
Re:ZERO
-Starting Life in Another World-
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By Valeria

Introduction

Four hundred years ago, there was The Great Calamity. The Witch of Envy, Satella, raged across the world. She spread destruction in her wake, raising legions of monsters and destroying entire nations in her fury. Indeed, Satella almost destroyed the world. But heroes rose against her. The Dragon, the Sword Saint and the Sage. Three great legends that took up arms and defeated Satella. But they could not kill the witch for she was far too powerful for death to catch her. Instead, they sealed her within a hidden shrine and ensured it would be watched over and protected. Satella would never escape. The world rejoiced as the three heroes ushered in a time of growth.

Time began to pass. The world has it's problems. War is not unknown. Corruption, lies, assassination and evil still exist. But people have hope and happiness. Countries such as Lugnica, Vollachia and Kararagi make up the majority of the world and though they are not perfect, they do their best. But four centuries of peace are the limit to what this world can have and dark things have begun to set their plans in motion. Satella, still feared and hated to this day by most, has drawn a dreadful organisation together, known as the Witch Cult, who seek to release her from her seals. The kingdoms move towards war as disaster after disaster strikes.

Worst of all, Lugnica's royal family have all died of injuries or illnesses or mysterious disappearances. The council of Lugnica has called the Royal Selection Ceremony to begin, calling five young girls to become Princesses and compete to become the next Queen of Lugnica. Of these girls, who range from royalty to robbers, is a young lady called Emilia. A half-elf who looks exactly like the dark Satella and has faced great hatred for it. Poor Emilia seems like she has no hope in this coming Royal Selection and the world around her, unknown to many, is spiraling towards destruction.

But among all this coming chaos, a hero appears. A young teen from modern day Japan has been brought to this world. Natsuki Subaru is an ordinary guy with no special skills, no hidden talents, no cheat powers. Except every time he dies, he can try again. And again and again and again. A helpless normal boy in a world of magic and dragons, who can only die over and over.

Maybe some stranger can come help him out.

This is the world you will spend your next ten years in. You have 1000 Choice Points (CP) to spend on advantages for yourself.

Locations

Please roll a d8 on the following list to decide your location. You may pay 50CP to change it to what you wish.

1- **Lugnica Capital**
The capital of Lugnica, the central country to this world's story. Lugnica is known as the Dragon Kingdom for it's ancient deal with The Dragon in the old legends. For a country home to almost two million people, it's benefited greatly from that ancient contract. The Capital itself is home to over three hundred thousand people, divided into five districts of growing wealth and status. Ordinarily a beautiful and relatively peaceful city, it and the rest of the country is currently under martial law. The royal family have all been killed over time, leaving the throne with no heir. A council is currently ruling the country as they await the ritual that will see five princesses from across the world compete to become the next ruler of Lugnica. You begin at one of the large gated entrances to the capital.

2- **Roswaal Manor**
An enormous Lugnican estate owned by the Margrave Roswaal L Mathers, heir to the long and fabulously powerful in the arcane arts line of the Mathers family. The estate contains several small villages but you'll find yourself at the gates to Roswaal's personal mansion, itself an enormous home. There are many secrets to be found on the estate, from the charming and benign to the very deadly and potentially apocalyptic. Roswaal himself is a mysterious figure, currently sponsoring Emilia, one of the princesses competing for the throne of Lugnica. Perhaps there is something a bit more dangerous to this seemingly kind man than is immediately obvious.

3- **Irlam Village**
One of several small villages found on Roswaal's property, Irlam is a peaceful little farming community. It's home to many eager young kids looking to bright futures and also the place where a shocking number of awful things have the chance to occur. The village only has around three hundred people but it is very welcoming to newcomers, so long as they don't cause any trouble for the village of it's lord. You'll appear just outside the village outskirts, among several small farms.

4- **Priestella**
A gorgeous city covered in water ways, waterfalls and other water features. Priestalla, known as the Water Gate City, is one of the five major cities of Lugnica. It is a world famous tourist location and also home to a great deal of mercantile power, given it's closeness to the neighbouring country of Kararagi. You'll awaken at the entrance to the city, at a small cafe being served some wonderful spring water.

5- **Kararagi**
One of the other major countries in the world, Kararagi is a collection of city states that takes on a decidedly Japanese theme, as opposed to what may be seen as a more European look in Lugnica. Kararagi is a trading country, with numerous large and powerful merchant companies residing in it, where little is off limits. Even slavery is legal, with only a few limitations. Anastasia Hoshin, one of the princesses competing for Lugnica's throne, comes from here and leads the Hoshin Trading Company. This is in fact where you will begin, just outside this company's doors.

6- **Gusteko**
Another rival country, though this one is far more isolated from the rest of the world. A frozen country to the north, covered in a near endless snow storm. Gusteko relies on mining trade for survival, though to how successful they are at this with the insane tyrant prince that currently rules them, isn't known to those outside the country. You'll find yourself on a lonely, snowy road just outside a small town here.

7- **Sacred Vollachia Empire**
A huge and powerful empire located south of Lugnica, it is likely the greatest rival to Lugnica in the world. Vollachia is a military nation, holding great faith in the concept of strength, and even their rank and file soldiers are exceptionally strong. Gladiator arenas, competitions and contests of all kinds are dotted across this country that near worships war. Vollachia is blessed with calm, temperate climates and excellent environments, allowing them to grow strong. Similar to Lugnica, Vollachia also has a ritual to select the new Emperor of this country, one that involves all the many children of the last emperor slaughtering each other until one survivor remains. However, one princess from here has come to Lugnica to compete in the King Selection ritual. Vollachia is currently in a non-aggression pact with Lugnica, unlike past years where the two countries have gone to war often. You'll begin in the streets of Rupgana, the capital of the Empire.

8- **Free Choice**
A lucky roll for a lucky person. You can now choose any of the above locations as your starting location.

Origins

Traveller

A stranger in a strange land. You're not from around here. In fact, you're actually from a world really quite close to what you originally called home. Similar to Subaru himself, you were called over here from the world of Earth for unknown purposes and through unknown methods. Whether you had a history on the other world or not is unknown but you are certainly a new factor in this new world. You'll open your eyes in your starting location, with no one having seen you before. Optionally, you may use this to take Subaru's place instead, though you do not gain anything additional without paying for it and this may expose you to unreasonable amounts of danger.

Servant

From the lowly maid to the noble knight, a lot of the world makes their livings in service to other people. You were raised since you were just a little child to enter your current career and as a result of all the efforts, training and study you put in, you ended up quite a respectable person. You're a servant of some kind to a noble character found in this world, such as Margrave Mathers or one of the princesses. You've been working for them for a few years now and have their trust, as a handmaiden or a knight or something else entirely.

Princess

Before a few days ago, you thought you were relatively ordinary. A pickpocket girl on the streets, a young heir to a minor noble, even just an ordinary mercenary operating in the wilds with your friends. No one special, no one that known.But through quirk of fate or long lost blood, you've been discovered to be eligible for the Royal Election Ritual that will decide who becomes the next ruler of Lugnica.

Wherever you hail from, whatever your past may have been, you are now a figure that will receive a great deal of attention as political parties within Lugnica and without seek to support, control or oppose you. While you are now the sixth Princess of the royal game, you do not yet have any allies, though you likely have received several noble invitations and offers already. The trials ahead of you are rough, particularly if you are just some orphan nobody, but success will see you as the head of one of the greatest kingdoms in the world.

Cultist

The many countries and factions of the world are not peaceful ones, not entirely. They've warred before and will plot against each other in coming days. But there is one group in the world that everyone knows is a true evil.

