Kono Subarashii Sekai ni Shukufuku wo!

By Valeria

Introduction

Welcome Jumper, to the afterlife. Unfortunately you passed away a few moments ago. You are in fact, dead. I am the Goddess Aqua, here to give you a choice as to where you p….wait.

You don't look very dead. Hey! What the hell is this? Is this some kind of practical joke? Oooh I'm going to kill her if it was Eris doing thi-hey what the mmmhgfgl.

-Aqua disappears. Some time passes as you sit there in some dark realm. It's quite boring. Eventually Aqua comes back.-

Ew. Okay. So you're not the usual visitor huh? Normally I'd give you this speech about going to a new world or not and getting a special cheat but I guess you're meant to be special. Lucky bastard having someone like that watching out for you.

Listen up because this is how things are going to work. You're about to be sent to a fantasy world, just like one of your animes, as a hero to defeat the Demon King. Maybe. Sounds like a classic right? You won't be doing it without benefits though. Normally we'd offer you a single cheat item but apparently I've gotta stick to that silly points system.

Still think Aqua Points is a better name.

When you get dropped into this fantasy world, you'll have a choice of either coming in out of the blue, which isn't exactly uncommon in your new world, or having been born there with an existing life. You know, if you want a history and family and stuff. Don't ask me, I'm just reading off the paper I got given.

You understand? Good. You've got 1000 of these Choice Points to buy from this sheet here so make your choices already and get going. I've got another dumbass after you to sort out. Can you believe the guy died to a tractor? Pft. Moron.

Oh right, you'll be gone in that world for ten years so keep that in mind.

Location

Axel, Town of Beginnings

It's the birthplace of every adventurer, the lowest level town in the world and a wonderful starting point for any low level adventurers to be. The people here are friendly and there's never a shortage of new adventurers that come here looking for people to party up with. Low level shops abound and there are apparently a few secrets hidden in the alleys, for the enterprising explorer. If you're not interested in adventuring, you could pretty easily spend your life here as there's enough excitement to keep things interesting. Can get surprisingly dangerous every now and then though.

Origins

Rogue
The sneaky sort or at least those without much of a specialisation in other things. Rogues like you often don't have the best reputation, though that's really more the fault of the people than the class, but you'll have more potential and freedom than the other classes. If you're choosing to be born in this world, you'll have grown up on the streets of the starting town, being known to people as a rascal and street rat.

Mage
The power of magic is yours to command! The Mage represents those classes that make most heavy use of magic and they're rarely suitable for direct physical combat. If you decided to be born in this world, you'll likely have come from a magic academy or magical family who taught you what you know.

Priest
More than a few religions abound in this world and Priests are the people who take power from their faith. You'll likely have a support role when not taking on undead, important but a little less exciting for those without an unfair amount of power. You may take the faith of one of the existing cults here or something you already believe in to work with. If you chose to be born here, you were almost certainly raised by the Axis or Eris Cults before breaking off on your own.

Knight
Standing tall and proud, Knights are the classes that focus on physical combat, though they sometimes have a little magical ability. Being born in this world as a Knight is almost certain to have you be or be descended from nobility in some way, a family who trained you to act like a proper young women or man.

Boss
Everything needs a wildcard option. Instead of becoming an adventurer, we're going to offer you a chance to join the bad guys as the newest of the Demon Generals. You'll still be starting in the beginning town, the Demon King wants you to train up first, but you'll find yourself being quite happily helped out by any of the other Demon Generals if you reveal who you are to them. They won't reveal your secret unless you do though. Being born here will mean you've been raised into the role by one of the current Demon Bosses.

Your age is 14+1d8 years and your gender is the same as it was previously. Either of these may be changed for 50CP each.

Races

Humanoid- Free
Every world has them so don't be too surprised. You're one of the many basic humanoid races. Humans, elves, dwarves, these are all the races that don't really have any special innate advantages to them and are all accepted as part of good, civilised company. You may pick any fantasy race that is humanoid and has no real benefit over a normal human for this option. The most difference you might see is being a bit taller or shorter than the average guy.

Crimson Demon- 200
You were born in the quite legendary Crimson Demon Clan, renown for both their magical prowess and their general insanity. An entire community of people who are far too dramatic, you'll share their same natural tendency to go completely over the top in all you do. At the very least you'll be helped along by your far greater skill in magic and greatly boosted magical reserves. A Crimson Demon can easily outmatch a human mage that is otherwise the same level as them. You may or may not be given a new name to fit your new Chuuni origins.

Succubus/Incubus- 100
I knew you couldn't resist. You've become one of the most seductive of the demon races, though also the one that's least interested in fighting. Just your normal physical appearance is made far more gorgeous than whatever dumpy look you had before and you'll have a range of innate racial abilities related to charming, confusing or seducing others that you can unlock over time. Your main thing is reading and manipulating the dreams of other people, something you're quite good at already.

Lich- 300
A very powerful form of undead. You've got all the usual undead traits, such as not needing to eat or rest and being very weak to holy magic or effects, but unlike the average zombie you're a powerhouse in the magical department. Turning into a lich has massively boosted your magical power and also made you extremely resistant to any sort of non-magical physical attack. Only some pretty gigantic monsters could manage to hurt you with raw physical power now. You have a number of racial abilities that can be unlocked and upgraded with skill points, such as the signature Drain Touch ability.

Dullahan- 100
Not a match for a lich but still quite impressive nonetheless. You're another form of powerful undead, sharing the same basic traits as a lich, but instead being focused on having greatly increased physical abilities. Your head is removable as well, given you're just bones now and you are able to summon a ghostly horse at will. You are also endowed with a variety of curse abilities and martial arts that you will be able to gain via skill points.

Big Slime- 300
You're not just some ordinary first level blue slime. You're one of the big bad slime monsters in this world. Big as a house and able to grow bigger, your slime is a powerful acid and corruptor when you desire it to be. You're extremely difficult to hurt with physical attacks and even magic has a tough time actually dealing damage to your squishy body. You can grow bigger by eating living things, even using them to rapidly replenish any lost slime you took from damage. You're also able to compress and morph yourself into a variety of shapes, including taking on the form of a clothed human.

Perks

100CP perks are free for their origin and all other associated perks are discounted to their origin.

The Way This Works- Free

This world follows the same rules that it seems every new world does these days. On entering this world, you were given an Adventurer's Card which we'll describe later and the ability to gain and use skill points to level up. Skill Points are gained by killing monsters or other living beings and are automatically collected from them when the deed is done. Gather enough and you will be able to level up on your adventurer's card, increasing your base stats and learning or upgrading your existing Skills with your new points. You can't learn something you don't have the ability to learn, haven't been taught or that isn't part of your class. Ah, and Class? Another thing you'll automatically receive. This'll dictate your general stat growth through levelling up here and the sort of skills you can automatically learn and unlock via just skill points. Any fantasy RPG class can be taken, though your origin will limit you to specific types. Rogues may take any stealthy, all-rounder or evasive class. Mages may take any magic using heavy class. Knights may take classes that focus on high offence or defence physical combat. Priests may take classes using divine magic or other support classes. Bosses may freely pick. You will begin with a basic class but you can spend 100CP to upgrade to a more advanced class straight away, which will give you better starting stats, stat growth and better skills. An Arch-Priest or Crusader Knight for instance.

