And The Hero Was Never Seen Again

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Introduction

On a planet similar to Earth, there's an advanced civilization capable of traveling across the stars. One day, strange lifeforms known as Predators suddenly appear, killing any humans they encounter. At first, humanity can fight them off, but no matter how many are slain, more continue to emerge. Sensing the inevitable end, the wealthy flee in spacecraft to the edge of the universe, abandoning the rest to their fate.

Mikhail, a warrior of this civilization, appears before his lover Artemis, a scientist, gravely injured. In a desperate attempt to save him, Artemis places Mikhail into a hypersleep pod, hoping he will survive into a future era. Soon after, a blinding white light engulfs the planet.

In the new era, the kingdom of Grantale is experiencing an overwhelming surge of monsters, linked to a mysterious monster known as the Demon King. This being creates a massive chasm called the Great Rift, a place no one dares to enter.

The hero, Astel Hartmann, sets out to defeat the Demon King, accompanied by Harry Jones and William Wilson. The battle ends swiftly, with the hero easily defeating the Demon King. However, at the moment of its defeat, a massive surge of mana erupts, and both William and Harry are struck by a blinding light.

When they regain their senses, they find themselves no longer at the Great Rift, but in a vast and peaceful grassland. The hero is nowhere to be seen. After searching the area, they discover only a blonde, naked woman. This woman is Astel, now transformed into a female.

To avoid attention, Astel rents a small house in the Old Town of Grantale, living in seclusion for half a year. Only when she runs out of money does she decide to venture out once more. However, the world has changed. Hunters, once a profession for slaying monsters, are no longer in demand. So William offers Astel a place in his company, Wall Post, which employs Carriers, women who fight monsters to ensure the safety of postal routes across the dangerous land. Join the hero as she begins a new chapter of her life in this unfamiliar form.

You will begin your journey in Grantale one week before Astel runs out of funds and remain in this world for a decade thereafter.

Take these +1000 Corun Points for your journey into this world.

Origins

Any origin can be taken as Drop-In.

New Human

Unlike the humans of the past, the new generation possesses the ability to use mana, allowing them to cast magic. However, as mana has been dwindling in recent times, the spells they produce are far less powerful than they once were. You are one of these new humans of the current era. Whether you're a noble, a commoner, or even royalty is up to you.

Demon Survivor

Demons are beings that closely resemble humans, with the only difference being their red eyes. Beyond that, they possess a far greater mana capacity and natural affinity for magic, making them significantly more powerful spellcasters than humans. During the catastrophe now known as the Stampede, caused by the Demon King, the demon race was nearly wiped out, with only a few survivors managing to escape. You are one of the last remaining demons, wandering across the land. Whether you choose to search for other survivors and rebuild your people or pursue your own path is entirely up to you.

Artificial Monster

Monsters are defined as living beings that cannot be classified as human, plant, or animal. They don't need to reproduce and instead appear spontaneously in large numbers. Due to their high nutritional value and the resources they provide, monsters once served as a crucial food source. In the previous era, when most plants and animals had died out, they became essential to sustaining human civilization. However, with technological and societal advancements, reliance on monsters as food has diminished, and they are now often treated more like pets. Monsters come in many forms, such as slimes, goblins, and various small creatures. You may design your own form, as long as it is no larger than an average human.

You can choose your age and gender freely for all origins, as long as it's within reason.

Perks

Perks are discounted 50% for their respective Origin, with the 100 CP Perks being free.

General Perks

Hentai Logic (Free)

Even though this is a hentai setting, explicit situations are easy to encounter, so this perk provides basic protection to let you enjoy your time without concern. Your body will never experience soreness or negative effects from sexual activities. Your body can comfortably adapt to accommodate any partner of any size, ensuring ease and comfort. You are completely immune to sexually transmitted diseases and any related infections. Finally, you have full control over your fertility, allowing you to prevent any unwanted pregnancy. You may choose to share these benefits, either temporarily or permanently, with any partner.