The Witch Cult. The worshippers of the great evil Satella, who aim to bring her back and cast the world into chaos. The fiends who slaughter entire towns or cities for pleasure. Your new family, in fact. You're one of the cultists of the Witch Cult, in service to one of the Archbishops of Sin or even perhaps, should you be powerful and notable enough, directly to one of the Witches themselves. Your goals are to support the Witches, to gather power, to unleash your own madness and to bring back beautiful Satella into the world that is rightfully hers. Prove your worth and you may even be given an Authority from one of the Witches, along with the unholy title Archbishop of Sin.

Witch- 200

A step beyond that of a mere cultist. You are now one of the very Witches that they revere as goddesses. You need not be the cruel devil they may believe you to be, a Witch can even be a hero if they try, but your sisters and brothers are for the most part, just as evil as believed. Still, if your desires inclined you that way, you could indeed be the monster that many fear Witches to be. As a Witch, you will not age and you will also gain a stipend of 300CP to be spent solely on gaining yourself an Authority from later in this jump, which will be the Authority and Sin that you are the Witch of, likely alongside another existing Witch. You are still young among your peers but perhaps one day, even Satella could become second to you. Male witches are known as Warlocks.

Your age is 12+2d8. Your gender is the same as it was previously. Either of these may be changed for 50CP.

Perks

All 100CP perks are free for their origins and other perks are discounted for associated origins.

Peak Performance- 100

It's not often you find someone that just looks average or plain here. Whether it be as cute as a button, as flamboyant as a flamingo, as cool as shard of ice or as hot as a raging inferno, people don't go for half measures when it comes to their looks. Taking this means that you can make yourself just like that too. You can make yourself such a cute guy that even those otherwise straight have trouble with their feelings towards you or look so ugly that some people just faint on the spot. Whatever sort of aesthetic you want to be, you are, essentially, the ideal body for it.

Magic User- 100

Magic is the ability to make supernatural effects become possible by moving mana, magical energy, through the Gate of the user, which is a special construct inside of your soul. Magic is divided into the six elements- Fire, Earth, Wind, Water, Yang and Yin. Each covers an array of effects, both the straight manipulation of their elements, Yin covering light while Yang controls darkness, and also more esoteric or symbolic effects associated with those natures, such as water having affiliation with healing magic. While it is possible to learn magic without having an affinity for one of the elements, doing so is very difficult and takes a great deal of time, so most magicians are those with an affinity to one of these elements, focusing on them. It is possible to have more than one affinity however. Spells are cast by drawing out your internal mana through your Gate and using incantations to focus, though once you become skilled enough you will not need incantations for your most used spells.

Taking this perk has made you a experienced magician with an affinity and training for one of the six elements. You have several years of training and would be notable as a young but promising magician in the wider scale. For every extra 50CP you spend, you can gain affinity for and training in another element.

However, if you are willing to spend 100 instead, you may become a Color Mage of one of your chosen magical affinities. Color Mages are known as the greatest practitioner of their magic in their home country, or at least on the same level as such. While a normal Water Affinity magician could heal most wounds of others, a Blue Color Mage could ressurect themselves from death after the fact once or twice a day at the same time as they heal several crews of badly wounded soldiers back to their optimal condition. Color Mage must be bought separately for each affinity and you must already possess an affinity for an element to buy Color Mage for it.

Most people cannot learn magic, as their Gates are only partially open, so if you do not buy this perk then you will be unlikely to be able to learn magic without finding a way to forcibly open your gate.

Spirit User- 200

The other path to magic is that of a Spirit User. While Magic Users make use of their own internal energy, Spirit Users instead make use of the mana in the world around them with the aid of spirits. Spirits can take a vast variety of forms, from the natural spirits of the elements known as fairies to artificially made homunculi spirits, formed like humans or animals. They vary greatly in power, some even being as terrifyingly powerful as a hurricane or volcano.

A Spirit User finds these spirits and tries to befriend them and form friendships with them, in order to create a contract between User and Spirit. These contracts detail the prices and services a User must deliver to the Spirit in order for the User to gain the Spirit's assistance. This always includes granting the Spirit the rights to feed on some amount of your own mana but often other things as well, varying from petty services like grooming a Spirit Cat to undertaking entire quests, such as retrieving a powerful Spirit's long lost treasures.

The acts are usually worth it however. Spirits are powerful and once a contract is made, they will allow the User to make use of their powers. Spirits gather mana from the world around them, potentially even other living beings, and turn that into spells and powers, which a Spirit User can cast personally or have their spirits cast for them. Users must pass the gathered mana through their own Gates to do so personally but even someone with a broken Gate can still ask a Spirit to act for them and grant them their own energy. It is worth noting that most people cannot form contracts with spirits at all, leaving it only to those who have Spirit Affinity like yourself.

Taking this perk gives you a contract with several minor fairies of one or two elements of your choice. They provide a small but notable amount of power and your contract with them is one based on mutual friendship, meaning there is little cost for you. You have a high Spirit Affinity, meaning you find it easy to draw out the maximum power you can from a contracted partner and efficiently make use of it yourself.

You also have the ability to make contracts with other spirits, not just here but in other worlds as well with any kind of supernatural being, though they will need to be physically with you for you to draw on their power.

Beastman- Free/50/100
One of the many Demi-Human races that exist in the world, Beastmen are the wide variety of sub-species that are a combination of human and animal in some way. Even among Demi-Humans, they are notable for the discrimination they will often face. You are one of these many breeds of Demi-Human, taking on a form suiting to the level of this option that you buy. For free, if you want, you may be a Beastman who has only cosmetic animal features. Something as simple as cat ears and a cat tail or snake eyes and scaly skin without any of the benefits such might grant. 50CP spent allows you to take a form that gives minor benefits, such as being able to detect lies through sight or scent, thick natural armour or even a series of sharp claws and fangs. Spending a full 100CP will let you take on the form of a relatively large were-beast based on the animal you are partly made from. These forms are around three to four times the mass of a normal adult male and have the incredible physical strength and toughness one would expect of such. If you wish, you may transform into this state from your normal Beastman body instead of having it be permanent.

Elf- 100
Another rare race, especially these days. The Elven race is one known for both great beauty and a great sense of isolation, having mostly made their homes in isolated locations in the world. There aren't many left and you are one of the few. You'll find yourself with not just the classic pointed ears but an enhanced elegance, beauty and sense for being graceful. You also have a notably higher talent for any kind of magic you come across. Not enough to be called a prodigy by any means but certainly significant in increasing how fast you learn it. If you wish, you may also be a half-elf, though the differences are quite minor.

Oni- 200
You are one of the last of the Oni Kind. A race of Demi-Humans that look fully human, save for one or two horns on their head. Normally, a Oni acts little different from a human, their horns not even visible, but the moment they call upon their power is when their true nature is revealed. An Oni can summon their horns, appearing as shining protrusions from their skull, and gaining greatly increased physical and magical power while they do so. These horns act as mana gates, constantly gathering mana from around the Oni to supply them with even more energy, but this transformed state also fills the Oni with rage and bloodlust, making it dangerous to maintain.

Vampire- 200
The Curse Doll spell grants the user a powerful regenerative ability, seemingly near immortality, in return for making the user a mindless beast that pursues a single target until both target and user dies. You lucked into a special method that gave you the healing factor without the curse aspect. Mostly. You can heal most wounds in just seconds, broken limbs and a smashed in face repairing in a few seconds. Even having your head crushed or your chest cavity entirely eviscerated would take maybe a minute to heal from. But your healing saps at your life force, meaning that you must give yourself time to rest and replenish or else risk falling to the curse and becoming a mindless beast. Taking too many fatal wounds in a few days' time can bring you very close to this edge, so don't fight carelessly just because you can heal.