Fallen Goddess- 600

You didn't come down to this world without picking up a bit of extra spark along the way. You're a former Goddess now, a divine being that has lost a large portion of its power but still retains incredible abilities and varied powers. Just for being what you are, your beginning stats in this world are far higher, equal to an end game adventurer. You are also able to draw magical energy from any who worship you in this world, though this particular trait won't persist past this world without a certain perk. As a Goddess, you also have a series of purviews over which you hold divine power. You may pick up to three different things to hold power over, such as Water, Luck or The Arts. You'll find yourself blessed in regards to these things, effortlessly skilled in anything relating to them and with vastly more power when you use magic associated with your purviews. You also have an innate affinity to your purviews which may provide passive abilities, such as being immune to heat damage if you pick Fire. You will also choose whether you are a good or evil Goddess, though this won't affect your actual morality. Instead it will give you either a Holy or Unholy attribute, respectively. You'll gain an immensely powerful aura for which attribute you choose, such that a Holy Goddess could kill high level undead with a single tear due to the holy energy infused within or badly harm them with a touch. It will empower any Holy or Unholy abilities greatly too. Lastly, buying this will boost any capstone perks or items that you purchase, as detailed in the notes section at the end of this document.

Rogue

To The New World- 100
It'd be really unfair if we asked you to just drop into this world without even knowing how to speak, wouldn't it? Usually we'd just stuff your brain with all the info you'd need but apparently, we're not allowed to take the usual brain trauma risks. Lucky you. Whenever you come to a new world, you'll automatically receive a wealth of information about it, as if you'd grown up there. You'll know at least the main language, the main culture, the pricing and measurement systems, some of the dangers that are common in the world, how to get work and a bunch of other stuff. Go to a new world and we'll do it again, all risk free. It's not going to let you waltz into the enemy stronghold but it will help you get on your feet.

Stop That Thief!- 100
A rogue is more than just a charming smile and a cloak to hide under. If you didn't have the skills to match your occupation, you'd be quite the embarrassment. You've got the skills to sneak around even some of the more perceptive monsters in this world, you've just about mastered the Steal Skill that allowed you to take things from people from a distance, though your luck will determine what you take, and you're pretty good at fighting dirty as ideas to take advantage of the opponent and your surroundings will pop into your head one after the other.

Scumper- 200
Men like you aren't ordinarily the sort that get the girl. Relatively plain, crude talking, lewd leanings and rough attitude towards others, not to mention the greed and selfishness and lack of honour. But despite how awful you seem, you never really lack for company or romantic interests. In fact, it seems that not only are you able to be charming despite having physical or personality traits that are usually seen as undesirable, those traits will actually enhance how attractive you are to others. Sometimes people will explain it away as just hiding your heart of gold, sometimes they'll be into that nasty side of you, but either way your awful character is no barrier to love.

Taking Advantage- 200
It seems like all those years of being weak and ineffective actually paid off! What seems like a lifetime of being totally useless has led you to be able to see the places where other people are weak or flawed. Intimate familiarity with failure lets you notice the weaknesses of objects or beings with just a minute or two's observation, though weaknesses with no immediate physical sign may take a few minutes more to suss out. It'll be up to you to take advantage of that weakness though, so don't expect much if you're still a failure yourself.

Team Building Exercises- 400
An idiot priest, an over-specialised wizard, a masochistic knight. Doesn't seem like much of a team, regardless of their individual power. That was until you took charge of them. You've not just got a good head for tactics, though your real skills are on the small scale, but also an uncanny knack to get any small group of people to work effectively together as a team no matter their quirks or differences. You know how to get people to look past their own obsessions and contribute to the team, how to get two enemies to put aside their differences to work together and even how to make your chosen team feel good about helping each other and the team out, even if they had to do things they would normally hate in order to accomplish your goals. If you keep it up, you can even get lifelong friendships to form between your team members and yourself.

Eris Blessing- 400
The Gods in charge of sending adventurers like yourself to new worlds have gotten pretty tired of the recent trend of humiliating deaths and defeats. Who'd have thought sending ordinary teenagers into a world of conflict would end poorly? To try and stop it, they're trying a new thing out with you. A blessing of luck has been laid upon you that specifically works to combat humiliating deaths and injuries. Unless you're really just begging for it, you won't die or be horribly injured in a non-dramatic way. No tripping down the stairs or getting hit by trucks, unless you were pushed or the truck is aiming for you. No dying to a housecat, unless that housecat had supernatural powers. You can still die to foes much weaker than you but you'll never have a funeral where people can't stop giggling about the way you died. And just for the cherry on top, the Goddess who granted you this effect is willing to bring you back to life once per jump even if you do die in a humiliating way. Just don't mention the pads when you meet her and she'll happily bring you back.

Miracle Man- 600
Blessing from a goddess? As if you'd need any of that. You were born with a luck stat that outmatches anything short of a literal God of Luck. Most adventurers might see the Luck stat as a bit of a dump but yours is so high it's like magic. Even if your opponents rig the game, losing a game of chance or gamble is nigh impossible. Skills that only have a chance of working? Them not working perfectly will be a once a year occurrence at best. Even in things not directly related to luck, you find yourself taking absurd advantage after advantage. Master class fighters trip over their own feet, weapons break mid swing towards you, and monsters develop sudden sicknesses. It's rare that you'll enter a conflict without at least a handful of small advantages and almost impossible for you to not get at least one stroke of luck in any fight. That said, your luck seems to find that getting you into interesting situations is also an aspect of being lucky. Be it adventures, romances or mysteries, you'll be guided by your luck into having an interesting life…though it can get quite dangerous at times.

A Really Wild Adventure- 600
Others might just see weakness when they look at you. To be fair, you're not much as you are now. But what you've got hidden within you, to be revealed later, that's the impressive stuff. You have a unique attribute, expanded from what Adventurers normally attain, that gives you the potential to learn almost any skill or ability you've encountered. So long as you've seen an ability or skill being used, you can copy it for your own use and even use skill points to improve it….provided you have enough skill points to get what you saw. While you can copy things you've seen, you'll need enough skill points to buy it, much like with any other skill you'd normally buy through your class. However, doing it this way allows you to get abilities or skills without meeting any of the prerequisites, barring that of having the right energy. You don't need to be a certain race to learn that race's abilities but you will need magic to be able to cast magic spells.

Mage

Pulling Pigtails- 100
Why so mean all the time Jumper? Don't you know that'll only drive away the people you care about? At least if you're not careful about your meanness. A little tough love sometimes can work to the better for people, long as you don't go too overboard. You're able to inspire others and motivate them with what would normally be seen as bullying. So long as you're aiming for these sort of effects, people will take the bullying as motivation to better themselves and prove you wrong, a reason to fight back when they'd normally stay down and otherwise a rival to struggle against. It can even tip the difference and make them rise up even when shitting themselves in fear, solely through the desire to prove you wrong.