Normalized Lewdity (-100 CP)

People just don't seem to react to the outfit you're wearing with this perk. You can dress as revealing as you like, even in transparent clothing, and others will perceive it as normal attire. Completely going nude will still cause issues, but as long as you are wearing some form of clothing, even something minimal like stockings and long gloves, no one will question it.

If you choose, people can still notice and react to your outfit, but you will not face any consequences for it. At most, you may draw attention, such as lustful gazes or disgust.

Layered Clothing (-200 CP)

Have an outfit you really like, but lacks proper protection? With this perk, that is no longer a concern. You can layer the appearance of one outfit over another, allowing the top layer to determine how you look while the underlying outfit retains its original properties. For example, if you layer a bikini over plate armor, the weight remains unchanged, and you still benefit from the armor's warmth and protection rather than the bikini's. To return the outfit's appearance, simply mentally command it, and the top layer will separate from the bottom one.

Weapon Art Bestowment (-400 CP)

In this land, there's a technique known as Weapon Art, which allows skills, spells, or abilities to be passed down onto items for others to use. You possess a unique variation of this technique, enabling you to engrave any skill, ability, or perk onto an item. To do so, you must use a form of supernatural energy, such as mana, along with a ritual to imprint the desired power. While the cost to engrave is minimal, anyone using the item must still provide the necessary energy to activate the ability if it requires one. You may also overwrite existing engravings on an item if you wish to replace them with a new skill.

Bad End Survival (-600 CP)

In many adult games, the heroines seem unable to die, no matter what dangers they face, even against enemies who kill for pleasure. With this perk, you share in that same fortune. Whenever you are defeated or captured, your enemies will not kill you.

Instead, they will subject you to sexual torment. Depending on their nature, they may still harm you, but no permanent damage will be inflicted. They will find reasons to keep you alive, safe, and relatively comfortable, whether due to addiction to the pleasure you provide, plans to sell you as a sex slave, or an unhealthy obsession with you. This effect even influences those who normally lack a sex drive or interest in you, causing them to develop sexual desire specifically toward you. However, while your survival is assured, your escape is not.

New Human

Cache's Techniques (-100 CP)

You have learned the techniques that allow Cache to appear almost everywhere the heroes go. You can gather valuable information from seemingly ordinary places such as streets, taverns, casinos, and other public areas. You also gain the skills of an exceptional journalist, capable of writing detailed, engaging, and easily digestible articles that capture attention and are easy to understand. Additionally, you develop a sixth sense for canon events, allowing you to instinctively detect where important happenings are taking place, with the sensation growing stronger as you get closer. This sense can also be tuned to locate specific canon characters you wish to find and can be turned on or off at will.

To be Loved by All (-200 CP)

Born from a wish to be loved by all, this perk grants you several benefits. First, you can adopt an energetic and optimistic attitude at will. Second, people naturally become more friendly toward you than they normally would. Third, if you choose, any conscious being can develop romantic, platonic, or sexual attraction toward you, even if you are not their type or they lack such concepts entirely. Lastly, you may take on the same female form as Astel's new body, becoming a young and beautiful girl with a curvy figure, long blonde hair, blue eyes, and big breasts. This final option is entirely optional.

Mark of the Hero (-400 CP)

You have gained all the skills Astel possessed before becoming a woman. Including several benefits, such as the swordsmanship taught to the knights of Grantale. Increasing your physical strength immensely, allowing you to wield a greatsword with one hand effortlessly.

You also now possess a considerable mana pool, with the mana potency surpassing that of any human or demon of this era, aside from Astel, making your spells exceptionally powerful. You gain access to the spell Heal, which restores a small amount of health to a single ally.

In addition, you inherit Astel's signature ability, the Starfall Sword. This technique releases a streak of light from your blade that homes in on its target before splitting into meteor-like fragments that explode in bursts of white light.