Traveller

Down To Earth- 100
From a world without magic you came, origins you've not forgotten in your time here. Despite being surrounded by the fantastic and possibly being the same yourself, you remember your humble beginnings. You always have your limits and faults in mind, not to drag yourself down but to remind yourself of what is realistically possible for you and where you need to search for help. You are never ashamed because of weaknesses or flaws you have and in fact, are only inspired to become stronger if you do possess such things, without ever getting a big head from your power.

Keep Focus- 200
When you have nothing but your mind, you've got to make the best use of it that you can. Your body may be nothing special but your thoughts always focus on your surroundings as well as whatever you would normally focus on. As if you were constantly observing the environment and your opponents, you manage to easily pick up and remember even the most trivial of details. The exact movements of someone's fighting style, whispered words you can just barely hear if you concentrate and more. Even in incredible pain and occupied with something else, your mind will pick these things up so long as you could potentially perceive them.

Heart of a Hero- 400
In that heart of yours lies something made of steel stronger than anything in this world. How could a mere boy from Earth possess such a will? You may not be the hero of this world but the will you possess is a match for even the greatest heroes of legend. You just don't break, even if subjected to experiencing utter failure and agonising death dozens or hundreds of times over. Even if you keep failing, you won't falter for even a moment or hesitate for an instant, so long as you still wish to pursue your goal. No matter the pain or hardship, you'll be able to thunder onwards towards your goals.

Strange Love- 600
The moment you stepped into this world, you caught the eye of something special, strong and very scary. Perhaps the Witch of Envy has fallen in love with you instead of her normal target of affection. Maybe one of the Great Spirits has decided that you will be their mate or the legendary Sword Saint has awakened love in his heart for the first time at the sight of you. This incredibly powerful being has fallen obsessively in love with you and seeks to gain your attention and love in return, showering you with incredible gifts or the benefits of their favour. These gifts and favour can make you an incredibly powerful person in this world but they come at a price, that being the attention of this powerful being will invariably draw you into the conflicts they are or will be involved in, often endangering your life. Not to mention that some of these powerful beings may be quite mad as well.

Servant

How to be Proper- 100
Regardless of what kind of servant you are, it is important that you are always ready to assist your master when they have a need. To ensure you would always be ready to assist, you mastered a wide variety of skills. Anything a household servant could be expected to know, from cooking and cleaning to caring for the stable animals and tending the grounds, is something you are learned in to a very high standard. Adding on top, you'll quickly be able to develop an understanding of those you serve that allows you to figure out what they are feeling and how they truly desire you to act, even if those desires might conflict with what they say on the outside.

Burn the Witch- 200
Loyal you may be but you cannot be sure that your fellow servants are as faithful as you are. Well, before you couldn't. You've now got a good sense for who people really serve and what their intentions in regards to you and your allies are. Some would even call it a supernatural sense, given how you are able to know exactly to where a person feels their loyalty lies even without knowing the person that loyalty is given to, as well as what they aim to gain from you and any of your allies.

Prodigious Birth- 400
Since the day you could walk on your own two feet, everyone knew you were going to be terrifying on the battlefield. You've been a prodigy for all forms of combat and magic since your birth, easily learning the arts of war and spellcraft at over ten times the rate of your peers. Even now, at your young age, you are the equal of an experienced and powerful magic knight and so long as you continue putting in the effort, you could rise to become a true legend among the warriors of this world before you even reach your elder years. This grants you the ability to use magic and a single elemental affinity.

The Humble Benefactor- 600
The master might seem to be ever in control of themselves and always sure of their path in life but often, it's nothing more than a mask and they feel every bit as wracked with doubt as you yourself may have in the past. It is with your presence and support that they are able to rise above their fears and become the people you see them as truly being. Anyone who you serve finds themselves pushed to incredible, even legendary, feats and heights. Those with your support become far greater than they were before and improve at incredible rates, both on a personal level with their skills and abilities, and in terms of having a meteoric rise through the ranks and ease with which they achieve their goals, as if they'd been blessed by a god. They'll never forget about you either and the further they go once you begin to support them from where they started, the more important and valuable you'll become to them as they realised your loyal and weighty help.

Princess

Royal Demeanour- 100
Is it not obvious that you are of royal blood? Not obvious that regardless of your appearance or history, you are deserving of all the respect a princess deserves? Some may have tried to insult you before or gossip behind your back but now they'll have to bring their issues to your face. People, even your enemies, always remain courteous and respectful towards you. They might kill you if you get in the way of their goals but they'll never make racist remarks against you or discriminate against you because of who you resemble or who your parents were. Even the noble ladies that would normally spread rumors and cruelties behind your back will hold their tongue. Those who are largely or entirely insane will still be able to say rude things to you though, given they likely don't care for niceties at all.

Suffocatingly Sexy- 200
Sitting across from you is like downing the hardest liquor known to man. You possess such beauty that you create an effect in those around you similar to intoxication, dulling the minds and senses of those who see you as they find it harder and harder to focus on anything but you. Your beauty is so strong merely by sight but allowing another to come closer and experience you with one or more of their other senses, such as holding your hand or smelling your perfume, will greatly intensify the strength of your hypnotising beauty. Few men can resist you when you wish to gain something from them and fewer still will say no if you are willing to indulge them in yourself for a time.

Pretty Priscilla- 400
The sun truly does smile upon its' chosen children and you are one of these lucky few. Your life has always been blessed with incredible luck, ensuring that even without you expending effort, and provided you do not attract the ill attention of any particularly powerful or influential beings, that you would spend the rest of your life in luxury, happiness and satisfaction. But since you likely leave a more exciting life, your luck instead ensures that you are never without some advantage or at the very least severely lessens the disadvantages you are given. Perhaps you happen across some notable allies in your battle for the royal throne or find a powerful weapon. Instead, you might find a few of your enemies take care of themselves due to in fighting or that your battle opponents trip over themselves or have their equipment break on them. As a side effect of your great luck, you are also specifically immune to bad luck, such as that forced on you by magic or curses.

Lion Queen- 600
The battle for the throne will be a vicious and hotly contested one, as the other five princesses vying for Lugunica's throne are each given their own specialties that they excel in. You've just got a bit more of an advantage over them compared to normal. You are supernaturally skilled in every area of concern to a would-be Lion King or Queen. You are a military leader capable of leading armies to victory against forces many times their quantity and quality with ease, a merchant who could bring a dozen companies up from only having a single market stall to being a international powerhouse in just a decade, a noble lady capable of effortlessly manipulating all the many lesser nobles in your court to play them against each other and ensure they all ultimately work for you, a negotiator able to bring peace even between families that have feuded for decades, an administrator that can bring about improvement to the entire country even in times of deficit and famine, along with many more skills on top. Surely, all can see that none would be as great a Queen as you!

Cultist

Say My Name- 100
The Witch Cult is eager to teach it's adherents lessons in devotion and pain, which are funnily enough very similar concepts to the archbishops. You took very well to these beatings-cum-lessons and take even more to the idea of dishing out what you've suffered. You are a torturer of the mind and body par excellence, possessing very few equals in this world in the arts of breaking a man's body and shattering his will and sanity. You know how to make people scream and how to make them beg for mercy. Best of all, you know how to make them remember exactly who did this to them and never, ever forget.

Married Master- 200
Marriage really is a wonderful thing, such a beautiful expression of love and devotion from one to another. It really just makes you want to do it again and again to keep experiencing that pleasure. It's your right to have that feeling, isn't it? And surely all these women wouldn't infringe on your rights. Romantic partners never mind that you have more than one partner at once, either not minding each other or outright befriending each other, and continuing to pursue you solely without taking on separate partners themselves. You have a disturbing amount of skill in getting people you have kidnapped, enslaved, tortured and done all sorts of nasty things towards to love you and become loyal to you, as well as with managing having several hundred partners at once, keeping them all happy, loyal and attended to.