Crazy Little Lady- 100
What was that booming sound? Just Jumper's daily explosion. It's not something anyone really minds that much. In fact, people never seem to be bothered at all by any annoying habits or actions you do, unless you want them to be annoyed. Making too much noise? Your neighbours will just pass it off as kids being kids. Setting off bombs nearby to town every day? What might normally be cause for concern will be blithely waved off, so long as you're not blowing up anyone's cattle. If you actually hurt anyone or wreck property, you'll find people are going to still take issue, but so long as your actions remain as just annoying, no one will care.

World Illusion- 200
Ever felt like you were born into the wrong world? That you were meant to have some special power or destiny and yet the world didn't want to play along? You'll never know that feeling again as the rest of the world now plays along to your delusions, to a certain degree. The more dramatic you act, the more dramatic everyone else in the world will get. Chewing the scenery will cause almost everyone else to get just as hammy as you are, even to the very heights of Chuuniness. The opposite is also true as taking things ultra-seriously will begin to make everyone else more serious and less dramatic. You can turn this ability off if you like, though that will put everyone back to normal.

How I Learned To Love The Bomb- 200
That spell just feels so good. You can't resist using it over and over. It might not be the best spell for the situation but you can't force yourself to even learn any other. Thankfully, you need not suffer without benefit. For you, magic feels good to use. A pleasure on a physical, emotional and even spiritual level that calms and satisfies you. But when you wish, you can deepen this enjoyment for specific spells. By forcibly creating a growing addiction to a single spell, heightening the pleasure you receive, you can make that spell easier and better. The more addicted you are to it, the greater its power will become and the easier it'll be for you to use. If you became obsessed enough to base major portions of your life around a single spell, you could see yourself getting many times the normal power from it and able to cast it ten times as much as normal, the costs have decreased so much. Be careful however as this perk provides no way to get out of these addictions and you'll need to break them the old fashioned way, though do note that doing so will also remove the benefits.

The Need For Big Booms- 400
Once a day isn't enough for you anymore. You have to feed the need inside you. Normally, we'd not be in the business of supporting such magical addictions but we'll give you a little allowance. Be it limited casts per day or stuff with massive energy costs, we've got a solution to both. The first is that, once per day, you are able to cast a spell regardless of any energy costs it may have. Even if it

costs as much as you have at full or more, you can get one standard use out free. Do note that this will only work with spells that have set energy costs. If something could be charged forever or works based on how much energy you put in, the best you'd get is the minimum energy use of that spell. The second way we're encouraging you is the ability to pay large amounts of energy to cast spells that are normally usable only a few times per day. The more powerful the spell, the more energy you'll need to pay and not all spells will be payable at your current strength.

The Power In This Right Eye Of Mine- 400
Some people are born with a talent for magic. Some people think that a little bit of extra skill is enough to call that a 'talent'. You're the sort of magical genius that even the Crimson Demons would need to admit was a true master in the making. Magic comes to you faster and better than it does any other. What might take others months to reach you can do in days, even the cost for learning magic skills reduced to fit you. Your magical power is greater too, thrice that of any normal magician your age. But unfortunately, not all magic is quite the same for you. Physical magic, things such as enhancing the body or otherwise doing purely physical effects on you, is unaffected by this increase. It doesn't quite fit the lifestyle, you see.

Hyper Build- 600
Specialisation is a handy thing, especially when you're working in a team. Everyone has their role to play. It's when you go beyond and into over-specialisation that problems occur. How much use is a mage with only a single spell that they can use once per day? Yet sometimes you can't even bear the idea of not focusing on what you love, even when it's needed. From now on, you'll have that taken care of for you. Any effort you expend towards training a specialisation in a certain field will simultaneously train the general aspects of that field. Focusing solely on the Explosion spell and spending all your Skill Points on it won't be a worry, as you'll find an equal amount of Skill Points have somehow been spent on a range of other fire magic and support spells in the same area as the Explosion spell, without actually costing you anything. It'll hardly come close to matching your specialisation in power but you'll be a fitting fire mage of your level, instead of an utterly incompetent one.

The Path of Explosions!- 600
In your heart of hearts, you know the life you were born for. A flash of light, a thunderous noise, the pressure wave, the great heat and total destruction at the centre. Explosions are love, explosions are life, and explosions are all you need. You've got this same love for the Explosion spell or, if you're some kind of heretic, another spell. For you this spell is just on a different level to anyone else. The power you have for it is a hundred times the normal amount at least, so that even a single digit levelled adventurer could match a boss in the high 80s or 90s when comparing the same spell between the two of them. The costs for that one spell, whether in mana or materials, are negligible. Your love for it is such that you could cast it at least a dozen times a day. The spell will continue to improve as you use it too, never having an upper limit and slowly growing in all aspects as you keep using it. Brighter, hotter, louder and more destructive. Finally, as a sign of your true dedication to the Path, you may induct other people onto the path as well, being able to teach your spell easily to anyone with even a basic amount of mana and share a small portion of this perks abilities with them.

Priest

Confession- 100
I'm a Goddess! I really, really, truly am! It's not fair that people only believe Jumper when he tells the truth and not me! At least as long as you stick to telling the truth, people will always believe you, no matter how outlandish or impossible it might sound. You're no better than normal with ordinary deception and lying but something about the way you talk has people just accept that your truthful words are in fact truthful.

Selectively Religious- 100
As lovely as being so holy is, to the point that it's even in your very blood, there are times when you'll want to turn off that power. To do the right thing, you might need to debase yourself and work with undead abominations. For the greater good of course but it doesn't stop the sense of innate disgust to the whole thing. At least with this, the ability to selectively deactivate any power that you have, you'll not kill your temporary allies on touch. You'll be able to turn off any ability that you have with a thought and turn it back on again just as easily, excepting this power of course, and even set conditions to deactivate or activate your powers.

God Was My Phone Salesman- 200
Most priests rely on faith. Even if they know for a fact that their Goddess has real power in the world, they're seriously unlikely to ever meet her or even see a miracle performed by her with their own eyes. You're rather more favoured then most priests. So long as you've proved yourself to be part of a religion, such as by becoming a priest of it that is acknowledged by the religion, then you can always manage to get a meeting with the divine beings of your religion, those who are your objects of worship. It may not always be a meeting in the flesh, perhaps a dream or a phone call, but you'll always be able to get in contact with them so long as you are still part of that religion. They may not be willing to accede to any demands you might have but they'll often be quite weak to compliments and praise.

Aquatic Animal- 200
A Goddess learns to be quite lax in their duties and who can blame them? Served simply for existing and the occasional blessing, having very little duties and often being able to pass off many of what they do have as responsibilities. It usually seems to work out though. Perhaps that is what they call divine favour? That particular piece of divine nature is shared by you. When you're lazy and don't give things the proper attention, things often seem to work out anyway. If you don't bother doing something at all, it'll still fail, but if you half ass something it will often solve itself…though rarely to the level you could have done if you actually tried. Homework is written and gets marks a grade below your normal level, a lazily made sword will still be a functional weapon instead of a flawed mess and even quests you take on that you don't entirely solve can often get you at least a smaller reward. If you actually put in effort, you'd obviously get much more, but a lazy life with lazy rewards doesn't sound too bad.

