RED RANGER

IN ANOTHER WORLD

Manga by Koyoshi Nakayoshi, Jump by Aehriman.

After a fierce year of war, the Kizuna Rangers finally overcame the alien Relationship Enders and their master, the Break-Up King. But in the final battle, Togo Asagaki, Kizuna Red, confronted the Break-Up King alone and was lost.

He didn't die, though, he was sent to a generic fantasy world where he becomes an adventurer. He befriends Yihdra Avom, a disgraced mage researching a new mana-created metal and pursuing her father's dream of using magic to uplift everyone. Shortly after, Princess Teltina and her bodyguard, Lowji Mist, enlist them to investigate mana seeds, power boosts that eventually corrupt the users into mindless monsters spreading misery, all to gather negative energy and free the Demon Queen sealed a thousand years ago - by a party of heroes mostly transplanted from other worlds, including the Sixth Ranger from Togo's team, the precognitive Kizuna Silver and a major human turned Relationship Ender, Professor Betrayis.

You start six months before the main story, the day Togo arrives in the other world. Have 1,000 choice points to get you started, you should stay here for five years.

ORIGINS

Kizuna Ranger - Form up! Fighting for friendship, warriors of love and bonds! You are a sentai hero with all that implies. A bright wardrobe in exactly one color, a transforming gizmo, and silly poses.

Mage - A more intellectual kind of adventurer, through long study you've learned to master the arts of mana.

Prince(ss) - Being born into royalty is such an elegant way to win at life, it's a wonder everyone doesn't do it. Fighting and dying in a stinking dungeon is (or should be) for other people.

Warrior - A straightforward fighter, still really common in this world despite the high-powered mages and overwhelming demons.



AGE, SEX, ETC.

Who cares about such trifles when you have the power of strong bonds?
Keep them as they were, or change them if you like.

RACE

A staple of the isekai genre!

Human - Hairless apes, mostly harmless.

Demi-Human - Humans, but with some animal traits, usually ears and a tail. Can have enhanced senses and maybe one or two animal abilities. Includes the Yolte (winged birdpeople) Harpies, Mermaids, Dullahan (human with detachable head) Lizardmen, and Succubi/Incubi.

Elf - We have desert elves in this setting who live in a cactus forest, protected by Amen, the wielder of an Egypt-themed ranger set handed down to the heirs of the chief. Very agile, live maybe 2-3 times as long as humans.

Demon (-100 cp) A race of seven, consisting of the children of the Demon Queen. You will have superhuman powers and a second boss form, but very little freedom.

Doppleganger (-200 cp) You can copy people flawlessly, including their powers and memories.

Giant (-100 cp) It seems you are the last giant, the race that once dominated this world, your last five brothers having turned to statues to seal the Demon Queen. Besides being enormous with matching strength and resilience, all giants can summon a bespoke Ultramail armor that is virtually indestructible and gives them a unique power, but can only be used for three minutes in a day. Giants have small horns, forehead gems, big bug-like eyes and scaly growths for ears.

Finalis Dominus (-400 cp) The 'final boss' species. The three examples we see, the Break-Up King, Demon Queen and Undead King don't have a ton of commonalities in looks, but all are: immensely powerful, create and/or empower others into a race in their image, escape death by possessing one of their empowered minions and have the power to sever a soul from the cycle of reincarnation, though this turns out to send people to another world.



FRIENDS

You can't always put personal power before friendship. You can't put a price on it either!

Old Friends - Bring anyone from your homeworld, or previous Jumps. Each gets 800 cp to spend, but cannot get more points from drawbacks. Relish in the power of your bonds!

New Friends - It can hurt when you lose those bonds that are precious to you, to family and friends. But you can always make new friends. If you meet anyone new here, anyone unexpected, and want to take them on the crazy interdimensional adventure roller coaster that is your life, feel free to ask them.

Togo Asagaki - Burning brightly, the warrior of feverish friendship, Kizuna Red! Actually, quite a lonely kid, which is why he puts everything he has into making friends. A little dramatic, but a fantastic person to know.

Yihdra Avom - A mage, daughter of the former Royal Scepter (head mage for the empire). Yihdra has a lot of pride in her family's long history of magic, and is supremely devoted to her father's dream of magic being used on a mass scale to better the lives of everyone. Highly skilled as well, she first hires Togo to investigate the new mana ore, and eventually becomes Kizuna Magia, the Purple Ranger.

