悪役令嬢に転生してしまった…

乙女ゲームの破滅フラグしかない

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AKUYAKUREIJYO NI TENSEI SHITE SHIMATTA OTOME GAME NO METSUBO FLAG SHIKANAI

Otome Game no Hametsu Flag shika nai Akuyaku Reijou ni Tensei shite shimatta...

Fortune Lover is a dating simulator game where you follow the romantic adventures of Maria Campbell, a commoner who has been gifted with the ability of using the extremely uncommon Light Magic, and thus has been allowed to study in the Academy of Magic of the Kingdom of Sorcie. This is a place reserved usually for the nobility who are the only ones who are normally born with magical capabilities, and the location of Marie's adventures during the entire game.

It is also the location where a Japanese high school girl has found herself reincarnated into after dying in an accident. The main problem is that she has found herself reincarnated into the main villainess, Katerina Claes! Left to her own devices, her bright personality is going to take the hearts of all the characters of the previous games, one by one. But she is oblivious to this fact, as her mind is only focused on avoiding the 'bad ends' that Katarina Claes would face in most routes of the game.

But not all is that shiny as it would seem at first glance. While the Kingdom of Sorcie is a paragon when it comes to security, living standards for both commoners and nobles, wealth and development, the rest of the world is far more grounded in what you could expect from a developing late medieval world. Constant wars, poverty, corrupt authorities abusing their powers, slave trade and many other unsavory situations are the common norm for most of the people in this world, who live their days in complete opposite to the usual experience of the magically gifted nobles of Sorcie.

But this isn't limited to the outside of Sorcie, for even in that kingdom, there are certain groups who are currently causing a huge amount of trouble under the surface. The worst of them are the practitioners of Dark Magic, an almost unknown magic that requires one to sacrifice the life of others in order to gain the power to manipulate the hearts and minds of humans.

This is the world that you will spend your next ten years into. In order to make your experience better in this place, you will receive **+1000 Choice Points (CP) t**o spend here. I'm sure certain Monkey Girl would be quite envious if she knew of this deal that you are getting!

Starting Timeline and Location

Choose a single timeline and starting location.

[Prelude to Destruction]: You start around seven years before the main events of Fortune Lover, and the vast majority of the series would properly start. Your entry will also happen a day after Katarina Claes's head gets hit hard on a rock, making her remember the memories from a previous life as an otaku Japanese high-school girl. You may opt to stay for just ten years from this, ending your adventure around the time Katarina and the rest end their studies in the Magic Academy and before the events of Fortune Lover 2, or add these seven childhood years to your stay, for a total of seventeen years since your entry.

[Fortune Lover]: Instead of that, you may begin around the time of the start of Fortune Lover, a week before the entry ceremony of the Academy of Magic. You will spend ten years in this world.

For your starting location, you may decide to start in place in the Kingdom of Sorcie that would be fitting for your background and timeline.

Origins

Choose a single origin.

Commoner: One of the masses. Usually, the common folk in the Kingdom of Sorcié face no severe hardships and their lives are relatively peaceful. This however is only the case for the rich regions near the capital, as the border regions face more regular hardships, and law enforcement becomes less strict as crime is more present.

Nobility: As a part of the ruling classes, you enjoy a comfortable life. Whether you are a noble yourself, or one of their children, it is for sure that you won't lack food on the table unless you are truly ruinous when managing your finances. While nobles enjoy a comfortable life as the largest group of magic users in the country and the land owners, their authority isn't unlimited.

Royalty: Either born directly into the royal family, a member of the highest echelons of nobility such as the dukes, or simply tied to them through a marriage, you stand atop of this kingdom's political power. All members of the royal family in this generation are fairly exceptional individuals, so try not to be overwhelmed by them.

Criminal: But everything is not as good in this world as the biased look of the high nobles would make you believe. Even in the kingdom of Sorcie , there is no shortage of violent ruffians and thugs that make a living using force

Your gender for this jump is up to you to decide for free. As for your starting age, you may choose to have it be set as one that would let you stay on the Academy of Magic around the same time as Katarina Claes and the rest of the Fortune Lover cast, meaning 8 or 9 years old for the [Prelude to Destruction] starting timeline, or 15 or 16 for the [Fortune Lover] timeline. If this doesn't suit you, you may instead roll a 2d8+15 for your age, although you would be forfeiting your chance to stay in the Academy of Magic as a student.

All origins may be taken as a Drop-In, giving up any background memories and previous connections in this world.

Perks

Perks are discounted 50% for their respective origin.
100 CP perks are free for their respective origin.