Amusement- 400
Who needs a muse when they've got you there to do all the work for them, better than they could have imagined? Art is an integral part of your very being and it shows in what you produce. In every form of artistic endeavour, from paining to performance arts, is quite literally divine in excellence. Even idle dirt drawings you spend a few minutes on could be held up as world famous pieces of art. Humming a few random notes together makes songs that could bring people to tears. Spending an

afternoon writing a book, with no real plan or care? It'd become a bestseller on a global scale. And that's just when you're not trying that you match the peak of humanity's creations. Actually putting in effort and you'll see superhuman results. Paintings with magical effects, stories that can literally charm the reader into doing things, weaved clothing with the defence of enchanted plate steel armour. You are even able to inspire other artists and creators, though to a much lesser level then yourself.

Natural Winner- 400
Been blessed from birth, haven't you? You might look the same as all those around you but when it comes time to start something new, the difference becomes obvious. You're never quite a beginner in anything you do, even if you've had no experience with it before. For skills, this is like having a few hours of practice in anything you do. Enter a world working on some sort of videogame-like levelling system? You'll have much higher starting stats then normal and possibly even an extra level or two. Whatever it is, it won't blow out of the water your peers, but it will ensure that you always have at least some advantage over any peers from the start. It's up to you to parlay that advantage into greater things. Or just sit on your butt and laze around. Gods aren't picky about these sort of blessings.

All Hail Me- 600
Oh my, are you thinking of making an attempt to overthrow the Gods? You'd have to forgive us for thinking so, when you draw power in a very similar way to how the Gods do. You draw power from being worshipped, naturally and on an active level if need be. Just having worshippers will naturally add a little pool of magical energy that you can draw upon but in emergencies, you are able to ask for them to offer up more to you from their personal stores. More worshippers will increase your base pool of energy but the level of faith and fanaticism that each worshipper has will also increase the amount they give. A large number of casual adherents to your faith may still give a sizeable pool of energy to draw on but it'd be nothing compared to a similar sized number of believers that are genuinely faithful and reverent of you.

Holy Hexes- 600
Spells becoming more powerful isn't just a matter of having more mana, at least not in this world. Upgrading those spells more with Skill Points is usually the main path. At least if you can be bothered, which it seems you've skipped past entirely. Magic that you use now scales to your general level of power, regardless of how much points or energy you put into it. If you cast a fireball you learnt at level 1, using the same amount of energy, but were a level 80 wizard when you cast it now? You'd be summoning a conflagration that could consume half a town instead of a mid-sized fireball attack. Even things as simple as a low level voice changing spell could become a spell that allows the target to freely make any sound they wanted, rather than just a single different voice. You can still expend energy or points to improve spells, provided the spell can be improved in such ways, even more but their base level of power will rise alongside your own general power level.

Knight

It's Normal To Like X- 100
You can't help loving what you love, though it's usually a good idea to keep particularly strange loves under wrap. People often don't understand the true beauty of your love, though careful use can see it used as a weapon or even accepted, with the right words. You're very skilled at getting other people to accept or at least ignore your strange hobbies, interests and likes, to the point that only the most stubborn opposition will care that much about what you like, so long as it's mostly unobtrusive to their lives. You can also turn this around and purposefully try to freak people out. It works best with the really weird stuff but you have an easy time putting most people off kilter, even if it embarrasses you.

A Dark Beauty- 100
You're pretty used to getting stares and hidden glances, whether you're at the adventurer's bar or just walking down the street. It's rare that a beauty like you comes along, once a generation perhaps, and you really do stand out. While your appearance is beautiful in the way you most prefer, it's enough that even those not normally into your type can feel at least a bit of attraction to you. Try not to mind if your parents keep setting up potential suitors, they really do only want to protect a young flower like yourself.

That's The Kind Of Man I Like- 200
Not every personal interest is quite as easy to enjoy as others. Some require a lot of set up, the participation of other people or even great personal danger to get proper enjoyment from. You never find yourself left wanting in your desires though. Whether it be a suitable, interested partner or just an appropriate situations, you're able to find your way into these things with ease, almost whenever you want. A crusader knight who finds herself facing many powerful monsters with a desire to not outright kill her yet remaining hostile, for instance. So long as you don't lose yourself too much, you'll be able to indulge as much as you desire in your personal hobbies. Things can spiral out of hand though, if you don't watch yourself or draw too much to yourself at once.

Fighting For The Right Reasons- 200
What a brave woman you are, standing so firm in front of such terrifying foes. No, no, there's no reason to deny it. We all know you are just that brave and heroic, you'd never have an ulterior motive. It is what people seem to believe, so long as the eventual result of your actions is good. Whatever your motivation really was, people will pass it off as a good one if the end result is a morally sound one. You'll even get a lot more leniency on the actions you took to do those good actions, though anything too heinous won't be protected. An unavoidable innocent death is probably alright but largely pointless torture won't be excused.

Standing Hard And Long- 400
A knight does not bow before evil, no matter how bad things get. The most heroic of knights seem to only get more iron willed as the day gets darker, though their reddening faces are a bit of a strange accompaniment to this. Women like yourself are just such knights. The worse the situation you are in gets, the stronger your will shall become. The Demon King himself appearing before you would give you a heart as set as diamonds. Of course, while your will shall improve the worse the situation gets, this does not mean it scales to meet every demand placed upon it. A weak will can be broken by sufficient force and even a strong will, one bolstered greatly by this ability, can be laid low if you stop trying to fight.

S Or M- 400
A woman that can't hit the broadside of a barn if her nose was pressed against it or a man that gets taken out of the fight from an idle slap. Neither sounds terribly useful in the long run and yet each have their own unique uses. You're able to take on either of these traits at will, changing from your normal level to one of these extremes and back again with just a few seconds of concentration. You can give up all of your offensive ability to multiply your defensive abilities several times over or vice versa. It's a whole lot more attack or defence but it will come at the cost of the other, so only use it when you're sure it can pay off.

The Pain Only Makes Me Harder To Break- 600
What might weaken another man only brings you higher. What makes heroes falter causes you to feel like you're on cloud nine. Be it humiliation, pain, fear or misery, it's just going to get you going faster, stronger and harder. Suffering improves your power and speed and durability, both physically and with your magic or powers. The greater you suffer, be it physical or emotional pain, the greater the benefits you will receive from this. The best gains can be made when it comes from other people or enemies rather than yourself, though hurting yourself will still see you receive a lesser benefit from this ability. Putting you down will be a very tough task as only the strangest of attacks will not cause you to grow in power, such as those that cause no pain and cannot be noticed to be embarrassed over. Once the pain lessens, the gains you have will lessen too and disappear entirely if the pain does so.

Obliged to Nobles- 600
Why should you need to pay those inferior to you? As a member of the higher class, they should be glad to just have serviced you. Any money you bestow on them is just a gift and far from a necessary requirement. It's far from a popular thought amongst the kingdoms but more than a few of the nastier nobles share this few. At least when it comes to you, it has some truth to it. People that you make transactions with, for goods or services, have a bad habit of completely forgetting to ask you for payment. From ordinary market stall owners to the lords of hell, everyone gets very forgetful in regards to due payment from you. You can quite easily get away from any deal without having to pay and, with some skilful words, even get multiple bargains with the same person without needing to pay…so long as they're not reminded of what you owe. It's easy enough to keep tricking someone you keep in your basement with no outside contact but take enough from someone that's out and about and they may have it pointed out to them what's happening. They'll come to collect at that point.

