Generic Otome Isekai Jump

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To cover briefly, 'Otome', is a genre of games, manga and novels popular among young women (and men) in Japan, and abroad, that is in effect a form of Soujo-styled reverse harem genre, where a female lead attempts to 'capture' the affections of one or more 'Targets', who are typically eligible young men, often nobles of some sort. These games can vary between towards the cutesy and sugary form of romance and a somewhat more grounded but still idealised view of romance, and tend also to be set in a romanticised medieval version of Europe or something obviously inspired by it.

Otome Isekai is a sub-genre of Isekai, which is where a person is transported to another world, and is often into an Otome game or novel they recognise, inserted into the role of one of the characters or as a background character. Quite a few of stories in this genre have the main character of them inserting as the Heroine or a Bystander but quite of a few of the best stories in this genre have focused instead on the Villainess, the designated 'villain' of the story.

The goal of this sub-genre is to explore what a person with future knowledge of the plot and/or modern-world knowledge or simply having a different personality that the person they replaced, might do to change events and explore the possibilities from there.

This Jump is for you to be able to experience the same sort of scenario and see how a Jumper could manage as a Heroine, or a Villainess or one of the other roles here.

Be sure to have fun and here take these, +1000 OP (Otome Points)

Origins

Background Character (This origin can be optionally a Drop-in origin)

In every story there are the leads and the understudies, and you tend towards the latter more than the former. Featuring little if at all in the original story, you are likely just someone living their life, doing their job, with little regards for the romantic entanglements and drama of other people. Perhaps you are a maid, quietly competent and dutiful, or a merchant selling wares and making deals. Your position is excellent if you just wish to watch rather than engage in the drama to come, but if your goal is to influence things one way or another, you are going to have a hard time finding traction.

Heroine

You are just a normal girl but somehow you are seen as extraordinary in this land where your Plain Jane looks are held as the height of the exotic. How you got here almost doesn't matter. Perhaps your parents or one parent was a traveller or a member of a rare ethnic group no longer around except in you. You come from a sheltered fairly common background with no noble lineage or titles or apparent support and yet here you are coming to the capital. Perhaps there is more than there appears to your background?

Villainess

Born with a silver spoon in your mouth, you wanted for nothing and were raised to an enormously high standard in etiquette and social education. You are an excellent debater, influencer, manipulator and score well on all your tests and examinations. You are also well aware that you have an enormous responsibility to your family to make their investment in you worthwhile. Even if you were to act a little beastly at times, it would be easy for someone to sympathise with the pressure you must be under.

You also may or may not have blonde hair that looks like a pair of drill bits and a suitably villainous lady-like laughter. "*Ohohohohoho"*

Capture Target

Whether you are noble, proud and stiff necked or perhaps cute, energetic and loveable, alternatively maybe you are sporty, charismatic and a little cheeky, whatever mold you fit in, you are considered quite the catch to the ladies around you in terms of personality, personal wealth, status or potential. You need to fend them off with a stick at times.

Hidden Target

You are the option unknown, a Capture Target hidden from sight. You are as a person so much more complex than the other more straightforward and easily identifiable Capture Targets, for good or ill. You likely have some deep trauma or complex and tragic background, or perhaps you are so normal that you blend into the background. In any case, you are easy to overlook compared to the Capture Targets, but you are the definition of a diamond in the rough, and capable of strong desires, intense almost obsessive love and loyalty to the one whom wins you over.

Scenario

All origins have a point here in this setting, a goal to achieve. This is optional and you may go your own way should you wish, bear in mind that any drawbacks taken will still be in full affect but may manifest slightly differently if you veer too much from the premise of this setting.

Should you chose this option you gain an immediate reward of 400 OP, but once locked onto a goal, which must be chosen when making your build, you must complete the Goal before the end of 10 years or you fail the jump and continue your chain with nothing from here but memories.

To begin with at the Academy, there are 5 or more capture targets, one villainess and one heroine and optionally one Hidden Target, by default. There is no specific number of Bystanders.

If you are a Bystander, you must throw your support behind the Heroine or Villainess and help them gain the affection of all the Capture Targets, and any Hidden Targets. This will not be easy and your diligent support will be essential every step of the way, however once you have achieved your goal then you can be assured that your chosen Heroine/Villainess is guaranteed to forever have a good relationship the Capture Targets without you needing to maintain things, and they will be aware and grateful for your aid and perfectly willing to help you in return should you need the security of long-term employment or even just a loyal friend.

If you are a Heroine, you must first identify all the Capture Targets and capture their hearts and affection. Once they consider you the most important person in their world, in either a romantic, platonic or other manner, even religious, then you will have ‘caught’ them and you can be assured that you won’t lose their affections as you then hunt down the others. Even as a reincarnation however with insight as to the list of Capture Targets, there will be a Hidden Target that you have only hints of that you must find and capture before you can be said to have won. You will have to actively fight against the interference of one or more Villainess that has the audacity to take issue with you going after their

fiancées, or adding their brother to your harem. Once you have succeeded then congratulations, you are probably engaged to royalty, have multiple knights and aristocrats in the palm of your hand and are on your way to win at life as far as medieval settings go.

If you are a Villainess, you also must try to capture the various Capture Targets however you have fierce competition from the Heroine who may be aided by Bystanders and by her already captured Targets in catching others. You will find that you must not just chase the targets, you must also beat down the Heroine to succeed, directly or indirectly and in so doing reduce the affection of the Targets for the Heroine, something ordinarily only possible by the Heroine making a mistake with the Target, but have the additional difficulty that doing so while caught, even with fairly weak evidence while the Heroine has caught half or more of the total Targets will cause you to fail your goal with no chance of recovery. You must also find the Hidden Target who will be especially difficult to capture, typically having a strange personality, obsessive tendencies or a particular tragic back-story that complicates matters enormously.

As a Capture Target, your goal to defy your fate to be objectified as some sort of collectable. You must frustrate your role, and in so doing escape it in one of two ways. You can either avoid falling into the influence of the Villainess or Heroine, both of which will be extremely charming and tempting, albeit in differing ways, each equally desirable and attractive both in appearance and in terms of personality, with other fringe benefits that make them even more appealing, both to you and others, which makes this quite the test of self-restraint, with the interference of other Targets making it more difficult for you, often in spite of themselves, as they unwittingly act on the behalf of the Heroine or Villainess to bring you under their sway.

Alternatively you can buck your role as a Capture Target by turning the tables on them and so absolutely capturing their hearts that there is no room for any others, becoming their one and only. You must successfully woo either the Heroine or Villainess despite the efforts of the other to intervene and spoil your burgeoning relationship and then either defeat the other in some way that they are rendered unable to affect your relationship any further, perhaps through

death, rendered harmless through mental collapse, exile, and so on, or you can take her as an additional Capture Target, with any additional Heroines and Villainesses initially acting as additional opposition and interference and then becoming Capture Targets for you once you have caught your current target. Any Hidden Targets will be particularly charming and difficult to manage, perhaps having some sort of advantage over you and the other Capture Targets that gives them significant opportunities to woe your chosen one. Others may have an interest in them, almost certainly, but so long as you are the only one in their eyes, then you have succeeded.