The heat generated is so intense that nearly any creature, aside from the Demon King, would be instantly incinerated, even without a direct hit. Not even the Demon King can withstand this attack. However, this power comes at a cost, as it consumes a large amount of mana and cannot be used repeatedly in quick succession without sufficient reserves.

A Failed Hero's Wish(-600 CP)

This ability was born from a hero who failed to save his homeland, and now you possess the same power: time manipulation. You can stop time, reverse it, travel to the past, and move between different timelines. You may accelerate yourself, slow down your enemies, or even send others into the past or alternate timelines. However, this power has limitations. You cannot travel to the future, and large-scale time manipulation consumes an immense amount of mana.

Those with average reserves would be unable to use these abilities at such levels. With sufficient mana, it is possible to travel as far back as ten thousand years, though the cost would be far beyond what a normal human could sustain. Additionally, this power grants you immunity to other time-related abilities, ensuring that you cannot be erased or killed through temporal manipulation. Across all timelines, there will only ever be one version of you.

Demon Survivor

Demon's Tongue (-100 CP)

You possess a silver tongue that can get you out of difficult situations. This perk makes you an exceptional liar, letting you perfectly mimic the expressions and emotions needed to sell your deception. Lying comes as naturally to you as breathing, and you will only be exposed by those with great intelligence or supernatural means of detecting falsehoods. The believability of your lies increases further when you blend truth with lies.

Mana Implosion (-200 CP)

This perk allows you to inject your own mana, or any form of supernatural energy you possess, into another person through physical contact. Once inside the target, the energy becomes unstable, causing the body to combust violently. If the energy you use carries additional effects, those will also manifest within the target. This ability only works on individuals whose mana or energy reserves are lower than yours.

Demon Noble (-400 CP)

You are now a member of one of the five great noble bloodlines of the demons. You may choose your house, though only House Khshaeta is shown in the setting. As a demon noble, your mana pool is exceptionally large, surpassing that of ordinary demons.

You also gain the ability to generate and control ice through your mana, shaping it into blades or summoning blizzards so cold they can freeze the lungs. You acquire a powerful spell called Ice Needle Prison, which allows you to trap enemies within a massive structure of ice.

You may adjust its strength to keep those inside alive if desired. Finally, you gain the knowledge required to create Demon Blades, forbidden weapons that greatly amplify the wielder's mana, though you must gather the necessary materials yourself.

Shadow of the Great Filter (-600 CP)

How is this possible? It seems you have gained a fragment of something far greater. You are now a fragment of the Great Filter, separated from the whole. This means that if anything happens to the Great Filter, you remain unaffected, though the power you wield is only a fraction of its true strength. The Great Filter is a conceptual entity that hinders intelligent life, bringing ruin to entire civilizations. It manifests as a massive, transparent purple wall.

At times, it behaves like a physical barrier that halts progress, while at others, it spreads like a contagion, tempting individuals with their deepest desires. Those who succumb are transformed, their bodies reshaped to reflect their wishes and granted power accordingly.

However, no matter how grand the desire, the abilities gained can never surpass the Great Filter itself. For instance, someone wishing for omnipotence would instead have a talent in everything rather than being all-powerful.

These transformations twist the body into monstrous forms and drive the individual into madness, causing them to attack other humans. In this world, such beings are known as True Demons or Predators. As a fragment, you cannot create a wall large enough to envelop the entire planet, but you can manifest your power as a normal-sized wall or project it into the minds of others, tempting them to give in to their desires and undergo transformation.

Those you transform fall under your control, though the abilities they gain will never exceed your own power. As a fragment of the Great Filter, you are no longer bound by a physical existence, making you impossible to defeat physically. While your power begins at a reduced level, it will grow as you grant more desires and transform more individuals.

Over time, your fragment will expand, increasing in strength, and with enough growth, you may one day rival the Great Filter itself.