General perks

Everyone Is So Beautiful! (Free/-100 CP): Fitting for a dating game, your looks are quite spectacular. The flavor this takes on is up to you, from cute and innocent similar to small fluffy animal, to the more dangerous sex appeal of a predator. Whatever you decide as you style, you are guaranteed to be quite above even the generally good looking people of the Kingdom of Sorcie , stealing glances no matter where you go.

If you pay an extra 100 CP, you can carry this effect from Sorcie into other worlds, raising the average level of beauty a couple of points at your starting nation or location in future worlds.

Magic (Free/200/300 CP): The ability to use magic is the common trait among the high classes in the Kingdom of Sorcie. Whether you are a noble yourself, the bastard child of one, or a commoner lucky enough to manifest magical capabilities, you too now have manifested an aptitude for using magic.

First, pick an element between Fire, Earth, Water and Wind to specialize in. Use of other elements or other kinds of magic outside of your element may be possible, albeit much harder. Now, for your potential, the first tier gets you the basic ability to utilize magic, although it will give you the most unimpressive results, such as summoning a bump of dirt with moderate effort. For 200 CP, your skill and potential is similar to that of the main cast, allowing you to use your magic as an effective weapon to easily kill or incapacitate other humans, or to aid you in your daily life. For 300 CP, your potential is truly monstrous, putting you on the level of Keith Claes, capable of using your magic to summon large constructs or make relevant alterations in a large area around you.

A Council of Me (-200 CP): At any moment when you are faced with harsh decisions or simply want to plan for your future ahead, you can retire into your mind. Within the confines of your mindscape, you will arrive in a large room with a circular table and five chairs. Here, time progresses slower compared to the outside, but not enough that you could hold a very lengthy debate before people call you out for spacing out. Taking the role of the chairman and gaining a temporary mustache, four other copies of yourself taking after different personality traits will appear to help you give some advice and help you decide what to do next. Maybe hearing a different perspective will help you on your decision making. For some reason, you can also replay memories inside of this place quite vividly.

If you wished to, you could also relinquish the role of chairman, letting another copy of yourself take that role, allowing this group to act and manifest independently. Maybe they will give you some useful advice from time to time, although they won't be any wiser or smarter than yourself. Just because you got multiplied by five, doesn't mean that you will be five times smarter.

But It Was Just A Game! (-600 CP): Much like the adorable protagonist of this series, you too have some experience traveling to another world to live a new life. But unlike her, you aren't usually put directly into the shoes of one of the locals. That is, unless you take this.

With this purchase, you will have the option to enter each new world you visit, including this one, not as a new addition to the original story, but by taking the place of one of the already existing locals at the start of each jump. Those who would be known as the 'named characters' in the works that you have come to know these worlds for. You will gain their looks, their memories and everyone will accept you as them.

But don't be so hasty as to merely try to jump into the shoes of the final boss or main character expecting to get everything they had gained through their lives for 'free'. The usage of this perk has two specific limitations: you may only take the place of those whose power is close to yours, or weaker, at the moment of using this ability, and then only to your powers should be able to at least cover the vast majority of their abilities. Your powers would remain mostly the same after using this, only experiencing some fitting cosmic alterations and maybe a slight increase in some affinities or skills. Just like Katarina Claes, you could go from a mundane human to someone who has a magical ability so limited that it may as well be non-existent, but you wouldn't be able to do the same from a powerless human into a Dark Magic user with a giant dragon familiar.

Finally, gaining of this 'boon' also comes with an innate drawback: as you take the place of a character in the world, you also take their 'story' with you. This means that during your stay, the narrative, destiny, luck or whatever similar force governs the reality you now live in will try to force you into your assigned role, as well as try fix any deviations that your actions cause from your original story. At least while said story is supposed to last.

If you were to reincarnate into the main character, you should expect to face the same if not very similar challenges as them, being involved with the same people they did in one way or another, and gain similar enemies. If you choose to put yourself in the shoes of a villain, this may end you with you being connected with the same heroes for better or worse, as well as getting dangerously close to suffering their same defeats, even if the circumstances and context may vary due to your actions.

This 'assigned destiny' that you gain is not completely set into stone, and enough effort on your part will allow you to deviate from these events. But the further than you step outside of the original story, the harder destiny will try to correct you into reaching the destination that was originally envisioned for the one you replaced.

You may also choose how this reincarnation was triggered. Maybe you hit your head with a rock or something.

Commoner

My Angel (-100 CP): There is a certain kind of beauty that cannot be found merely in someone's physical appearance. A beauty of heart that accepts and forgives anyone, that draws people in and breaks through any social barriers. Whether or not you actually have this kind of internal 'beauty', people certainly feel that you do, finding your presence calming and comforting and making you extremely approachable. While you aren't automatically liked, those who spend time with you have a hard time not opening to you in some way, and hating you becomes nigh-impossible after enough time.

