A two-meter-high black eagle. This chimera has the bones and skin of a black dragon. Its body is so durable that it can easily withstand an aura attack. It recovers quickly from wounds, so after receiving an attack, it will be in optimal condition in a matter of minutes.

Another ability is the ability to share vision with its master, so you can see everything this chimera sees if your vision is synchronized.
Another skill is that of magic sharing, so this one can use your same spells and magic.

Assistant (200 CP)
This skilled individual will be your right-hand man in all administrative matters. He/she has Intelligence, Office Ability, Learning Ability, Administrative Power, Leadership, Political Ability, and Communication stats, all at the High rank.
You can customize this person to your liking, and he/she remains completely loyal to you.

Android (400 CP- Free if you purchase "Manuel Lucas Rewards")
One of Sir Lucas creations, this android will be a reflection of any companion character in the game you're playing. It will have the same stats and abilities as that character. This android's true power is that of a Class 8 Knight or an Eighth Circle Wizard, depending on that character's class or combat type. When synchronized with the game character, it will unlock its power as you make that character more powerful.
This android will be completely loyal to you. If you're playing a virtual reality game, this android's consciousness will split into two: one in the game and the other in monitoring mode in the real world, able to protect you or itself from any threat.
Another peculiarity is that this android has the potential to become a Ninth Circle Wizard or a Rank 9 Knight. It can also produce offspring, so if it's a woman, it can become pregnant, or impregnate a woman if it's a man.

Adrian (400 CP)
Adrian, the protagonist, is an incredible character. Intelligent, handsome, charismatic, with an unorthodox mindset and great potential. This guy, or gal if you prefer the female version, will be your faithful ally. A very capable person, he has the potential to become a Ninth Circle Wizard or a Rank 9 Knight.
You can use him as a visible leader or as your right-hand man, but I assure you, he will be completely loyal to you and will always prioritize your benefits.

My Commander (400 CP)
Any organization, group, or nation has a person who is the leader's right-hand man. Someone very competent and powerful to stand alongside such an important figure as the leader.
This person has the power of a Rank 7 Knight or a Seventh Circle Wizard. This one will also have seven of his/her abilities (Mana, Aura, Intelligence, Office Ability, Physical Strength, Learning Ability, Administrative Power, Leadership, Political Ability, Communication, Force Detection) at high rank.
You can customize both its appearance and personality to your liking. This person is completely loyal to you.

A Super Power at your Command (600 CP)
Every nation has its trump card. Some have weapons that can destroy a dragon. In your case, you have a person whose power is on par with one. This person is at the level of a Rank 9 Knight or a Ninth Circle Wizard. Their skills in force detection, Mana or Aura, intelligence, physical strength, learning ability, leadership, communication, and force detection are all very high. Basically, you have a trump card.

You can customize both its appearance and personality to your liking. This person is completely loyal to you.

Dragon (600 CP)
A powerful dragon, whose power rivals that of a Rank 9 Knight or a Ninth Circle Wizard. This mighty being is a modest 100 meters long. This dragon, besides having a powerful body that withstands attacks from Rank 7 Knights and a Seventh Circle Wizard, has the ability to transform into a human, allowing it to hide its power and pass as a harmless civilian.
You can customize both its appearance and personality to your liking. This dragon is completely loyal to you, so you will have a powerful subordinate.

Demon/Angel (600 CP)
Beings from the mythical era, these are the classic angels or demons. These creatures have powers on par with those of a dragon, being both powerful and long-lived (almost eternal). These beings have such great power that they have been exiled to another planet, as only one of them is capable of easily destroying a mid-level nation.
You can choose between an angel or a demon (you can choose subspecies such as succubi, vampires, and other races considered demonic).You can customize both its appearance and personality to your liking. This being is completely loyal to you, so you will have a powerful subordinate.

DRAWBACKS

You may take any amount of drawbacks you like.