As a Hidden Target, you must again choose either the Heroine or the Villainess, and this person is in effect your sole Capture Target. Whichever you chose is magnetically drawing all the Capture Targets to her and charming them almost effortlessly. You must beat off these other suitors, demonstrate your superiority as a suitor to your chosen one by means fair and foul, reducing her affection to the others to neutrality or mild friendship and for her to have only you in her heart. Like the Villainess your actions can cause the relationship between the Capture Targets and your chosen one to weaken where normally it would require them to take an action themselves to damage their relationship with one another.

Goal Modifier Drawbacks

You can only gain 600 OP from these drawbacks, but may take more for flavour if you wish.

More Capture Targets - +50 OP per Target

There are normally 5 Capture Targets, but should you wish to increase the difficulty, you may increase the number.

More Hidden Targets - +100 OP per Target

There is normally only one Hidden Target, but should you wish to increase the difficulty you can increase the number.

More Heroines or Villainess - +200 OP each

There is normally only one Heroine or Villainess, but should you wish to increase the difficulty you can increase the number. Bear in mind that Heroines and Villainess are more likely to be able to put aside their differences and work together they are fundamentally at best rivals and cannot co-operate long-term. To Villainess may work together against a Heroine only to then to change focus to one another, for example. This complication will always default to the opposite of the Heroine or Villainess you are or support, except for Capture Targets who can freely choose whether they get a Heroine or Villainess.

Bitch in a Heroine's Ball Gown - +200 OP

The Heroine, seen as an innocent Saintess is in reality a cruel and manipulative person who's vile and nasty nature is near perfectly concealed, where even you are fooled and cannot appreciate just how bad she is until she openly reveals her true nature. She is a far more cunning manipulator, utterly opposed to the Villainess, with absolutely no limit as to how low she will go to get what she wants, treating others cheerfully as tools to discard when no longer useful and hiding her horrid pragmatism behind a veneer of innocence. She desires nothing more than to see the Villainess face be contorted in despair, as she flaunts having all that once was or could have been the Villainess ideally before delivering her to a horrid and final fate.

[Exclusive for Bystanders who choose to support the Villainess, the Villainess and Hidden Targets who choose the Villainess]

A Very Vile Villainous Villainess - +200 OP

The Villainess, on worlds like this have a nasty tendency not to be terribly competent, readily making mistakes and error in behaviour and judgement that is turned against them by the Heroines, Bystanders favouring her or Capture Targets enamoured with her. Everything from tantrums, bullying and

antagonising the Heroine, to more serious actions of perfidy such as arranging ‘accidents’ and assault, typically done in a very amateurish manner leading to the Heroine benefitting somehow whether through being gallantly rescued by a Capture Target and increasing in that Target’s affection or in some other less direct manner. This Villainess however does not make such self-defeating mistakes and half-hearted schemes. This is a Villainess who knows the full range of her assets, power and influence and has the deftness of personal ability and a lifetime expertise in social manipulation, to utterly ruin someone with a word. This is the opponent you have now, a Villainess to the core who has only not crushed you under her heel yet because she doesn’t want to dirty her dainty shoes, yet being the operative word.

[Exclusive for Bystanders who choose to support the Heroine, the Heroine and Hidden Targets who choose the Heroine]

Common Sense of a Jumper - +400 OP

So many poor villainesses find themselves confronted by their deeds in a suitable dramatic fashion near the end of the story and are utterly demolished socially, sometimes worse to the point of financial ruination, being ejected from their families, prison, exile or even execution. Not all Villainess deserve the name however, and not all resort to childish or criminal reactions to the Heroine’s poaching. This poor Villainess is the target of so much slander, mistreated by those who should have stood by her, swayed by fabricated evidence, misrepresentations and distorted retellings of otherwise innocent events and outright lies.

Defeated in the court of public opinion, this Villainess is ready to retreat from social life. Fearing the reactions of her family and doubtful as to her own future, now is the time for you to enter the stage either as the Villainess herself, a Bystander supporting her or as an unrequited Hidden Target.

Your Goal now is not to capture the Targets that spurned her and turned on her, but to make each and every one of them regret their actions towards her, to realise their errors and at least try to make amends where possible or where not to extract a suitable revenge on them. Something similar must be achieved with the Heroine but will depend on the Heroine. If the Heroine is innocent of any

deliberate wrong going, it would be enough for the Villainess to bury the hatchet with her, but if she acted maliciously then a suitable revenge is needed.

[Exclusive for Bystanders who choose to support the Villainess, the Villainess and Hidden Targets who choose the Villainess]

Tarnished Saint - +400 OP

This is it, the Villainess won. She turned all those you bared your soul to, those you hoped would care for you as much as you cared for them, against you. Even those you thought of as a proverbial rock, reliable and consistent in their support and affection, changed when you were not looking. You have lost everything, love, status, a chance at happiness, the betterment for you and whatever family you may have, the dreams that gave you strength and hope. All gone. All because of Her, the Villainess of your own story, or perhaps at the hands of her supporters, without Her awareness or involvement.

Maybe you did make mistakes, maybe you were presumptuous and impertinent and did not know your own station, like they said about you, but you could not control the hearts of others and did you ever do anything to deserve such destruction? Such a vicious overwhelming assault against everything that you did not have time to think, react or to grieve for what you had lost before you lost even more until finally you fell to this pitiable situation.

But perhaps as bad as things are now, with your image stained in the eyes of the public and your Capture Targets, there is still hope. Things have been bad before and you worked to make them better. Is now any different? Buck up, young lady and roll up your sleeves. There is work to be done.

Your Goal, should you be the Heroine, is now is to get everything back that was taken from you with interest. For every Capture Target poisoned against you, you must either resolve things with them and regain their affection, turning them against the Villainess also, or replace them with new Capture Targets, people who are in every respect as good as or better than the original Capture Target. Who needs the scornful and foolish Second Prince when you can have the wise and faithful Crown Prince, after all. Also, you must either uncover the truth of what happened and cleanse your reputation, or make for yourself a new one, where you achieve a social status equal to or great than that of the

Villainess. Bystanders and Hidden Targets who support the Heroine are charged with aiding the Heroine in achieving this Goal.

[Exclusive for Bystanders who choose to support the Heroine, the Heroine and Hidden Targets who choose the Heroine]

Setting

Free and Mandatory; Choose one only ; No Setting or Setting Modifer changes the number of Capture Targets, Heroines, Villainesses or Hidden Targets.