Spirit Possession- 400
No one seems to be all that fond of you. They keep trying to stamp you out, even when all you do is bring them truth, joy and an appreciation of the finest things in life. Guess they're just not into burnt out, used up corpses for family members. But all those witch hunts never worked on you. With a process taking a few minutes, you can place a few of your genes into another person, which turns them into a 'Finger' for you. Anyone who has become one of your Fingers can be turned into a vessel for your soul, destroying or at least seriously harming the resident soul as you force your way in. So long as one of your Fingers is around, you'll automatically possess them when you might otherwise die, provided your soul wasn't destroyed. Some people with exceptionally mighty souls compared to yours can force you back out and some people can't even be made into fingers, as it requires at least a small affinity for spirits. Up to ten fingers may be made at a time, no more.

You Have My Heart- 600
Many of the greatest powers come with inbuilt limitations to prevent them becoming truly nightmarish. But those with power are usually the ones who gain even more power and the same applies here. You find now that you have an uncanny ability to find workarounds for the limitations and flaws of your powers. Sometimes this may be as simple as realising how you can use two powers you already have to get around a downside one of them has, such as removing your rubber bodies vulnerability to cutting attacks by figuring out how to use your metal body power at the same time. Other times, you might luck into finding a new power or magical item that lets you avoid a previous issue. Your time stop power risks your life by stopping your heart? You happened to find a magic spell to make other people work as your hearts for you instead. You'll find that it's generally easy enough to get past the first issue or drawback of any given power, though the workarounds may have limits or conditions to use of their own, but that the second and further drawbacks take far more effort, even if they are still possible with this ability. It is also not possible to use this perk on any workarounds the perk gives you.

Witch

Fear My Name- 100
The fools should learn to fear you in totality, not just your presence or the threat of your actions. Your name, your possessions and even your legacy will now come to share in the reputation that you garner for yourself. If you come to be so feared that your presence on the battlefield will cause soldiers to shake in their boots, now just the mention of your name or the sight of something known to be closely associated with you, such as a favoured sword or the castle you make your home, will confer that same effect on people. You can pick and choose what things are effected by this and what image is given off by the various aspects of you and your possession, though it may only be one at a time.

Good Witch- 200
There is a time for indiscriminate carnage and a time for a subtle touch. A witch works towards the corruption and destruction of many living beings, but a witch can't do her job if she can't even control what she harms. While you gain no greater control over the majority of any magic or power than you would normally have, you now have the quality that allows you to only cause as much change and destruction, indirectly or directly, as you wish when using powers or magical abilities. That fireball won't be able to be shaped into a dancing figure but you'll be able to have it only burn those you wish to burn.

Magic On The Brain- 400
Witchery is in your blood and your soul. Such is obvious when others see what you can accomplish with both dark magic and cruel science. You possess an unnatural talent for both magic and technology, allowing you to effortlessly achieve what might take any others tens of times as long to match in those fields. Already, you're noted as being a quite powerful magic user in this world, though long is the distance between you and the mighty Satella, and also an accomplished academic in many of the more practical fields of knowledge, such as metallurgy, chemistry and so on. The creation of creatures is a particular passion for you, or at least others might think so given your talents are significantly greater in this area than they are even in the rest of the magi-technological disciplines. This grants the use of magic and a single elemental affinity.

Bitchy Comeback- 600
A good witch never lets life get her down, even if down is having her impaled, bound and sealed corpse trapped in a tomb hidden deep beneath the Earth. You find yourself in a situation like that, it'll never be for too long. Nothing can keep you sealed or imprisoned forever, though particularly particular jailers may be able to keep you locked away for years. But that's the most they can do, since you are able to be brought back from the dead by the actions of others, though if you remain dead past the ending point of your time in a world, it'll count as if you were dead for real. Hope you told some of those minions how to bring you back, because this will only work through the actions of others. This can be used once per year until the end of your chain.

Items

Noble Wealth- Varies

Not for the ranks of the peasantry are you destined. You were born into nobility, with the wealth and power accorded to someone in your situation. But what level of nobility are we talking of? For a mere 100cp, you'll become a knight of the realm. A minor noble with a minor amount of status and wealth, though both much more than anyone outside the merchant class is likely to see. For 200 points? A margrave or similar rank. You're a notable player in your country's politics and quite wealthy too, enough to not need to work for the rest of you're lifetime easily and still maintain a small estate. For 300, the final offer is to attain your own dukedom, making you one of the highest nobles in the kingdom in which you find home. You're one of the power players in the scene here, though not the biggest, and have enough funds to retain a small personal army or temporarily raise quite a significant force for war. Your titles and that which is connected to them will come with you to future worlds. Here and in other worlds, the titles may take on forms more fitting to where you are, as some places may not have knights or dukes.

Tracksuit- 50

A highly comfortable and easy to move in tracksuit from the modern age of Earth. Coming in whatever style and colour you prefer, the tracksuit will quickly repair any damage it suffers and reappear in your possession a few minutes after being lost, if you ever dare lose it.

Phone- 50

A modern day smartphone. Not too shabby, though it's going to quickly become pretty useless here. People in this world seem to consider it a pretty valuable item though and are willing to part with a few gold coins to get their hands on it. Or you could just mess with people by taking photos of your time here. Either way, the phone won't run out of battery.

Money Pouch- 50

A small cloth sack tied with thin rope. The little pouch contains around 100 coins, in whatever currency is used in your current location, such as Holy Coins in the Kingdom of Lugunica. This pouch will replenish itself once per week, up to the maximum of 100 coins. The pouch easily attaches to any kind of belt or holder you might have and will never be far from your person, even if someone attempts to steal it from you.

Bar- 100

The deed to a local watering hole is all yours. This humble, some might say ramshackle, pub is a comfy joint and despite the rough looks, happens to bring in a small but tidy profit each month. The beer never seems to run dry here and you've got a number of cuties running around doing the serving. The big guy at the bar doing the drinks will also take care of any thugs that cause trouble, though he's no magical warrior. There's even room in the back if you need to use it as a home.

Magic Wand- 100

This wand is a simple magical tool, one created to allow for easier use of magic. When held and your mana is channeled towards the use of a spell, you'll find that your spells have just a bit more kick to them and that it takes a little less energy for you to make any particular spell work. You won't be knocking down mountains with this but it'll really take the strain of some abilities, as you don't need to cast through the wand to make use of it's benefits, just keep it in your hand.

Magic Negating Cloak- 100
A plain black cloak that is comfortable and keeps you warm. It also happens to allow you to negate the first magical attack fired against you in a battle against any one foe, harmlessly dispersing it around you, though the protection will need a few minutes at the least before it is ready to be used again,

Lizard Ride- 100
There's no finer way to get around in these lands than a trusty cart and some loyal Earth Dragons. Now you have both! Not only is this nice sized wooden cart a sturdy and tough thing that can handle a lot of weight and rough riding, the two horse+ sized Earth Dragons leading the cart are very loyal and effective pets. They don't have wings but they can easily rip through any ordinary bandits, run at a sprint for three days without resting and they move a fair bit faster than most horses too.

Magic Books- 200
Magic rarely comes naturally, unless you happen to luck into a particularly useful Divine Protection. Instead, most need to study at the feet of a master or, as you may now do with this, books on magical knowledge. You have a small library on the magic of this world, filled with a few hundred different books. From beginner's guides to texts on some pretty high level and strange uses of the arcane arts, this library could take a mage with enough potential to the upper tier of mortal magicians in this world. You'd not be a mighty Witch but you could certainly aim for the best in a kingdom. In future worlds, the library will expand the space within the building or room and add more books based on the magic of the new world you are in, should there be any.