Boss

Stress Eater- 100
Refreshingly cool sadness, spicy hatred, the ever so succulent desire. Emotions are the tastiest things in the world and yet only a lucky few are able to indulge in the diet. You're able to eat emotions around you, sucking them up from those around you that are feeling them. The more intense the emotions, the tastier and more filling that they are too eat. There's no limit to how much you can eat either, just on what exists around you. Never need worry about stuffing yourself too full when you eat love and hate every day.

Stay Aware, Stay Safe- 100
A little bit of warning can make a world of difference. Knowing that someone is out there on the hunt for you lets you prepare for the fight and even a hint of what kind of foe starts you off with an advantage. Whenever you have an enemy or there exists a being in the world that is likely to become a threat to you, you'll be aware of their existence. You won't know where or who they are or why they are a threat but you will know of their level of power in relation to you and be aware of what sort of being they are. An ordinary human, a Goddess, a mage and so on.

Three Thousand Pieces of Silver- 200
An excellent businessman isn't just one that makes a profit when the situation is to his favour but one who can easily deal with even disadvantageous situations. Have a shop filled with cursed items and stuck with an assistant that splurges money on random, useless junk all the time? You won't be making the big bucks but you'll somehow find a way to stay afloat, so long as no one actively sabotages you. And if you're put in place for an actually well off business? You'll be able to get their profit to multiply a few times over with ease, so long as you spend the time needed for it.

Laughing Mask- 200
A body is an awfully nice thing to have but not strictly necessary, not for everyone anyway. You still have your physical form but from now on, your soul is located in a mask of your design that is attached to your face. Tough as your body normally is and you're able to see, smell and even eat as normal through it. So long as the mask remains intact, you won't die even if your physical body is destroyed. So long as you wait a week or so, your original body will regenerate good as new to what it was before from your mask. However, you are also able to float around at a low height in your mask form at your normal speed and if you can manage to attach yourself to another being, you can possess that being and control its body, though you must conquer their will first to do so.

Vain Practices- 400
This world's been stuck in a bit of a rut, progressing very little compared to the speed that your original home world did. It's not for lack of intelligence in the people here, just a curious lack of motivation. One you apparently don't share. You have an incredible ability for both reverse engineering, capable of remaking normal or magical devices as the other with an appropriate amount of work to match their power or level of advancement, and also for mass production, allowing you to get things made thrice as fast as any other, even on a large scale so long as you've personally created the systems with which they are made.

Just An Honest Fortune Teller- 400
What's a demon to do if he can't play the classic role of a tempter? You've now got all the tools you'd need to really screw with people around you, for fun or for profit. You're able to read minds

just by looking at a person and choosing to listen into their thoughts, though you may wish to conceal this fact and pass it off as something else, given how private some are. It's only more potent when combined with your incredible talent for manipulating people. Even if you didn't have the ability to read minds, you'd be able to play people off against each other even if they were good friends. Combined with your mind reading and you could bring low entire countries, provided you get the right chances.

Maximum Wellness- 600
You possess the innate ability to warp fate and causality to your liking, though the amount of change you can make is limited. A power like that of some of the most powerful demon lords, you are able to nudge around chance to become more or less possible. Things that are only quite likely can become near certain whilst near certain things can be locked into being fated to happen, provided someone doesn't counter your power. The opposite also applies with unlikely events. While you can make quite big changes, not without limit, even the changes you make take a cost of energy from you to do so. The more you want to effect and the stronger the change in likelihood, the more energy it will take from you to do so. Some things may simply be too large or involve too many actors to change and thus you must work with smaller events to accomplish your goals.

Chimera- 600
Aren't you a rare thing? A chimeric construct, a being capable of taking in other beings or objects and making them part of oneself. You've got an incredible amount of potential, depending on what you encounter, as you are able to take in any life form or item and fuse them to become a natural part of your body. You'll gain the abilities and traits of these things so long as they remain fused, though you will be visibly fused. You have some degree of control over how you fuse with your targets but it must remain a physical fusion in full. What you fuse with can't be compacted and invisible inside you, at least not with just this. Living beings able and willing to resist you, such as those not unconscious or comatose, will have to have their wills crushed before you can fuse with them. As a side effect, you may use this to fuse any alt forms that you have together in a similar fashion, though changes cannot be undone.

Items

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

Adventurer Card- Free/Mandatory with The Way This Works

The sign of your adventuring nature. This is your Status Sheet, effectively. It denotes your level, statistics and any special abilities that you have. It's also proof that you're an adventurer and will give a good idea of how strong you are and how good an adventurer you are. If you ever lose it, it'll appear right back in your hand the next time you need it. You use the card to level up with skill points in this world, so don't let anyone else get a hold of it if you've got unspent points.

Bag of Eris- 50

The currency of this world. You've got a fair sized amount of it in here, around 50,000. It should be enough to set you and your party up with some beginning gear and let you stay a few nights at an inn at least. The bag will refill once a year and in future worlds, will be filled with the currency of your current country.

Rogue

A Place To Stay- 100
It's a whole new world, filled with excitement and wonder. And things like needing a job to pay for food or a house for shelter at night. Gotta wake up from the fantasy sometime. You'll have a few less worries with this at least as a comfy house will be waiting for you in each world that you go to. It's fairly large, having enough room for a half dozen people to comfortably live together. If you're willing to shell out an extra 100CP, undiscounted, you can upgrade this house to a luxurious mansion. It'll eve be maintained for you by ghostly servitors from a nearby cemetery, apparently not yet wanting to pass on to the next world.

Big Book of How Things Work- 200
Going to a new world, a young man might think of taking advantage of the low technology level of his current world by introducing stuff he is familiar with. Most in reality quickly realise how little they know and only luck through because of the genius of others. Not you though. You've got a book that has intricate details on a huge range of Earth technology, from the simple basics to even some low tier military weaponry and technology of the modern world. It also includes a large range of earlier technologies that were used to get to the stuff found in the modern day, to help those without the facilities to move immediately to producing modern technology.

Succubi Bar- 400
Hidden behind some unassuming stores is the heart's desire of every man, a place that just happens to be your new business. You're the proud owner of a Succubi Bar, a rathe exotic business staffed by several dozen gorgeous succubi. Making their profits by organising dreams to give to customers, which can truly be anything they desire at all, they really rake in the gold from the male and sometimes even female adventuring community. As their boss, they make sure to give you a cut of what they earn and even some freebies if you like, given how all fifty three or so of your new friends seem to be rather interested in you. These girls and the business will follow along to future worlds with you, already making a profit somehow. They may be imported as companions individually but must then obey all normal rules for such.