Medieval Europe - Free

This story shall take place, at least initially at the Academy, a large mixed-sex institution for the education of young nobles. A surprising modern concept in such a medieval setting.

The jumps starts just as the Heroine makes her way to the Academy at roughly the same times as the other Major Characters (this can be changed by drawbacks taken, please note). What happens after that is up to you.

Modern World – Free

Rather than being based in another world this is either the real world, or something based on the real modern world. Plumbing, computers, conveniences, all things you'd miss in a Medieval world are here for you.

Now you are based in a modern school setting, roughly comparable to the Academy in the Medieval options above, a very prestigious institution for the rich, famous and social elite of the next generation.

Post-Grad – 200 OP

You do not find yourself entering any Academy, instead you have arrived at the capital of your starting Nation, where all the other major actors either already live and work or soon shall. You must make your way through an entire city, rather than the enclosed, cloistered environment of an educational institution, finding those you need to find and wooing those you need to woo. Oddly enough this doesn't seem to impede those who work against you or make it any easier to avoid those you'd rather keep your distance from.

Cannot take along with Ancient China

Ancient China (hard mode) - +400 OP

This story shall instead take place in the byzantine politics and complex social hierarchies of Ancient China, the Major Characters shall all meet in the capital of the nation, but due to the difference of culture shall only be able to meet sporadically and often in formal environments which make it difficult to develop relationships. Be prepared for everyone and their auntie to fight dirty, to lower themselves to despicable levels over petty motivations and to just generally be awful. You aren't coming out of this clean and likely your opinion of everyone here will come out pretty poor as well.

Setting Modifiers

100 OP each unless noted otherwise; there is no limit as to how many you may purchase

Monsters - This is a world with monsters. Ranging from basically animals with some extraordinary features to outright creatures from myth and legend, these monsters are both a source of danger and wonder in this world. Tamed monsters can be loyal guardians and pets while roaming feral monsters can being disaster to entire towns and homesteads. Should you also choose Magic then these monsters will be even more bizarre with magic enabling more unusual forms and some rare extraordinarily intelligent monsters will even be able to use magic to take on human form, and some Magic users may learn to summon contracted Monsters to their side for battle or self-defence.

Magic - This is a world where magic takes place, where magicians in towers, castles and in the towns and fields of the land, wield great power and influence over the natural world. Being able to use magic is a common talent, and is largely treated as a normal fact of life, however there are extraordinary

people in this world who push far past the common rabble and become exceptional wielders of magic and gain the title of magician. As far as you should be concerned this means that anyone you meet, no matter how fragile or harmless they seem could potentially still be dangerous through the use of magic.

Soul-mates - By one means or another, the people of this world have a singular blessing, in that for those lucky souls to gain this benefit, are guaranteed to have a soul mate. The soul mate is easily recognisable and when first met Soul Mates immediately bond on a deep emotional level that makes it impossible for anything to break their bond. Where this bond is a romantic nature, then like Swans they mate for life.

Spirits – This world has spirits, intangible and often invisible entities tied to the world and the elements, although some spirits exist also for people, places and even concepts. Their existence means they must be carefully considered and appeased as a swarm of angry spirits can bring about famine, drought or whip up a powerful storm than can devastate a land. Should you choose Magic as well you may learn to create/bind a spirit to yourself that can interact with natural spirits and communicate with those otherwise alien minds more easily than anyone else. This spirit can also assume a human form and the form of a small animal, no larger than a middle-sized dog. The spirit if injured or just bored can also enter your dreams and take naps in your soul.

War-torn – This is a world where war have ravaged the land and looks to be coming back around again shortly. Long-term peace is impossible and war is inevitable. Everyone knows it, from the tension in the commoner's marketplace, to the terse words spoken between nobles at gatherings. This leads be necessity to a military focus on all things and may even include you being involved in the countries fighting, either on the front-line or in support. Everyone must pull their weight so being a Noble won't be any protection.

Renaissance – This is a world on the cusp of a change, a change in thinking and a change in doing things that will have enormous repercussions. This is a world on the brink of Renaissance! Already this world has been forced to accept Merchants and their children as having status comparable to Nobles of relatively matched wealth, with ingenuity and merit finally being recognised as having at least comparable importance to lineage and bloodlines.

Reincarnation or **How much Isekai, is too much Isekai?**

You may select any one of these options for free or refuse the freebie and gain 300 OP; You may select more than one reincarnation method.

400 OP – Turn of the Hourglass

You lived a year of hell, of suffering, abuse, neglect of sadness and pain. It was a time where you increasingly felt like you had little to nothing to live for. Things were bad and you saw the worst side of people you thought kind and noble. In the end, things came to a head and you lost your life, with some relief but also with enormous grievance against the world. At that point you returned back to whom you were a year before, before all the worst had happened, early enough to change everything had you the will.

In effect this gives you the advantage and the baggage of a set of memories of an alternate future which explicitly went badly for you in the worst way possible. You are likely to be able to use these memories to avoid that future but beyond that it will be up to you to make a good future to replace it.

In that horrid future, those you trusted showed their true face, allowing you to see how loyal or treacherous they actually are, with your impressions of them from this defunct timeline being always accurate but depending on your actions may change, an enemy can be avoided being made into an enemy, a loyal servant discarded can be retained and valued, and so on.

You can either have the perk work the same way in future jumps, giving you a year worth of future knowledge of a Bad End timeline when you enter the jump, or it can simply function as a 1-UP capable of returning you to life by sending your mind back in time as much as one year, or to the beginning of the jump, whichever is sooner. You must choose before entering the jump and can decide on a jump-by-jump basis.

400 OP – Living the Game

Perhaps you were just one more average person living your life in the modern world before now finding yourself transported, perhaps at the moment of death, through time and space and into a new yet familiar world. Wait, this all seems so familiar. Doesn't that guy look like a Capture Target, and that haughtily laughing girl with the drill hair, isn't she a classic Villainess? Isn't this the world of [insert game/novel/manga name here] that you've always loved!

With your knowledge of this world, you gain an insight into this world's narrative, its tropes and some predictive knowledge of how the setting would have panned out without your intervention, from your experiences playing it as a game, but only in regards to the original story, setting and characters. This insight is limited by that perspective however, and there is a lot in this world you likely won't know as it wasn't in the game.

You finding yourself in this world as a Reincarnator from a normal generic modern world, you retain access to your full pre-existing education and the expertise you may have developed in whatever line of work you choose for yourself in the world, which you can freely apply to future worlds. A reincarnated event planner for example would be quickly able to adjust their modern skill set into being equally competent as an event planner in this sort of world and other in future.