Personal Estate- 200
A vast estate to call home. This plot of land is so vast as to take a few days of riding at full pelt to cross from one side to the other, large enough to be home to several small villages, large areas of farmland, small forests, a few lakes and even after all that, still an enormous mansion and surrounding gardens for your personal living quarters. Even the richest merchants and most powerful dukes would be envious of a home like this, richly appointed and easily defended, even coming with a small number of magical wards. The estate is not unpopulated either. The villages have loyal peasants and farmers working for you that are able to sell their goods so that you can earn a tidy sum from the estate and the homestead itself is staffed by numerous servants, maids and butlers. Many of these personal servants are trained in combat or magic or possess special qualities that make them a force to be reckoned with. You won't take on an army in open combat with them but a small army attacking your homeland will find it very hard to besiege you.

Iron Band- 200
One man can only do so much. When a monster appears, it's an army that must rise to take it out should the heroes of the world be busy. You have your own army, ready for any orders you might give. This mercenary company, numbering just over five hundred skilled and experienced warriors and mages, is devoted to your service. They even have their own mounts and supporting equipment. A series of oaths, life debts and favours have ensured that these many warriors serve you not for money but for their own lives, honour and pride. While they may seem small in number compared to a true army, each warrior here is worth a dozen ordinary soldiers at least, the leaders of the band even being notable across the kingdom for power and skill, and have near perfect teamwork with each other, as small units and as a united force. The band of soldiers, when not under your direct command, will look for local work to bring in some cash to keep themselves going and leave some surplus for you too.

The Family- 200
A mercenary force is good for when you need an army but when you want to have some class and subtlety, there's just no need for such brutish methods. Your own little 'family' here takes care of most of these desires. This organisation you now find yourself the 'mama' or 'papa' of is a small group of extremely lethal female assassins. Only around twenty in total, each one is an exceptionally skilled assassin, warrior and magician in one of the elements. Just one assassin could clean up an entire castle of armed guards, though your girls do like to leave a mess. The girls are loyal to you, partly out of some sort of parental affection but mostly a mix of fear and gratitude for past acts to save them from previous lives. The organisation will receive regular contracts for assassination work, as well as other dirty deeds like sabotage or theft. It's quite a lucrative trade, though the need to keep things quiet can make things hard to really rake in the money.

Witch Gospel- 200
Maybe letting others see you holding one of these wouldn't be a good idea. The Witch Gospels are books thought to be held only be the archbishops of sin, the heads of the Witch Cult. Each one is a precious artefact to it's wielder and perhaps yours may come to be the same. This book can only be read by you, appearing unreadable to others, and it tells you a path to a future result that you desire, though the instructions are frustratingly vague. It may tell you where you need to travel and what in general terms you need to do but no specifics nor any warnings on what you might face as a threat or obstacle. But caution in the use of this will allow you to much more quickly reach your dreams.

Merchant Empire- 300
None of that noble shit really matters. You don't need to be born into power in this day and age, not when the power of a gold coin can topple any great lineage. You're the head of a mercantile empire the likes of which come close to rivalling smaller nations and could even conquer weaker ones should you spend the gold on the soldiers. Your company is well managed by your advisors, though it won't grow without your input neither will it fade without exceptional circumstances coming about. Even the personal income you gain from the company would let you retain a large band of mercenaries on your own and turning the company funds towards something could prop up an entire kingdom for a few years before the coffers dry up. In future worlds, you'll be the head of a company that is in a similar position for the setting.

Yang Sword Vollachia- 300
An enormous greatsword, entirely crimson from blade to hilt. The Yang Sword is a mighty artefact from the kingdom of Vollachia, capable of creating enormous tongues of fire from the blade of the sword which can burn almost anything to cinders in moments. The blade appears when you will it to in your hand and can slice through all but the most powerful of magical artefacts. You may even control what it slices or burns, preventing the great blade from harming your allies fighting alongside you or burning yourself with the heat.

Light Sphere- 300
A pretty little gem. The Light Sphere is a relic stolen from a great spirit beast in the long distant past, similar to the one used by Zarestia. When you hold this gem and draw on the power within it, you can attain half the power of one of the Great Spirits of the elements. Fire, Water, Wind or Earth are what you can choose from. Not only does this power greatly increase your physical abilities, it allows you to command your chosen element in such great extents that you could even destroy half a city in a single attack. While drawing on the gem's power, you take on some monstrous traits similar to

the beast you chose to base the gem on and will find yourself filled with bloodthirsty urges, though they are not uncontrollable. The gem's power will only last a few hours at most before needing a few days to recharge.

Book of Wisdom- 400

A white book that might not seem like much but could just be one of the most powerful items in the world. This is a personal creation of the witch Echidna, a book that contains all the knowledge of the past and the future from the world. This would normally burn out your mind in an instant as the knowledge rushes into your mind but apparently, your version of the book can have the speed dialed down. While, in effect, any information or knowledge that exists in the world can be found through this book, more obscure, in depth or dangerous knowledge will be hidden deeper in. If you've dialed the book's output speed into your mind to a safe level, it may take hours or days of reading just to get the facts you want but you could always dial that speed back up if you want to risk your mind for your goals.

Powers

Demon Creator- 400

The demons had to come from somewhere and while you aren't the original source of the Demon Beasts, you are very close in nature to the being who made them. You have the ability to guide your magic power and imagination into the form of new organisms, Demon Beasts. By expending magical energy and focusing your mind, you are able to shape that energy into physical form and give birth to horned demon monsters in a dizzying variety of shapes and sizes. The larger and/or more powerful the Demon Beast you seek to create, the more energy it will take and even more costs will be applied should the Demon Beasts you wish to make have any special powers. The Demon Beasts can be controlled by you in a short range around you, going feral outside of that area. The area you can exert control on them will grow as your magic does, though be aware that someone who manages to break the horns found on each of your creatures can potentially tame the beasts for their own uses.

Return By Death- 500

Wouldn't you want another chance at life if you could, right when you're about to fail? It looks like the cards just landed Jumper side up because you're getting that chance and a lot more on top. The Return By Death ability has appeared within your soul, allowing you to survive almost any death. How? When you die, your soul travels back in time to the last known 'save point' that you created. You will remember all that has happened since then but no one else will, barring perhaps those that have similar time-related abilities. Your soul is still vulnerable however. Changes made to your soul will carry over after your death and if your soul was to be destroyed, you'd die as normal. It is also a power that constantly exudes a special miasma closely associated with Satella. Not the sort of thing you want some people in this world to realise, since they'll believe you have some sort of connection to the Witch of Envy. This miasma also prevents you from informing others about this ability or it's effects, though the miasma may not be impossible to resist.

Save points are not created by your own will but generally appear in the peace time after a significant conflict in your life has ended. They rarely appear without a few days of separation from each other, though this is possible, but shouldn't be more than a few weeks apart at most either. You only have your most recent save point active at any one time however. Time spent in these loops counts as time spent in a jump, even if you only cover the same period of time over and over.

Divine Protections

Divine Protections are blessings given to people by the world. Very rare is it for even a single mostly useless Divine Protection to be given and even rarer still is for the Divine Protection to be useless or for more than one to be held. The following section, among other things, will provide you the chance to gain some for yourself. Divine Protections are normally impossible to have alongside the Witch Gene but buying powers through CP allows you to bypass this restriction for the powers you have bought.

DP of Clairvoyance- 100

This Divine Protection allows you to see through the eyes of beings with a similar wavelength to you, those that share similar magical or even personality traits to you. It works over dozens of miles and you can swap to another similar wavelength being within range of the one you are currently looking through to see even further away than normal. This is stressful on the body however.

Dragon User- 100

You have a natural ability with dragons of all kinds. Not only do unintelligent dragons treat you no different than another dragon, even dragons that have human-level or above intelligence will see you very favorably compared to any other human. You can easily tame most dragons, training them to be loyal mounts and pets, and easily become friends with smarter beasts. Dragon based magic that you use is also slightly stronger than normal.

