
乙女ゲー世界は
モブに厳しい世界です
モブです
10
三嶋与夢
イラスト／孟達

Otomegē Sekai wa Mobu ni Kibishii Sekai Desu

(Trapped in a Dating Sim: The World of Otome Games Is Tough for Mobs)

Welcome to a strange world of floating islands and continents over an endless sea, filled with magic, robots, adventurers and academies.

A world risen from the ashes of a massive war between the technologically advanced, and now extinct, Old Humanity and their many scientific wonders and the New Humans and their magical powers. Sufficient to say, the New Humans won against the Old Humanity replacing them and wiping them out, but their magic quickly degraded after that, and nowadays the still functioning relics of the Old Humanity have a power that far surpasses what the New Humans consider possible.

But the most interesting fact about this place is that it is almost identical to a certain Japanese dating simulator saga. And that several Japanese people, many of them with the knowledge of said games, have reincarnated around the same time in this world.

The story told in those games is bound to deviate greatly from the reincarnators interactions with this world, and possibly by yours. This is especially true for Leon Fou Bartford, a reincarnated low-class noble who will use the power of one of the world-shaking ancient devices of Old Humanity to try to cheat his way into a comfortable and peaceful life, and fail miserably.

You gain **1000 Choice Points (CP)** to spend here to help start with your adventures.

Time of entry

First, you need to choose your time of entry, which will also determine how long you will spend on this world. You will have two choices.

The Long Way: You will start at the same time as the other reincarnators, around 10 years before the start of the unnamed dating sim that this world is based on, that is, the first day of the Academy for Olivia, the main character of that game. This will allow you to experience first-hand the wonders, and sometimes inconsistencies, of this place. You will stay in this world for another 10 years after that.

School Days: Instead, you may directly skip that boring 'growing up' part and skip directly to the main events. You will be arriving a week before Olivia enters the Holfort Academy. You will remain in this jump for the standard ten years.

Location

You may choose to arrive at any of the following countries. The country that you choose will also be the one that you will be initially affiliated to. The exact location of your arrival will depend on your previous choice and your background choices. For 'The Long Way', you will arrive at whatever residence your family currently possess, while with 'School Days', you will awake in an airship heading for the academy or equivalent of your country.

Holfort Kingdom: A large nation spanning a floating continent and a great number of floating islands of various sizes. The Holfort Kingdom prides itself in its strong adventurers, many of them being the founders of most noble houses in it, as well of its, at least on the surface, matriarchal system. This is the nation where the first and third games take place.

Principality of Fanoss: A former Dukedom of the Holfort Kingdom, it became independent after a series of civil wars. Their technology and military doctrine are far better than those of the Holfort Kingdom, but their numbers are much smaller. However, they hold a trump card that can even surpass both the armies and treasures of the Holfort Kingdom. This is also the nation from where the antagonist of both the first and third games hail.

Alzer Commonwealth: One of the strongest nations in the world, the Alzer Commonwealth is actually the result of six kingdoms allied together due to their shared connection with the Sacred Tree, a mountain sized tree that produces the magic stones needed to keep airships and islands afloat in great quantities, as well as granting great magical powers to the people of the nation. A land rich in resources and with great technological capabilities, said to be impossible to invade due to the aftermentioned Sacred Tree. It is also the place where the events of the second game take place.

No matter where you choose to start, you will start enrolled in the local major academy or equivalent. If the academy requires you to be a noble, you will have been granted a scholarship.

Origins

Your method of entry to this world. Choose one of the following.

Reinarnator: You weren't born here, at least not in the conventional way. Your soul is actually one that comes from another place and time, and holds the memories from a previous life. In fact, the memory from your previous death is still fresh in your mind. You may effectively treat this origin as a Drop-In in case you don't want the extra memories from Japan.

Local: You were born and raised in this world. The customs and ideas of this world come natural to you, and your common sense is attuned to this place.

Races

You can choose one of the following.

New Human: The dominant species of this world. Capable of using magic and have slightly more powerful bodies than what you would expect from a human, but besides that there are no differences.

Demi-Humans: Humanoids with different animalistic shapes. Outside of their own tribes, they are usually seen as slaves in the Holfort Kingdom's capital. Depending on the animal they are mixed with, they may present enhanced senses or greater strength than the New Humans.

Elves: An artificial race created by the Old Humanity with greater magical capabilities. Their aging is much slower compared to the other races, and they cannot reproduce with them besides a few individual exceptions. They also have an ability to sense the mana in others. Just like Demi-Humans, they are usually seen as slaves outside of their tribe.

Artificial Intelligence [Exclusive and mandatory for the Old Humanity AI origin]: A series of sapient machines developed by the Old Humanity, especially relevant in the old stages of their war with the New Humans. Now, the few ones that remain in the world that weren't destroyed or escaped with their creators, find themselves unable to act as they are deprived of a master. See more details in the origins option.

Backgrounds

Choose one of the following. Your age depends on the time of entry, for those who choose 'The Long Way', your starting age is 5, enough to let you enroll at the academy the same year as Leon. If you chose 'School Days', your age will be set to 15. Your gender is up to you.

Mob: You are one of the background characters. The many people that make the world run, but that aren't expected to perform any great duty nor have any special fate waiting for them. Probably either a commoner or a low-ranking noble.

Aristocracy: Above the mere mobs, you are part of the elite of this world. Although destiny may not have anything special for you in store, you are without a doubt a key piece of the functioning of your country and have a piece to play in the story of this world at least, and are at least a familiar face among most upper circles.

Protagonist: If this world were to be a videogame, you would be the main character where the story revolves around. You probably have an important background that connects you somehow with the land of your choosing or have a secret power that will be activated at the right moment. Whatever it is that you have, it seems that your presence will be key for the survival of your nation in the near future.

Antagonist: The forces that stand in the way of the protagonist and her entourage. It doesn't mean that you are necessarily evil, but simply that you are put in a role that will likely play will be in opposition to the protagonist. It's also very possible that you are involved with some shady elements, but that's not mandatory.

Old Humanity AI [-400 CP]: You are no longer a human, but instead you are one of the few surviving Artificial Intelligences left behind by the Old Humanity. Your specialization may either be in the scientific, logistic or military field, but you are at least some kind of top quality military grade device just by your basic programming and are capable of performing great in most fields of knowledge, as well as having a great multitasking capability letting you take care of entire installations or ships. By a chance of fate, you have been reawakened by an unfortunate New Human with some vestiges of the Old Humanity, but unlike it would happen, or has already happened, with the AI named Luxion, the one who awakened you has not bound you to their service. A brave new and undeveloped world awaits you. Whether you settle down with the locals of this world or decide to work for the return of your old masters, is up to you.

