

High School Harem Comedy 1.0

Ah, welcome! You must be the newest transfer student! I'm the Principal here, and I've just gotten through welcoming the last young lad to our prestigious academy. He seems like he's adapted well-enough, though I can't shake the feeling that there were a lot more eyes on him than I'd expect, even if he is new here. Anyways, we're glad to have you with us and we hope you have a wonderful time here!

That reminds me, someone dropped these off and said they were for you.

1000 Romance Points.

Locations: *Pick one of these for free.*

1. *A high-school somewhere in Japan.*
2. *A high-school somewhere in 'Murica.*
3. *A high-school somewhere in Britain.*
4. *A high-school in a country which is not Japan, America or Britain.*
5. *A high-school in international waters.*
6. *A high-school in space. (This might also be international waters legally, idk)*
7. *A high-school in a place not covered by any of the previous options*

Origins: Ah yes, they mentioned something like that. Take a look at that card there.

He gestures to a card, which reads as follows;

You may have been used to taking on new identities at the drop of a hat in pursuit of power, but here, one's identity is a far more tumultuous thing, and certain identities tend to blend into each other. As such, there aren't any 'real' origins, but feel free to take two aspects of your new identity from the following list;

Artist: You are an artiste. You deal in creativity, inspiration and beauty; things like 'being practical' and 'fitting in' are not for you. No, it will take a bold statement to win the protagonist's heart, and none but you have the vision to make it happen!

Bokukko: You aren't quite a fit to your biological gender; whether you're a guy in touch with his feminine side, a tomboyish girl, a genderfluid individual, or were just born in the wrong body, you've never felt quite right with yourself, and neither have many others. But Protagonist-kun accepts you for who you are, rather than who they expect you to be, and you've fallen rather hard for them.

Celtic Lass: With your flame-red hair and lilting brogue, you possess an exotic charm that none of these other girls can compete with. There's no way the protagonist is going to be able to resist you

Chuunibyou: Life is a story, and you're the protagonist! Well, in your head, at least. Whether it's true in reality is questionable, but one thing's for sure: you've found your love interest at long last, and you'll be damned if you're gonna let a bunch of third-rate side characters turn your story into a romantic tragedy!

Cloud-Cuckoolander: You're a bit of an oddball with a penchant for thinking of things that no normal person ever would. It's a little unclear sometimes if you really understand what's going on here, but you certainly seem to like the protagonist a lot nonetheless

Dojikko: You have an endearing tendency to clumsily mess up everything you try. You stammer out blushing apologies on a regular basis and always try your best, though your knack for tripping on thin air might help you literally close the distance between you and the protagonist.

Genki: You have a cheery disposition and more energy than a sugared-up hummingbird. You're both hyper and assertive, and your willingness to literally bowl the protagonist over with your enthusiasm is your signature strength.

Goth: Perhaps you came for the music and stayed for the aesthetic, perhaps it was the other way around. In either case, you have embraced the gloomy, baroque stylings of a goth. Who knows, maybe the protagonist will fall for your mysterious charms?

Half-Foreigner: You have a touch of the exotic about you thanks to your mother or father of foreign blood. You're just arriving here after a long time living overseas, but your quirky sprinklings of foreign phrases and your unusual mannerisms will help you stand out to the protagonist among the other girls.

Hippie: It's been decades since being a hippie was cool, but that doesn't deter you in the slightest. The beatnik values of freedom, sharing and love appeal to you and, with any luck, they'll appeal to the protagonist, too!

Idol: You have a career outside school as a pop singer, combining sugary lyrics with choreographed moves to capture the hearts of entire crowds. But now that you've found your

own heart captured by the protagonist, it's time to work at winning the love you've sung so many songs about!

Iinchou: You have a sense of responsibility and leadership that makes you fit for being a class representative, or at least enough people in the class thought so to elect you. Your authority and reliability, whether real or alleged, will be useful as you pursue the protagonist through the halls – without running!

Imouto: All these older girls are muscling in on your Onii-chan! You may not be fully grown up yet, but you need to stake your claim now before it's too late!

Kuudere: You have a cold, pragmatic exterior which only rarely lets your true, tender feelings shine through. Staying in control of your emotions and keeping a cool head may be a useful trait in dealing with your competitors, but you might just end up showing your true colors to your beloved protagonist…

Ladette: The moral guardians may look down on you, but they're just a bunch of boring old suits. Binge drinking is fine as long as you only do it once a week, right?

Martial Artist: You have a passionate dedication to traditional martial arts, whether that be karate, kendo, judo, or something else, and you may even be the next master in line of a family tradition. Training and discipline has always been a way of life for you, but you've found yourself having some distracting thoughts about a certain guy lately... It's time to make a move and lay your competition flat, but you'll make sure to respectfully bow first.

Meganekko: You have a quiet, glasses-girl appeal that's matched only by your clever intellect. You may not be as loud or outgoing as the other girls vying for the protagonist, but you have a keen eye for observation and planning that will serve you well against them.

Miko: You have a position as a shrine maiden or priestess for a local religion of some sort, and you have experience with telling fortunes and warding off evil spirits as part of your duties. With your paper talismans in hand, you're ready to make sure your foretelling of excellent luck in love comes true for yourself!

Oujo: You have expensive tastes and a background in wealthy, high-class society. You have more money than is strictly reasonable, and you're convinced that you have the sophisticated charm to win the one thing you desire that money can't buy: the protagonist's heart.

Osana Najimi: You have a long history with the protagonist extending back to childhood. He might have forgotten his promise to you, but you haven't. You've watched him from a distance nearly all your life, and now it's time to make your move.