DP of Soul Language- 100

This Divine Protection gives you the ability to talk to all living creatures, even if you do not know the language they speak or they do not normally have the intelligence to respond. However, you do so by communicating in their language, and so you may look strange if you start clucking to a chicken in order to find out what information it knows.

Divine Protection of Wind Indication- 100

A Divine Protection that gives you familiarity with the Wind. With this, you are able to read the wind and become aware of what is around you by the airflow and how the beings around you are moving. You may also see what is invisible or otherwise not perceptible by the naked eye yet is still in contact with the air around it. Finally, the wind also grants you the ability to read the emotions of those you are close to, letting you know when they lie.

Divine Protection of Gathering Spirits- 100

This Divine Protection gives you the ability to naturally see and communicate with any and all kinds of spirits. Spirits of any sort find themselves liking you much more than normal, though not so much that they will instantly ally with you or become friends. It is certainly far easier than before however and with some work, you could gain powerful teammates and benefactors.

Divine Protection of Telepathy- 100

A minor Divine Protection that gives you the ability to send your thoughts to other beings and to read the minds of others in a short range around yourself. By singing, you can significantly increases the range of your telepathic abilities as they work in harmony with your voice, enabling you to use the telepathy on anyone that hears your voice.

Divine Protection of Evaluation- 100
A Divine Protection that allows you to easily evaluate the quality and status of almost any item you can see. You instantly know on sight whether a particular object is of good or bad quality, as well as the degree to which side it is. If you are familiar with the object type in question, such as being well versed in the construction of various kinds of swords to be familiar with swords, then you can also tell how the object is used, how much it is worth and it's condition.

Divine Protection of the Sun- 200
The Divine Protection of the Sun grants you greatly increased power when it is daytime. When under the sun's rays, you'll find that your physical power increases several times the normal level you have, such that even an ordinary teenage girl could life and throw an adult man across a room with one hand.

Divine Protection of the Reaper- 200
A lethal Divine Protection that gives you the power to imbue your attacks with a special energy that causes any wounds you deal to be left unable to heal. Significant magical power, moreso than your own, can overcome this but the closer you are when you deal the wound, the harder and longer it will take to heal the wounds above the normal rate, benefiting close ranged combat especially. If you have inflicted damage to something before and that damage has healed, then you can even reopen those wounds with a touch.

Divine Protection of Earth Spirits- 200
This blessing has granted you the favour of the earth. When your body is in contact with the element of earth, you will gain numerous bonuses. You can automatically cover yourself in a thick and sturdy armour of rock, control the earth with your body movements, weaken the effects of earth magic used by others near you and gain significantly increased recovery rates for your stamina and from any wounds you suffer. You may optionally buy this Divine Protection for Fire, Wind or Water as well, each option requiring another undiscounted purchase of this.

Divine Protection of Element Magic- 300
This Divine Protection grants a perfect affinity for one of the elements of magic (Fire, Water, Earth, Wind, Yin and Yang) or even in some rare cases more than one. Those with this protection find that they have several times their normal speed and power when using a magic element covered by their Divine Protection and that those same magical spells cost a mere tenth of what they normally would to use. This Divine Protection can be bought more than once and each purchase after the first is reduced to 100CP in cost. Someone with all six elements is known to have the Divine Protection of Sorcery.

Sword Saint- 600
The line of heroes lives on within your blood, as you awaken to the legendary Divine Protection of the Sword Saint. You are the latest in the line of Sword Saint, heroes that inherit a special Divine Protection. This Divine Protection greatly increases your skill with using swords in combat as a base effect but more importantly, it grants you access to and the ability to use the mythical Dragon Sword Reid.

The Dragon Sword Reid is the mightiest artefact in the world, depending on the user. It can only be wielded by a Sword Saint and even then, can only be drawn if it considers the opponent the wielder faces to be a worthy one, as the sword has a rudimentary intelligence of it's own. Once drawn, the

sword is not just a powerful and near unbreakable weapon but also magnifies the overall power of it's wielder. An ordinary person would likely be powerful enough to obliterate a small town. A famed warrior magician could perhaps become strong enough to destroy entire cities and the great heroes and villains of this world, such as Reinhard Van Astrea, who can already threaten entire cities with their attacks might become a threat to a large part of the entire world.

Optionally, you may choose to replace Reinhard Van Astrea as the current Sword Saint and holder of the Dragon Sword or become a replica Saint with a replica Sword. You may also choose whether you are part of the Astrea family, as is traditional for the Saint line, or independent.

Authorities

The Authorities are unlike Divine Protections. They are the natural abilities of the Witches of Sin and the Archibishops that worship said Witches. Only able to be held by those who have Witch Genes in their body, taking one of these abilities will give you those Genes. It is worth noting that possessing Witch Genes normally prevents one from having Divine Protections. This limitation will apply in setting but not to any Divine Protections you buy with CP.

Sloth- 300

The Authority of Sloth. It grants two abilities, known as Sloth and as Unseen Hand. Sloth when activated unleashes a wave of darkness from the user, defiling the minds of any touched by the darkness who do not have skill and ability with spiritual magics. The corruption takes the form of constant, agonising pain and auditory/visual hallucinations, continuing until the user releases the targets from the curse or it is dispelled or they are dead. Not a nice thing to have. The wave of darkness' size and speed depends on the user's magical power.

The second ability of this Authority is Unseen Hand. With it, you can create an invisible force field in the shape of a hand which you can control with your mind. The size of the hands, their strength and speed, as well as how many more hands beyond the first you can make, all depends on your magical power. It is quite effortless to control them, even when using dozens or hundreds of hands at once.

Greed- 400

The Authority of Greed. Greed grants the ability to stop the time of yourself, named A Stillness of an Object's Time, and anything that you are in contact with, even the air or space around you. What is unique about this is that despite time being stopped, the target object is still able to affect other beings. By stopping your own time, you become an unstoppable object that cannot be resisted, letting you wave a hand through even the greatest shields as if it were just air. Even throwing a stone and stopping it's time makes for a terrifying weapon, as the stone will pierce through anything not also stopped in time. Other beings cannot move while your own time is stopped, as you act unbound by time for the course of the ability's activation. However, use of this ability also causes the user's heart to stop at the same time, so it cannot be used for long and puts a great deal of stress on the body to use.

The second part of Greed provides a way to address this. Lion's Heart is the name and it lets you treat the heart of anyone you have taken as a wife as a substitute for your own. A pseudo-heart that takes the strain of the other Greed power, letting you use it much more freely. The strain will still apply but your chosen wife or wives will feel it instead, divided however you choose. At minimum, a actual wedding ceremony must be performed for a person to count as a wife, one of some complexity and set up. Greed isn't satisfied by a humble affair.

Gluttony- 500

The Authority of Gluttony. Gluttony gives you the ability to eat the name and/or memories of anyone whose body you have touched with your left hand. To activate it, you must lick your left palm before touching another person than the one you want to affect. That's all that is required for you to feed, allowing you to sustain yourself and even recover from exhaustion or wounds by eating parts of the mind and names.

By eating someone's name, you effectively erase their presence from the rest of the world. Any relationships they have with others disappear and the memories other people have of that victim

are removed. Even things such as magical contracts with the person are negated. If you choose to eat their memories instead or as well, they simply lose those memories and any personality traits those memories lead to. Eating both name and memories simply leads to a person becoming frozen in time. They can still be moved but their bodies do not age, do not move, do not think and both produce and require nothing.

Any memories you devour become your own, granting you the skills and knowledge of other beings with ease. However, it should be noted that you must know the true name of a victim to eat it and that eating a false name or one that you do not know results in severe sickness and stomach pains.