Teltina Liz Wagrel Alvarost - A princess of Alvarost, Teltina has been studying the mana seeds since her brother was killed by one. She has taken within herself a mana seed, based on her wish to purify others, which is thus far the one way to safely dispose of them.

Lowji Mist - The world's greatest swordsman, armed with the greatest sword. Cast out and despised for his total inability to use mana, Lowji was found by Princess Teltina who understood that same quality made him perhaps the one person who could wield the Holy Sword of the Royal Family, and he's been her devoted armsman ever since. He can also be jealous of anyone she spends her time and attention on, and unimaginably petty, but has sworn to never lie to Teltina and keeps to that oath.

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Raniya - A princess of the Sun Forest Elves. Quite kind and shy, but when transformed into the hero of her people, the seventh Amen, she is fierce. Raniya struggles with the weight of her whole legacy of heroes, and the knowledge that she is likely one of the weakest to ever wear the mantle of Amen.

SKILLS

++ Kizuna Ranger Skills ++

Burning Punch (-100 cp, free Kizuna Ranger)
Togo can set his fist ablaze with a flame that's 60,000 ℃! No, that doesn't make sense! Nothing about Togo makes sense! But you can also set your fist on fire and transfer insane heat to enemies without harming yourself or any bystanders.
You are also an expert in at least three styles of martial arts, with the physical conditioning to match.

We Need to Form a Bond! (-200 cp, discount Kizuna Ranger)
You are extremely good at making friends, as if the world adapted to Togo's loose standards of friendships. Basically anyone you fought alongside or shared emotional vulnerability with, or occasionally a meal/drink and isn't actively hostile becomes quite friendly towards you.
As for people who are actively hostile. Well, you'll wear them down. Often the surliest Sixth Rangers become the tightest of friends with a little work.

Dreams (-400 cp, discount Kizuna Ranger)
It's important to follow your dreams, and to support those of your friends and teammates! So you are very good at clarifying what people really want, and how to get there. You are excellent at pep talks and giving the advice people need to hear at the moment. Any actions undertaken to help a friend achieve their dream are more effective.

Pethagoras (-600 cp, discount Kizuna Ranger)
It turns out there is a unifying field, a link between the weak and strong atomic forces, electromagnetism and gravity. They are all expressions of the power of bonds! You are an expert in bond energy, and the various technologies and techniques that harness it, allowing you to build morphers, zords, teleports, perhaps dimensional travel.
You have also mastered the powers of the Kizuna Warp (teleport) Kizuna Genesis (healing) and Big Bond Soul, and don't need tools for any of them. In future worlds, you will find that all exotic energies or magic are just expressions of Bond Energy, making you a dab hand at studying them, utilizing them, or automating them with technology.



++ Mage Skills ++

Elemental Magic (-100 cp, free Mage)
The bread and butter of combat mages, you are an adept wielder of the seven elements known to Avollam: water, earth, wind, fire, ice, darkness and light (which is also healing). Where others struggle to cast a water ball, you casually summon a great tempest for the same amount of mana, and with a far shorter incantation. Summoning elementals is normally hazardous, but never for you, they like and respect you as a default.
Your close ties with nature and the elements make it easy to tell when something is off or weird about an area and its magic.

Rune Magic (-200 cp, discount Mage)
Like the elves, you are a master of inscribing enhancing magic into symbols, letting you make arrows that explode or burst into flame, boxes that float, and watering cans that heal plants and enhance growth. Or teleport marker runes, letting you zap yourself instantly to an object. Truly, right here is the dream of bringing magic to the people, for anyone can learn this form of magic.
You have a terribly precise hand, and can sketch sigils incredibly quickly, even at awkward angles where you can't see what you're doing.

Divine Magic (-400 cp, discount Mage)
You have mastered a form of magic that invokes the gods. Specifically Cthulu, Hastur, Yog-Sothoth, Shub-Niggurath, Father Dagon and Mother Hydra, Yg, Azathoth, Nyarlethotep, and scores of lesser ones. Spreading madness is easy, as is getting around through the weird angles of space-time or the Dreamlands. You can even summon avatars of the Gods to fight for you. Even using just one percent of your powers here would see you set above all but the very strongest mages.
You are also immune to corruption and insanity and will not spread these when you do not mean to. This will be important because reasons.