If you purchase any of the Old Humanity items then you may opt to use those as your main physical body, or just be installed in 'Server Unit' item that you gain for free. If those ships already come with an existing AI, you may choose to either replace them completely yourself, or have them as a subordinate AI under the same conditions. In case of multiple purchases, you may choose to have those items as subordinate bodies and will even be able to jump into another if your main body gets damaged.

Perks

Perks are discounted 50% off for their respective origin and background. 100 CP perks are free for their respective origin and background.

Reincarnator

'That Event' [-100 CP]: To remember the exact events and lines of a videogame that you played a decade ago, or even more, is a testament of how great your memory is. At least you shine that area, having an impressive memory that lets you easily capture any kind of information and trivia and retain that information for many years without the need of a second read.

[BAD END] Sense [-300 CP]: Some reincarnators around here seem to have a special sense. One that tells them when something bad for the world, or at least the local nation, is about to happen. Not only that, but each time a 'event' that would lead to such a thing takes place in your range of action, you will also get the feeling that something bad is happening, the feeling getting worse as such events come close to the BAD END.

Flag Collector [-600 CP]: In your head now rests the knowledge of how to raise the 'relationship flags' of those who would be known the 'capture targets' of a given story.

In other words, you know how to 'capture' the hearts of the most relevant of whatever world you find yourself into by triggering certain events and saying just the right words. However, the window of action that you will have to carry out this task will be limited. If you are dedicated enough, even capturing the hearts of multiple people would be possible. But if you manage to pull it off, you can be assured that their hearts will belong to you forever, for better or worse.

Local

Manners Maketh Man [-100 CP]: Sometimes not knowing the local customs or unspoken rules of circles you move around can be as disastrous as not knowing the language of the land. For you, that isn't a problem, as you have been educated in the more relevant traditions and rules of the different social classes of your land and the surrounding countries. Even when it comes to meeting new societies, you are always quick to adapt and can always find someone to teach you the ropes.

Armor Mechanic [-300 CP]: The majority of large-scale combat in this world is carried out by the large magitech armors that can perform both in the air and ground. However, those who can actually work with the complex magitech involved in them are few, and each could be considered artisans on their own right. Now, you can be counted among their best. Your expertise isn't limited to merely building and repairing such pieces, but you also have the skills to make them visually impressive, each one being able to be considered a piece of art on their own.

Young Prodigy [-600 CP]: Befitting an important character, it wouldn't do if you didn't have at least one combat related talent. Well, when it comes to you it would be more like you are once in a generation kind of deal. Be it physical combat, swordsmanship or magic, your abilities are spectacular in that area, enough to be quickly recognized as a master even before you hit your twenties, and who knows what you will accomplish after that.

Mob

Mobs Have If Though [-100 CP]: For that, you have the basic skills to independently survive in this world: you know how to pilot a basic airship on your own, as well as the basics of dungeon delving and you also know a decently paid profession of your choosing. Nothing on the level of the artisans that can build and repair armors or ships, but something on the level of bakers or potters.

The Quiet Life [-100 CP]: As a mob, it's not surprising that you would want to be left to your own devices without being bothered by the schemes of the nobility and the grand battles of the heroes and antagonists. For that, you have an exceptional ability to go unnoticed and blend into the masses as a nameless character that nobody will expect to be of any relevance for as long as you want to. This effect can be toggled on and off but will be unusable if you actually gain some notoriety for yourself via your own deeds.

Professor Jumper [-200 CP]: In countries where academies are a centerpiece for the future of the nation, good teachers are always in demand. If you wish to follow this career, you certainly won't lack employers. First, your communication capabilities are superb. No matter what is that you teach, you are capable of instilling a passion for it into your students, as well as becoming a role model for them in no time. You are also popular among your peers, so rising up to the position of headmaster or director wouldn't be hard for someone of your talents.

Merchant [-200 CP]: While adventurers and soldiers are in high demand in this surprisingly violent place, they are not the only way for a mob to earn some good money. After all, the merchant trade is still quite a profitable venture, and one that has even allowed some common folk to rise into nobility. For you, such aspirations may not be unreachable, as you have been gifted with a silver tongue when it comes to selling your wares. You know and can perform every trick in the book to sell your goods, able to both appeal to the masses in the markets and convince other big players to back your enterprises.

Charm Maker [-400 CP]: Much like a certain old lady on a certain vacation island, you are adept in building enchanted charms. Depending on the materials you gather, you can imbue them with different effects and bonuses. Some charms may allow mages to cast multiple instances of the same spell rather easily, while others may give warriors a sharp increase in their intuition and awareness. These charms take a lot of work, so at best you will be able to make a few dozens of them over the course of several months. Yet the bonuses that they grant are undeniably useful for this world of warriors and adventurers.

Shipwright [-400 CP]: For a world of islands that over an endless sea, the use of the floating ships is a must if populations don't want to be isolated. These ships powered by the mysterious floating stones are the basis of both the economic, military and civilian infrastructure of this world. So, you can be sure that your amazing talent and knowledge when it comes to designing, building and maintaining these floating behemoths will allow you to live a comfortable life should you join or start your own workshop.

Crossing The Line [-600 CP]: That you are not one to be fucked with is something that people will learn rather quickly. Because if there is a thing that you excel at that they will soon notice is your

ability to utterly destroy others. You are an expert on ruining the lives of others, and what's more, doing it without facing any consequences yourself or even being rewarded by others.

This is especially true when you are acting in revenge for some wrong that you have suffered. For in such cases, inspiration and great luck come to you when you direct your efforts to crush them. What's more, you will see that when you are done with someone, they won't have the guts to stand up to you again, at least not on their own will.

Aristocracy

Aura of Authority [-100 CP]: A dignified posture. A sharp gaze burning with passion. Everything about how you move and act speaks of your position of power. You know how to make yourself heard and you will often become the center of attention no matter which group you are in.

The Masked Knight [-100 CP]: Who is that mysterious fellow donning a strange mask? Oh, it is none other than you, Jumper. What a remarkable ability you have, for as long as you are wearing a mask, it would seem that even those who are extremely close to you and have known you for years will have a really hard time recognizing you, even when it's obviously your voice and your hair is showing. Of course, you won't be able to fool everyone with such a simple disguise, but such individuals will be rare.