Wrath- 400
The Authority of Wrath. Wrath comes with a duo of powers, each deadly but the first is nigh peerless. Wrath itself is the control of emotions, allowing you to share or transmit emotions you feel or those within a city wide range feel to anyone else within the same range. You can force people to act according to those transmitted emotions and even amplify those emotions when transmitting to a large number of people at once, perhaps even to the point of driving your victims to insanity. It is even possible to share the pain and sensation of death, forcing all those without protections to die should even one person die within your range.

The secondary ability of Wrath is to create metal chains from your body and control those chains, while also being able to transform those chains into super-hot flames and continue to control their path. The number of chains, their strength and the heat of the flames will grow with your magical power.

Lust- 300/500
The Authority of Lust. Lust comes in two permutations, each of which must be bought separately to each other. The first ability, known as Lust, allows you to create an effect that makes any who see you become so entranced with your visage that they do nothing, even if they are struck or burnt alive they won't move so long as they can still see you. It also allows you to make others see and hear you as they want to, often manifesting as lost loved ones they wish to meet again. This ability costs 300 points.

The other side of Lust is known as Variation and Change. It allows you to transform anything you touch into something else, be it yourself or another being. As simple as transforming wounded parts of your body into healthy parts or as grand as becoming a monstrous, fire breathing dragon. Even magical abilities can be gained but your transformations, of yourself and others, are limited by your overall magical ability. You won't be able to create changes more powerful than your own magic nor change your magic to be more powerful. This ability costs 500.

Companions

Import- 50
A weak man can become truly strong if his friends are there to help him. Every purchase of this option lets you import an existing companion or create a new one. They gain an origin of their choice, the freebies and discounts of that origin and 600CP to spend. They must pay from their points if they wish to take the Witch origin.

Canon- 50
Who can resist some of the lovelies to be found in this world? Every purchase of this option grants you a metaphorical ticket that can potentially convince one character of your choice to come along with you as a companion. You'll be assured to meet this person several times and even be likely to befriend them but coming along with you is something they must agree to.

Natural/Artificial Contract- 100
You've found yourself entering a contract with a natural or artificial spirit of this world. Spirit contracts are an alternative form of magic, one that allows people to gain power by making deals with spirits to make use of the power they hold as their own, often coming with a cost and terms to the contract. For the first tier of this purchase, you have entered into a surprisingly lenient contract with a notably powerful spirit. This spirit, which could look like anything from a tiny glowing fly to a small human child, considers you a close friend and so long as you supply it with mana, is happy to allow you to draw on their significant powers in one of the six elements of magic. They're no colour mage but they're still going to make you strong enough to take on even a royal knight, provided you can last through their energy costs.

For 400 points instead, you can contract with a spirit on the level of the Great Elemental Spirits like Pack or Zarestia. It might even be one of those beings directly. As above, they consider you a very close partner and will be generous in their contract terms, mostly needing mana and a few small rituals from you each day. Brushing their hair and petting them regularly for example. In return, you'll have the services of one of the mightiest beings in the world, something that can fight almost any of the Witches, though they're not the strongest and can be killed still.

Harem- 50
Isn't love just the best? Marriage is the pure, wonderful, most important celebration of that love. It's so much fun that apparently, you couldn't help but want to do it again and again and again. Two hundred and ninety one times in fact! All those lovely looking wives, through some miracle, even seem to love you more than they can even express to you. Why, your very presence brings tears of joy to their eyes!. How wonderful for you. Not that there's necessarily no in fighting between them but they always make sure to behave when you're around. Such good girls. Or boys, they can catch the eye of some too. Every time you take this option again, you'll purchase another two hundred or so fresh faced partners. The whole set counts as a single companion for you in the future, dividing what they gain between them all.

Lewes Process- 300
You're the best thing in the world, right? So having more of you just means there's even more good to spread around! The Lewes incident, wherein a girl named Lewes Meyer was cloned many times over, has been repeated! You'll wake to find quite a number of your own doppelgangers standing before you. There seem to be only five intelligent clones of yourself, each taking your name followed

by Alpha, Beta, Sigma, Theta or Omega for their own identifiers. They share your personality, your knowledge, even your skills and abilities, though they are not automatically loyal to you either. They do acknowledge you as the original jumper and that they are clones without that capability but depending on your personality, they may wish to go their own way. The rest of the clones, numbering around one hundred in total, lack all those benefits. They have your physical form but do not have sapience or personality of their own. They'll follow the orders of you or your intelligent clones and can even act as a telepathic network for you and your clones, letting you see through their eyes or command them from afar. Unfortunately, they need to be told to take care of even simple things like eating and drinking, else they work till they can't anymore. Then they just curl up into little balls and wait to die. Terrible, really. The clones all count as companions, separately or as a group if you please.

Drawbacks

You may take up to 1000CP from the following list of drawbacks.

Reverse Zero- +0
Hang on. This ain't the anime I signed up for. Subaru's looking curvier than before and that Reinhard bint is now more of a Rebecca. How are her tits as perfect as her skills? You've come to a world where some or all of the characters are a different sex now. The degree is under your control though it won't change anything else about the world, things adjusting to stay as close to canon as possible.

Along For The Ride- +0
Provided you yourself haven't taken Return By Death or replaced Subaru in this world, this option may be taken to allow your soul to automatically travel with Subaru's any time he Returns By Death to the past. You will reappear at the place your body was at when he reached his last save point, though this will not save you from death if he travels back after you died. Not for the purposes it counts for you at least. You are still limited to ten years total in this world, even if some of that time is spent covering the same time period over and over.

Satellism- +100
It's not fair but it is reality. You have a unbelievably similar appearance to a terrible villain in ages past, to the point that you could be considered doppelgangers of each other. People know this resemblance too and even if they're aware you aren't that villain, they really don't trust that you're not connected and treat you quite poorly because of it. For your time here, you'll be forced to deal with no one trusting you and almost everyone discriminating against you. You won't be actively attacked but you're almost always be disadvantaged when it comes to social situations unless you are in a position of great power.

Vamp- +100
There's all sorts of appetites in this world and you've got one of the nastiest kinds. There's a real strong urge bubbling up within you to make others squeal and sob from pain. You've got a deep lust and love for causing pain and misery to others, one that invariably seems into your actions and words to make you seem all the more menacing, even if you are struggling to hold in your dark desires.

Ill Advised Loyalties- +100
It feels right in your heart to follow that man but the reality is that you are so very misguided. You've found yourself in service to quite a nasty sort of guy, the sort that will put your life in danger more than a few times while pursuing their own goals. A man like Rosswaal perhaps. They won't actively seek to harm you or betray you provided you continue to loyally serve them, not hard given that you do feel a strong but not unbreakable bond of loyalty to this person for your time here, but you'll find yourself sent on dangerous missions or put in situations where physical combat and threat is almost a certainty.

Knightly- +100
Some men are born with knighthood in their very veins, a innate chivalry that drives them to be great heroes or at least attempt to become such. You've been this way since you were a boy, obsessed with honour, chivalry and being a just and good person. You may dream of becoming a knight or a lord or perhaps just being a hero for as many people as you can be. Perhaps if you're

lucky, the world will be kind to these dreams of yours and you'll not meet anyone that wishes to break them.

I Love Love Love Love Love Love LOVE LOVE LOVE LOVE YOUUUUUU- +200
Aaaaah, I feel it. Your love is grand, blistering, pounding away at your chest! You can barely hold it all in! Your love is so very, very, very, very, very strong. So strong your body and mind can barely contain it. Why, everyone seems to think it already drove you mad. But you just like to flamboyantly show off your love with the most exaggerated, erratic movements and thoughts possible. But…all this love, all this wonder, all this beautiful expressions of devotion, it'd be pointless without someone to love.