Planetary Interference Magic (-600 cp, discount Mage)
You can wield the same incredibly powerful magics for reshaping the world as the Demon Queen, letting you raise islands from the sea, control the weather, create or level mountain ranges, scour and reshape continents, and terraform entire planets with your spells. Or, with great effort, shift their orbit.
Of course, you also have the depths of mana capacity to let you achieve most such feats casually, though the greatest of these, relocating or reshaping a whole planet, will probably require a day of rest after.

++ Prince(ss)) Skills ++

World-Class Education (-100 cp, free Prince(ss))
A good noble must know many things. History, geography, military tactics, etiquette, languages, magic theory, religion, noble houses and their genealogies, finance, riding, medicine, law, philosophy, music, and at least a couple of classy strategy games. Honestly, a lot of the vaunted intelligence of nobles, besides having schooling at all, is being schooled in exclusionary cultural touchstones. Someone who doesn't know how to dress, to enunciate, who can't quote the great playwrights or recognize a symphony can't be a true noble.
Not only do you have the finest education money can buy, it updates in future settings. Also includes fluency in every common language of the setting.

Noble Privilege (-200 cp, discount Prince(ss))
You give off the air of royalty. People tend to treat you with extra respect and consideration, and lend your words more weight. At worst, people will default to treating you like an eccentric foreign dignitary unless you go out of your way to irritate them.
This also means your enemies are a whole lot more likely to take you alive, as a hostage or on the assumption they can find some use for you in their plans.

Selfless Heart (-400 cp, discount Prince(ss))
When Teltina was turned into one of the first mana beasts, her elder brother Alteo took a mana seed with a selfless wish to save her, gaining Vrykolakas, which he passed on to her as he died. Like Alteo and his mana beast, you can purify corruption in all its forms, and wield the darkest of powers without fear or consequence. You will never be harmed or corrupted by your own abilities, and can pass any test based on purity of character or heart.

Good King Jumper (-600 cp, discount Prince(ss))
A monarch is many things, a general, an administrator, a judge, and a living symbol of the nation. You are a superlative, era-defining genius at all of these, above them all the ability to inspire a fanatical sense of loyalty and belonging in your people. You can lead tiny forces to victory, reform enormous and eldritch laws and tax codes with ease, be an ideal courtier, and tell the honest from liars and the guilty from the innocent. You turn disasters into victories, chaos into opportunities, loose confederations of feudal lords into a cohesive state.
You also find your efforts to serve your people amplified, positive consequences rippling out while negative ones are minimized. Perhaps that crime syndicate you exposed was a load-bearing pillar of the underworld, or that orphanage you founded inspired imitators across the kingdom. Problems you solve tend to stay solved. With just a little work you will almost certainly be remembered for ages to come.

++ Warrior Skills ++

Fit Mind in a Fit Body (-100 cp, free Warrior)
Wipe away any disease, injury or infirmity. You're the very picture of health and physical fitness, honestly superhuman in that you could match a transformed hero like Togo blow for blow in your base state.
You have undergone the grueling training and obstacle courses meant to train Amen, and are a uniquely agile fighter.

Greatest Swordsman (-200 cp discount Warrior)
You are highly skilled in all arms, but with one you are utterly peerless, like a force of nature. If you chose a melee weapon, you can hold off dozens of master swordsmen, if a bow, you can sever an archer's bowstring at four hundred yards. Besides simple overwhelming combat ability, you're actually really good at tactics. And as a master must pass on his art, you are exceptionally skilled at military training. In two weeks, you could turn fresh peasant levies into a cohesive force with the teamwork and skills to rival the elite Palace Guard. With a month to train others, you could leave behind a community of legendary warriors.



Sept Vertu (-400 cp discount Warrior)
A very particular skill of Regulus Macht, in your hands any weapon, even a humble iron nail, counts as a holy weapon that can permanently slay immortals like demons and strike down normally armored or invulnerable foes.

Immortal Warrior (-600 cp discount Warrior)
Lowji reinvents himself three times. First, when Teltina recruited him to wield the Holy Sword, the no mana curse that defined his life made a virtue. Second, when his soul merged with that of the giant Lanars, granting him a very Ultraman-like transformation. And a final time when he learned he was the reincarnation of the Break-Up King.
Once per Jump, you can choose to be the reincarnation of a legendary figure, or their heir in some very real and tangible way, giving you access to their powers and/or stuff. Not necessarily at first, and there may be some limitations like a temporary super mode, but within a year at the latest you should be able to match them.
Besides this, being an Immortal Warrior means you get your own reincarnation upon death, once per Jump if killed you will be reborn, your Jump-clock paused until you regain your powers and memories on reaching your majority.