Otaku: You have a deep involvement in hobbies such as anime, manga, gaming, or cosplaying, but you've evidently been paying enough attention to the real world to fall in love with the protagonist. Some people might find your obsessive pastimes a little off-putting, but, if nothing else, you know you have the dedication to win his heart!

Pervert: You have a love of all things inappropriately touchy-feely in addition to a penchant for excited nosebleeds. You somehow ended up with the protagonist occupying the number one spot in your fantasies, so now it's time to demonstrate your 'bad touch' to him and the other girls alike!

Proper Lady: You represent the platonic ideal of a high-class woman: gentle, refined, and confident. Your natural charm will surely draw the protagonist to you!

School Journalist: You're an enthusiastic leader in your school's newspaper club, and you have a real knack for scoring the interviews and scoops that will get the student body talking. You've lately found yourself constantly wanting to interview the protagonist at length about his feelings for you, so it's time for a little investigative journalism!

Sensei: You have a job as a teacher at the school, the demeanor of a high school girl, and a lingering fear that you're going to be single all your life if you don't find a man soon. Luckily for you, one of those students of yours is looking pretty handsome lately… It's not entirely clear how you manage to do your job alongside your childish antics, but some of the girls apparently look up to you anyways.

Shrinking Violet: You have a shy, withdrawn personality and an adorable timidity. You're not the type to openly chase the protagonist down, but your vulnerable appeal may very well draw him to you instead.

Sports Star: You have talent and passion for a sport of some kind and an indomitable sense of dedication to practice and training. You're almost always the victor at the end of your matches, but now that you've fallen in love with the protagonist, will you be able to emerge victorious in love as well?

Sukeban: You have a fearsome reputation as a delinquent boss and a penchant for truancy and violence. Still, you've somehow found your wild heart captured by the protagonist, and you aren't about to let a bunch of prim-and-proper goody two-shoes show you up when it comes to romance.

Tech Wiz: Machines and coding are your domain. Sure, others might call you a geek, but you wear that label with pride! No one's better at dealing with the modern high-tech world than you, but you have a tendency to flounder when separated from your precious computer screen. But now comes the ultimate test of your skill: can you hack your way into Protagonist-kun's heart?

Tsundere: You have a prickly personality which conceals a secret lovey-dovey core. You deny your love for the protagonist whenever the subject comes up, but your luminescent blushing gives away your true feelings.

Yandere: You have an unhealthy obsession with the protagonist and a disturbing lack of mercy for the other girls vying for his affection. You dream of nothing but being with him, and your empty-eyed stare might be the last thing your competitors ever see.

The following require Hidden World

Amazon: You are super-strong and less civilized than most of the girls here, and you find yourself crushing on Protagonist-kun.

Catgirl: Nyaa~! You're an adorable mix of girl and feline, with the cute little ears, fangs, and tail to show for it. You've found the lap that you'd like to curl up on for the rest of your life, and absolutely nothing is going to stand between a cat and a warm, comfortable place. Everyone had better be careful, because you aren't declawed!

Celestial: You are a blessed being from on high, whether that be an angel or a goddess. Your love for the protagonist is pure as the driven snow, and you will pursue him with all the warmth and compassion befitting a benevolent angel.

Changeling: Protagonist-kun is the eye of a storm - a storm of love, lust, desire, jealousy, and angst. Emotional love interests follow after Protagonist-kun like lovesick puppies...how could you possibly stay away? Protagonist-kun would make such a lovely life partner, if they're going to attract this many romantic interests regularly. You'll be set for life, if you can manage to win their heart...

Demon: You are a fiendish being of the Underworld, an accursed servant of the lords of Hell. You're no stranger to the sin of lust, and you have plenty of temptations to dangle before the protagonist to draw him into your dark, loving embrace.

Eldritch Abomination: You are an unspeakable elder god whose visage would drive mortals mad with but a glance. Luckily for the others, you've decided to take on the form of a cute high school girl, at least as long as your ineffable whims drive you to pursue the protagonist.

Extraterrestrial: Perhaps you were pursued by intergalactic bounty hunters. Perhaps you are a scientist on an exploration mission, or the last survivor of your homeworld. Whatever the case may be, you've travelled across the galaxy to arrive at earth, only to find yourself falling for this strange human. Of course, there are several other humans vying for his attention too, but why would he choose them over you? You have a galaxy's worth of stories to tell, a wealth of information to share to humanity, and a spaceship. None of those other girls have a spaceship, do they, Protagonist-kun?

Faery: You are a fae, a supernaturally attractive nature spirit. Although one may wonder what a nature spirit is doing in school, you know that inspiring the next generation to eco-friendly practices is worth its weight in gold. And maybe you'll get a chance to spread a little love around...

Genie: Your kind goes by many names: ifrit, djinn, genie. The important thing to mortals is that you grant wishes and are imprisoned within some kind of container, usually a lamp. Whether

you have been freed from your container or are still waiting on that fateful wish, you have fallen in love. And with a cry of 'abracadabra' and a bit of magic, perhaps you can make a wish of your own come true for once.

Gynoid: You are a technological wonder, an artificial life form/intelligence. Somewhere in your journey through life, an errant wire or two got crossed, and you've started developing complicated feelings for Protagonist-kun. You might not be alive in the technical sense, but that doesn't mean you can't love...and you'll do whatever it takes to show him that

Lycan: Protagonist-kun has tamed your wild heart...now you just have to make him (and the other girls fighting for his attention) realize that!

