Genjintsu no Kanojo wa Irimasen!
(Real no Heroine wa Irimasen!)



Intro

The world that you are visiting this time is one much like your original one. A completely mundane Earth, with no supernatural elements, hidden or otherwise.

The series this world is based on follows the life of Aramiya Seiichi, an ordinary high-school student with a secret passion for eroge and strong trauma that makes him feel repulsed by girls. His life will however change when he encounters a delinquent-like-looking girl who is about to be raped. Managing to rescue her by mere chance, he will later discover that said girl was in fact one of his classmates.

You will be spending 10 years in here, so take these +1000 Choice Points to spend in this jump.

Location

You will start your days here in Japan, attending Mikage High School, the same school as Aramiya Seiichi. You arrive a day before Seiichi would rescue Ayame from her former boyfriend and his gang.

Origins

Your gender is up to you. Your starting age is set to 16 years old.

-Drop-In: You arrive at this world with nothing but a few months of rent and some clothings. No memories, no contacts. Your papers have been taken care of, and you have already been enrolled in Mikage High School.

-Otaku: While not the type of hobby that would make you popular, you cannot deny your passion for the drawn media, specially the videogames. At least you haven't completely shut yourself from school society yet.

-(Former) delinquent: Quite the problematic child, aren't you? Even since middle school, your circles and your acts have caused quite a few headaches for your family and teachers. Not that you are an actual delinquent, but people are prone to thinking that trouble follows wherever you go.

-Class Idol: The popular girl, or boy, of the class. You have lots of friends among both your classmates and the students from other grades, and are always looked upon favorably by the teachers. There are only bright things waiting for you in the future.

Perks

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

Drop-In

-It's actually pretty good! (-100 CP): Quite surprising for a person of your age, you are really good when it comes to the culinary arts. You are no professional chef, and you won't become one without some effort from your part, but none can deny your talent. In addition to that, whenever you prepare food for those you love, you will always manage to get better results than you would get otherwise.

-But I'm a boy! (-200 CP): What an extremely cute person you are. Regardless of your actual gender, you will be stealing quite a few looks from both boys and girls, and your sheer cuteness is enough to make others skip a heartbeat when you smile at them. Others will also gain a desire to protect and shelter you.

-Manipulative bitch (-400 CP): While some are born to lead others via natural charisma, you were made for exploiting others. Whether it comes to abusing emotional weaknesses or finding them, you are a true ace in the field of tricking and forcing others to do your bidding.

-Fake truths (-600 CP): At times, rumors can have more weight than the truth. As a master of rumors, gossips and hearssays, you are an expert in both collecting the information that freely circulates around a place, as well as easily distributing your own narratives through those same networks. It won't take much effort for you to bring ruin to a person's reputations or to enshrine them. All while remaining hidden in your anonymous gossip, for the source of the rumours you create is nigh-impossible to track down.

Otaku

-Responsible otaku (-100 CP): Not everything in life can be fun and games. Thus, the key for happiness must come from properly dividing your time. You have a knack for organizing your time, allowing you to fully fulfill your duties and still manage to always get some time to dedicate to your own hobbies.

-Just a light otaku (-200 CP): Sometimes the otaku can be quite off-putting with their hobbies, and thus make others socially isolate them. On the other hand, when it comes to you, your weird hobbies are more of a charming point or cute quirk than a deterrent. It also helps that you instinctively know how far you can share your pastimes to others without annoying them.

-Pillar of society (-400 CP): Whenever you enter or form an organization or group, you quickly become the 'glue' that makes it stick together. Your presence alone can be a deescalating factor in most conflicts, and people are much more likely to forgive or join hands with those they otherwise wouldn't if they are both in the same group as you.

-Rehabilitator (-600 CP): Helping others to better themselves and face their inner demons is what you live for. Your talent in doing this is so great that even small kind gestures can leave a deep healing impact on others, with more relevant aid allowing for proportionally greater change for the better. Furthermore, those who you help gain a strange infatuation towards you. Whether this remains only as a friendship or platonic feelings, or it develops into something more, may vary depending on the person or your own attitude.

Delinquent

-Shut up! (-100 CP): Akin to facing a wild animal, others can instantly recognize the danger of crossing you. For most of the common students, you can get them to shut up and leave with a single look, and your actual threats would make even a gangster think it twice before messing with you.

-I will become your ideal girl (-200 CP): That willpower of yours is quite legendary, making it pretty hard to get you to back down from a goal once you have set your sights on it. Specially when it comes to matters of love, there is nothing in this world that could make you give up your pursuits.

-Monster of justice (-400 CP): Usually taking the violent approach to solve your problems would be met with a severe punishment. Except in your case, whenever you are actually helping someone or defending yourself, and you weren't the instigator of the events, the authorities will usually overlook most of your crimes and let you go with a scolding as long as you didn't cause too much damage.

-Dragon (-600 CP): That strength of yours doesn't seem to be in sync with your actual physical appearance, being far stronger than you should be. For even as a regular girl your kicks are easily able to knock down a young adult man. You are also more resilient than you should be, being able to take several punches without backing down a step. If it's you, it would be possible to take down several gangsters on your own, albeit you may not come out unscratched.