GEAR

Adventurer Tag (free)
A wooden and metal tag that can display your stats and skills via a holographic screen.

Bond Plate (-100 cp, free)
A morpher that, when you insert the accompanying bond plate, lets you transform into a Kizuna Ranger. In this state, you are five times faster and stronger than before, while the Ranger suit provides excellent protection.

Kizuna Weapons (-200 cp, discount Kizuna Ranger)
A very versatile Friendship Blaster with split-beam, rapid fire and charge pulse modes. And a nanoedge sword.

Victory Kizuna Buster (-400 cp, discount Kizuna Ranger)
The Kizuna team blaster, it gets stronger the closer the relationships of the 4-5 people wielding it. However, if there is hostility to each other the beam will be weak, divided and attenuated.

Kizuna Kaiser (-600 cp, discount Kizuna Ranger)
A Megazord, essentially. As is in theme, the stronger the bonds of the people within, the more powerful it becomes. The really cool thing, though, is the versatility. Any mecha, any spirit or elemental, any dragon, any god, can merge with Kizuna Kaiser to grant it greatly enhanced capabilities. The bonds you form will build the future.

Flying Broomstick (-100 cp, free Mage)
A classic for getting around, this flying broomstick can outpace pretty much all natural fliers, and vanishes into a pocket dimension when not in use.

Staff (-200 cp, discount Mage)
Triples the effect of any spell cast with it, while halving the mana costs. Can shrink down into a wand that 'only' doubles your spell effects for half the cost, but allows spells to be cast very discreetly.

Grimoire (-400 cp, discount Mage)
You have a book of spells containing all the known magic of this world, and updating as new discoveries are made or you visit further Jumps.

Royal Scepter (-600 cp, discount Mage)
The symbol of the court mage of Avallost, also a potent anti-magic artifact that can shut down all spellcraft in the vicinity that doesn't originate with the wielder. Very handy for preventing magical catastrophes or winning wizard's duels by default.

Coin Purse (-100 cp, free Prince(ss))
A coinpurse that fills each month with about a year's income for a prosperous merchant/upper middle class professional. Got to be able to live large. In future Jumps, this adapts to local currency.

Royal Pardon (-200 cp, discount Prince(ss))
A letter permitting you to excuse any one person for any one crime. Perhaps you can find someone deserving, or just a friend in need or even yourself. This won't erase anyone's knowledge of the crime, just their ability to prosecute.
This is replaced in each new Jump or decade, whichever comes sooner.

Clean Mana Seeds (-400 cp, discount Prince(ss))
Mana seeds are ugly little things that burrow into a person's body, providing a 10x mana boost and letting them use a powerful and unique Privilege Spell based on their heart's deepest desire. A greedy man might get a midas touch spell, a fearful man an unbreakable barrier spell, etc. Loulugart, a man obsessed with control, got the power to scry anywhere inside his city, be alerted when any of his laws were broken, and summon a powerful army of familiars to instantly subdue the criminals, while Azir got sand control on a massive scale.
Normally, after a while the seed overtakes the host and they transform into a powerful boss monster, a mindless rampaging mana beast, themed around their overwhelming power. Yours is all benefit, but you can turn into a cognizant mana beast if you really want to be a second-stage boss.

Kingdom (-600 cp, discount Prince(ss))
A kingdom of your own. By default, you aren't the leader, but are probably their heir, chancellor or something similar. If you want the full responsibility of the crown, go ahead. But within reason, you can command the resources, funds and armies of an entire state.
In future Jumps, you can pick a local nation or kingdom to be so high in the ranks of. This may cause some upset in the story, but then, so could a Jumper being insert anywhere.

Armor (-100 cp, free Warrior)
You have armor that is lightweight, never pinches or chafes, and is exceptionally well-made. Can change between a couple forms like a winged one allowing flight, or grow claws. Further, this armor scales with your own strength so as long as you fight peer opponents, it will always be a relevant factor and useful protection.

Say Amen (-200 cp, discount Warrior)
You can summon a magitech motorcycle that never needs fuel or repairs. Like some kind of... masked rider.