And you have someone to love. To love to love to love to looooooooove. Sa! Tel! La! The Witch of Witches! The One of Envy! The target of all your love and hate and madness and thoughts! She's the one you want to free, in your mad and muddled state, and almost everyone in the world will view you as a monster if they realise your intentions. Even if they don't already think so of you as you happily trundle through causing chaos and mayhem in your loving madness.

All The Usual Cliches- +200
This isn't one of your usual isekai cartoons, even if you can't seem to stop thinking it is so. You have a strange set of beliefs that you are the blessed and favoured main hero of a bright isekai story where you will be powerful, respected and find little difficulty in any task. It affects how you interact with others, particularly in your assumptions about those you find attractive, but none of these assumptions are automatically true. Indeed, assuming such optimistic things about this often brutal and nasty realm is going to suck.

White Whale- +200
One of the Three Great Demon Beasts, the Hakugei is akin to a natural disaster. An utterly immense, flying white whale that can releases two different kinds of mana mists. One that causes terrible mana poisoning to any that breathe it in and another, known as the dreaded Mist of Elimination, that erases those it touches as well as all memories others have of the victims from the world. The creature can even divide it's body into many smaller creatures if needed and swiftly regenerate from any wounds, terrible even without taking into account the great power and speed it has. And now the Hakugei has locked onto you, wherever you may be, as a target. It seems to be able to know your location wherever you go and ceaselessly chases after you. Should you travel constantly, you may be able to stay ahead of it but the creature will attempt to attack and crush you as often as it can. With the hate that fills the demon beast, it will attempt to use physical means unless threatened or you continue escaping for several years, upon which it will begin to use the dreaded mists against you.

Past Guilt- +200
Your older sister always was the best at everything. So beautiful, so talented, so strong. Much more than you, at least that's how you always saw it. She'd encourage you to catch up to her and be the best you could be but one day, something terrible happened. Your big sister was hurt badly, changing her forever from what she used to be. Instead of that confident, powerful, wonderful person…she became nervous, shy and even weaker than you. Barely more than a normal person. You thought it was your fault, no matter the actual cause, and promised her that you'd never let her get hurt again. But poor big sis is a very unlucky sort, getting drawn into danger despite her shy nature now, so you'll need to make sure she stays safe. If your sister dies, you might as well die

yourself, as you'll certainly fail your time here. If she can survive however, she can join you as a companion.

A Broken Down Subaru- +300
You wanted to be the main character. The one it all revolves around. But when the story treats you as the protagonist, it won't want to let go, and this story now views you as it's very favourite chew toy. Subaru, the ordinary boy pulled into this world, suffered and continued to suffer greatly because of his lack of luck and ability. But each time he died, he gained another chance. You? You have all his poor luck and will encounter the same degree of misery as he does in an all new, all fresh flavour. But you're not guaranteed to survive like he believes he is. Loved ones lost or abandoning you, losing important parts of your being due to your own foolish mistakes, errors of judgement that cause you to become despised by those you wish the most to be loved by.

Broken Mana Gate- +300
Within the soul of every being is a Gate. This is the metaphysical structure that is used for all who make use of mana in casting magic for themselves, through which the internal magical energy is drawn out and made to manifest into changes on the world. You got a bit too eager one time and tried pulling when there was nothing to pull, resulting in nothing but the catastrophic breakage of your Gate. Because of this, you are unable to make use of any supernatural ability, from this world or any other. Your natural body, even if stronger than a person's, will still work but any kind of magic, any sort of unnatural power, anything stemming from your soul or beyond nature won't answer to your calls.

Vessel- +300
The Witch Cult has the dearest desire of reviving the Witch of Envy, Satella. They have a range of reasons for this but the goal remains shared by all, as do the means through which they hope to do this. You are a potential vessel that might awaken and host the spirit of Satella, should you be properly prepared and brought to the right location. The Witch Cult, every last member, is fully aware of this and your general location as well. They'll seek to capture you and make you a living sacrifice to their beloved witch-goddess, an act that will doubtlessly result in the erasure of your own soul and life if successful. At least you're lucky that the Witch Cult won't alert others to your nature, for fear of you being taken from them too early.

Second Coming- +300
Through an act of terrible bad luck, the kingdoms of the world and their greatest allies have come to believe that you are a second Satella in the making. Such a terrible threat to the world can't be ignored and thus these many and varied organisations have united to hunt you down, noting that you are a wanted criminal to the general populace but devoting a great deal of their forces to chasing you down and slaying you as fast as possible. Maybe they're even right about you. But at least the Witch Cult seems to care little for you, already having their own 'Satella' to chase after.

Ending

And ten years, in a line or in a loop, have passed. The end is nigh and thus so is your choice towards your future path.

Do you want to *Go Home* to wherever you originate from and spend your days there?
Do you want to *Stay Here* in the world of Zero, ending your journey onwards in exchange for a journey in this world forevermore?
Do you want to *Continue On*, ceaselessly looking for a new world to explore and new wonders to find?

Scenario

Isekai Quartet

Who's ready for some happy school days?

Jumper's ready for some happy school days!

Let's forget about all that war and strife, all that fantasy comedy, all that endlessly repeating suffering and all that villainous scheming. It's time to drop the act and relax back at the place all of you guys once came from. A seriously long term vacation from the fantasy world you got chucked to is in store for you.

Taking this little scenario allows you to travel back to a seemingly ordinary, modern-day Japan, where you'll re-reincarnate as ordinary Japanese school children. Along with a bunch of other originally isekai'd Japanese people. You might even have heard of some of them or met them already, depending on where you are.

-There's Satou Kazuma and his adventuring friends- Aqua, Darkness and Megumin. The comedically and horrifically inept adventuring team from the world of Kono Subarashii Sekai ni Shukufuku wo!

-After them comes Natsuki Subaru and his compatriots from a rather more grim fantasy world, Re:Zero- Emilia, Rem, Ram, Puck, Beatrice and even that creepy clown Roswaal.

-Then you get the creepiest bunch of monsters yet, hailing from Overlord. The former MMO guild made into a real villainous organisation, Ainz Ooal Gown has appeared! Led by the man/skeleton of the same name and accompanied by what seems like every one of his colourful NPC monster companions.

-Finally, the largest faction, is the young Tanya Degurechaff and most of her Imperial Air Mage Battalion from The Saga of Tanya the Evil, almost a dozen strong. Strangely, the eldest members of the people that came from this world have taken charge of the school you're all now in.

The protagonists of each of these worlds, and you, each found a strange red button device that when pressed, sent you and your main commpanions over to this new world. The button was very insistent for most of these guys, even appearing under their butts as they sat down to force the issue, but it looks like you're able to pick when you press the button in the jump you received it in. At least until the end, where it'll contrive events to force you to press it somehow. The button won't do anything if you take it out of this jump.

The people that are brought to this new school, and the things that aren't people, are all a lot more friendly than they would normally be. At the very least, they seem willing to indulge in being school boys and girls again or for the first time, instead of going on a killing rampage. You might push them over the edge with hostile actions. Who knows though!

You'll have to spend at least 3 years here once you press the button, enough to finish your high school life. As time progresses, you might even find other characters that reincarnated appearing as students and teachers. Or not. Anything could happen.

As long as you manage to survive and graduate, you can even come back here at the end of each other jump for some vacation work or even relive your school days yet again. Do you ever get sick of it? You can either spend a year as a staff member or go through one or all your years of high school yet again. There'll often be new characters to meet this way, even people you've met on your own isekai experiences.

IMPORTANT- Whoever you meet in these places, whatever happens, whatever they might bring with them, none of it can be taken back out. You can certainly grow as a person or develop what you already have but this place and the people in it cannot be used to take new powers or obtain gear you did not have or otherwise benefit in these ways. At best, you might receive training from someone in something you could already do but regardless of the means, you cannot bring people, abilities, items and so on out from this world that you did not bring in yourself.

Notes

Nubee-tan is seriously an angel~