Mahou Shoujo: Sweet and innocent, cute as a button, and more dangerous than the monsters they fight every night. But no power on any of the worlds in all the Universe is capable of overcoming true love. And that power has drawn the young Magical Girl to poor, hapless Protagonist-Kun. And nothing - no monster, power, or girl - will keep them apart.

Phantom: Whether through violence or illness, you met an untimely end in your teenaged years. But instead of moving on to the Great Beyond, you remained on the mortal plane. Now, you haunt the halls of your former school, which gives you plenty of opportunities to woo the love of your afterlife.

Pony: You're very new to your new bipedal form, and you would like to practice using it…especially if Protagonist-kun is involved

Spellcaster: You're just the friendly (hopefully) neighborhood witch! Sure, your house may look a bit creepy from the outside, and you tend to be kind of strange in your mannerisms, but that doesn't make you any different from the other girls! That's what your magic is for! And with Protagonist-kun casting a love charm on your heart, you'll have to pull out all the stops if you want to beat the competition!

Vampire: You are an elegant creature of the night with a sinister beauty and a taste for human blood, but the protagonist has somehow become something more to you than an inviting meal. Your dark powers will be all you need to raise a glass of your competitors' blood and make a toast to long life and happiness for you and your beloved.

Zombie: Okay, zombie isn't really the right word. Yes, you're a walking corpse, but it's not like you're mindless or anything! You still have thoughts and feelings…especially towards Protagonist-kun.

Age and Gender: Now, of course, you'll be in the first-year classroom. Sensei's are probably adults, and Imouto's are most likely younger, but feel free to correct me if I'm wrong

about any of that. Your gender? Look, the last time I was bothered about that kind of thing, I ended up getting sued, and I can't afford another lawsuit.

OOC: You're most likely a teenager, but feel free to be an adult or a pre-teen if that's how you want to roll; it's not like I'm forcing you to date the Protagonist. If you want, you can take the Sensei or Imouto options and still be a teenager. If so, Sensei means you tutor younger kids, and Imouto means you haven't quite matured as much as your classmates, physically and/or mentally speaking.

Perks: You gain 4 Romance Tokens as Freebies for any of your purchases here. And in case you wish to go for an alternative option, forgoing the freebies will allow you to get a stipend of 400 HP to use.

Freebies

The Kind Of Guy I'd Kinda Be Into: Free! If you don't mind me saying so, I'm sure you'd have no troubles with finding a date, or at least, not because of your looks.

Classes And Attributes: Free! All actions in this world may be boiled down to four classes of actions, which involve one of three kinds of attributes. Allure covers attempts to charm, persuade or win people over with your personality and looks, Conflict represents your attempts to intimidate and defeat others with craftiness, ruthlessness, and violence, Luck is the coincidences and strokes of fortune both good and bad that end up putting you in intimate situations with the protagonist and Skill represents your ability to succeed at academics, sports, art, cuisine, and other practiced non-romantic pursuits. As for the attributes, Physical deals with tests of the body, Mental deals with tests of the mind and Social deals with tests of your reputation.You may choose to have a slight advantage with regards to a particular class and attribute, at the cost of being hindered when dealing with a different class and attribute. *If a perk interacts with these, the way it does will be clarified in italics.*

General Perks

50 - Complex Characterization: You may take another archetype, that is to say, another one of the origins on offer. This doesn't transfer to future jumps.

50 - Elemental Affinity: You're fundamentally disposed to a certain element, whether it be fire, water or even helium. When you have access to your element, it boosts your abilities in certain kinds of situations.

50 - Martial Arts: You've been learning a form of martial arts in your spare time. This can be any existing style of martial arts, or even an informal "street-brawling" style. You can take this multiple times.

100 - Alpha Geek: You live and breathe your fandoms, having an extensive amount of knowledge about nerdy trivia, and looking mighty fine when wearing cosplay.

100 - Athletic: You're very physically fit, and have the body to show for it.

100 - Classy Lady: You have the skills needed to survive in high-class society, and will never perform such a terrible faux-pas as to use the wrong fork to cut your meat when eating.

100 - Crazy Dangerous: Crazy? You're not crazy! They're the crazy ones, saying that they're in love with your senpai when they're not willing to do whatever it takes to win his heart! That's why you make sure to brush up on your skill with weaponry, and why you're so good at stalking him wherever he goes. It's nothing weird, okay?

100 - Curse of Reversal: You have the ability to temporarily reverse the strengths and weaknesses of those around you three times a day. Mind you, this isn't meant in an elemental sense, but rather, things you're good at become a struggle, whilst stuff you'd struggle with seem easier now. The only real downside, apart from the lack of permanency, would be that this affects everyone in your vicinity, including yourself.

100 - Death Glare: You have a powerful glare, which can unsettle other people twice a day, making it so that they can't quite bring their a-game to what they're doing.

100 - Delinquent: You're a thug, a degenerate and a wannabe gangster, and you have the skills at fighting and intimidating people to prove it.

100 - Detached: You are better at keeping your cool in stressful situations, and find it quite easy to manipulate others, since you have such a good poker face.

100 - Drama Queen: You might be a writer that's always trying out new characters, or a Shakespearean Actor in training, or just a showoff who likes to draw attention, but one thing's for sure: wherever you go, everything becomes a lot more dramatic. As such, you're an expert at getting into character for whatever role you may need.

100 - Eager To Please: You're a genuinely helpful person, skilled in helping others to do their best, and three times a day, when you help others out, people think better of you and you get halfway as close to your goal as you helped them get to theirs.