Class Idol

Top of the class (-100 CP): You are quite a smart one, being able to easily get among the top grades in your school without much effort on your part. You also find it easy to concentrate when it comes to studying and new knowledge gets assimilated quickly without any difficulty.

-Explosive personality (-200 CP): Such a lively and optimistic person you have become, always managing to find some light even in the darkest places. Your bright personality and your open attitude makes it extremely easy to connect with others and get them to accept you whenever you arrive at a new place.

-A true idol (-400 CP): Looks, presence, style, a great voice… You have it all. Just going by your looks, you will have dozens of offers to work as a model. With your great vocal range and your talent for singing would make you an insanely popular voice actor or idol if you were to ever enter the industry. And while you are around in high school, you are guaranteed to be one of the most popular students.

-A new world (-600 CP): A true ruler of men and women. Everything from your presence denotes power and domination. Your natural charisma is great enough that you could take over the student council the moment you decided to make a run for it. It takes you no effort to recruit loyal followers to whatever cause you have in mind. And who knows what you will achieve in the future? You also leave an even greater impression on your juniors, easily inducing a sense of loyalty in them whenever you give them some attention.

Items

You may take one of the 100 CP items for free. No other discounts for this section.

-The series (-100 CP): The complete collection of manga, light novels and drama CDs of the 'Genjintsu no Kanojo wa Irimasen!' Series.

-Videogame collection (-100 CP): You have an impressive collection of visual novels, especially eroge games, with titles as iconic as Destiny/Night. Normally such a collection would be out of the reach of a high school student, as these games are quite expensive. You also receive new games each week.

-Eroge hardware (-100 CP): It wouldn't do much if you didn't have the appropriate equipment to play all of those games, right? You are the proud owner of a top of the line computer, a last model laptop, along with several consoles that will allow you to play all of those adult games. You will get upgrades for these as new models get released.

-Stun baton (-100 CP): Where did you get such a dangerous thing? This easy to conceal electric stun baton is powerful enough to knock out a man instantly from a single discharge. Although you should probably not bring such a thing to the school.

-Daddy's money (-200 CP): It turns out your parents are quite doting on you, giving you a monthly allowance equivalent to 80,000 yen. Lucky you.

-Club classroom (-200 CP): A place in your school to hang out with your friends. You can always find some privacy here, and the time you spend with your friends here seems to be always at least a bit more enjoyable. After you leave high school, you will get a similar room at some place with the same effects.

-Safe haven (-300 CP): An apartment of your own close to your high school. While not something specially luxurious, it's larger than the average house in the city and comes fully furnitured. Expenses are also fully covered, including food.

-Beach retire (-300 CP): A small inn located in a peaceful location on the coast, owned by your family. While the beach is not a private one, it's rarely used by anyone but those from the inn. Which is indeed fortunate, because it's a spectacular location with crystal clear waters and pure sand. You can always reserve a room in it.

-Construction company (-400 CP): A quite profitable construction company owned by one of your parents that will at some point be passed to you. While you may not be rich just from this, it's still a quite profitable business that will always give you quite some revenue.

Companions

-Classmates (Free/-200 CP): You may import as many companions as you want, but they will only receive an origin and their associated free perk. If you choose to pay a 200 CP fee, you can also choose to import up to 8 of your companions with a 600 CP budget each in addition to their origin, or create up to 8 new companions.

-Canon (-100 CP): You can recruit as a companion any canon character that you wish to. You will be presented with plenty of opportunities to connect and become close friends, and maybe something more.

Drawbacks

You may take up to 600 CP in drawbacks.

-Scary face (+100 CP): Your appearance makes it hard to forge new relationships with people here as you easily appear as very intimidating. Expect to put a lot of work to not give the wrong impressions.

-'That' Jumper (+100 CP): You are quite prone to anger, and what's even worse, to lash out violently when angered. Whenever no other easier solution seems available, the violent solution will always seem the most obvious one for you. Try to not get into much trouble.

-Betrayed (+200 CP): A bad memory from your past left a deep mental scar in you. For that reason, you hold a deep hatred for people of your opposite sex. You will be incapable of having possitive relationships with anyone from your opposite sex, at best being able to use them as disposable tools and nothing more.

-I know your secret (+200 CP): Someone close to you knows a very embarrassing secret about yourself, and they will blackmail you into doing various tasks for them.

-'Used goods' (+300 CP): Someone has spread all sorts of nasty rumors about you. No matter what you do, you won't be able to dispel them during your time here and even if you get out of school, such rumors will also start expanding.

-Stalkers (+300 CP): There is a gang of youngsters that are set on ruining your life so they can corner you into becoming their personal pet. Worse of all, not only they are quite strong, but they also have strong connections that would make just calling the police on them a stalling at best. If they manage to get their hands on you, expect to endure constant abuse and mistreatment, with possibly lethal consequences.

Outro

Your ten years in this world are over. Choose one of the following.

-Go Home: Whether you are deciding to end your chain or you simply died, you are going back to your original world.

-Stay Here: If you want to, you can stay in this world with your new friends.

-Keep Jumping: You will move forward into your next jump to experience new adventures.

Notes

-Items like the Apartment or Daddy's money will give you access to an equivalent propriety or service in future worlds.