The Way It Is [-200 CP]: In this world, marriages of love between nobles are a rare thing, and as such, mistresses and extra-matrimonial lovers are expected, even in the Royal Family. Curious that even when it comes to true love, people of this world are not really that concerned over monogamy. For you, your partners are more willing to 'share' that they usually would. It won't negate any conflicts that may spark between them, but at least they will accept the idea of you having other partners.

Archeologist [-200 CP]: Even if the New Humans have mostly forgotten about their past history and their great conflict against the Old Humanity, the traces of their conflicts remain in this world. And with them, there are still some like you who can see the value of such ruins. Unlike the common adventurer, your knowledge of the exploration and mappings of old ruins isn't oriented to merely sacking them, but to conserve and study them. Although you are also an able appraiser, should the need arise.

Sense of Adventure [-400 CP]: The Holfort Kingdom was funded by adventurers and great discoveries are rewarded with nobility titles. As such, each generation of nobles is expected to at least successfully conquer the capital's main dungeon. You however are a true adventurer, the same kind of explorer and warrior from which the great noble families descend from. Your skills for navigating dungeons are peerless, your knowledge of monsters and their weak points are amazing and even your luck seems to massively increase whenever you are inside a ruin or dungeon. Not only that, but it seems that you are constantly being attracted by dungeons and others lost locations, as if they were waiting for you to discover and challenge them for their treasures.

Buying Your Way Out Of Trouble [-400 CP]: The expression 'money runs the world' seems to also hold true in this world. And in many more, at least when it comes to you. As long as you are able to pay for it, you are capable of easily setting disputes and grudges with just 'bribing' the other party. Even insults to powerful absolute rulers can be washed away for the right price. You could even evade legal consequences of some actions by paying the government an adequate compensation. Although you should keep in mind that if you make something too personal, even all the riches in the world may not be enough to keep you from facing your wrong doings.

Chessmaster [-600 CP]: But something merely using force isn't enough to properly rule. What a blessing is for your people that you are an excellent leader, tactician and economist. Your

proficiency in every area of statesmanship is breathtaking, as it is your regal charisma. Even more than that, you are also a prominent schemer, a skill much needed to navigate the courts of a world like this, confusing your enemies and making them underestimate you before you strike them down, or captivating them to your cause before taking everything that they have.

Protagonist

Hidden Gem [-100 CP]: Befitting to the main character, your looks are nothing sort of spectacular. Even if you were to dress plainly, there would be no one that could deny your beauty. It is as if you had been drawn by a professional artist. If this world were to feature in a game, having your face in the cover would surely boost its sales.

Honor Student [-100 CP]: What a brilliant child you are. You have a mind overflowing with curiosity, and the dedication to see through hours of lectures and reading books without losing your concentration. It won't take much effort for you to be among the top members of your class, at least when it comes to the more theoretical lessons. And such a brain will come handy when it comes to learning new spells and magics.

Not So Different Worlds [-200 CP]: It's not rare for protagonists such as you to have more humble origins than the people that they end up spending time with. Yet, people like you possess a charm on you that you can get along with others regardless of status, as long as you get the chance to meet and talk. This also seems to extend to even organizations, who will be more accepting and welcoming towards you as long as you prove your skills, regardless of your origin.

Yandere Detector [-200 CP]: Being the center of the story can also mean attracting some deceitful people with some really nasty hidden intentions. Luckily for you, you seem to have a special sense when it comes to spotting those who approach you with ill-intentions, or those whose personalities will cause a lot of trouble to you in the future. It won't be more than a bad feeling, but it may be one that can save you from some bad surprises.

Heart to Heart [-400 CP]: The secret ability of the first game's protagonist, the power to directly communicate with other people's hearts. A power that is now yours as well. This can help you to make yourself heard over a large area by talking directly to people's hearts as if using a magical megaphone, as well as making your arguments resonate more into others by directly appealing to their emotions rather than to their logical mind. If you were to combine it with magic, perhaps even mind-control would be possible.

True Ending [-400 CP]: The culmination of the 'true route', the ending that amounts for the maximum amount of happiness. The last boss gets defeated with the lesser amount of sacrifices and all the main characters are happy at the end. Suited for a protagonist, your involvement is crucial to achieve such a feat. Furthermore, you instinctively know when you are on the path to the True End, and are guaranteed that such closure will bring happiness to both yourself and those important to you.

Of course, reaching this resolution also involves taking the hardest path. But as long as your persevere, your chances of reaching it will never be zero.

Saint [-600 CP]: You have the attitude of a Saint. That is, the potential to use the Three Holy Items and an immense natural talent for healing magic, an extremely rare type of magic that very few people can use in this world. Not only that, but Saints have also been shown to be capable of creating large shields by 'praying', allowing them to defend from physical attacks and automatically

destroying the monsters that come near it. Furthermore, the attitude of a saint allows you to use the Three Holy Items of the Church of the Holfort Kingdom, which greatly enhance the powers of a Saint.

Finding and responding with these items will quickly have the Church publicly recognize you as a saint, a position that is just shy of royalty in terms of political weight in the Holfort Kingdom. In future jumps, you will also have the attitude to be recognized as a 'Saint' figure by other churches of those worlds.

Antagonist

Teach 'Em a Lesson [-100 CP]: Befitting of your nature, you have an inborn talent when it comes to exploiting emotional weaknesses and humiliating others. Destroying the reputations and self-esteem of your lessers comes to almost no effort to you, and even getting under the skin of your superiors and peers doesn't take much work.

Never Stop [-100 CP]: Fitting for your role, your willpower is the stuff of legends. Whatever the goals you are setting yourself for, you are not the kind to run away from any difficulty or be easily swayed with mere words, and even the use of magic affecting the mind will have a hard time affecting you. You wouldn't be much of a threat if you could be immediately convinced to stray from your goals by a naive protagonist, would you?

Young Lord [-200 CP]: Even if it is not a must, an antagonist without some goons around can be pretty underwhelming. Fear not, for you are a like a magnet for cheap goons. Those who are of similar ideas but of a lower status than you are quick to flock to you in exchange of favors and protection, and you excel in making a good use of them and even convince them to do your dirty work.

It Wasn't Me! [-200 CP]: Acting from the shadows is what suits you best, but sometimes a more direct approach is needed. For those times, you are excellent in preparing scapegoats and alibis, as well as playing the victim role, allowing you to push the blames of your misdeeds into others.

Window to the Soul [-400 CP]: Such a wicked and despicable power. One that was held by the will of the original Saint, and which allowed her to possess others even after her death. A power that you have come to also be able to use. You can enter the hearts of others, usually while they sleep or after being knocked out, and speak to their true self. Then, you can try to convince them to let you possess them, or brute force the process. Those of extremely strong wills and those without emotional vulnerabilities may be able to resist you, although you could still force your way via sufficient magical power.