100 - Famous: Whether you deserve it or not, you're a household name! What's more, you've got enough know-how of how this business works that you could easily climb your way back to the top if your fame ever took a hit.

100 - Feminine Wiles: You are quite skilled at the art of seduction, intuitively understanding just what to say in order to get blood a-pumping.

100 - Lewd By Association: By deliberately acting in a lewd and lascivious way, you can temporarily lower the reputation of yourself and those around you three times a day.

100 - Naming Flair: You find that giving names to your possessions tends to inspire you to greater things. When using something that you named yourself, the results you get are a fifth better than could normally be expected. For instance, using your kitchen knife, Gungir, to prepare a meal makes it taste 120% better.

100 - Non-Sequitur: You are an expert in figuring out non-traditional ways to accomplish your goals that most people wouldn't think to try. Essentially, you seem to be able to find a way to solve problems in whatever way you wish twice a day, though this is a little harder.

100 - Outdoorsperson: You're an experienced camper, with a passion for hunting, hiking and hunting. You're good in close combat, and have a range of outdoorsy skills and knowledge.

100 - Performer: You have some serious musical talent and a rock-solid work ethic. You're also good at dancing, tumbling, running and other forms of physical performance or competition.

100 - Scaredy Cat: You are adept at sneaking around unnoticed, which is quite useful when, say, hiding from a gang of delinquents armed with baseball bats.

100 - Stargazer: You know the night-sky like the back of your hand, allowing you to be able to calculate your position as long as you can see the stars, and you are good at both astronomy and astrology.

100 - Super Moe: You are super adorable, and as cute as a button. As well as being a general cuteness booster, this means that others are more likely to forgive you when you've done something wrong.

200 - Aggravated Misery: You have a knack for making people miserable and capitalizing on the weaknesses of others, allowing you to, three times a day, make it so that anything holding people back is increased in its effectiveness at hindering others.

200 - Always Land On Your Feet: Nothing seems to phase you, no matter how bad things get. As such, relying on chance when you have other options tends to work out better for you.

200 - Boundless Energy: You have a seemingly-constant amount of energy, which allows you to never get tired or ever lose your cheery demeanor. This constant font of energy warms the hearts of those around you, as well as being useful when you need to be mobile.

200 - Bureaucratic Efficiency: There is a method to everything that you do, and this orderly approach to life makes it easier for you to adapt to sudden changes. When unexpected

problems arise, you can find a way to work around them three times a day, but the sudden nature of this solution means you can't put your best effort into it.

200 - Calming Presence: Just being in your presence has a way of calming things down, and three times a day, you can use this to your advantage to hinder attempts at conflict.

200 - Can't Keep Me Down: You've been called a lot of things in your life, but a quitter isn't one of them. When life knocks you down, you get right back up and keep trying. As such, once a day, you can get a boost to your current task equal to how badly you failed your most recent previous task.

200 - Colorful Cursing: You know another language, and whenever you curse in a language that people listening to you don't understand, it makes you seem cuter. Furthermore, when violence fails you, you receive a 'charge' which can be spent to improve an attempt at violence, diplomacy or seduction. Can be purchased multiple times for multiple languages, and you receive a discount on additional purchases.

200 - Contagious Clumsiness: By moving in a haphazard way, either deliberately, due to drunken stumbling or just in general, you can cause a 'domino effect', making your inability to move the way you want cause everyone to suffer just by general proximity.

200 - Contingency Plan: You are a master planner, able to predict any factors that might cause trouble for your intended course of action and three times a day, you can implement a back-up plan to overcome any hardships life may have thrown at you. Due to the nature of this back-up plan, you'll not be able to put in your best work, but it'll at least be average.

200 - Forgot To Turn Off My Swag: You have an incredible sort of charisma to you, able to attract all sorts of people to you. If you want, this 'aura' can be limited to just people you would be attracted to.

200 - Goodie Two-Shoes: You prefer to earn your victories through hard work and talent. As such, relying on your skills when you have other options tends to work out better for you.

200 - High Society: No matter what indiginities you may suffer, your reputation remains immaculate. As such, relying on your reputation when you have other options tends to work out better for you.

200 - Hypnotic Gaze: Whilst it isn't quite true mind-control, you can exert some level of influence over those who meet your gaze. This has more effect on people you've recently bitten, leaving them enthralled for long enough to lend you some assistance.

200 - Insidious: Violence and mayhem may be one way to eliminate your competition, but it can get messy, not to mention off-putting. That's why you're skilled in subtler things, such as

influencing others to bolster your reputation, as well as playing people against each other like the pawns they are.

200 - Maelstrom Of Chaos: When you focus your power, circumstances and situations matter less than sheer willpower, making you seem more lucky than normal.

200 - Marshmallow Hell: You have an impressive pair of breasts, a great ass or a magnum dong, as appropriate. Furthermore, three times a day, by drawing attention to your assets, you can distract people from others' attempts at seduction, although this also tends to hinder your own, due to how forward it is.

200 - Mind Over Matter: You've always been more cerebral than your contemporaries. As such, relying on your mind when you have other options tends to work out better for you.

200 - Moe Enthusiast: You believe in the power of cuteness above all else. As such, relying on your allure when you have other options tends to work out better for you.

200 - Motivational Speaker: You can easily get people to follow you, which is great for convincing others that your plans are beneficial to the entirety of your community, and you are also great at picking others up when they seem down. Three times a day, you can assist someone through a motivational speech, and if they manage to achieve their goals, you get half as much progress towards your own goals simply for being involved.