While this perk only grants a generic above average education from a generic modern world (probably but not necessarily Japan) and a single job one can then adapt to still be able to perform equally well in different worlds (this does not guarantee that the job is something useful or wanted in this or future settings and a job that explicitly requires something not present without any reasonable substitute can't be performed at all) however you can include education you receive in future under the fiat protection of this perk and any job and job related skill sets you develop and pickup will also be gifted with enormous adaptability, allowing you to use them in future worlds so long as it is remotely possible)

Perks

General Perks

100 OP – Good looks

While not mind-breakingly beautiful or jaw-droppingly handsome, you have very respectable good looks that put you in good stead. Exactly how these good looks manifest is up to you, as a form of sweet cuteness or the burgeoning sturdiness of a young warrior, whatever your tastes and preferences, within reason.

Any purchase of the 400 OP tier Origin perks along with Good Looks upgrades the affects of Good Looks enormously to the point where the perks gives a 10/10 at least in effect.

200 OP – Romantic Courage

Relationships can be scary, taking that first plunge to ask someone if they wish to dance, if they are waiting for someone, if they would like your company, whichever and sometimes that daunting first step can keep one from happiness with the person that could have been an ideal match. Not just this however, sometimes when you have a relationship it can be scary to talk to them about certain things, to fight for them in certain ways. How can you be sure you won't lose them if you try to hard? For all these trials, we grant you this, a form of romantic courage that will always aid you in forthrightly pursuing your relationships.

200 OP – Affection Meters

You have a strange visual illusion, something only you can see and only around other people. How odd that around their heads is a percentage meter. What does it measure you wonder?

The Affection Meter perk only works in person, on the living and sentient, those who are aware of your existence and have some sort of opinion, positive or negative of you. The meter goes into negatives as well and when someone is negative it means they actively dislike you and would rather if you would be so kind as to drop dead, while 100% Affection is extremely good friendship or love.

400 OP – Reversed Triple-Backflip Harem

Your 'capture targets' of either gender once fully 'caught' by you will find themselves added to your informal 'harem' where they can be considered as your spouse for all legal and social purposes. Somehow the worlds you travel to, including this one, will see nothing wrong in one man or woman monopolising the best of the young men or women of a generation, or both genders at the same time.

More importantly, you will always find time for each and every member of your harem, as if time and space itself was giving you a pass exclusively for spending time with them and this will always be emotionally sufficient to satisfy them in terms of their relationship with you. All members of your harem tend to get along exceedingly well and to an upper limit you can set.

Background Character Perks

100 OP – To Serve My Liege

While service is admirable, to serve well is essential. In the service of others you must have the skills to perform that service, or the ability to acquire those skills in time to be of use. For you, while in service to another you quickly develop the bare minimum skills necessary to perform the tasks expected of you. The more demanding the role the more time it will take however, so it is still best not to bite off more than you can chew, but you will get there eventually.

200 OP – To Defend My Master

To protect another, one who deserves your service, is the highest and noblest pursuit for those of your ilk, but one cannot merely say, one must do. Either by force of arms or subtler means once must protect what one has chosen to protect, and in such matters you excel and needs not chose between methods as you the skill you cultivate is the skill of protection itself. Whether you are to protect with a sword in hand or a pen, through words whispered in the right ear or a dagger in the right body, you protect diligently and without hesitation.

400 OP – To Protect Their Heart

Power can come from emotions; sheer drive can come from caring for another person, all pushing people towards a degree of excellence attainable through no other means. When you care for someone, any action you take fuelled by that investment in them reaches greater heights than by alright it should. A young girl who lives for and adores her Mistress could become a consummate Maid, assassin and spymaster while still in her teens and still have room to grow further in pursuit of being of the most use to her Mistress as she can manage.

In proportion to how much you care for another person you gain a related increase to your maximum potential, you capacity to train to reach that potential quickly while seamlessly integrating those skills into your other skill-sets and the ability to, at need, push yourself past your normal limits for their sake.

Heroine Perks

100 OP – Normal Girl

You have a strange relationship with attractiveness. Simultaneously you are a normal girl, a Plain Jane, and yet you can stand proud when compared to the great beauties of the nation. In short, you are treated as attractive or normal, depending on your will and the viewer, almost independent of how you actually look like. In short, you can perception filter your attractiveness, dialling it down from your normal to whatever level you wish and can exert fine control over this to change which level of attractiveness you have for specific people, demographics and even situations. Over time you can even develop more forms

of fine control, for example being able to automatically reduce your appearance in the eyes of a person who may react with envy so as to avoid that reaction.

200 OP – Holy Maiden

There is something about you that makes others side with you, sometimes in defiance of their own common sense and the absence of any supporting evidence. Consider it a formal of moral charisma, where then you are confident that you are in the right, the wounded party, the victim in a situation, you can greatly sway the hearts and minds of others into believing your plea that another has been mistreating you, attacking you or otherwise acting in a manner unbecoming. Bear in mind that this charisma is limited by you as a person and a sufficiently rational person can find them-selves un-swayed in the absence of sufficient evidence, but on the other hand when used as part of a public event this can be especially damning to another's reputation.

400 OP – Loveable

There is something about you that on an emotional level feeds those around you, nourishes them in some aspect which they have been left wanting in the course of their lives up to meeting you. People gravitate towards you, respond strongly to your modest kindness or affectionate gestures and quickly form strong positive bonds with you. Only those already biased against you are immune to this, at least until you have weathered and reduced that bias in a target with sufficient gestures or friendship, kindness and affection. As an additional perk, this will not create toxic relationships with people that might otherwise form them; they will instead simply avoid you.

Villainess Perks

100 OP – Best Bride on Paper

You are, at least on paper, the best possible match for anyone on the nation. Royalty would be hard-pressed to find someone better. Your status, your lineage, and whatever you or your family or your allies bring to the table are all ideal for whatever suitor you wish to pursue. Sadly while this will definitely

lead to both of your families being willing to allow an engagement, with considerable social approval and positive pressure for the match, being the best match on paper does not automatically mean it will be the best match in reality and your would-be partner may have something to say about this.

200 OP – Tea Party Hostess

It is expected on Noble ladies to perform certain ceremonies, certain acts and part of their role on society. Attending debutante balls, parties and various sundry, often face-meltingly boring, events are all part and parcel of the responsibilities of a Noble lady. It is a certain sign of maturity in their role and security on their position in society when the Lady herself hosts such an event. Make no mistake, for all the cute elegant and elaborate costumes, settings, consumables and soft-spoken genteel tones, this is a shark tank and only by managing it perfectly can the hostess keep blood out of the water, or at least her own blood.

You are excellent in managing and planning social events of all stripes, but particular those that are focused on your presence and require your active engagement. Manipulating those in attendance and showing a form of social dominance is relatively easy for you and you can even shift things so that particular guests to these events feel particular welcome or unwelcome.