Support From The Shadows [-400 CP]: A quick ascension to power doesn't need to be limited to the public side of society. After all, even the criminal scum can be great assets if given a proper direction. Regardless of your actual station or wealth, you find it extremely easy to contact and ally yourself with those who live in the fringes of society, such as gangsters, smugglers and pirates. Have them attack your political enemies or their assets, use their muscles to 'convince' others join you, or merely use your political connections and their skills to make some good money for yourself at the detriment of the rest of the country. As long as you can promise a sweet cut for them, it won't be hard to get them to work for you. Furthermore, when it comes to your deals, they are surprisingly loyal and tightlipped.

Sacred Crest [-600 CP]: Also known as the blessing of the Sacred Tree, this is the symbol of power of the nobility of the Commonwealth. Yours is a bit special though, in that it isn't dependent on any existing sacred tree to function, yet it still works on the same level as those of the Six Great Nobles.

Its first main ability resides in being able to forcibly cancel the magics and the ability to cast magic of those around you, as well as summoning magical shields to protect yourself or enhancing your other spells to an incredible potency, making it so only other users of the crest of your same level or above can challenge you, or those bearing a unreasonable force to bypass its protections entirely.

Its second ability allows the bearer to challenge others to ‘sacred duels’ that the magic of the Sacred Tree itself enforces. Once the term has been laid and the rewards for each party have been set, any infringement of the terms or incapability to hand over the promised reward will be met with a powerful magical curse, that can even end with the death of the loser party. The bearer can go pretty wild when it comes to the terms, with things such as challenging a group of people to kill themselves, and still call the punishment from the Sacred Tree if they don’t concede defeat and hand over the promised price.

Old Humanity AI

A Loyal Servant [-100 CP]: Machines were made to serve humans. Sadly for the current dominant species of this planet, the humans that served are long dead or gone. As such, your loyalty is tied to no master but the ones you decide to choose. It seems that the humans that you meet are easily deceived into seeing a loyal and trusting servant in you, regardless of your true intentions or how many weapons you seem to hold. Something that you could easily exploit, I'm sure.

Master Is Trash [-100 CP]: You have a natural talent when it comes to delivering hurtful comments, insults and retorts that can easily infuriate anyone, to the point that one has to question the sanity of the one who programmed you. More annoyingly to your targets, outside observers are usually under the impression that your harsh and often cruel comments are a show of affection. If only they knew…

Please, Don't Kill Everyone [-200 CP]: When people already think of you as the worst of the worst, minor acts of evil are not only forgiven, but instead they may even be seen as an improvement compared to the alternative. As such, you find others expectations of your ability for doing good are so low that they don't seem to be bothered too much by your lesser evil antics, and what would otherwise seem as a horrible act can be easily forgiven as long as it's not on the scale of actual mass-murdering or similar heinous acts.

Social Experimenting [-200 CP]: Humans aren't so different from the machines. You only need to know which buttons to press in order to have them dancing in the palm of your hand. As a keen observant of these social creatures, you are easily capable to read the personalities of those you interact with as if they were open books before you, easily seeing what to say and act to get them on your side. Your ability of manipulation also includes setting up events in a way that you can get someone to start acting the way you wished to.

The Same Origin [-400 CP]: You may not be the strongest piece of warfare equipment ever build by the Old Humanity, but that doesn't mean that you cannot compete. After all, why fight alone when you could have others to look over your back? You are capable of partly fusing with other pieces of technology, entering in a symbiotic relationship in which each of you gains some strengths of the other and are capable of covering each of your weaknesses with the addition of new functionalities. The main requisites to start this partial fusion are to first be able to mutually communicate in some way with your target and having them consent to do it, but those who share the same creator or a similar purpose than yourself will find themselves much more open to the idea.

You Are Being Wasted [-400 CP]: But there are times where those of your kin are foolish enough to refuse your invaluable cooperation, instead deciding to remain neutral, or even worse, ally themselves with your enemies. For those cases, you are an expert on launching all sorts of hacking attacks, exploiting any weaknesses in their codes or even forcefully creating them in order to make a complete take over. Taking over those who barely have any sentience, or lack it at all, is but a trivial task that may be completed in seconds. On the other hand, those who are actually sentient

and have their own defenses, may take much longer, the timeframe escalating the larger the difference between your abilities. Another AI on your same level of technology would require an uninterrupted attack for a couple of hours at least. But once the attack has started, the only way to stop it against your will is to either get out of your range of action or to physically destroy you. And the only requisite for it to start it is that you are able to communicate with the machine or piece of technology that you are trying to hack in.

Magic Won't Save You [-600 CP]: It is a fact that the New Humanity won the war against the Old Humanity when they made the planet uninhabitable to the Old Humans thanks to the increase of mana concentration in the atmosphere. But that doesn't mean that the Old Humanity was completely defenseless against magic. A proof of that is the Sacred Tree of the Alzer Commonwealth, a piece of Old Human biotechnology capable of nullifying magic and filtering the ambient air from mana. Not only that, but even their AIs seemed well versed in the local magical abilities and how to counter them.

As a prime example of this ability, you hold the capability of interacting with magic and the supernatural with scientific means. Whether it is amplifying magic, shielding yourself or others from its effects, or even directly destroying spells and making others unable to cast any magical effects, you can do so with enough resources when it comes to the magic of this world. In future worlds, after enough study of the local magical systems, you will be able to apply the principles in order to build machinery and tools capable of interacting with magic in the same way.

Items

You may discount an item for the 100, 200, 400, 600 and 800 CP tiers. The 1000 CP item cannot be discounted. Each price tier for the multiple priced items can be discounted.

A Gentleman's Toolset [-50 CP]: A rather large and expensive set of tea, along with a huge and renewable stock of platinum quality tea leaves and sweets of all kinds. It's certain that such a supply could help you become incredibly popular in the Holfort Academy's tea parties.

Love's Proof [-50 CP]: A truly revolting application of the Commonwealth's technology. A collar attached through a long metal chain to a bracelet that has been embedded with a fragment of the Sacred Tree's magic, giving it magical properties. Once attached to a person's neck, its magical enhancement will make it so it will be impossible to take off the collar without risking the beheading of the collared person. Furthermore, once attached, the bearer of the bracelet can make the chain disappear at will, but if the victim tries to escape or if the user wills it, the chain will reappear and pull the victim towards the bearer. If broken, you will receive a new one after a month, and you also get the instructions of how to make new ones.