200 - Multiple Personalities: Whether you're crazy, fluid in mind and body or simply a really dedicated method actor, you sometimes push yourself in areas you don't usually excel in. I suppose the placebo effect works, because you can temporarily switch up the kinds of things you find hard and which ones you excel at three times a day.

200 - No Respect At All: You prefer to take the simplest solution to solving problems. As such, relying on aggression when you have other options tends to work out better for you.

200 - Physical Education: You are a big fan of gym class. As such, relying on your body when you have other options tends to work out better for you.

200 - Potioneer: You're a fairly capable potion brewer, and can cook up potions to give you a boost in matters of allure or conflict.

200 - Private Investigator: You are skilled in the art of tracking down clues, as well as leveraging secrets and rumors to your advantage.

200 - Representative: You have a good reputation around the school, and project an aura of reliability that any higher-ups will respect. This helps with asserting your authority, as well as with academic knowledge, debate and finding people in need of academic assistance.

200 - Shifting Winds: Balance in all things is the key to a healthy life. You know this, and so, three times a day, you may temporarily change what you are good at and what you struggle with.

200 - Supernatural Superiority: It's a wide world out there, with angels, demons and eldritch abominations, but one thing these supernatural beings seem to have in common is that they are simply better than most of humanity. You are more well-rounded than most humans, having more areas of expertise, and unlike these pitiful mortals, you're a well-rounded individual, with no areas in which you struggle. That said, it is possible for a human to reach this level through hard work. Maybe you're one of those mortals?

200 - The Way It's Meant To Be: You know full well that sometimes, fighting fate is inevitable. Hence, three times a day, you may make it so that anything holding people back from doing their best gets amplified in effectiveness.

200 - Tongue-Tying Hex: Three times a day, you may cast a curse on all present, causing their words to trip over each other and making it harder to be manipulative and convincing. That said, you should keep in mind that no matter where you go, there you are; in other words, you, from this curse, are not exempt.

200 - Unorthodox Approach: Of course, unyielding adherence to strict routines have a tendency to backfire, leaving you incapable of properly doing your job. Thankfully, you do not suffer from such problems, as you can easily find ways to tackle problems from unexpected angles and still achieve the same level of success.However, the peculiar nature of these solutions makes them slightly harder to implement than normal.

400 - Am I Bovvered: No…is the answer…to that question. Anyway, you have a way of ignoring when people try to mess with you, or even just anything that tries to hold you back. Sabotage, crash, bad reputation, killed vibes, weak and sickly body; you can power through it all with enough determination three times a day.

400 - Anime Is Solved Forever: When you find yourself in the position of having multiple people having fallen in love with you, and yet despite everything you've gone through, you're still no closer to being able to choose one? Well, that's where this solution comes through. As long as all parties are willing, you can marry them all, and everything will work out just fine. You won't run into any legal issues with regards to your polygamy, and your various marriages will be just as happy as you'd be if you had picked only one. Furthermore, the feelings of all participants will naturally grow such that they feel the same level of love towards each other as they do towards you.

400 - Bioengineering: You're able to push yourself past the limits of your own body three times a day, although this will leave you tired and drained afterwards.

400 - Devil's In The Details: When your fellow students are in trouble, you are eager to please. You can give them just what they need, empowering the track-star with a boost of demonic speed, or supplying an artist with just the right paints. That said, the next time you and them are in the same place and trying to accomplish something, their debt will come due; your efforts will be helped as much as you helped them, and they will find it just as hard to succeed. You only have enough of whatever you use to accomplish this, whether it be demonic magic or cold hard cash, for two uses in a day.

400 - Graceful: Your natural dignity keeps the more mundane problems, such as minor trips and falls, from fazing you at all; you simply don't suffer such trifling concerns. Furthermore, three times a day, you can ignore anything that would hinder you in performing a given action and simply do it, although your performance will only be about average.

400 - Hypercharge: You can, twice a day, give the current situation all that you've got and start moving around the nearby area at an intense speed. This effectively allows you to accomplish the work of two people at once for the next ten minutes, but is rather exhausting when it finally wears off.

400 - Just As Planned: You are capable of formulating elaborate schemes which contain wheels within wheels, and three times a day, you can implement one of them, causing yourself a momentary setback in order to reap a more powerful benefit to your next action.

400 - One-Winged Angel: Whether it has to do with your physical capabilities, or just the raw brutality of your actions, even if you aren't the type of person to start a fight, you're certainly the kind to be able to finish one, quickly and decisively.

400 - Release The Seal: Whether it's merely psychosomatic or not, when you feel you really need it, you can enter a state of heightened competence for about ten minutes where you become twice as strong as an ordinary teen. This can only occur about once a day.

400 - Rule Of Drama: You are the protagonist, and so you don't do things by halves. Whenever you set out to do something, you either shine like a star, or crash to earth in a burning husk. As such, you can invoke the Law of Drama whenever you wish, causing your actions to either have the best possible result, or the worst.

400 - Shapeshifter: Whether you're able to change your physical form, or you're just that good at cosplay, you can take on any form you wish, which helps you when altering your form to look better to others, or avoid conflict.

400 - Twisting Shadows: You're capable of mental projection and body-swapping, which you can use to send your competitors down a dark, twisting path twice a day.