400 OP – Noble Villainess

No one can deny your lineage, your poise, your articulation. You are the epitome of what it means to be a Noble Lady. You will find yourself to a cornerstone to whatever family you are born into, and to a lesser extent any family you marry into, making you quite indispensible. All accusations made against you are automatically discounted and dismissed by the public and any authorities unless the proper legal procedure is followed, even if imperfectly or only in spirit. You will always be able to aptly defend yourself against slanderous accusations, and so long as you are being honest, or sound more reasonable than your opposition, you can sway the hearts and minds of those observing and judging. When others seek to falsely accuse you, either entirely falsely or by exaggeration, should you be successful in convincing whatever judge there is of your innocence, whether a specific person or a mob of people,

you can turn the tables on the accusers and damage them at least half as much you would have should the initial accusation stand. If that damage is social, then they lose a great deal of reputation and the regard of their peers, if they would have stolen your future from you, you can badly damage theirs, a Crown Prince finds himself falling short compared to his brother in his father's eyes, an aspirant Knight is effectively blacklisted from ever becoming a proper Knight and so on.

Capture Target Perks

100 OP – Savant

You are highly talented in some facet of male Noble life, whether it is estate management, accounting, administration, swordsmanship, politics, diplomacy or some other worthy field, you are highly regarding in terms of your current talent and your future potential. Not only that but you are also quite adept and training and teaching others in this field, helping those who might never have been able to make the initial mental leap do so, and accelerating the learning speed for others by about fivefold in this area. While this skill will never change it will automatically adapt to new worlds to take into account new ways in which this skill can manifest, keeping you at the same relative level of skill.

200 OP – Knightly Mantle

In a world such as this, all men should know their way around steel. You take things much further than most, having trained to the level of a novice knight. Your skills in this respect make you notable faster, stronger and more enduring than all but your most exceptionally athletic peers. More importantly, you give the impression of gallantry and respectability proportionate to your martial skill and can give the impression of a very reliable and honourable sort to those that meet you, even on the first meetings before introductions. Wherever give yourself over to protect another using your martial skills over a period of time as a guard or protector, a strong bond of mutual respect and affection forms between yourself and your charge, so long as it is not resisted by either side.

400 OP – Born to the Throne

You are a Prince, with royal dignity screaming from every inch of you, resounding in your voice and your comportment. You are utter stunning as a figure of inspiration and a rallying figure capable of drawing in crowds of people and having them eating from your hand, dancing to your tune. You are seen as an indispensible person to your country, a member of royalty that is essential for the countries well-being and well-regarded enough to rank high up on the succession list with the reigning monarch keeping a close nurturing eye on you. You are a righteous and trusted figure and can wield this socially against otherwise unassailable enemies. Treacherous and competent villains that betray and cause pain and harm without leaving enough evidence to punish them, you can bring them to heal, force them to admit their sins and then cast judgement on them, using the sheer force of your charisma and the will of the people to identify someone as an evildoer and punish them accordingly without the need for evidence. Your ability to do this stems largely from trust in your judgement however so accusations made against someone whom it is unthinkable to perform such deeds will need some sort of justification and should your judgement ever seem to be impaired in doing such things either during or in hindsight afterwards this can badly affect the trust and respect you can normally rely upon.

Hidden Target Perks

100 OP – Nothing To See Here

To be a Hidden Target, rather than another Capture Target, you must by definition not be obvious and apparent as a possible Capture. Fittingly you can conceal yourself very capably from others in various ways. From disguising your potential or skills from others, useful to avoid recruiters and those looking to pressurise ‘volunteers’, to your identity by various means, including some skill in disguise, forgery and a measure of good fortune that makes your efforts at stealth and deceit unfairly effective all things considered. Passively you can cloak yourself in a veneer of normalcy, where anyone looking in your direction would simply see you as part of the environment, yet another person in a crowd, unless you stood out on some fashion. While this affect is weak and cannot stand up to any real scrutiny, its blanket and pervasive nature means that so long as you are careful scrutiny won’t come your way.

200 OP – What's Mine Is Mine!

You have a fierce desire to keep yours, yours. Whoever looks at the things you have with envious, greedy or lecherous eyes had best beware that you will not allow them to follow through on their desires. Whenever you possess something, an object, a right, a fortune, a place or the heart of another, you are ensured that short of you giving it away, using it up or changing it into something else, then you shall not lose it. Two other exceptions is that if it expires naturally and unavoidably then it is lost, such as an apple if left unattended will go overripe and rot, as it must, but other things that do not need to decay, such as the love another has for you in their heart, shall be preserved, untaken by the passage of time until they die. Also the destruction of the thing in question results in your claim being lost, as this simply guards against your things being taken, not being destroyed.

400 OP – Love is a Battlefield

You can take the very concepts of love and war and mesh them together in a unique way. When it comes to love, you can strategise, plan and execute plans with the same skill you may have in war. Assaulting, besieging and outmanoeuvring your targets, cum romantic rivals with social tactics and strategies, inspired and derived from your skill at war, that confound and leave them floundering while allowing you to remain the picture of poise, as you would as the straight-backed general of a host of proud soldiers. Similarly you can combine your efforts with combat, war on the personal level, with your ability to interfere with relationships. A sparring match from you can blow away the confidence of a would-be Lothario leaving them fleeing the opposite sex, haunted by feelings of inadequacy, for example. Or perhaps a scar from you leaves a permanent reminder in a young man's mind as to his own mortality and inability to protect himself much less any loved ones he may have, leading him to push away those who might wish to develop a relationship. For all intents and purposes you can use your skills in war and combat to interfere with other peoples personal relationships. Naturally you are better at this the better you are at war-craft and personal combat in terms of skill if not experience, and if you wish you can use this also to help others build relationships rather than to

break down or prevent them from forming in the first place. This does however do you no good in developing your own relationships with others.

Items

General Items

200 OP – Hourglass – discounted with Turn of the Hourglass

You have a small hourglass that when rotated so the sand starts flowing in the opposite direction can allow you to reverse time by 5 minutes once per day. This hourglass cannot bring back others, or other items or indeed anything other than your own memories as even injuries are left behind as you unwind time. Please note there are two downsides, one the hourglass is made from simple wood, glass and sand and is no more durable than you'd expect nor can it be improved, imported into other more durable items or similar, you must also hold the hourglass when using it to go back although you don't need to have been in contact with it at the time you are going back to.

You can share the use of the Hourglass with others, allowing them to use it as you can, however they pay a price of a small portion of their remaining lifespan and a sense of exhaustion after use, each time the Hourglass is used by them.

200 OP – Speech Options – discounted with Living The Game

When engaged in conversation with anyone this useful tool pops up. Appearing before you, invisible to anyone else are three options, summarised as sentences suggesting something you can do or say in response to the other party. Two of these options are always either bad or negative in terms of developing your relationship with the other party, while the third is either neutral or positive. The trick is seeing which is which before selecting which one to follow. When one is selected, which you do as a matter of will, you are compelled to follow through with saying or doing what you choose, even if it is difficult or

disgusting, like eating spoiled food or saying an expanded version of your choice that says more than you expected or included something you didn't want to say. You can always choose to dismiss the illusionary screen but cannot summon it back until the next day at the earliest.