Artificial Monster

True Form Switch (-100 CP)

Some monsters possess the ability to take on human form, and you are one of them. You can transform into a human with an appearance of your choosing, as long as it remains genetically possible. Both your original form and your human form are considered your true forms, requiring no effort or energy to maintain. You can remain transformed even while unconscious. However, your clothing does not change with you, so you will need to be careful when transforming. Additionally, this perk allows you to switch between your alt forms instantly.

Machine Enthusiast (-200 CP)

You possess a complete understanding of all machinery. By placing your hand on a machine, you instantly learn how to identify, repair, and operate it. You understand its inner workings, what is needed to fix it, and how to recreate it using the materials available to you. This knowledge also allows you to use or pilot the machine with the skill of a seasoned expert. You may toggle this perk on or off at will.

Disaster Blood (-400 CP)

It seems you have gained some relatives, as you now share the same blood as Disaster and her mother. Your body fluids, including your blood, possess properties that can calm madness and halt the spread of corruption or unwanted transformations in anyone who consumes them. As the bearer of this trait, you are also immune to effects that induce madness and any forms of corruption or unwanted bodily alteration.

Knowledge of the Ancient (-600 CP)

The knowledge of the previous civilization now rests at your fingertips. You understand how to build and operate every piece of technology created by the Ancients. Including how to build systems such as the Brain Machine Interface, a device that allows a person to control systems beyond the limits of normal human cognition.

It also includes the Dyson Swarm, a large-scale structure placed within the sun to harvest its energy and wirelessly transmit that power to the machines that require energy. You are also familiar with hypersleep pods that preserve the human body, allowing individuals to survive catastrophic events and awaken ten thousand years later. When you enter a new setting, you may choose to acquire the knowledge required to build and operate any technology created by a previous civilization, provided that such a civilization exists in that setting.

Items

Items are discounted 50% for their respective Origin, with the 100 CP Items being freebies.
All the items below require no maintenance and will fully repair themselves after a few days.
All origins gain a bonus of +300 CP to spend in the Items section.
Similar items can be imported without extra cost.

General Items

Carrier Wardrobe (Free)

The outfits worn by the Carriers are highly stylish, and you now receive an entire closet containing all of their clothing, including shoes and accessories. Including their uniforms, casual wear, battle dress, and idol costumes. You also gain access to their more risque outfits, such as the waitress outfit, which consists of a micro bikini paired with a small waist apron, white gloves, and animal ears with a tail.

The Harlot Attire, which consists of a white, transparent frilly babydoll with matching panties and ribbons, a choker with a heart lock, and garters. All outfits in the closet are designed to remain comfortable in any environment and are automatically adjusted to fit you flawlessly. The closet itself is nearly indestructible and automatically cleans all clothing stored within it.

Unlimited Food Supply (-100 CP)

The source of food was a problem for humans in the current civilization. However, with this item, you will never need to worry about food again. You gain a box which contains a variety of food items found in Grantale, including fruit gels, vegetable juice, bread, rice, pizza, hamburgers, and many kinds of desserts. All food inside the box does not require refrigeration unless it's out of the box. Once removed, the food appears fresh and delicious.

Consuming these foods also slightly restores your health and mana pool. The box holds ten of each food item, and you receive a new box each week until you have 99 of every food item provided by the box. You do not need to worry about gaining excess fat from these foods.

Limitless Potion Delivery (-200 CP)

The potions in this world are not like the typical potions found in other JRPGs, as they possess more exotic effects. These include the Elixir, which can revive a single recently deceased ally from death; the Virginity Restorer, which restores a person’s virginity when used; the Forget It Potion, a magical mixture that removes any pregnancy; the Love Thesaurus, which influences a person’s mind to become more lewd; and the Energy Potion, which is said to grant you wings while slightly restoring your supernatural energy. You receive a box containing one of each potion, and you gain additional potions each week, until you have 99 of each potion in the box.

Earrings of Power (-400 CP)

This option grants you three silver earrings adorned with sparkling jewels, crafted using an otherworldly technique known as “Refinement.” The first earring is made from ruby and is called Stigmata. When worn, it increases your physical attack, critical rate, and energy regeneration by 5%. The second earring is made from emerald and is called Detryteth. When worn, it increases your physical defense and stamina regeneration by 5%, while also nullifying negative status ailments such as confusion, poison, burn, and similar effects.