Attribute Replacers: *Each of these cost 200RP, and can be used twice a day*

Romantic Interest: Plot and circumstance warping in favor of a cute girl is just how this world works! *This lets you use Allure in place of Luck.*

Talk It Out: Things go wrong all the time! It's only natural to let off some steam. Thankfully, twice a day, your rants seem to come across as endearing rather than aggravating. *This lets you use Conflict in place of Luck.*

Murderous Love: Your dangerously obsessive devotion is your charm-point, allowing you to make use of a form of the suspension bridge effect twice a day; essentially, through acting violent or abusive towards someone, you can deepen their feelings towards you. *This lets you use Conflict in place of Allure.*

Calculated Odds: You have a brilliant enough mind that you are capable of calculating every single variable that makes up the force lesser minds would refer to as 'luck', allowing you to perfectly calculate what "Fate" would have in store for you using your skills twice a day. *This lets you use Skill in place of Luck.*

Carry My Books: You've never been a believer in doing yourself what you can get others to do for you. As such, you can seduce someone into performing a test of skill in your place, giving them a boost to their skill roughly equal to how attracted to you they are. *This lets you use Allure in place of Skill.*

Bully: You don't need to be good at what you do, not when you can easily 'persuade' someone else to do it for you. As such, you can use your fists and aggressive personality to intimidate someone into performing a test of skill in your place, giving them a boost to their skill roughly equal to how scared of you they are. *This lets you use Conflict in place of Skill.*

Genre-Savvy: You've read enough harem fiction to be able to plan a romantic situation in advance twice a day. *This lets you use Skill in place of Luck.*

Interrogation Technique: You are skilled at tracking down suspects, as well as using violence to coerce people into coughing up information. These 'enhanced interrogation techniques' are both more reliable than they'd be in real life, and easier to apply to situations you wouldn't expect, but you can only use them twice a day. *This lets you use Conflict in place of Skill.*

Practiced Kata: Your tough training has developed your fighting style into an art form, and the philosophy behind it is easy to apply to other things. As such, twice a day, you can treat a fight as though it were a test of skill. *This lets you use Skill in place of Conflict.*

Stubborn Perseverance: When life gives you lemons, you punch life in the face, hit life over the head with a chair, and squeeze the lemons over life's wounds. As such, you can power through misfortune. *This lets you use Conflict in place of Luck.*

Steal The Spotlight: Twice a day, when people start getting at other's throats, you can distract them by making a scene and becoming the center of attention. This even seems to be useful for handling people who are pissed at you, and dealing with inanimate objects that you need to do violence towards. *This lets you use Skill in place of Conflict.*

Impressive: Some people look good simply by looking good. You, however, know that appearances can't compare to your skill, and so, twice a day, if a situation would test your allure, you may instead show off your skills. *This lets you use Skill in place of Allure.*

So Cute It Hurts: You are extremely cute, so much so that twice a day, you can use your cuteness to handle any situation where you'd ordinarily need to rely on conflict. *This lets you use Allure in place of Conflict.*

Nine Lives: You have a knack for getting out of the toughest situations without even a scratch on you. *This lets you use Luck in place of Conflict.*

Absorb Knowledge: You might not be that knowledgeable about the world of humans, but that's not a problem. After all, the humans know what you need, and you're able to take it right out of them. *This lets you use Conflict in place of Skill.*

Anomalous: Screw being pretty and popular, you make life more interesting when you're around. Protagonist-kun will appreciate the break from monotony. *This lets you use Luck in place of Allure.*

Wizardry: You have enough understanding of magical theory that you can use raw arcane wizardry where words or weapons would be wanted. *This lets you use Skill in place of Conflict.*

Witchcraft: You know enough about potions and enchantments that even if you can't attract people how most would go about it, you can take care of the gap. *This lets you use Skill in place of Allure.*

Trade-Offs: *Each of these cost 200RP, and can be used once a day*

Deep Freeze: You can enter a state of cold detachment once a day, helping you concentrate on your skills and act ruthlessly, although it is quite off-putting to others, and you're less aware of the world around you. This mindset is hard to shake off, and you can't use it under the effects of Thaw Out. *This boosts Conflict and Skill, but hinders Allure and Luck.*

Thaw Out: Once a day, you can force yourself to be completely, totally honest with your feelings, you can make yourself seem more approachable by others and improve your luck, but this leaves you too flustered to focus on combat or your skills. This emotional honesty is incompatible with the mindset created by a Deep Freeze. *This boosts Allure and Luck, but hinders Conflict and Skill.*

Dark Fury: You can give into your emotions once a day, entering a sort of 'rage state', which lends a certain strength to your words, fists and presence, but leaves you less focused and aware than you should otherwise be. These emotions cannot be called upon by someone experiencing Inner Peace. *This boosts Conflict and Allure, but hinders Skill and Luck*

Inner Peace: Once a day, you can reach a state of Zen with focus, causing you to become more aware of the world around you and helping you perform to the best of your skills, but causing you to become less focused on conflict, violence and relationships. This tranquility cannot be found by those gripped by Dark Fury. *This boosts Skill and Luck, but hinders Conflict and Allure.*

Happy Drunk: When you're drunk, you become the life of the party, and have an easier time getting people to like you. That said, your reactions are slowed, which could be a hindrance in combat. You can choose whether or not this happens, it cannot happen more than once a day, and you cannot use this if you're under the effects of Mean Drunk. *This boosts Social and Allure, but hinders Physical and Conflict.*

Mean Drunk: When you drink alcohol, you tend to become bitter, snippy, crude and violent. This lets you push your body past its natural limits, and enhances your skills at insults and fighting, but you're a lot less likable when you get like this, as well as less sociable. You can choose whether or not this happens, it cannot happen more than once a day, and you cannot use this if you're under the effects of Happy Drunk. *This boosts Physical and Conflict, but hinders Social and Allure.*