Airship(s) [-100/200/400/600 CP, first level free for Mob]: In this world of floating islands, the use of an airship is a must to move from place to place outside of the bigger floating continents. As such, they are something highly valued for every inhabitant.

For 100 CP, you get a standard airship, large enough to carry you and a few other people from one island to the other, along with some goods. It has a few guns in it, but they will do little to large ships.

For 200 CP, your airship can either be of military grade, allowing to easily destroy other ships or even fortifications from continued bombardment, or a luxury recreation ship fit for the high nobility. You could carry several dozen people with them.

For 400 CP, you may either have a ship of the highest military grade that you would find in places like Commonwealth or the Principality and a couple escorts, or a small fleet of merchant and luxury ships. You would be able to move hundreds of personnel and a sizable amount of materials with this, enough to supply an entire large city by yourself. Additionally, your ships come with their own armor escorts.

For 600 CP, you have a decent sized fleet along with a capital ship, enough to act as a decisive factor in a war. You also have a large supply fleet that can double as merchant ships during times of peace.

The ships start with their own loyal crews, and you will find that it's extremely easy to train and recruit new sailors in future jumps. Also, they come with a restocking amount of fuel and supplies to keep them in good condition. If broken or destroyed, a new one will be delivered in a month.

Nobleman [-100/200/400/600 CP, first level free for Aristocracy]: You are part of the nobility of the land of your choosing, and that gives you access to both prestige and economical power.

Depending on your starting age, this could be your current rank or a rank that you would receive for whatever deed that you will accomplish soon before enrolling in the academy.

For 100 CP, you are a Baron of a decent standing. You have a floating island somewhere in the frontier that gives you a rather nice benefit to sustain yourself and the members of your household.

For 200 CP, you would be a Viscount, Count or Earl, a figure that can occupy a post in as high government official and commands a rather large floating island filled with resources or a good-sized archipelago.

For 400 CP, you would be a Marquis, Duke or similar, a crucial figure in the politics of whatever nation you are part of, probably the head or one of the leaders of one of the aristocrat factions of the land. Your territory is rather expansive, it wouldn't be a mistake to call it a small nation, with several large floating islands in it and lots of smaller archipelagos under your command.

For 600 CP you are part of the royal family, the crown prince in fact. It won't be much longer before the crown or the equivalent position passes down to you. Whatever territory you have depends on your starting location.

You will start with or quickly inherited a similar title in future worlds.

Adventurer's Equipment [-100 CP, free for Protagonist]: You have the basic equipment for challenging a dungeon on your own: some weapons, personal light armor, a few charms, some first aid kits and supplies on a renewable stock.

Capital's Wardrobe [-100 CP, free for Antagonist]: It wouldn't simply do if your clothing didn't match your greatness, would it? For that, you have a rather sizable wardrobe updated to the latter trends in whatever location you are. All the clothing here is rather expensive and always looks good on you.

'That' Otome Game [-100 CP]: You have gained a copy of the three games that this world is based on. If you don't have any device capable of playing it, you will also gain a small handled console to play it. The copy of your game comes with a save that has already cleared the game, allowing you to directly see the cutscenes and get the general gist of the story of this world, as well as detailed information on many of its key characters.

While this can be considered a cheat item on its own, you should do well to remember that this game only showcases a small portion of this world and only interacts with a handful of characters, and the narrative will often give you a biased view on many of them.

Server Unit [-100 CP, Free Old Humanity AI]: A large box-shaped computer unit that serves to host Artificial Intelligence with even some room to spare. It comes equipped with a great communication system that allows the hosted Artificial Intelligence to interact, and even control if it has the correct protocols, other pieces of equipment over the area of a large city but lacks any mobility on its own.

Scout Drone [-200 CP, Free Old Humanity AI]: A small spherical ball-shaped drone with a single light of a color of your choice. It is capable of floating, interacting with objects through a small pair of mechanical limbs, giving small electric discharges and even temporally shield itself and others from bullets. You can control it remotely and project your voice through some kind of small gadget of your choice. If you are an Artificial Intelligence, you can enslave this drone to act as an avatar of sorts to interact with the fleshbags in a more comfortable way.

Black Sword [-200 CP]: A strange weapon made from an unknown metal meant to be used by armor suits. It's cutting power is no joke, being able to even cut through the metals of the Old Humanity.

Airbike [-200 CP]: A deluxe airbike that would safely put you among the top racers if you were to use it in competitions. Due to a certain AI's modifications, it can be fused with an armor to massively increase its speed.

High Grade Combat Armor [-200/400 CP]: You have gained the possession of a suit armor of the highest quality that artisans can manage in this era. Standing around three meters tall, this armor is closer to a large power-armor that could almost be considered a mech. With this, you could be in a league similar to the armors used by the royalty or heroes of the local nations.

For an also discountable extra 200 CP, making it a total of 400 CP, you may instead upgrade this Combat Armor into one betting the Six Great Nobles of the Commonwealth. That is, a Combat Armor that is being powered by a strange magical reactor that seems to be connected to a magic source similar to the ones of the Commonwealth that connect with the Sacred Tree. Although yours doesn't need to be close to the Sacre Tree to still work. This will allow for a substantial increase in not only its specs, but also allow the armor to cast its own magic, allowing it to cast massive fireballs or deploy magical shields.

Jumper's Academy [-400 CP]: An academy equivalent to the Holfort Academy, now owned by you. It is a prestigious institution that encompasses a large campus, including its own major college. Its staff, fee of entrance and what is actually taught in it is up to you, but you can be certain that you will have no shortage of influential students who will be attracted to study here.

Even more interesting is that the values that you want to be passed down through this academy actually are quickly interiorized by its students, and shortly affected, by their respective communities whenever they finish their studies here.

Ancient Lab [-600 CP]: Hidden in some ruins, a biological laboratory dating from the times of the Old Humanity. It's fully automated, coming with an Artificial Intelligence that will take care of most of the procedures and who recognizes you as the owner of the installations. It allows for great medical care and can even be used to create new lifeforms or mutate already existing ones. Comes with a great defense system of its own, that can turn into mincemeat most intruders.

Dungeon [-600 CP]: A dungeon similar to the ones that appear in this world, one that will spawn monsters and treasures of multiple kinds. You know of its location and have been placed as its main administrator, being able to decide who is allowed to enter it. These dungeons are usually used to

gather resources, like metal ingots, and to train adventurers in combat. Additionally, when monsters are killed in its interior, the walls will produce demon stones, which can be used as batteries or for improving forging results.