Background Character Items

100 OP – Work Wardrobe

This chest of clothes, when opened, is guaranteed to contain exact the perfect type of work clothing for whatever sort of work you are planning to do, including designs and features that may not have occurred to you that make your work easier and sometimes safer. You can draw additional sets of work clothes at will, of the same type as your own, but must return all such sets before the chest can generate a new type of work clothes.

200 OP – Workshop

There is a time and place to dirty your hands, and this at least is the place. A small room that you can find tucked away in a convenient location where you live or work where you can pop into to work on whatever interests you. Perhaps you look to craft something or design something? If so then plenty of common materials and tools are available for prototyping or even to make the final product, and there is plenty of paper and writing tools for drafting, sketching and more. And if administration is your business, then this room is excellent for dealing with tedious paperwork as well. Anything you do in this room, so long as it is in some way productive, you are provided with a good environment with plenty of common materials, tools and equipment for it and it becomes enjoyable, takes longer or shorter an amount of time to perform based on whether you normally enjoy it or not, and you always perform to the best of your abilities.

400 OP – Farm

A modest plot of land, rented out to nameless followers that endlessly, tirelessly and happily work, is now yours. This plot is guaranteed to be safe no matter where it is located in the world from disasters or wars or deliberate sabotage or similar unpleasantness. It yields the highest quality food, including vegetables, fruit and herbs local to the region and even similar regions further afield as well as any additional plant you introduce to it. For all its modest appearance it never seems to run out of room for new plants so long as you are actively involved or supervising its expansion. With this you will never starve and in time maybe no one ever will should you be a generous sort.

Heroine Items

100 OP – Unrefined Wardrobe

A small hand-made pine wardrobe, a familiar memory of home that has followed you far from what you knew to this new and intimidating place. Loving placed within is clothes, that perhaps are not worth small fortunes like that of nobles girl's, are made with love and care, simple in design with small charming flourishes, that in the eyes of those who have grown used to the colour and complexity of the standard noble fashion, comes across as pure and wholesome, providing the wearer a good impression from those of higher station. And you know what they say about first impressions…

200 OP – Wickerbasket

It is said that to reach a man's heart, you must do so through his stomach. True or not, the contents of this simple wicker basket is some of the most tasty, yet fairly simple fare you can find, that has a strangely universal appeal. Even connoisseurs of the finest delicacies would find the food produced in this basket to have such a taste and pleasant appeal that they could not criticise it. Sharing the contents of this basket, perhaps during a picnic, will both feed the hungry bellies of you and those with you, while also helping nurture any relationships and connections between you all. Friends become more friendly, affection

increases; love matures and slowly blossoms, all aided by the food from this basket. The basket generates enough for a dozen people and replenishes once a day in the morning, it also keeps the foods at a perfect temperature and humidity. The food can be either sweet or savoury depending on what is best for, or most welcome to, the intended eater.

400 OP – Rural Home

Home sweet, home. There is something reassuring to know that no matter what happens no matter what disasters may befall you, no matter how bad things go, you still have a home to go to at the end of the day. It is a place of safety and warmth with good memories and a cheerful, healing atmosphere. You can at any time retreat here and be safe from those who intend you ill, where only those who are your friends and allies can find you and cannot be followed or tracked by others. While guaranteed to keep you sheltered and warm, this house is otherwise a normal home and will need stocked with supplies and kept maintained, although strangely when not being is use it seems to keep itself clean.

Villainess Items

100 OP – Elegant Wardrobe

Gems, gold thread, silk and satin, all the things that go to make up your outrageously expensive yet also remarkably stylish and elegant ensemble. Your wardrobe, sub-sectioned into two compartments contains a large number of outrageously expensive gowns and dresses, with one compartment for outdoor dresses, the other for indoor dresses, appropriate for all occasions with accompanying accessories and miscellaneous garments like nightgowns. All of the finest quality, of course and have I mentioned yet that the clothes here are outrageously expensive? You can't sell them though, or loan them to others or give them away. You are stuck with a fixed number of these dresses however, roughly a dozen, and when in the wardrobe they are automatically tailored to adjust to your exact measurement and will change to fit changing fashions, actually keeping you slightly ahead of the curve.

200 OP – Handkerchiefs and Fans

Women in this culture are not expected to wield swords, and so they must find swords of their own that they can wield, subtler weapons that cut no less deep than the sharpest blade, but into the very soul rather than the flesh. With a word, a gesture, the wealthy and influential ladies of the court can change the course of a person's life, for better or for worse. Perhaps more dangerous than anything is the favour of a lady for with her favour comes her enemies. With this you may at any time produce a handkerchief that you can symbolically give to another and if accepted this can be seen as representing socially a relationship between the two of you, which can be then leveraged with them or broadly with society, to develop a relationship or give the impression of a relationship. Also comes with an elaborately decorated fan, which by holding the fan, spread in front of your face, you can strongly influence how other parties perceive your words, making otherwise hidden and subtle subtext clearly obvious to them and only to them, and optionally appearing either intimidating or well-meaning and harmless as you wish.

400 OP – Manor

It is only natural that Nobility live like Nobility, not like Commoners, living in hovels and such, and with this you can be assured you shall always live like a Noble, whatever future shifts in fortune you suffer. This massive manor contains dozens of rooms, with even more small rooms for storage and is three storeys tall. It is always free for you, all expenses and taxes miraculously and seamlessly paid off and no one will ever challenge your right of ownership over the property. Maintained by a small army of staff, followers that are absolutely loyal to you and are excellent at their jobs to a near eerie degree, you need not fear a lack of servants to order about to tend to your every need and whim. The Manor even can provide a modest income with its expansive lands having some of its peripheries rented out, mere pocket money for a Noble of course, but perhaps it will come in useful.

Capture Target Items

100 OP – Noble Wardrobe

A noble scion must dress the part, and with this you have the tools to look as sharply dressed and manfully elegant as any of your peers. Much like the Villainess, although much less opulent, your garments are a means of broadcasting your social position and acts as an advertisement of both you and your house, as such it must be kept in perfect condition. Your wardrobe keeps your suits and all other garments perfectly ironed to within an inch of their life tailored to your specifications and in the case of more formal wear, any sorts of special heraldry or medals and similar accessories are included automatically, including miscellaneous items of clothing.

200 OP – A Noble Sword

Or perhaps more accurately, a Weapon, of whichever form and style suits your form of combat best. It is mechanically no more complex than a flintlock pistol and more likely a fixed piece of metal such as a sword or halberd. This Weapon is for you, a masterwork of its kind, exceptional to the point of being almost but not quite supernatural in the hands of a normal man, and capable of scaling with its user to show supernatural ability as a weapon o f it's type when wielded by something or someone supernatural themselves. In short it can scale with its wielder but only in terms of its quality and ability as a weapon, not developing new traits and abilities but remaining the best possible weapon of its type for you. The weapon possesses two other qualities, firstly it passively aids you in training in its use, allowing you two benefits from training with it twice as fast as another weapon of the same type, and also it can make obvious to any who sees it, even sheathed or within a scabbard if you wish, that you are dangerous with it in hand and how bad an idea it would be to get on your bad side.