Cheat Weapon- 600
Usually this is the only thing a plucky new world traveller might get, coming to this world. I guess your point system has some benefits after all. A Cheat Weapon is an incredibly powerful weapon and the one you have at hand is particularly potent. Whatever shape it takes on, as decided by you, it will be a suitably strong weapon for you, no matter how strong you are. It will continue to grow in power to remain suitable. At low levels, someone wielding this blade could kill a dragon in a single strike, though they'd not have much protections against the Dragons' blows themselves. That said, wielding this weapon does confer a protection against all curses and status effects. A treasure like this will ward them away no matter how good they are, though it won't protect against other kinds of magic.

Mage

Wizard's Companion- 100
Every proper wizard needs a familiar and you've got yours ready to go. You have a choice of two types of animals. The first is a small, winged cat, capable of breathing fire. It's surprisingly strong for its size, able to take care of low level mob monsters on its own, and can grow in power much like you can by killing monsters. The other is a similarly sized yellow blob, which is supposedly a young dragon even if you think it just looks like a baby yellow chick. It's probably the latter. Probably. The chick acts as a mana battery, capable of storing immense amounts of magical energy and releasing it back to you on command. Perhaps it could even be taught to use that energy as an attack. The amount it can store will grow with time.

Rod of Explosions- 200
Now that you have your familiar, you need your proper implement for magic use. You now have a wand or staff that is best suited for a specific kind of magic of your choice. It can be as specific as the Explosion spell from this world or as broad as any kind of necromancy magic. The more specific, the better the boost this implement will give to the power of the spell when you use it to cast that magic. A single spell could be three or even four times as good but an entire field of magic might only be ten percent again as strong as normal. The implement can be as fancy or simple as you like too.

Mage Killer- 400
The Crimson Demon Clan keeps many powerful secrets locked away. Evil things that could destroy the world…or create dramatic stories for the rather strange clan? They've got some rather weird things locked up there and this giant silver machine is one of the strongest. The Mage Killer is an automatic weapon, a snake-like robot that responds to the commands of its master, which seems to be you. It's very fast and strong, almost on the level of one of the Demon King's Bosses and is completely immune to magic to boot.

Railgun (True)- 600
Mage Killer? That's pansy stuff. What you want is this gun right here. It's a phased plasma rifle in the 40-kidding. This long rifle might not look like much but it's genuinely one of the most powerful weapons in the world, being the completed version of the prototype Railgun (Fake) that the Crimson Demon Clan holds safe. By filling it with magical energy, the gun is charged and it can then fire out that magical energy, multiplied several times over in power and focused into a single beam. It'll pierce straight through any kind of magical resistance, despite the beam being powered by magic and unlike the original prototype, there's no limit to how much charge it can hold at any one time. It automatically sucks in any nearby magic when in charging mode, so be careful to hit the switch so you don't waste your own energy.

Priest

Aquahol- 100
The spirit of the Goddess is with you! In this bottle! What kind of spirits were you thinking of? You've got a huge collection of alcohol now, of pretty good quality and seemingly limitless supply as well. It'll take a truly exotic meal to require a wine or drink you don't have and if you just want to get smashed, there'll be enough for even a Goddess of the Drink to get completely wasted over.

Holy Symbol- 200
Faith is quite important to the job of a priest, though who that faith is directed to matters quite a bit less. Instead of directing your prayers towards any of the Goddesses that already exist in this world, you have a holy symbol and books that are suited to a more personal faith, perhaps even one about yourself. They work just as well as any holy symbols would and can be used to channel priestly magic quite well. The books even include a range of holy arts and magic to teach you or any you give the book to.

Hot Water Town- 400
Can you even own a city? Apparently so, at least a small one. Set on a quite large hill, this fantastic looking city is a truly massive bath city. Filled with countless hot springs and spas, it attracts people from around the world, particularly those of a religious bent. The waters in your city are not just those that carry a variety of healthy and curative properties, it is also blessed holy water and will be extremely dangerous for any undead beings. The city brings in quite a large sum of money for you each year, both from spa users and from businesses and religions that set up in your personal little city.

Jumper Cult- 600
Now Aqua is going to be really jealous. You've somehow got yourself passed off as a living god to others on a worldwide level. People around the world are fanatics for you, whether you deliver on what they believe you do or not. You've got a major following that may either compete in size with the Eris Cult, being a major religion across the world but have relatively low levels of actual faith, or fanaticism with the Axis Cult, having a much smaller religious following but almost all of them are devout believers. Either choice will be only a little below your chosen rival in that area. You can choose what their exact beliefs, tenets and so on are, so long as you remain central to their faith. This cult will carry onto future worlds, being an established and accepted major religion in each setting that you find yourself in.

Knight

Pendant and Title- 100
You're a minor noble in the kingdom. Very minor in fact. You're a knight but not one with lands. Dear old Daddy happens to be a slightly higher noble though, a Baron of some repute. He's quite permissive with how you use the wealth and lands you have, though they're quite small in comparison to what higher up nobles possess. If you're willing to put out another 200CP, undiscounted, you'll be able to upgrade your parents rank and standing. Instead of just a baron, they'll be a Duke held in high regard by the crown. Not quite on the level of the Dustiness family but not far off either. You won't have all the power and riches of your father but you will have quite a bit. Either way, you possess a pendant that marks out your heritage to everyone who sees it and your family's nobility will carry onto future worlds.

Divine Relic- 200
That's a pretty necklace. It'd make for an awfully nice gift…for someone you wanted to do something nasty to. It may look like nothing more than a particularly extravagant and gorgeous necklace, which it also is, but in reality this piece of jewellery is an old relic that enables the user to swap bodies with another person. By placing the necklace on someone and chanting a specific ritual, you are able to swap your mind into their body and their mind into your body. The change is permanent unless the ritual is performed once more.

Beast Rod- 400
The royal family has gathered many strange items of power, more than a few were lost by adventurers coming to this world with personal cheat items. This one is a magic staff, a rod that is capable of summoning monsters. Which monsters? Any that exist in the world. From the lowest level slimes to the generals of the Demon King. There's a random chance of summoning any existing monster within your current world. The fact that there is a very strong compulsion effect to obey you on those summoned helps greatly. It won't force everyone to obey you unconditionally, against any of the Demon King's Bosses it'd just be a fairly strong influence instead of absolute commands, but it does allow you to put your summoned monsters to good use.

Belzerg Jumper- 600
The royal family of Belzerg are welcoming a new family member- Jumper, it's you. You're a princess or prince born to the rulers of this country and while you're not the heir, you've benefitted like your siblings from all the power, wealth and resources your family has to bear. Not only do you have all the natural advantages of being a royal that is well loved by the King, you have also received the absolute best training, raising and resources that the kingdom can spare. No doubt you're quite a bit stronger than your peers. In future worlds, you'll retain these same benefits. You'll be a prince or princess of your country or nearest valid country, well loved by the ruler and have received and will continue to receive the best your country has to offer in training and resources.

Boss

Vanir Doll- 100
An adorable little doll made by the renowned and most excellent craftsman Vanir! Who may or may not be a Demon General. It also may or may not quietly laugh in the middle of the night, when it thinks you aren't looking at it. But surely it's just a doll. It turns out that Vanir's excellent reputation has lead you to be able to gain a small discount in any shop, around 20% or so, as long as you carry this doll around with you on your person.