Crossover (+0 CP)
Are there any manga, anime, game or novel that you are interested in and want to add to this jump?
You can add other series to this world, as long as they are similar to this one. You can add as many series as you want. In case they have different power systems, they will adapt to the magic and aura system of this world.
If you are only interested in some characters and not the plot, you can bring only those characters. As for powerful items that exist in those plots, such as magic or very broken powers, these cannot be incorporated.

Supplement (+0 CP)
If you are not in the mood to spend 10 years on this jump for a Perk or Item, you can use this jump as a supplement and buy whatever you want. But you will not have the benefits of discounts. If you wish, you can combine this jump with another one you are doing, being able to take Drawbacks from this jump, but without discounts.

Extended Time (+100 CP)
If you want you can spend an additional 10 years in this jump. It can be taken multiple times, up to ten times.

Video Game Addict (+100 CP)
You have a video game addiction. It's the least harmful of all addictions, but with the virtual reality devices available, you can lose track of time while playing your favorite game. You'll be playing for at least ten hours a day.

Trash (+100 CP)
Your reputation isn't the best. You have a history of being a hedonistic and arrogant person. Shaking off that reputation won't be easy, but with effort, you can overcome the stigma.

Expressionless (+100 CP)
Like Arcia, your facial expressions are nonexistent. You'll have a neutral face throughout your jump. Although it's a nice advantage if you want to be a professional poker player.

Shameful Merchandise (+100 CP)
In any city you live in, merchandise featuring you will be sold. Whether it's dolls, posters, etc., there will be a wide variety of this merchandise. You won't make any profit from the use of your image, just as you can't market your own merchandise featuring your own image.

Stolen Achievements (+200 CP)
Any achievement you accomplish will be attributed to someone else, be it a colleague or a superior. Even if you end a war on your own, that feat will be attributed to your superior.

Fake news travels fast (+200 CP)
Any false and malicious rumor about you, your faction, or any organization or person associated with you will spread quickly through any social media (whether social media or word of mouth). If you want to stop these rumors, you'll need to provide clear evidence.

Lookism (+200 CP)
The people of this world will judge a book by its cover. So no matter how good a person and upright you are, if the serial killer is a handsome guy with all the evidence against him, people (popular opinion, not the legal system) will think you're the culprit. Even a person with good looks will be forgiven for any crime. To clarify, you can't exploit this, so don't think that being handsome will give you any advantage.

Punching Bag (+200 CP)
You're the typical character who always gets punched or humiliated. Once a week, you'll encounter these kinds of situations, and no matter how powerful or high your status, it's inevitable. Prepare to be the laughingstock of your social circle or belittled behind your back if your rank or power is high.

Twisted Love (+200 CP)
A person of high rank or great power is obsessed with you. This person wants to possess you and keep you as their pet. Prepare to deal with this psychopath's attacks (direct or indirect). At least once a week, you'll have to deal with their twisted plans to break you mentally and make you submissive. How you deal with this person is left to your imagination, but if you're interested, Adrian did have a very effective revenge.

Manuel Lucas Fate's Chosen One (+400 CP)
Congratulations, jumper! Everyone in Rondel thinks you're the bearer of Manuel Lucas's Fate. It's not that you actually are, but everyone is convinced you're the chosen one. Prepare to have to deal with powers like the Bringum Empire, who claim to be the true heirs of that Fate. These men will do everything possible to capture you and use inhumane methods to extract information. I hope you have great power or are protected by a powerful nation.

Enemy of the Demonic Cult (+400 CP)
It seems you've earned the ire of one of the demon cult leaders. The average cultist has at least the power of a Rank 3 Knight or a Third Circle Wizard. The leaders of those organizations have at least the power comparable to a Rank 8 Knight or an Eighth Circle Wizard.
These men will do everything in their power to eliminate you, and dialogue is impossible. During your stay here, you will have at least one attempt on your life once a month.