Holy Sword of the Royal Family (-400 cp, discount Warrior)
The sword that sealed the Demon Queen in the hands of the alleged first hero isekai'd to this world. Bound to it are six powerful elemental spirits, letting the sword shift into a total of seven forms with different elemental powers. Also drains the mana of the unworthy or unwanted hands, you are excluded and can choose who else is.
As a Holy Sword, this weapon can permanently kill demons and many supposedly immortal beings, but the Finalis Dominus are still beyond it.

Seal of the Five Giants (-600 cp, discount Warrior)
Sometimes, despite all your bonds and skill at arms, there's a gap of power that just can't be overcome. That's where this comes in. Five statues of the ancient giants, in which you can seal any one foe per Jump, regardless of their power.



POWERS

Have +200 just for this section. Discount any one power.

Bind (-200 cp)
You can conjure and to an extent control giant band-aids and bandages, letting you wrap an opponent or swing from a building. If you wish, these can be gently infused with healing mana.

Chimera Circus (-200 cp)
You can transform individual body parts into those of animals. Grow wings or antennae, a lupine snout for scent, or an eagle's eyes. You can mix and match yourself into quite the formidable being.

Freestyle (-200 cp)
You can phase through objects, though large ones like the ground or a tower may require you to swim through the material, especially if you want to go up or down. Fortunately, you can swim extremely rapidly through the ground or up a tower.

Glaive (-200 cp)
You can cling to life through sheer willpower, even if decapitated or disintegrated.

Jumper Black (-200 cp)
Tell me Jumper, do you draw strength from your bonds? Or are you just terrified to lose them? You can transform into a slightly berserk form that harnesses your despair and rage, multiplying your strength by these factors.

Mangle Mouse (-200 cp)
You can imitate voices flawlessly and whisper to people up to a couple miles away, even maintaining hundreds of conversations at once.

TCG Binder (-200 cp)
You can conjure cards and throw them accurately, even making them rain from the sky, that capture whomever they touch inside. You can then summon the occupied cards to your hand.

Thousand Fists of the Stone-Sculpted God (-200 cp)
You can grow enough extra arms to make major Hindu gods jealous. Very handy defensively, as you can sprout an arm to catch or block a hit. As a second stage, you can fuse all the arms into one big arm that can even be much bigger than yourself. What a curious ability.

Turbo Huddle (-200 cp)
By making a hugging the air motion, like you were joining a huddle, you can summon rings of tiny robot duplicates with jets who can lift you into the air or boost your speed. How very strange.

Guts Nova (-400 cp)
An interesting ability, your stats are all set to equal a single opponent. Strength, speed, health, mana. Making any combat a clash of pure skill.

Lil'abad (-400 cp)
You can control sand with a speed, precision and *strength* that would make Gaara jealous. Really, the guy with this mimicked a time stop just by holding people in place with a couple hundred grains scattered over their bodies from being in the desert.

Neverdream Syndrome (-400 cp)
You can de-age any number of subjects to children, and place a perception filter that makes them unable to notice or remember anything dangerous or unpleasant.

Was (-400 cp)
You can scry over a large area, let's say about twenty miles centered on you, and be immediately alerted if certain things you set happen in this area. Like theft, murder, or blacklisted people entering the zone. You can also summon superstrong monsters at any point in this zone.

All-Eater (-600 cp)
Pick any one stat, like speed, strength, dexterity, mana, hp, etc. You are invulnerable to all harm caused by someone with a lower stat in this area than yourself. Even someone launching a nuke, if they don't have enough mana, won't so much as muss your hair. This does not apply to forces of nature, like a hurricane, but to any creature, monster, or being.

Foresight (-600 cp)
Like Kizuna Silver, you can see the future, up to a thousand years after the present. Detailed enough you could record a video and have a conversation with the viewer centuries later.

Swampman (-600 cp)
Self-duplication. You can make thousands of duplicates, the only limits are that you don't automatically see or know what they do, and making each tires you out some.

Vrykolakas, Silver Wolf of Usurpation (-600 cp)
Born from a desperate wish to save a princess turned into a rampaging mana beast, Vrykolakas is a silver wolf that lives within you and can be summoned. He's not really of any use in a fight, but can consume mana seeds and purify them, the only way known to remove them without harming the host. It is also handy against possession and various problematic powers.
But there is a second stage here, Big Bond Soul, where you can wield all the corrupted powers taken in by your Vrykolakas, free of any taint or debt. You may grow wolf ears while using Big Bond Soul, and possibly a tail.