Grave Matters- 200
Few enough can afford a proper send-off these days. Graveyards like the one you find next to a property of your choice that you own or connected to your warehouse are just such things, filled with the restless dead and unsent spirits. It's a large graveyard too, hundreds of graves that will be regularly refilled on a yearly basis, though those interred will be mostly ordinary people or low level adventurers. If you're wanting the beginnings of an undead army it can help or you could just make yourself feel good by helping these guys on their way to the afterlife.

Beldian Castle- 400
A lonely old castle that is more than it appears to be at first. Your new fortress is set at the top of a small mountain, extremely well defended and working well as a starting point for an army's attack or defence. The inside of the fortress is filled to the brim with traps, guards, weapons and enchantments to both protect you from any invaders and prepare you better to go out on the attack. The castle is also impressively sturdy against attacks, even the walls are magically enchanted, so that constant daily bombardments won't even scratch its walls. We'll even throw in sound proofing for every room as an added bonus.

Last Stop Shop- 600
Not every Boss of the demon army is an active general. Indeed, it even suits the Demon King better that some of them stay isolated, safe and unassuming to the adventurers that seek to take them out. You've been given a shop to run instead of your normal duties, a shop that reflects the disconnect your superiors have with the normal world. See, your shop is set in the starting town of this world where many adventurers first appear and yet it is filled to the brim with end game equipment. While the truly powerful and unique artefacts won't be found for sale here, stuff fit for legendary heroes or the greatest warriors in the world is still commonplace. A level 100 warrior or wizard who visited your store would find it more than adequate…even if none of the low level heroes around you can afford or even use your wares. You'd never sink so low as to take advantage of all this powerful, rare equipment for yourself though….would you? The shop will continue to appear in future worlds, carrying high level equipment for each setting in its stock.

Companions

Import- 50CP per

Time to form up your adventuring party. Do you already have a few members ready or do you desire some more? By paying 50CP each time, you can import an existing companion or create a new one in this world. They'll gain a free origin, a free race and 600CP to spend on themselves. They may also spend CP to buy a non-free race.

Canon- 100CP per

Much fun as bringing your old friends in, this world would be nothing without the people already in it. Taking this option will give you the chance to take one of them along as a companion, one for every purchase at least. For every 100CP you will get the chance to be able to convince someone in this world to come along with you as a companion, provided they accept. They'll find themselves liking you more than normal and you'll even get at least a few chances to meet them in favourable conditions but it's up to you to get them to accept.

Annoying Goddess- 0CP

We'd really like you to take her off our hands. She's gotten awfully lazy, loud and boorish as of late and seeing someone like you, working on these point things, we thought we'd do our best to get Goddess Aqua to just bugger off from the divine realm. Sure she's loud, stupid and unlucky but you can't say no to that power, fan service and….you can't say no!

Please take her off our hands. It won't even cost you anything. We'll kick her down with you. She'll become a companion free of charge, though she will have only her abilities as a fallen Goddess.

Please don't leave her with us.

Drawbacks

You may take up to 800CP from the following list.

No More Zero- +0

You came into the world just a little bit earlier than you normally should have, taking the spot of a young man who died a rather embarrassing death. Kazuma will no longer be present or coming to the new world, with you taking his place and time of entrance. Whether you follow his path or not is up to you but his place will be left empty and open.

Dearth of Eris- +100

In this world, the main currency of note is Eris. You'd better remember that, since you won't be encountering it too often. You've got a constant run of bad luck in regards to money such that you'll always have at least a few minor debts or one major one at any one time. They won't be crippling or life threatening unless you constantly ignore them, people do eventually come to collect after all, and as long as you keep adventuring you'll be able to pay them off. You won't have much time for relaxing though. Unless you do it on the road. All kinds right?

Shameless- +100

You really ought to keep those sort of actions to yourself Jumper. I can't imagine many people would find you to be a very easy friend with all the peeping and groping. You're a military grade pervert for the course of your time here and it's not hard for anyone to figure it out. You'll often be distracted, even against pretty enemies, and it's going to do you no favours on the social scene. You can probably find some other guy adventurers like you though, so forming a team shouldn't be impossible.

Lazy Character Creation- +100

Not the brightest screwdriver in the toolbox are you? Not the sharpest light bulb in the room? When you entered this world, someone decided that intelligence wasn't really that useful of a stat to you and took a few points from it to put into other stats. Or at least they would if they didn't forget to do it themselves. I wonder what kind of lazy Goddess would do that. End result is that you're pretty dumb, even by this worlds standards. You're not very street smart, book smart or even people smart and you're quite stubborn on top of all that. It can be pretty cute sometimes though, so perhaps getting a better learned and spoken friend might address your troubles.

The Dark Path- +200

They can't blame you for enjoying battle. Most knights and warriors enjoy battle. It's not your fault you enjoy battle in quite the opposite way most of your peers do. It's not conquering your foes that gets you raring to go, it's being conquered by those foes. Pain, loss, misery and all kinds of humiliating situations just make you go completely wild. You'll have a strong urge to seek out those sort of things in life and when directly given a chance, it'll be nearly impossible to resist. The more actual danger there is to your life, the less powerful your masochistic urges will be but even against a foe wanting to kill you, the enjoyment you feel at each of their blows will fog your mind over.

The Holy Order of Pigs- +200

There's surprisingly little corruption in the good kingdoms of this world. Not to say there is none, of course it still exists, but an effective and virtuous ruler and law system has cleaned a lot of the muck out. They can be a little too fanatical about it with certain people and it seems you're the same.

Whenever you come under the negative attention and suspicion of the law, be it a single officer or as an enemy of an entire kingdom, you'll be made number one priority no matter how minor your offenses. They'll even assume you're guilty outright, forcing you to give a lot of pretty hard proof to get yourself out of any crimes. And the punishment? Always the worst they can throw at you.

The Dirty Old Count- +200
It looks like you've gained a secret admirer, though probably not one you're going to like. He's a powerful, wealthy and particularly unpleasant in body and mind noble in this land. For some reason, he's fixated totally on you as someone he has to make into his possession and do all sorts of nasty things to. Trust me when I say it would not be pleasant. Thankfully he can't blatantly attack you with his forces and so he will just slowly ramp up his attempts to make you his. Perhaps starting with marriage proposals or attempts to indebt you to him before moving onto kidnapping attempts or blackmail. Only if all else fails will he get desperate enough to use his army to attack or at least what armed forces he has control over.

Double Trouble- +300
And you thought intelligence was bad to have as a dump stat. It turns out that the traditionally ignored statistic is a whole lot more important than it seems. You've got a Luck stat locked to the single digits no matter how strong you are and it affects every part of your life. Scissors paper rock? You'll never win another game even if you cheat. Blades will break mid swing for you, horses coming down with sudden illnesses when you try to ride them and even the weather itself suddenly changing for the worse just when you'd wish it not to be. Almost every encounter with a monster you have will put you at an innate disadvantage simply because of how much you'll have to compensate for your bad luck damaging even the surest chance things.

Low Tier Job- +300
Perhaps adventuring just isn't for you. You don't seem to do very well in an actual fight. It could be your awful nerves, could be your total lack of fighting skill, your complete inability to hit something moving, your low energy reserves or any number of other things. Point is that you and fighting just don't mix and you'd be lucky to be left on your ass, if not seriously wounded, if you actually tried to get involved in a fight. Perhaps a job in the merchant areas would be more suitable.