Target of Conspiracies (+400 CP)
You're a magnet for political conspiracies or power struggles. No matter how inconspicuous you try to be in the public eye, you'll find yourself embroiled in a power struggle within the royal family or an international war between powerful nations.
The good news is that your stay won't be monotonous.

The Family Fool (+400 CP)
You're not well-liked by your family, and unlike Adrian, it's not just your stepmother and stepbrother, it's your entire family who wants you dead.
Regardless of your origin, you'll be connected to a noble or powerful family, and unfortunately, they'll have a contentious relationship. They'll plot against you, as well as attempt to assassinate you through various means. Unless you take them on, you'll have to deal with their dirty, underhanded tactics throughout your entire jump.

Slave (+400 CP)
This is bad. You are a mere slave of the Croixen Empire, the only nation where slavery is "legal." Your life will depend on your owner's decision, and you will not be able to use your Jumper powers or items to escape this situation.
The only way to escape this fate is for a third party (not a companion or follower) to free you.
War is Eternal (+600 CP)
At first glance, Rondel seems like a fantasy world where magic and science harmoniously complement each other, but the reality is that it's a place where conflicts are more common than one might imagine, especially when there are existences that can single-handedly destroy a nation.
During your stay in this jump, there will be several wars, and no matter if you manage to end one, another will begin. Prepare to participate in all the wars in this world, because you will be directly or indirectly involved in them.
Fortunately, when a war ends, you will have a three-month break until another one breaks out. And no matter if you end a war on your own in just one day, another conflict will break out, and you will be forced to participate.

Enemy of the Goddess (+600 CP)
The Goddess sees you as a threat to her grand plan, so she'll do everything in her power to eliminate you. Prepare to have her followers on your tail, as well as be seen as an abomination by the entire world, as all the nations of Rondel are influenced by the power of the Church of the Goddess.
You are basically the enemy of the world, just like the demons.

Demon Invasion (+600 CP)
If this world seems terrifying to you, there are beings more powerful than humans and demi-humans who have achieved great power, even more powerful than the Dragons themselves. These are the Demon Kings. Demon Kings are the strongest individuals in the demonic races; even an average Demon King is on par with five dragons (beings that can easily destroy a mid-level nation). The seven Demon Kings have descended upon this world and threaten to destroy everything. Even the most powerful of them will be present (his power is equivalent to ten dragons). The worst part is that these guys will consider you a threat, so they will be after you to kill you.

The War of the Worlds (+600 CP)
Believe it or not, Rondel and our world (Earth) are two mirrors: one where the goddess's power is present, and the other where the god of that world (the goddess's son) has disappeared due to a lack of followers.

After the death of her son, the goddess has planned to integrate both worlds. This in itself will not only bring natural disasters due to forced integration, but also, due to the interests of those in power, will lead to global conflicts.
Your mission is to prevent all of this—not integration, but conflict between these two worlds. The methods you use are at your discretion, but if war breaks out, it will be considered a Chain-Failure.

Power Loss (+600 CP)
Lose the Perks, Powers and Items from previous jumps, and can not import any companion or access your Warehouse, at least you still have your Body Mod.

Choices

Go Home
Stay
Continue

Notes

Nobles
Noble families are a combination of business and political conglomerates. These families own many businesses, as well as the power to dictate policies in their territories (as long as they remain within the limits of the nation to which they belong). This combination of economic and political power gives noble houses great sway over commoners.

Levels in the game and Wizard powers.
Level 10, 1 Circle
Level 30 - 2 Circle
Level 80 - 3 Circle
Level 120 - 5 Circle
Level 160 - 6 Circle
Level 200 - 7 Circle Archmage
Level 250 - 8 Circle - Grand Wizard
Level 300 - 9 Circle Lord Wizard

Knight Rank
Roadmaster equal 9 Wizard Circle
Grandmaster equal 8 Wizard Circle
Aura Master equal 7 Wizard Circle

Unlike Mana, Aura cannot be artificially created. It can only be created by the user's internal energy.

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Changelog

-1.01:

Some grammatical corrections.