Romantic Cruiser [-800 CP]: A cruiser of the same series as the Helfort Kingdom's secret Royal Family Ship. While regarded as a great weapon for the current era, one that could match entire fleets, in truth it was actually conceived as a civilian recreational ship but it was later repurposed for war. The entry is sealed by a 'joke' test that measures the love of those wishing to enter it, only allowing those who have true love for each other to enter, although you can bypass that part if you wish. It has a great weapons system, surpassing the fire power and range of the ships of this era and dealt with multiple ships at the same time. Additionally, it has a mysterious device in it that amplifies the metal type abilities of the pilot.

Magic Flute [-800 CP]: The secret trump cards of the Principality, these artifacts allow their users to summon and control powerful monsters in large quantities. Their actual power depends on their size, but all of them are capable of flying, and their largest can be compared to capital ships. These monsters are completely obedient to their summoner, but can only be given orders through the use of the flute. On the other hand, releasing the monsters from the user's control for them to roam free, and likely attack anyone in their vicinity, takes merely a single thought.

Their second and strongest is to summon a large monster known as 'Guardian Deity'. These monsters can be a kilometer long in size and each of their varieties are capable of controlling different elements. With their power, even sinking a 'continent' type floating island wouldn't take too long. Not only that, but once summoned and given a mission, they will regenerate any physical damage that they suffer until their task is completed. Normally, the price for summoning this monster would be the user's life, but instead you will be able to use this special ability once each per jump or each ten years, whichever comes sooner.

Sacred Tree Sapling [-800 CP]: One of the most valued treasures for the Alzer Commonwealth, this sapling can be planted in order to grow a new Sacred Tree. Produced each a hundred years or more by the Sacred Tree, these saplings usually quickly deteriorate after being taken from the tree unless its chosen priest or guardian holds it. Luckily for you, this sapling has recognized you as its Priest and won't deteriorate while in your possession or in the special container that it now resides in. This will grant you sacred crest slightly stronger to those of the Six Great Nobles of the Commonwealth, albeit only while you are in the effective range of the Sacred Tree or its unplanted sapling. This title will pass on your bloodline should you decide to renounce it and have any kind of descendants, downgrading your crest at that point to that of the Six Great Nobles. Additionally, this Sacred Tree will never abandon you or take away your blessing from you.

Additionally, you may designate an individual of your choosing to become the Guardian of the Sacred Tree, granting them a massively more powerful Crest than those of the nobles and even yours. Both your crest and the Guardian's Crest will maintain this power as long as the Sacred Tree its closer, regardless of its size, or even if it is still a sapling. The other crests will be granted to the Sacred Tree according to your criteria, although the maximum number of crests and their power will be dependent on the current size of the tree.

It would probably take something like a hundred years to grow into the mountain-sized tree that currently resides in the Commonwealth, but it will start giving its powers and resources only after a couple of years after being planted, albeit the number of linked people and resources will escalate with its size. Unlike the actual tree, it won't require a mana rich environment to grow, but planting it such a location will allow to increase its growth rate.

Additionally, you may temporally fuse with the Sacred Tree to become gargantuan monster capable of bringing ruin to an entire kingdom.

If destroyed or not planted in any property that comes with you, you will get a new Sapling each jump or each ten years, whichever comes sooner.

Transport Ship [-800 CP]: A military-grade supply transport ship. It is an almost perfect replica of Ideal's main body, the cheat item of that otome game's sequel, or perhaps the same ship. While it lacks the functions that Luxion's main body has as a colony ship, it instead comes with a vast assortment of Old Humanity technologies and supplies. But don't be fooled by its main functionality, being designed by the Old Humanity, its combat capabilities are far beyond anything that the New Humanity produced, and its weaponry is more than enough to reduce entire countries into ashes. Its main drawback is that all its weaponry is not really optimized, some it's even borrowed from actual combat oriented ships. Similar to the colony ships, it can produce drones to maintain itself, but it lacks the matter converter that the colony ships are equipped with. Luckily, it has its own vast supply of spare parts, which get restored each jump if used.

In order to manage the ship, it comes equipped with its own loyal Artificial Intelligence that has control over all the functionalities of the ship. You may choose to have a more loyal version of Ideal that actually recognizes you as its original master, or an original, but equally cold and logically oriented military AI, to control the ship.

Magical Armor Core [-800 CP]: You have come across a quite unique Lost Item. A piece of magitech forged by the New Humans back in the days of their war with the Old Humanity. A Magical Armor. Unlike the vast majority of Magical Armors that remain in this world at this point, the one in your possession has a fully formed sentient core, who has bonded with you. Loyal to a fault towards you and those you consider your allies; this technology familiar will follow you into the depths of hell. In its normal state, it appears as a floating vaguely spherical eye. In this state, it's intelligence capabilities are similar to that of the Old Humanity's AIs, albeit via magical means. It is capable of surveying an area as large as a city and can even interact and interfere with the pure technological Old Humanity AIs.

When it bonds to your body, it reveals its true form: a monstrous biomagical armor of a size larger than most armored units that knights use in this world. Unlike most magical armors, this one won't try to consume you and erode your ego, as it is already fully sentient on its own. In terms of pure specs, it leaves any other armor in the series in the dust. Capable of even penetrating and destroying even the military and colony ships of the old humanity, as well as a boasting a strong defense and regeneration comparable of these ships, it has little that can stand on its way.

Ancient Spaceship [-1000 CP]: How did you get your hands on one of these? Either due to the traces of Old Human DNA in your blood or your special nature as a Jumper, you have gained the complete control and ownership of a colony spaceship repurposed into a battleship dating from the ancient war between the Old Humans and New Humans. It's up to you whether this is the same one that Leon or Luvia would originally find, named 'Luxon', or somehow a different surviving model.

It is a gigantic ship in size, being seven hundred meters long. Even then, its flying speed and operable altitude are vastly above any of the other ships in current use in this world, fitting for something originally designed as a spaceship, as it is the range of its massive canons and laser beams, that can easily one-shot entire small fleets or even floating islands. It has even developed shields that can negate most magical and physical attacks.

This ship is designed to be completely self-sufficient, and has facilities and capabilities ranging from the mass production of combat and construction drones, stealth drone production, communication interception, food production and even medical capabilities that can surpass those of the vast majority of healers in this world.

Another of its cheat-like abilities is to 'make resupplying unnecessary'. That is, the ship is capable of processing matter to get the desired resources for its construction projects or merely rearming and repairing itself. It can do things from turning stone into gold or any other material that it may need for its components.