400 OP – Castle

It is the duty of a Noble, sadly one often ignored, to protect their people and to ensure their prosperity. This is done multiple ways, through good management of a Noble's lands, the dispensation of justice even-handedly and so on, but one of the most pressing and important is to protect one's people from invaders and brigands. In order to do you have this modest castle, with a small force of capable soldiers and a handful of knights, situated in a land you have for whatever reason been charged to aid in protecting from threats within and without. Your castle, more of a Keep really, is a very solid defensible structure, near impregnable with its full complement of men, but barely able to contain more than that. You are tithed a small income for your protection that you offer the surrounding lands, with the various expenses associated with the Castle being dealt with for you somehow.

Hidden Target Items

100 OP – Hidden Wardrobe

This wardrobe full of disguises and discrete outfits, designed to help you go about your business without bring identified, standing out or identified, serves you well in keeping your activities from prying eyes and nosy busy-bodies. There is a benefit to not being easily racked or recognised, letting you get up to all sorts of mischief, or something more sinister if that's your preference.

200 OP – Secret Keeping

There is a secret in your past. Something painful, something sad and dangerous. Something you need to keep from everyone and anyone. No one can know, it would be the end of you if they did! So with this, in whatever form it takes, you can maintain your secret.

This item provides you with a means once per jump of concealing a secret. Should you be secretly the son of the king, this provides near perfect proof that you were the son of another man. Have some sort of nasty business in your school record then this will give you the means to replace that record with a

near perfect forgery omitting that information and so on. So long as you have a secret, on singular secret, this will give you the tools to keep it secret.

400 OP – Orphanage

A modest orphanage, a former church since abandoned by its Mother Church and stripped of religious trapping, since repurposed for the lost and orphaned children to be found in the lands around it. This is yours now, owned lock, stock and barrel. Did you come from here, perhaps? This cosy place gathers up those poor children and like no other orphanage in existence helps those souls grieve, mourn and move on from their loses and grow up to be great, good and capable people, those who remember where they came from and would be willing to work for you and yours as loyal and as ably as they can.

Companions and Followers

Note that some of the following require specific Setting Modifiers to be taken to be available

100 OP each or 400 OP for 8 – Import (Discounted to Bystanders)

You may import previous companions into this world, to walk alongside you or to follow their own path. They may select any Origin and have 600 OP to spend on perks and items.

100 OP each or 400 OP for 8 – Creation (Discounted to Bystanders)

You may create new companions in this world, to walk alongside you or to follow their own path. They may have any appropriate Origin and have 600 OP to spend on perks and items. They are by default tremendously but not unshakably loyal to you and are happy to come with you to future jumps.

400 OP – Harem (Free for Villains and Heroines that complete their Goal)

You may take any number of those whose hearts you have captured in this world with you on your journeys and they will follow willingly and gladly. Each such person counts as a follower unless specifically imported as a companion in a future jump.

200 OP – Waifu (Free for Hidden Targets and Capture Targets that complete their Goal)

You may take some special person who you have developed a strong romantic interest in as a companion to come with you on future journeys. They have 800 OP to spend on perks and items and any of the available Origins, with their various discounts. Despite the name this can be a Husbando instead, but whatever their gender this only allows for a single person unless repurchased a second time. For Hidden Targets and Capture Targets that complete their Goal only the first purchase is free.

200 OP – Soul Mate (Requires Soul Mates)

You may create or import a companion who you are magically tied to as a Soul Mate. Despite the name this need not be a romantic tie, but may be a connection of great trust and friendship or otherwise platonic. This connection however allows you to freely locate, flawlessly identify and to share magic is various ways between you and your Soul Mate. You may instead purchase this as an upgrade for your Waifu for 100 OP, but needs to be purchased for each Waifu individually should you have more than one.

200 OP – Monster Lord (Requires Monsters)

You may create or import a companion or a pet as a powerful Monster Lord. Capable of assuming a powerful monstrous form and also a surprisingly good looking human form, this powerful being commands the respect and fear of other less powerful animals and monsters and can freely communicate with

most such beasts. This companion also possesses 600 OP for you to spend as needed on perks and items however it does not have an Origin for the purposes to discounts. You may upgrade a created or imported Companion into a Monster Lord for 100 OP.

200 OP – Magic Mentor (Requires Magic)

In the pursuit of excellence in Magic, someone with a knowledgeable mentor who has experiences, wisdom and skill in didactic methods, is almost always going to achieve more than any other student of the mystic arts. For you, this Mentor, even when working in fields in which you are peers performing research rather than strictly speaking acting as a mentor and teaching you, can aid you in making advances in your understanding, ability and knowledge of any field of magic or supernatural force. Whether a wizened old sage, or a studious upperclassman, this Companion will always be somewhat useful for you, is willing to also mentor and teach others you wish, at the price of less time to work with you, and will remain steadfastly loyal to you, keeping your secrets and research from prying persons. This companion also possesses 600 OP for you to spend as needed on perks and items however it does not have an Origin for the purposes to discounts. You may upgrade a created or imported Companion into a Magic Mentor for 100 OP.

200 OP – Familiar Spirit (Requires Spirits)

In this world where the natural world operates thanks to spirits or in parallel with them, having a spirit on your side give a number of useful advantages. From this spirit being able to speak to and negotiate on your behalf with other spirits which may hold non-spirits in contempt or simply be incapable of communication with non-spirits, to a myriad of minor thematically tied supernatural abilities and powers that can be quite useful, having the aid of this spirit can make quite the difference. You may choose the theme of the spirit, the narrower the theme the more variety it has in terms of powers and you also choose to have this companion have to a small flock of lesser spirits that it can lend to you that have been donated a fraction of its power between them all and can provide you with aid and a means to contact the Companion with no regards to distance. This companion, in either form, also possesses 600 OP for you to

spend as needed on perks and items however it does not have an Origin for the purposes to discounts. You may upgrade a created or imported Companion into a Familiar Spirit for 100 OP.

200 OP – Soldier Squad (Requires War-torn)

In these dangerous times, one cannot afford to go alone through the countryside. Here, take these stalwart, well-trained and equipped soldiers to guard your person, your possessions and your residences. For every residence you own you gain a separate squad of soldiers charged with its protection against unwarranted entry, threats to your life, your guests or your possessions, while you have another squad that is mobile and can be charged with guarding your person while on the move or ordered to protection another place or person by your order. Each soldier counts as a follower and to begin with is simply a mundane human but they are readily able to be improved and are unfailingly loyal to you.