Playing Pretend (-800 cp)
A devastating ability, this allows you to copy any powers or skills you see in use. Even things like technology or psionics that have no place in this world would become spells you can perform by playing make believe that you are the person or machine you saw. Yes, you can make a spell to make a phone call or summon a megazord. The only real limitation is that people's abilities don't come with an instruction manual, you'll have to figure out how they work and their limits yourself, and with so many powers to choose from, it's hard to get as skilled as the original, dedicated user.
This ability has a second overpowered use, Playing Alone. If you wish, you can make it so while you are aping a copied power, no one else can use it.

Strongest Ranger (-800 cp)
One of the Doppel Anothers supposedly had hundreds of times all Togo's stats. He turned out to have copied an alternate Togo who was just an actor, but whatever. If you want it, here's the chance to be an overpowered lightning bruiser who is just too fast, too strong, too durable to be meaningfully threatened by any foe in this series.



DRAWBACKS

Jumper in Another World (+0 cp)
Look, this is a comedy about the leader of a Sentai team sent on an isekai adventure. If you don't want to experience this particular world, feel free to use this as a supplement to any other Jump with an isekai/transmigration, or any similar Sentai/Power Rangers/ Kamen Rider setting. You can also use this to visit any that don't have a Jump.

Adhesive Squadron Kizuna Five! (+0 cp)
If you'd rather not deal with the isekai element - and what kind of a Jumper does that make you? - You can start in Togo's world when the Relationship Enders first appeared. Get ready for some crazy Sentai shenanigans, but at least you won't be missing modern comforts like toilet paper.

In the Time of Demons (+100 cp)
You start a thousand years ago, when the first Amen, Kizuna Silver, Professor Betrayis and Sabi fought the Demon Queen. Take some points, since we know hardly anything about this era.

Another World... Postponed (+100 cp)
You may take this up to six times, adding another five years to your stay for each.

ADHD (+100 cp)
You're not dumb, just easily bored and distracted. But then you find a good book or something, hyperfixate, and wonder where the day has gone.

Bond Merger! (+100 cp)
There's a curious censor effect. When someone would mention sex you hear a booming voice yell "Bond Merger!" over the word. Similar things happen for any curse or naughty words with cries like "Bad Thing!" or "Uh Oh!" It takes some getting used to.

Embrace the Ham (+100 cp)
You're such a dork, unironically making speeches about the power of love and friendship.

Needlephobia (+100 cp)
Like Red, you are insanely afraid of needles. C'mon, it's just a little pinch!

Charred Remnants (+200 cp)
Of course, the enemies you kill explode. Unfortunately, so do their loot drops. Expect a lot of charred horns and hides, but hey, keep at it and you might find some of the best drops are fireproof.

Issues (+200 cp)
You have a serious internal problem that dogs you. Crippling guilt, imposter syndrome, jealousy, depression, a vicious hair-trigger temper, things that take years of therapy to properly address... and there aren't many therapists in this world. Can be taken up to three times if you *really* want to suffer for your points.

Plastic Ring (+200 cp)
In Avalost, not a ton of people have money for metal jewelry, but people still give rings as a show of undying love or a proposal to marry. Wooden ones, grass, any materials available. From a certain perspective, wrapping someone's finger in a band-aid could be taken as a marriage proposal. Expect to run into a bunch of "fun" cultural misunderstandings like this as you go.

Promised (+200 cp)
You swore to never tell a lie during this Jump, and you meant it and will find yourself unable to break that oath.

Shippers (+200 cp)
At least one of your friends is absolutely determined to find you a perfect match. Possibly a Companion if you brought any, otherwise someone you'd have trouble refusing, a parent or a king. In this issue, any sense of boundaries or propriety will be forgotten to pursue getting you hooked up with that nice guy/gal.

I Never Go Back On My Word (+400 cp)
You really don't, even if it's awful. Worse, you feel the need to make impulsive bets and oaths.

Ever-Laughing (+400 cp)
Abubabi, the demon jester has fixated on you as someone quite amusing indeed. Or one of the other Royal Demons if you prefer.

No Smartphone (+400 cp)
You can't take any items from previous Jumps here, and your Warehouse is sealed against you. Well, almost any items, Kamen Rider, Sentai and Power Ranger items are permitted.

No Golden Finger (+600)
I'm afraid your powers and perks from previous Jumps didn't make the transition with you, though you retain knowledge and skills. At least, besides any powers or magic from other isekai Jumps.

END

What now? Will you finally settle down, on to the next Jump, or go home?