The final earring, made from amethyst, is called Executor. When worn, it increases your base magical power by 5%. You do not need to pierce your ears, as the earrings will painlessly attach themselves to any part of the ear you choose to wear them on. They remain perpetually clean, cause no health issues even when worn for extended periods, are unbreakable, and cannot be removed without your consent.

HyP Suit (-600 CP)

One of the strongest armaments of the Ancients, the HyP Suit, or Hyper Pressure Suit, is a suit that can materialize light into solid form to use as either a weapon or a shield. It allows the wearer to move faster than light. It renders mundane weapons ineffective against its defenses and enables the manipulation of gravity around the user. The suit comes in various designs, allowing you to choose its appearance. The suit comes with the Leyline series weapon, which enhances the wielder’s physical abilities and is nearly unbreakable. It can connect wirelessly to an energy source or to machines you possess to power the HyP Suit.

If you have sufficient energy, you may use your own energy pool to power the suit. The weapon also functions as a waypoint in the timeline, allowing you to return to your original timeline when time-traveling. You may choose the form of the Leyline series weapon, whether it is a sword, a crossbow, a magic focus, or another type.

The suit also includes a special transformation known as Union Form. In this state, the suit transforms into a mecha bodysuit with mechanical wings for flight and space travel. In Union Form, the Leyline weapon splits into two armaments. The first is the multi-weapon Dreadnought Dragoon, which can alternate between an energy sword and an energy cannon. The second is the shield bit system known as the Wall of Providence, which can fire lasers, automatically defend the user, and moderately restore the wearer’s health or mana.

In this form, the suit’s physical enhancement and defensive capabilities are further increased, making it a powerful form capable of defeating world-ending threats. You may also choose to fuse with other individuals while in Union Form, further increasing its overall power.

However, despite its strength, the suit requires a significant amount of energy to operate most of its abilities. Union Form, in particular, demands an extreme level of energy, requiring the multiple power plants to sustain it for only a few minutes.

New Human

Blue Ribbon (-100 CP)

A large blue ribbon designed to accessorize the hair. When used to style your hair, it will maintain the chosen hairstyle, and neither your actions nor the environment will undo it unless you wish it. The ribbon serves as a reminder of friendship, assuring you that you are never alone in the world and that there are people who care about you. It also increases the maximum size of your mana pool and slightly enhances your attack and dexterity while worn.

Stone Portal (-200 CP)

You gain multiple round metal pillars that allow you to teleport to any other pillar or to locations you have previously visited. Only you can access and use these pillars. This item also includes several silver keys embedded with a blue gem, which can access these pillars and locate them and any other teleportation devices. Each pillar can transport a small group of people at once and does not require a power source, as it generates its own energy. You also receive a blueprint that allows you to construct additional pillars using the materials available to you.

Jump Post Company (-400 CP)

You are now the president and CEO of a private postal service company staffed by loyal, beautiful women who specialize in combat and in supporting logistics crews. They will not betray you unless you betray them first. These employees count as followers, and if any perish, they will be replaced within a few weeks. You may decide what uniforms they wear, and they are willing to comply even with more revealing outfits, though they may voice slight complaints.

You can also set the requirements for joining the company. The business generates income even if you do not manage it personally. Canon characters who need money may seek employment here, provided they meet the criteria you establish.

Aigis (-600 CP)

One of the trump cards of the Ancients, the Aigis is an anti-alien planetary defense system capable of generating an energy shield that can dissolve matter at the molecular level. The size of this shield can be adjusted, ranging from covering a single country to encompassing the entire planet. The Aigis can also function as a control center for your other machines, wirelessly supplying them with energy across a range that can span the entire world.