Perseverance (-100 CP): Maybe your childhood wasn't the kindest one, but you have acquired a surprising amount of tolerance for misfortune from it. And instead of sinking into depression, you gained an optimistic outlook for your life. You are a natural hard-worker, putting all your tenacity and passion in your every task. You also have a strong will that lets you brave through all kinds of social rejections and attacks, such as bullying or being shunned by your peers. Instead of getting discouraged by it, you will just put your mind on working even harder!

Cooking (-200 CP): What started as a childhood hobby of yours has become quite an impressive skill that borders perfection. Even without any guidance, your natural talent when it comes to preparing all kinds of dishes would let your cooking stand among those of the most valued professionals in the Kingdom of Sorcie. While you may specialize in some kind of foods, such as sweets, your raw affinity for the kitchen will let you prepare any kind of dishes even just by hearing of them with little trial and error.

Green Thumb (-200 CP): You have a natural talent when it comes to tending plants of all kinds. From gardening to farming, you have a strong affinity for producing the best crops and arranging the most beautiful flower gardens, as well as revitalizing and maintaining the health of almost any kind of plant.

Just Like A Dating Sim (-400 CP): It wouldn't be a proper otome game if you didn't have any romantic moments. Whenever you have your sights on someone, you find that 'events' similar to the ones found in these female-oriented dating games start to happen around you. Maybe you will get the chance to help your special someone in a delicate moment. Or perhaps you will inadvertently meet them in a special place for them, allowing you to gain a deeper insight of them. Should you play your cards right, these events will let you massively progress into any relationship you are in.

Not only that, but also you find that events such as balls, annual festivals, beach escapades and many others occur around you for a reason or another, regardless of how realistic it actually is for such events to take place at that high frequency. Probably another good chance to grow closer with your special one. Or special ones, if you are in *that* route.

Light Mage (-400 CP): The fifth and rarest of the five universally known elements of magic, the Light Magic, is now usable by you. As you are right now your talent with it is quite impressive, although your magical potential is not that deep (unless you purchased the 300 CP option of Magic). Still, the Light Magic is still highly sought and valued both because of its rarity and its applications. The first and most widely known use of

the Light Magic is the ability to heal injuries of both others and one-self. But that's just the most known use, the full depths of this magic are still lost in time.

Additionally, due to existing as the opposite of the much lesser known Dark Magic, the uses of Light Magic become immune to the effects of the Dark Arts. Not only that, but those who wield the Light Magic are able to detect the spells of Dark Magic, being able to easily identify anyone currently influenced by Dark Magic.

A Girl Chosen By Destiny (-600 CP): While it could be said that everyone is the protagonist of their own story, you seem to have taken the role of the actual protagonist of this world's story, and will take a similar place in future worlds you visit. As if the universe were to revolve around you, you seem to be in the center of most relevant events in one way or another, with them usually resolving in a way that favors you. You constantly meet relevant and quite attractive people who are interested in helping you and becoming your allies. Powerful artifacts suited for your abilities keep ending up in your hands. Great adventures that will help you to develop your abilities await you and all short of minor yet entertaining troubles will continue to plague your life, making every day an exciting experience.

Finally, you seem exceptionally lucky, and even the more tragic or frightening events are usually quickly resolved in a way where you gain some benefit, such as discovering a new power that you didn't know you had or gaining a special realization.

Nobility

The Basics (-100 CP): It wouldn't do for a high member of society to be unable to defend themselves. At least, that's what your parents thought, seeing that you have been taking lessons with a sword as far as you can remember. While you are no superhuman prodigy, you are generally talented and are capable of holding on your own against most foes with an adequate weapon.

Bottomless Pit (-100 CP): Where are you putting all of that food that you keep engulfing? There must be something going on with your metabolism, as no matter how much sugar or fats you consume, your body still maintains itself in a healthy condition. The worst thing that may get from overeating are some temporary stomachaches. This won't increase your need for food consumption, but it will make it easier to indulge yourself much more in the delicacies that the nobility enjoys.

Dutiful Servant (-200 CP): While this world of fancy nobles isn't lacking in servants, there aren't many in it that could claim to be as talented at you when it comes to taking care of others. From makeup, grooming and dressing, to acting as a secretary and maintaining the house, you excel in procuring the well-being of those under your care. Not only that, but you also serve as a great mental anchor, as people that you work for are quick to open themselves to you and make you their confidant, finding your presence extremely reassuring and calming. It wouldn't be an exaggeration to say that only a few months of service would be enough for you to form a sibling-like relationship with any of your employers.

My Loving Family (-200 CP): One could say that family is the greatest treasure, and few will be able find a more supportive and united family as yours. Even if the world turns against you, you can be assured that your family will always stand by your side. And if some great tragedy or conflict would arise between you, you can be certain that you will always have the chance, with sufficient effort, to patch things together.