200 OP – Trader's Caravan (Requires Renaissance)

This group of traders, assistants and labourers work together to manage a modest size trading company that transports goods and provides certain services as they travel for the purposes of turning a profit for the owner of the business, namely you. While nominally a small force to start off with, capable of managing only a single caravan or trading vessel if you prefer, with success the operation expands with additional followers either popping into being or being recruited from the populace. In future jumps you always begin with a small seed force with their numbers, technology and methodology for trading and entrepreneurship adapting to the norms of new worlds and expanding proportionately to both their success, which is always helped by your active involvement, and the scale of the setting.

Drawbacks

You may take a maximum of 800 OP from Drawbacks

free – Gender Flipped – This is no longer about Heroines and Villainesses, but Heroes and Villains. Take the assumed genders for each role and origin and flip them. Have fun with your Double Reverse Harem.

100 OP – Bumpkin – You come across as unsophisticated and easily impressed leading others to have a poor impression of you. You can do something about this, becoming more used to originally impressive things through exposure or being jaded, but things will keep on cropping up that will keep this reputation alive.

100 OP – Villainous Face – You have the face of a villain, with sharp and sinister features that make people wonder what horrible schemes you are plotting… even if all you are doing is wondering what to have for lunch.

200 OP – Bystanders Remorse (exclusive Bystander)

No matter what you do, all the progress that you make seems to come at enormous effort for very little gain. Everything is just so hard; people are just so awkward and obstinate. Just fall in love already, you dumb kids!

200 OP – Where Is My Modern Firepower?

You are sealed against using any and all power, abilities and items from previous jumps with your warehouse and other supplementary things being sealed until the end of the jump. You do still benefit from Body Mod however. You can only take this if this is not your first jump and if you have selected a Goal.

200 OP – Common Sense of a Jumper, What's That?

You have very little of the uncommon common sense, tending to react emotionally, irrationally and spontaneously without considering long-term ramifications and consequences. This will bite you in the behind multiple times during your time here but will mellow out with time and experience.

300 OP – A Song of Heroines and Villainesses – Rather than a jump lose if you fail you Goals, it is instead a Chainloss. The Goals aren't that difficult to achieve but are you willing to risk it?

300 OP – Unreliable Family

Your family, what should be your greatest source of support and assistance are instead your greatest source of headaches, between arranged marriages that are best ill-advised to creating public scenes that embarrass the family reputation, or other forms of nuisance. Expect to get a great many headaches over the next ten years and let's hope your family doesn't have the power of the royal family to back their unfortunate behaviour.

300 OP – I'm Troubled By All These Death Flags? (Exclusive Heroine and Villainess)

You keep on getting the oddest premonitions that you have encountered dangers or made missteps in your dealing with others that has nudged your future towards what is terms Bad Ends. But while you can identify that something has gone awry, it is a different kettle of fish to find out what it is and to correct it, but you best get on to trying at least, as to many of these and you might find yourself getting a Bad End.

300 OP – Flip the Hourglass, Flip the Table

Your greatest enemy, either the Heroine or Villainess, another Capture Target, Hidden Target or Bystander supporting your Mistresses rival, has managed to benefit from the Turn of the Hourglass perk and has a great deal of information about you, the major players of the setting and other useful information they will use for their interests and to frustrate your own. Worse you don't actually know who this person is and forget taking this drawback going into the jump until faced with clear evidence of someone benefiting from time travel based foreknowledge.

300 OP – Yandere Court (exclusive to Heroine, Villainess and Bystander)

All of the Capture Targets are Yandere who just cannot share their toys with other girls and boys. They just get so mad seeing their loved ones with other people, it's almost enough to kidnap their loved one and put them in a cellar and treat them like a pet for the rest of their lives and keep them all to themselves. What am I kidding, for these people there is no 'almost'. Good luck capturing the hearts of these very odd and dangerous people that make Yuno Gasai look like the picture of mental health.

Where To Next?

New Game+

Do you truly wish to remain in this world, leaving behind your home-world and future jumps?

Turn Off and Get Some Sleep

Home truly is where the heart is, if this is what you wish, no one has the right to deny you.

Next Target

Onwards to another journey and new set of Capture Targets, heh

Notes

I do not recommend taking the Modern World Setting along with the Setting Modifier or War-Torn, unless you think you can find love during World World Three.

Combining Ancient China with Magic or Spirits may make this into something of a Wuxia-lite setting, if that's your thing.

This is not a Generic Otome Game jump. Is someone wanted to make one of those, go right on ahead; Similarly for any of the properties in this genre that inspired this jump, such as Common Sense of a Duke's Daughter, Milady Just Wants to Relax, Beware of the Villainess, Otome Game no Hametsu Flag Shika Nai Akuyaku Reijou Ni Tensei Shite Shimatta… and so on.

Changelog

V0.1 – complete 12/05 – submitted to thread - Jumpchain CYOA Thread #3670: Best Housewife Edition

Feedback: Observations regarding Grammar and Sentence structure, will be revised after Jump is completed; Hidden Target has no perk line – this was an accident and will be amended before jump completion; error in pricing for More Capture Targets, changed from 500 OP to 50 OP; consensus is that mandatory goals are disliked, will consider revising before completion, possibly set as optional drawback or scenario instead. It was noted that it would be good for Villainesses to have a proper villainess laugh, will add in perk or origin description.

V0.2 – second submission – submitted to thread - Jumpchain CYOA Thread #3672: Beasts are just slightly stronger servants edition

Changes:

More Capture Targets price changed from 500 OP to 50 OP – this was a typo

Setting Modifiers price changed to 100 OP – reduced price from 200 OP

Companions fleshed out – Import/Create, Mentor, Soul Mate, Monster Lord, Familiar Spirit and two options fleshed out as followers, Soldier Squad and Trading Caravan

Various formatting and grammar fixes, as well as a few spelling errors. Still more work to be done.

Added Hidden Targets perk tree

Goal changed from obligatory to optional scenario with 400 OP reward

V0.3 – third submission – submitted to thread – Jumpchain CYOA Thread #3705: Blueballed by the weather Edition

Changes:

General Spelling and Grammatical corrections

Added Post-Grad Setting

Added Note regarding War-Torn and Modern World

Slight rewording of What's Mine is Mine!

Added details for Hourglass Item for its use by others

Changed font and misc. formatting

V1.0 – final submission - Jumpchain CYOA Thread #3705: Blueballed by the weather Edition

Changes

'CP' on page 14 – corrected to OP – thanks to Anon at /tg/

Font changed to Times New Roman after feedback from Anons that the previous formatting made reading difficult

Reworded Capture Target goal to make clear difficulty in succeeding to disengage or avoid being Caught scales with additional Targets or Heroines/Villainesses; also difficulty in completing goal the other method also scales in difficulty with additional Heroines/Villainesses