The original Aigis lost much of its functionality due to the loss of its energy source. However, the version you receive does not suffer from this limitation, providing more than enough energy to operate all of Aigis's functions at full capacity and beyond.

Demon Survivor

Nemophila Ring (-100 CP)

A blue ring found in a field of flowers that shares its name. The ring soothes the soul, calming them and bringing them a sense of peace. It also pacifies any soul corruption and acts as a painkiller for soul damage. When worn, it increases the maximum size of your mana pool, improves its recovery rate, and enhances your magical abilities by 5%.

The Projects Orphanage (-200 CP)

A luxurious orphanage by medieval standards. The building is fully furnished and contains multiple rooms, capable of housing dozens of children. Each room is equipped with two beds, while the orphanage includes two shared bathrooms with showers. It also features a large dining room connected to the kitchen, as well as a spacious living room where the children can relax and play. There's an office with a private bedroom for you, along with a personal bathroom.

You possess all the legal documents required to operate this orphanage in any setting. Although the orphanage is currently empty, canon characters who are orphans will arrive here first, regardless of where they would have gone in the original story.

Jumper's Magical Academy (-400 CP)

A traditional academy similar to those found in a typical isekai setting. The campus is quite large, with both a west wing and an east wing. The campus has a cafeteria that serves high-quality food, a school store, a large courtyard, training grounds, and multiple classrooms.

Magical golems patrol the campus as security. Beneath the academy lies a vast catacomb filled with skeletons, making it ideal for a necromancer. Deep within the catacombs, there lies an underground laboratory equipped with advanced equipment, including a machine capable of extracting bodily fluids and converting them into medicine. You become the owner and headmaster of this academy, gaining the minimum staff required to operate it. The staff count as your followers and are capable of teaching the local setting's magic system.

Demon Blade of Judgement (-600 CP)

A glowing greatsword passed down from the Khshaeta clan. Demon Blades are forbidden weapons forged from the souls of demon children, or more precisely, their mana, sealed within the blade. The weapon's original purpose was to soothe the souls of those who died young.

However, when the Demon King awakened, the combat capabilities were restored. Also known as the Arc Saber, this blade acts as a powerful amplifier for your mana or other supernatural energies, enhancing your attacks. It also grants a spell of the same name, Arc Saber, which unleashes a powerful electric attack that becomes twice as strong if the user is suffering from a negative status effect such as poison. You may store the blade within yourself, allowing you to benefit from its enhancements and power without needing to draw it. Unlike the original blade, you will not suffer any side effects from the souls bound within the blade.

Artificial Monster

Fenrir's Charm (-100 CP)

A handmade necklace charm crafted by Disaster's mother, Laila. When worn, the necklace evokes a sense of familiar warmth, helping to reduce feelings of despair and loneliness. It also slightly increases your agility, dexterity, and maximum supernatural energy pool by 5%.

Pet Monsters (-200 CP)

A group of monsters numbering no more than three dozen. This group may consist of slimes, plant monsters, mimics, or any other types, provided their overall strength does not exceed that of a seasoned hunter. These monsters are extremely loyal to you, and although they possess limited intelligence, they will follow your orders without question. Depending on their type, they can passively produce exotic materials or serve as a food source. These monsters count as followers and will be revived within a week after they perish.

Granterre, Underground City (-400 CP)

You are now the owner of an advanced underground city left behind by the Ancients. The city has a futuristic design and contains technology far beyond what this era can produce, including modern conveniences such as electricity, plumbing, and heating. It's capable of housing any system or technological object you possess, seamlessly integrating them into its infrastructure. The city is maintained and secured by robotic servants that handle security, cleaning, and general upkeep. It includes an industrial block equipped with power plants that can manufacture additional robots and produce the items needed by its residents. There is also a residential block featuring greenery, public bathrooms, a bathhouse, and a laundry room.