Crack Down: Once a day, you can enter a state of focus, allowing you to think clearer and do better at the things you're skilled with. That said, you're more emotionally distant like this, and it's harder to get people to like you. Furthermore, you can't really get out of this state naturally, and it won't work if you've Gotten Wasted. *This boosts Mental and Skill, but hinders Social and Allure.*

After-Dinner Glow: When you've eaten recently, you can choose to receive a 'glow', making you more able to focus on your skills and making you seem more pleasant to other people, but hindering your ability to focus on the world around you or get worked up about things. This glow cannot be received if you are under the effects of Bloodlust, and can only be invoked once a day. *This boosts Allure and Skill, but hinders Conflict and Luck*

Bloodlust: As long as you haven't eaten recently, you can enter a state of enhanced focus, prioritizing getting ready for a fight and awareness of the world around you, at the cost of your ability to charm others and any other skills you may have. Obviously this cannot be used if you've eaten and have an After-Dinner Glow, and you can only use it once a day. *This boosts Conflict and Luck, but hinders Allure and Skill*

<u>Auto Wins:</u> *Each of these cost 400RP, and can be used once a day*

Easily Forgiven: People tend not to hold it against you when you end up making mistakes. *This is an Auto-Win for Skill.*

Blessed By The Gods: Fate and luck may have it out for you sometimes, but you've got some divine power in your corner, willing to intervene for you once a day. *This is an Auto-Win for Luck.*

Black Out: Sometimes your mind zonks out and your body just goes all "Eye Of The Tiger" and keeps on going. It's handy, since it means that once a day, in a situation where you'd ordinarily just faint from exhaustion, you can end up succeeding in your goals whilst unconscious. *This is an Auto-Win for Physical.*

Pick On Someone Your Own Size: Once a day, you can garner sympathy if you've been bullied by other people, or failed at bullying other people. *This is an Auto-Win for Conflict.*

Pheromonal Manipulation: A quick burst of pheromones should be enough to impress Protagonist-kun, or anyone else for that matter. Shame you can only use it once a day. *This is an Auto-Win for Allure.*

Black Magic: Once a day, you can call upon arcane forces of darkness that far outshine anything most mortals can do. *This is an Auto-Win for Conflict.*

Dark Sorcery: You've learnt a forbidden spell to ensnare the hearts of mankind and bend them to your will, though this is taxing enough that you can only cast it once a day. *This is an auto-win for Allure.*

Reality Warper: Your mere presence warps reality and, once a day, you're able to change reality into a version more favorable to your goals. *This is an Auto-Win for Luck.*

Heart's Desire: Once a day, you can pull out all the stops for the one you love. *This is an Auto-Win for saving your loved ones, or fulfilling an explicitly stated desire of theirs.*

Items:

50 - Roller-Skates: This is a pair of snazzy roller-skates. They come with knowledge of how to properly use them, and are much harder to break or jam. Perfect for the jumper who needs to keep moving.

50 - Square-Rimmed Glasses: Anyone wearing these glasses gains a sort of aura of nonchalance, meaning observers will intrinsically understand that the one wearing these glasses isn't interested in trivial things, and as such, will leave you alone unless you would consider it worth being at least a little bit concerned with.

50 - Everlasting Bento: This school lunchbox will automatically fill up at twelve-o'clock with food that will perfectly match the tastes of either yourself or anyone who you designate. You can change who the lunchbox bases its contents on with a single thought.

50 - Kink Closet: This closet contains leather, whips, blindfolds and handcuffs. Purchasing this allows you to become better at asserting dominance over others, or better at fulfilling orders given by people with authority over you.

100 - Love Stationary: Any card or love letter written with this stationary set will seem more romantic to the intended recipient.

100 - Stainless Steel Kitchen Knives: This is a set of kitchen knives that absolutely will not stain, no matter what. Even if you're doing some real bloody work with this, like cutting up raw steaks or something, the blood will slide right off, and you won't even leave fingerprints whilst you're holding them! Great for cooking up a meal for your precious one. If you lose one, it'll be replaced the next day.

200- Extensive Wardrobe: You have a large enough wardrobe that if something were to happen to a set of clothes you're currently wearing, you'd be able to take your pick from ten other outfits to replace it, although you can only get two replacement outfits a day. *This lets you use Luck in place of Allure.*

200- Fortune Talisman: This charm, which can take the form of a talisman, a lucky charm or some form of holy symbol, can be mentally invoked twice a day in order to alter the flow of the natural world, allowing you to rise above anger and violence and have calm stoicism carry you far enough for karma to work in your favor. *This lets you use Luck in place of Conflict.*

200 - Prototype Device: This gizmo is held together by duct-tape, gum, a few wires and a bit of wishful thinking, and it's sparking all over the place. You can only try and use it twice a day, and you're not quite sure what'll happen if you use it. *This lets you use Luck in place of Skill.*

200 - Get Wasted: I don't think teens should be drinking this, but then again, you're hardly a typical teen. Drinking this bottle of booze lowers your inhibitions, but you're a lot less coordinated. For some reason, if you're under the effects of Crack Down, it's basically water to you. If used, will replenish the next day. *This boosts Social and Allure, but hinders Mental and Skill.*

200 - Hard Drugs: Sometimes, you just need something that'll make you feel alive. When you're under the influence of these drugs, you're able to push yourself beyond your body's limits and are more aggressive, but it's harder to think or to charm others. These have no effect if you're under the effects of Puff the Magic Dragon. If used, will replenish the next day. *This boosts Physical and Conflict, but hinders Mental and Allure.*

200 - Puff the Magic Dragon: Through mind-altering substances, you can find enlightenment. When you smoke these 'herbs', you can think clearer and have a better time getting people to like you, but your body relaxes too much, making it harder to be aggressive or do physical things. They don't work if you've recently taken Hard Drugs. If used, will replenish the next day. *This boosts Mental and Allure, but hinders Physical and Conflict.*

200 - Misfortune Talisman: This charm, which can take the form of a talisman, an unlucky charm or some form of unholy symbol, can be called upon three times a day to bring disaster unto everyone in your immediate vicinity.