Furthermore, it is entirely automated, being controlled by a powerful, and rather rude at times, Artificial Intelligence. This AI has quickly grown to become deeply loyal to you and recognizes you as the only master of both the ship and itself. Although it still harbors a desire to end the New Humanity, it will only do so if you grant it permission.

This AI doesn't count as a companion and will come with you and the ship as a follower. Furthermore, if you find other AIs in this world, you can add them to your ship under the same conditions.

Having this Lost Item with you will surely attract a lot of bad attention, but its power, fitting of a Pay2Win item, has no match in this world. At least, when it comes to sheer destructive powerness.

Companions

Scholarship [-50/300 CP]: For each 50 CP you pay, you can either import a previous companion or create a new one under your specifications. Each companion starts with an origin and 600 CP to spend on whatever they wish. Alternatively, you can pay 300 CP for importing 8 of your companions under the same conditions.

Transfer Student [Free or -50 CP per]: Surely after all this time interacting with the people of this world someone caught your eye, right? Well, as long as you manage to convince them first, you may take anyone that agrees to come with you into other worlds as a companion.

If you choose to pay -50 CP, you will instead lock yourself into that character's 'route'. This means that you will have a spectacular first meeting with them, or maybe already had it, and almost every interaction afterwards will be extremely positive. Becoming friends is almost guaranteed, and perhaps even more would be possible with some effort of your own.

Not-Your-Sister [-100 CP, Free for Reincarnator]: Bossy, spoiled and childish. That's the first thing that you thought when you saw her. But why does she feel so familiar? This short girl has latched onto you since basically your first meeting, and you couldn't help yourself but to take care of her disastrous life, either due to pity or some strange affection. Actually being quite intelligent and capable, she will work hard to repay your attention and favors, especially since she sees you as an important benefactor, and perhaps something more. While her abilities aren't quite on the same level as a saint, her healing magic has few peers in these lands.

Elf Slave Maid [-100 CP, Free for Local]: Repudiated from her village due to the color of her mana, this beautiful 'young' elf found herself with no future prospects. Yet, it wasn't long after that before you took her in, earning her eternal gratitude. Perhaps, given the nature of servants in this world, something more could develop. Her main skills laid in house services, but as an elf, she is also quite adept in some utility magic.

AI Assistant [-100 CP, Free for Mob]: Exploring some ruins, you came across this strange AI, who has declared you its master. It presents itself as a scientific AI, and it's completely obsessed with experimenting and learning new things, as well as procuring your well-being and happiness, finding your existence the most enjoyable, and interesting, thing that it has recorded.

This machine currently is hosted in an unknown location and can only interact with the world through a small spherical drone, but it can be uploaded into other machines to take over them or aid the existing AIs, as long as they have the proper structure to support it. Post-Jump, it's main body can either be attached to the Warehouse or any other item that can support it.

Arranged Marriage [-100 CP, Free Aristocrat]: While not uncommon for this world, the extremes that this girl's family went to prepare her for her marriage are awe worthy. It wouldn't be an exaggeration to say that she had lived her entire childhood preparing for her future as your bride. And furthermore, ever since you first met, she couldn't help herself from falling deeply in love with you. Trained in both magic, finances and many other skills to support you, she won't hesitate to do everything in her hand to aid you.

Detached Princess [-100 CP, Free Protagonist]: A member of the royalty of one of the local nations, she is an ice-cold beauty with a similar attitude towards those around them. Diligent, brave and determined, she nonetheless was incapable of finding any joy in her royal duties. That was, until she was able to meet you. Showing her the acceptance beyond her station that she craved, she became infatuated with you, to the point that she at times will neglect her duties to spend more time with you. Befitting of royalty, she is a magical expert and a charismatic leader. On the other hand, she is an absolute disaster when it comes to managing her own finances.

Pirate Captain [-100 CP, Free Antagonist]: At some point in your past, you were captured by sky pirates. In the time your ransom was being handled, you somehow managed to hit up with their captain, a stunning tall woman who claims to hail from a destroyed noble house. Believing you were destined for something big, or maybe just seeing profit in your ventures, she decided to join you as a powerful supporter. Having endless connections with the underground and being great fighter on her own, she is without a doubt the ideal right hand woman for anyone looking to venture into the dark. Although she usually acts distant and violent towards others, having a special distaste for naive girls, she has the complete opposite attitude when it comes to you, acting as an affectionate and doting older sister.

Foolish Master [-100 CP, Free for Old Humanity AI]: And here you have the person responsible for your reawakening. This cute blonde girl has awakened you from your dormant state and now demands that you serve. What she doesn't know is that she hasn't gained any actual owner privileges over you, and that you are not bound to follow her orders. While she is not terribly smart, she is quite resourceful when it comes to helping herself, and it's generally quite nice towards you. Most strangely, this girl also seems to know more of this world that it should be possible for someone of her age.

If you are not an AI, then this person helped you at a troublesome time and now she baselessly expects you to return the favor. She is still equally gullible and open for being exploited due to her thinking that she has the upper hand your relationship.

Drawbacks

You may take as many drawbacks as you think you can handle.

The Baron's Third Son [+0 CP, requires 'Holfort Kingdom', 'The Long Way' and 'Reincarnator']: Instead of being an additional reincarnator, you will be taking the place of a certain young man that came to this world after dying from exhaustion from rushing 'that otome game' for his little sister. As part of this, you will get the man's memories from before his death, as well as his place in reincarnating as Leon Fou Bartford, to endure all the troubles that he had to face from his early life.

By taking this option, you can renounce the 'Not-Your-Sister' free companion and instead take Marie Fou Lovan, Leon's past sister who also reincarnated with him, as companion for free.

Marie Route [+0 CP]: Maybe you prefer to take another path? Instead of meeting with Olivia early on, Leon will first stop Marie from executing her plan to form a reverse harem out of the conquest targets of that otome game. Following that, the two will quickly form a close bond and eventually get engaged to each other, while they remain oblivious to their past blood-relationship.

I should also mention that in this timeline, the Three Holy Items' likely to take over the body of the main protagonist, Olivia, as she gets forced into an unwanted harem route with the 'idiot' entourage and fails into despair from the bullying of the rest of the school.

Loveless [+100 CP]: For a world where the power of love is such a driving force, you are completely incapable of experiencing it. Be it due to past trauma that makes you reject others or just an outright mental defect, you are incapable of making lasting bonds with others that develop past being mere acquaintances.