Maximum Miss- +300
Goldfish is pretty close to describing your quality of memory Jumper. You're the sort of person that'd forget a man just because he worked out and then straight back into the same room. Someone already sold you their soul? They could pretty easily trick you into a dozen or three more transactions before you finally remember to take your payment. When people say you live in the moment, they're really being literal about it as you can forget things just seconds after they occur unless it's really beaten into your head what has happened. Your long term memory and what memories you've had before here won't be affected at least.

Ending

Ten years are up and the choice must be made once again.

Do you want to *Go Home* to your home world?
Do you want to *Stay Here* in this wonderful world?
Do you want to *Continue On* to a new world once again?

Notes

Special thanks to my little Nubee, constant inspiration, motivation and all around awesome boyfriend. Thanks cutie~

Princess + Pendant and Title- Taking both these will add another title to your parents repertoire and make them far more permissive as to how you use your royal titles and influence.

Miracle Man- Your luck is far further reaching than normal. You're just as lucky as ever but now your luck will actively work to set up things in advance or from a distance to eventually help you. If you enter a new world, your entrance will cause a shock that saves the life of a powerful wizard from their demonic foe, eventually leading that wizard back to you to become a loyal and strong ally. Instead of having their weapons break mid swing, enemies might just hurt themselves before ever leaving camp to come and encounter you in a fight. You might not be aware of your luck working but it'll be constantly supporting you form the background as well as with immediately obvious things.

A Really Wild Adventure- It's not really necessary for you to see what you want to learn. Just having it described to you, and it actually existing, is enough for you to be capable of buying it with skill points albeit at a greatly increased cost. On the other hand, the more you actually know about the ability, the lesser this cost will get. Actually seeing it and it being demonstrated and taught to you may even lower the point cost to below its' original level.

Hyper Build- If you're willing to sink so low as to focus on something other than your one true love, you should be fittingly rewarded for the effort and shame. Whilst normally your non specialised areas in any one field would grow as you studied your specialisation, you are now able to study non specialised areas and not only grow your specialisation at the same rate but also add on new qualities to it. Learning just raw skills will make it easier to learn faster in your specialisation but learning more about spells in the same field as your specialisation will allow you to add effects based on those spells to your specialised spell. For example, studying and mastering a spell that lets you fire a number of fireballs at once and then applying that to your Explosion spell, from the same fire magic field of study, to be able to fire a number of Explosions at once.

The Path of Explosions!- Thinking on it, are Explosions not Life itself? You just need to consider something in the right way to realise that everything, in the end, is Explosions. Your logic is as unassailable as the quality of your explosions and thus your obsessive skill allows you to extend beyond just one Path. You may gain the effects of this Path for another spell so long as you obsess over that spell for at least a year, whether it be constantly studying it or constantly using it or some other method of constantly giving it a majority of your attention and focus. Manage it for a full year and you'll gain the effects of the base perk for that spell in addition to any you already have.

All Hail Me- Your worshippers don't just contribute a bit of energy to your magical stores. Now, they'll directly increase your overall power. The more worshippers you have and the more deeply they believe in you, the greater an overall buff to your stats, abilities and overall power you'll gain. Even if you use up the magical energy they've offered, this passive boost will remain so long as they are alive and continue to have faith in you.

Holy Hexes- All of your spells now take on a Sacred/Profane form, at least if you wish. Normally available only to Gods who focus on casting and only in their purview areas, every spell you know is

now tens of times stronger than it normally was and infused with an extremely powerful Holy or Unholy effect alongside it, making it deadly to those weak or opposed to such things. These modifiers do not increase the cost of your spells but may be deactivated if you wish to not have it active. Whether you use Holy or Unholy depends on what you chose as a Goddess.

The Pain Only Makes Me Harder To Break- Why limit yourself to just being a receiver? You'll find that causing pain, stress and humiliation to others will grant you the same benefits that you'd normally receive by taking those things yourself. Better yet, you are able to make those you hurt and cause any kind of pain to enjoy it more and more over time as you repeatedly hurt them. This will make them weaker over time and more submissive towards you.

Obliged to Nobles- It's not just people that are forgetful about your deals, it seems time itself slips around your fast talking. If you can avoid a person remembering about a deal you've made for them for one for a full year, time will rewrite itself so that the deal never happened at all…except where you'd benefit from it. You'd retain anything good you got from making the transaction but no one else will remember that it occurred and any limitations or losses you took will be reversed. Of course, if you carried out your side of any bargain, this won't work. You have to get them to forget about it.

Maximum Wellness- With just the slightest od nudges, you are now able to make the possible become impossible and the impossible become possible. It takes a lot of energy and the change is only slight, an impossible thing will only become extremely unlikely to happen whilst only an extremely unlikely thing can be made outright impossible, but that final step can make a whole world of difference if used right.

Chimera- You are now able to freely mix and match with the things you have fused with. You're no longer forced to retain them as physically part of you, now being able to seamlessly and undetectably store anything you fuse with inside of yourself whilst retaining the parts of those fusions that you desire. This also allows you to do the same with any fused alt forms, taking what parts you want and storing the rest in an unperceivable place.

Cheat Weapon- You've received a Divine Relic, a piece of clothing or accessory that complements your purview as a God very well. Wearing this provides a general large buff to all of your abilities but it is particularly focused on your three purviews, providing an enormous boost to any action or magic relating to them when the relic is worn.

Destroyer fortress
The Railgun was not the only creation of that brilliant man. In your possession and ownership is now a replica of the Destroyer, a gigantic spider-like fortress machine. Big as a castle, it's able to wipe out entire armies on it's own. Surrounded by a anti-magic field that will resist any dispel attempts short of a Goddess Priest, possessing extremely high defense armour, a small army of large and powerful golem soldiers stationed in and on the fortress, an indefinite power source and even an AI that can jump or fight for you as ordered. It'll self destruct when it's about to be destroyed but will otherwise follow every order you give it, even if you're outside of it.

Jumper Cult- You don't need to make a choice between who you're main rival is as from now on, your cult is the one the Axis and Eris Cults are looking up to. Your Cult is as big as the Eris Cult and as fanatical as the Axis Cult, likely making your religion the premier religion of this world and of future

settings that you bring it along to, as your followers will be at least equal to the major religion of the world and far, far more devoted to your service.

Belzerg Jumper- You're not just the princess anymore. Now you're the head of your own small country. Notably powerful, especially in the magical department, it's not yet a superpower in the world but has the potential to get there in a few years. You'll be the undisputed monarch and quite well loved by your people too. Your loyal and skilled advisors will take care of your kingdom if you don't have the time or care to do it. This kingdom will carry into future worlds as well.

Last Stop Shop- In addition to your shop, you have a secret vault beneath the store that contains some really special stuff. Here's where the genuinely powerful artefacts are kept. They're not Divine Relics or Cheat Weapons but they are pretty much the best this world could offer otherwise, even including some unique stuff. It'll include similar things in future worlds, uniquely powerful artefacts that come close to some of the best that setting has to offer.