200 - Dazzling Display*:* Your parents or work gives you a rather impressive amount of pocket money, enough that you can afford to splurge on an expensive item twice a day! In future jumps, this salary will automatically find its way to you, converted to the local currency, and nobody will question where it came from.

Companion Options: These cost 100 points unless otherwise stated.

200 - Import: You can import up to eight of your companions, and they'll get 600 points to spend, or 4 Romance Tokens. If you want to bring in more, you can pay an additional 100RP.

50 - The Help: You have a bunch of hired staff ready and waiting to attend to your needs in your personal life. These are followers, not companions.

100 - Wingmate: This is a friend, sibling or would-be-paramour of your own who, somehow, always gets mixed up in your antics chasing after the protagonist. Your happiness is of tantamount importance to them and if being with the protagonist makes you happy, then they're more than willing to help.

200 - Security Detail: You've got a bunch of hired helpers or security staff you can put to work dealing with anyone you don't like once a day. Count as followers, not companions. This is an *Auto-Win for Conflict.*

Protagonist-Kun: Free! This is the new transfer student in the area. He's free for you to take with you, but there is just one little catch; if you want him, first you have to make him yours. This is deliberately a little bit laxer that you might expect though; you can have a platonic relationship with him, but that would be overridden if he manages to get into a romantic relationship with any of your rivals, and that in-on-itself is overridden if you kidnap him and hold him hostage, in case you happen to be a yandere, sukeban, otaku or vampire. For 100RP (or a token), he has the effects of Anime Is Solved Forever, and this will allow for you to take him as a companion even if your relationship is purely platonic.

Toggles

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

This Is Illegal: This is a toggle that makes it so that Sensei's and Imouto's either are not part of this world, or are changed in the same manner as I mentioned in the origins section. There are still teachers and small children, they just aren't romantically interested in teenagers.

Hidden World: You can choose as many of the 'supernatural' archetypes as you wish to become part of this world. Or you could keep it normal.

But That's Forbidden Love: You can choose for Protagonist-Kun to be female instead.

Junior School Harem Comedy: This makes it so that instead of the default age being a teen, it's a pre-teen. The Sensei archetype, if this is chosen, represents a cool older teen, as anime doesn't usually go that far.

Preschool Harem Comedy: Or you could go even younger, if you want. This makes the default age around three to five. Again, Sensei's are instead older kids, and, optionally, Protagonist-Kun can instead be Protagonist-Sensei, in which case, whoever wins gets him to promise to marry them when they're older.

College Harem Comedy: Or instead of going younger, why not go older? With this, the default age is over eighteen for all participants. That said, Imouto's are still okay, because if adult-on-teen romance is okay, why not teen-on-adult? I

How Dense Can You Be: If you want, you can start your journey in preschool, and have the efforts of you and your rivals to woo Protagonist-Kun last up until your final years at college.

Be Protagonist-Kun: It's possible (and even a bit likely) that you came here with expectations of having a harem, not just being part of one. As such, this is the option that lets you be Protagonist-Kun/Chan

Drawbacks: Each of these offers 200 points unless otherwise stated.

Graduation: Free! You can leave this world at the same time as you leave High School, unless you take a toggle that changes the age range, in which case, the same time as you leave your chosen range. The only exception is if you chose the Protagonist-Sensei option, in which case you last until he is reminded of his promise by either you or a rival when you/they have become an adult.

Held Back: You'll spend 10 more years here.

Lost And Found: You can't use items from outside this jump here. Or access your warehouse.

Don't Look At Me, I'm Just A Schoolgirl: You can't use powers from outside of this jump in this jump.

Simulating Feeling Like A Demon In The Real World: There is a yandere here who's taking a much more proactive approach; less harem comedy, more psycho thriller, if you get my meaning. Given that you and her precious Protagonist-Kun both arrived at the same time, you are already on her radar. Guess you'll need to be ready to protect yourself! If you are Protagonist-Kun, you fail the jump if by the end, you are her captive.

It's Not Contagious: Whether you are dying of an incurable disease, have a permanent physical ailment, or merely have a tendency to get sick a lot, you suffer on a whole other level compared to the average girl. Thankfully, there are no barriers that love cannot overcome! If Protagonist-kun can look past your coughing, wheezing, sneezing, and hacking, that is…

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?

Notes:

Allure replacers such as Murderous Love do work on poems written with the Love Stationary, and they will still feel a sense of romance in the death threats laced in your love poem.

'Auto-wins' such as Black-Out still need what you're trying to do to be plausible; trying to defeat Superman in hand-to-hand combat as a human without any kryptonite isn't a physical conflict task, it's just impossible, so blacking out doesn't make it suddenly possible. Also, just to be clear, they're used when you fail at attempting the relevant task, not before you make the decision to try. It's still your choice whether or not to use them.

If you think an auto-win, trade-off or attribute replacer is any more or any less powerful than the others, assume that it's adjusted to be relatively equal in power.