The environment can regulate its temperature to your preference and is capable of generating breathable air. The robots can prepare food made from synthetic proteins and also function as medical units capable of treating injuries. Residential rooms are luxurious, each equipped with a large bed, a TV, a kitchen with a fridge, a spacious bathtub, and a separate bathroom. In addition, the city has a hangar for vehicles and spacecraft, with the capability to launch them beyond the underground facility.

Arc-en-ciel Falcon (-600 CP)

A massive battleship utilized by the Ancients. The vessel is powered by a nuclear fusion reactor, with a Reversible Canceler installed that reduces fuel consumption to nearly zero. It is equipped with the AB Drive System, enabling FTL travel across space as well as the ability to traverse dimensional rifts. The battleship features a Beam Splitter coating that can dissolve energy beams upon contact. Although it can only neutralize beams up to a certain strength on its own, combining it with the ship's energy shield renders it nearly impenetrable. The ship has multiple bedrooms with private bathrooms for the crew.

Companions

Import Companion (-50 CP)

You can spend 50 CP to import an existing companion or create a brand-new original companion. The companion can choose any origin, get all the discounts related to that origin, and the freebies that origin provides. The companion gets +600 CP to spend on perks and items.
This option can be purchased multiple times.

Canon Companion (-50 CP)

By paying 50 CP, if you can convince a character in this jump to join your journey before this jump ends, you may recruit them as a companion. This option will make it so that you'll have several chances to meet the character you chose in a favorable condition.
This option can be purchased multiple times.

Another Astel (-50 CP)

An Astel from another timeline who shares a deep connection with you has arrived in this world after failing to save her own. She is similar to the Astel of this world, having defeated the Demon King and taken the form of a beautiful blonde woman. The key difference is that, in this timeline, you are her only traveling companion. This version of Astel has developed a strong affection for you, though she is unsure whether it is platonic or romantic.

With a gentle push from you, it could become either. What she does know is that she will do anything to protect you, as you are the most important person in her new life. Astel retains her mastery of swordsmanship and magic. However, she carries a deeper sense of depression compared to her counterpart in this world, as the memory of her failure continues to haunt her. Through the influence of the Great Filter, she has somehow gained the ability to manipulate time. However, overusing this power risks killing her from exhaustion.

Ima Khshaeta (-50 CP)

The princess of the Khshaeta clan, Ima, is a demon with pink hair and red eyes, possessing exceptional talent in magic, particularly ice magic, which makes her a powerful combatant. She also has a natural gift for teaching, having once taught children how to read and write. After the rise of the Demon King, Ima was separated from her family and forced to survive in the slums, taking on unsavory work to get by. This experience has made her an excellent liar, skilled at maintaining a convincing facade and intimidating others when necessary.

You meet Ima at the lowest point in her life, and in her eyes, you appear as a savior. She feels a deep sense of gratitude toward you and has developed strong feelings for you as well. She is willing to follow you anywhere, even to other worlds. If you can reunite her with her missing family, it would bring her immense happiness.

Disaster Phier (-50 CP)

Disaster is a small monster capable of transforming into a human. In her monster form, she appears as a white rabbit-like creature with purple tips on her ears and tail. In her human form, she appears as a young, petite girl with long white hair and purple eyes. She can switch between these forms instantly in a flash of light. Her body fluids, including her blood, possess a unique property that can calm madness and halt unwanted corruption or transformations within a body. Disaster is also a highly skilled marksman, with particular expertise in using a crossbow.

She has a strong interest in technology and possesses considerable knowledge in that area. You meet Disaster during the time she's separated from her mother. The bond between you quickly deepens, and she develops a strong affection toward you. She becomes increasingly clingy, often following you wherever you go, much like a duckling following a parent. Whether this bond is romantic or platonic is left for you to decide. Disaster would not hesitate to accompany you to other worlds.

Drawbacks

The Hero's Journey (+0 CP)

There are many interesting periods before the official start of the story in this setting, such as the time when Astel went into hiding, his journey to defeat the Demon King, or even before his adoption into the Hartmann family. With this drawback, you can visit any of these moments. You may select any time frame before Astel runs out of funds as your new starting point. From there, you may choose to leave after a decade has passed, or at the time you would normally have departed if you had not selected this drawback.