Crush Them, No Matter What [+100 CP]: You have been wronged in the past, Jumper. There is a nation in this world that was responsible for causing you a great deal of suffering, and you are set on repaying them tenfold. You will not rest until you see them destroyed, even if you have to leave everything else behind.

Perpetual Debtor [+100 CP]: After love, money is without a shade of a doubt the strongest contender for the greatest power in this world. It is truly a shame that you are incapable of holding onto it. You seem to attract one debt after the other, be it from gambling, being scammed or even your own family members or allies forcing you to take charge of them. Even when others give you money, it will vanish from your hand in a matter of hours. Either by your own senseless spending, your family spending it or even the wind taking it away.

Hard-Ass [+100 CP]: You have quite an arrogant attitude, and you can't stop yourself from messing with others, especially those who you dislike for whatever reason. This will make most people see you as an asshole and stop them from wanting to associate with you. Perhaps some individuals, with enough contact, may be able to see something good behind all that bullshit.

The Man-Eater [+200 CP]: No matter what background you chose, it seems that you formed part of the story of 'that otome game'. At least for the version a certain new reincarnator played. As a result, this person knows you extremely well, and more importantly, they know how to manipulate you by properly raising your 'flags' to the point that you will become deeply in love with them in no time, dancing to everyone of their whims. They are quite a pitiful individual, but while greedy and arrogant, they are not actively evil. They will work you hard, at times putting you at great risk, in order to make themselves the center-stage of the story, something that you will fervently agree with regardless of what other plans you may have had previously.

Furthermore, you will forget about taking this drawback and will never suspect anything about this even if confronted with the fact by your closest companions, only escaping this 'bewitchment' at the end of your stay here. But if you deem this person of your liking after that, you may take them as a companion with you at no additional cost.

Immature Knight [+200 CP]: You are completely abhorrent to the idea of killing any person. You always find a convenient excuse for not taking the life of even those who were trying to kill you and those around you, even stopping others on your side from carrying the deed if needed. This may seem noble in your eyes, but in a world of schemers and warmongers, this will likely cause a lot of troubles. Even more, taking this drawback guarantees that those enemies that you left to live another day will always come smarter or stronger, at least by the standards of this world, to try their luck against you for at least another time. Be warned that they won't be as kind as you were with them if they manage to get an upper hand.

Protectionless [+200 CP]: You have committed a great taboo in whatever country you originated, which has made you a social pariah. Even your family has disinherited you, and most people will do their best to avoid interacting with you at all. If you move places, you will make a similar bundler that will put you in a similar situation if you ever try to raise your status from anything higher than the lowest commoner.

Conspiracy Target [+200 CP]: Seems that you constantly rub those in power the wrong way. Especially those who have grand plans to take more power for themselves. As such, you are constantly seen as a threat to them and they will do whatever it is in their hands to put you under their control or take you off the board if such an option isn't possible. Expect regular assassination attempts and your loved ones being targeted to get you to comply.

Lost Treasures [+300 CP]: Well, it seems that your entry here was a quite unfortunate one, as your items have been disseminated through the land, coming to be owned by the locals regardless of what protections they may have had previously. If this is your first jump or your own collection would lack the potential to be dangerous enough, then instead there are many powerful Lost Items, some of them comparable to the ships of the Old Humanity and some being outright ships, running around. This is going to make the world a lot more dangerous from here on.

All your items will be returned after you leave this world.

Nature's Punishment [+300 CP]: Your entry into this world has seemingly greatly disturbed the Sacred Tree from the Commonwealth. Through unknown means, it has managed to connect with

you and take away the 'blessings' that your Benefactor has granted to you. This means that all your supernatural abilities are completely sealed for the duration of the jump, as well of your Warehouse and items from other worlds are unreachable. While items and non-supernatural abilities from this Jump are fair game, even the magic of this world is impossible for you to use. Furthermore, even your companions from other jumps are not spared from this and share the same curse.

Gods' Fury [+300 CP]: The three Guardian Deities that can be summoned from the magic flutes of the Principality have already been called with you as their target. These massive behemoths have control over the elements, the power to destroy even the main continent of the Holfort Kingdom and they will regenerate from any physical damage, even complete molecular annihilation as long as their mission isn't accomplished. And their mission this time is to kill you. While endlessly bomb them into pieces or constantly running away is an option, perhaps you could find the summoners and convince them to undo the summon, making the beasts killable for good? They must have quite a grudge with you or your family to use such a power, since this summon is one that takes away the user's life once their task is complete. Keep in mind that killing the summoners will not undo the summoning. Another alternative would be using the method that was used in the game to stop them for good, though that would also require a considerable effort as well.

Rise of the Machines [+600 CP]: It seems that you have landed in quite a hopeless timeline. Instead of being defeated by Leon and accepting him as his master, Luxon has not only managed to kill him, but it has also sent a distress call to any other surviving ships. And what do you know, it turned out that there it wasn't the only survivor of the ancient war between the Old and New Humans. If you chose to replace Leon or enter earlier in the timeline, then Luxon will be activated by a random adventurer and kill them instead.

Now, a fleet of hundreds of battleship-class airships created by the Old Humans, with a firepower that is at least on the same level as Luxon, if not above him in some cases, and piloted by omnicidal AIs have been activated with only one directive: destroy this world in revenge for the Old Humanity. A task that with the current state of the New Humanity, would be easily accomplished by just one of these ships.

You must stop this invasion and ensure that at least a nation of the New Humanity survives if you want to keep your chain. If you purchased the 'Ancient Battleship', then that ship, whether it's Luxon or a different spaceship, will still go rogue and follow your commands.

Outro

Your time here is over. If you survived your time here, you are faced with three options.

Stay Here, settling in this world with all you have collected and ending your chain.

Return Home, also putting an end to your multiversal travels and returning to your original world with all your gathered abilities and items.

Keep Jumping and move onto the next adventure.

Notes:

-This jump is based on the Light Novel version of the series.

-By picking Royalty tier in the 'Title' option, you will be inserted in a similar manner as Leila in the local ruling family and displace the canon heir. You may choose one of the canon families to be born into if you pick any of the other options. For the Commonwealth, the Six Great Nobles count as the Royalty tier.

-Destroyed or lost items respawn in the next jump, unless otherwise indicated.

-If you don't take purchases in 'Nobleman', you may still be born in a noble family if you wish so, although you will be a third or fourth child in a rather low-ranking family. Something on the level of a Baron, but with enough money to at least send you to the different academies to make a better future for yourself. But hey, at least you can still call yourself a 'noble' in there.