To the True Ending (+100 CP)

To reach the happy ending, ten years alone might not be enough. This drawback addresses that limitation by extending your stay in this world by an additional decade. This drawback provides you with more time to resolve loose ends and confront the true final boss. Since the story of this world concludes after fifteen years, you now have five extra years to create your own epilogue before leaving.

Lewd Incidents (+100 CP)

You will now experience a form of misfortune that manifests in a lewd manner. For example, when you join an organization, the uniform may coincidentally be revealing, though not to the point of being immodest. At times, others may accidentally touch your erogenous zones or unintentionally pull at your clothing. Situations may also arise where people walk in on you while you are showering, in compromising situations, or otherwise in an immodest state. Any fan service trope that could happen to a main heroine may now occur to you.

False Crime (+100 CP)

When you enter this world, you're framed for a crime you did not commit. The accusation will not be for anything major, but it is enough to result in a prison sentence of a few weeks if you're caught. The most common charge that can lead to imprisonment at this time is impersonating Astel the Hero, though you may choose another crime if you prefer. While there is no solid evidence against you, clearing your name will be difficult if you do not act quickly.

Harassment Magnet (+200 CP)

While the overall frequency of sexual harassment in this world is not as severe as in some other settings within the genre, that will no longer be the case for you. You will experience the same level of sexual harassment that a typical heroine might encounter in a hentai game. Including encounters with perverts on public transport, in the streets, and even within a school environment. If you are not careful, you may experience groping or similar incidents multiple times throughout the day. You're not safe by simply being a man, as female perverts also exist.

No Lewds Allowed (+200 CP)

You will no longer experience anything sexual in this world, as this drawback causes all such encounters to be skipped. Whenever you're about to experience a sexual situation, the event will be skipped as though it were a cutscene in a video game, leaving you only aware of the aftermath. You will still be yourself during these moments, but from your perspective, the event will begin and end in an instant.

Perverted Trio (+200 CP)

You are likely to encounter three perverted men who are falsely posing as heroes. They are physically weak and cowardly; however, they possess significant wealth and a variety of exotic tools that allow them to pursue their perverted goals. Despite their weakness, they have unusual luck that helps them survive dangerous situations and repeatedly avoid lasting consequences. There is a high chance you will run into them when leaving your residence, especially while traveling or adventuring. When encountered, they may attempt to take advantage of you so they can have sex with you, sexually harass you, or, if you're a man, do those things to your female companions. Although you can get rid of them, their luck makes them extremely difficult to kill. They appear innocent to the authorities, meaning that taking action against them will draw attention from law enforcement.

Power Seal (+400 CP)

Every hero in a JRPG begins their journey from square one, and the same applies to Astel and now to you as well. This drawback makes all perks gained from previous jumps inaccessible for the duration of your stay in this world. However, your body mods remain unaffected. You may take this drawback even if this is your first jump.

New Game+ (+400 CP)

It appears this is not your first rodeo, as all enemies you face will now be stronger than they would be against other people. Your opponents will gain new skills, become tougher, and act with greater intelligence when they face you. However, the abilities they gain through this drawback only apply when confronting you and will not affect anyone else, meaning other individuals will still encounter them at their normal strength.

Mana Blockage (+600 CP)

Like Astel before he gained a new body, each time you use mana or any other form of supernatural energy, a portion of your memories will be lost. Making the use of such powers dangerous, as repeated use can progressively strip away important parts of your identity and knowledge. Because of this, you're unable to rely on any abilities that require supernatural energy and must instead depend on your physical strength and items.

The Story has concluded

What is your choice?

A New Future

You'll be moving on from this place to the next world that awaits you.

Towards the Starlight

You decided to permanently stay behind in this world; this will be your home from now on.

And the Jumper Was Never Seen Again

You'll return to your original world, taking everything you've gained back with you.