In future worlds, you will find that the families that you are born into are just as cohesive and caring as the one that you have gained here. As a side bonus, your family is not only beautiful on the inside, but they are also quite attractive on the outside too.

Alluring Count (-400 CP): As you already know, the people of this world could rarely be considered ugly, usually being rather handsome or pretty at least. However, you go even beyond that. Yours is a beauty that could be called supernatural, for it attracts not only those of the opposite sex, but also those of your same sex find that they have a hard time resisting your charms. Even if you were stoic as a robot, you would have legions of admirers no matter where you go. What's more, your natural beauty is on a level that it can actually have physical effects on people when you start showing any kind of positive emotions, making others faint at the sight of your smile. It is possible to grow accustomed to this effect to some degree with extended interaction with you.

A True Noble Lady (-400 CP): When people think of the ideal model for a member of the nobility, you are probably the first thing that comes to their mind. You are the very image of a proper noble, an expert in all the local customs and manners, as well as many foreign ones. Your inspiring presence carries a refined air and your gestures and movements are always flawless, giving others the impression that you are in complete control of the

situation. Your skill in the court isn't limited to your extensive knowledge of the several customs and traditions that you are capable of flawlessly put into practice with those refined manners. You also possess a frightening degree of skill when it comes to navigating the political background of the nation, as well as being capable of developing sophisticated spy and contact networks merely by exchanging some pleasantries and worship, extracting intel from others without them realizing it.

Saintly Black Hole (-600 CP): You have a special power, Jumper. One that you could say that it is even stronger than what Light Magic, or even the worst Dark Magic, can offer. You have the ability to make people fall deeply in love with you! Unfortunately for those who fall prey to your charms, this is an effect that seems to be a bit out of your control, for you can't direct it at all. The only saving grace for you is that the effect seems to be much stronger in people that you would be attracted to in the first place. When it comes to these people, it doesn't matter the gender, social status, personal tastes or personality. Your first meetings become their most treasured memories as everything just goes the right way. You always find the perfect words to say at every moment to cheer others up and engrave yourself into their hearts. Every moment you spend with them seems to be filled with joy at least in some way, making people fall more and more for you.

Perhaps it would be better to compare the force of your charm with the gravitational pull of a blackhole, as those trapped within it find nigh-impossible to escape from it once they have taken the first taste of you. And this is not limited to love interests. Even those who are not falling directly in love with you, find you to be an extremely amusing person to be around with and can never seem to get enough of you either, becoming excellent life-long friends.

Royalty

Ape-Like Otaku Girl (-100 CP): High society and court are places where one is expected to comfort certain codes of conduct and follow some specific rules and traditions. Sadly, these may have never been your forte. But for some reason, people seem to accept this lack of manners that you have as a charming point rather than a demerit. In future worlds, people rarely get upset when you don't confront the local customs and don't show proper manners, instead seeing it as an unique and endearing trait.

Black Hearted Smile (-100 CP): The royal family is not one where you can show your weaknesses. You are capable of forming near perfect facades that hide your actual emotions, maintaining an always pleasant smile in your face regardless of what's going on in your mind at the moment. In addition to that, you can also twist your smiles in subtle ways, conveying some of your hidden emotions only to those who you want to, while the other observers remain unaware of your true emotions.

Demon Boss (-200 CP): The world of nobles and the royal court can certainly weigh down on someone as active as you. Why should you waste all of your time around these stuck-up nobles? That's why you have found a simple solution: delegate and run away. Regardless of the task or situation that you find yourself in, you are capable of just walking through the door with any excuse, while you leave all the cumbersome tasks to your immediate subordinates. They may be mad at you while they are drowning in what was supposed to be your job, but they will get over it as soon as you return. Even if you keep repeating this act over and over, people simply seem to accept it as a matter of fact rather than actively complain about it or lecture you about taking care of your responsibilities.

Love Is A Battlefield (-200 CP): Who said that one should play fair when it comes to matters of the heart? You may not excel at conquering others yourself, but you are excellent at ruining the plans of others. Whether it is interrupting romantic moments, ruining dates by inviting yourself or others into them or even more subtle suggestions to make the prospect of advancing in their relationship a dreadful thought, you are a terrible foe that can stall and even destroy most relationships with a terrible efficiency.

Wonder Prince (-400 CP): What a blessed existence yours is. Even since your childhood, you couldn't be called anything but a true genius. There has been no area of expertise that you cannot master in a half or less time than your peers, even with just basic guidance. While you may not be the best at everything, you have no problem gaining a great level of skill in almost every field that you decide to put some work in. And all of this is you without putting any effort. You would indeed become a fearsome monster if you decide to put all your brilliant mind into something.

As another perk of your great intellect, you have become quite proficient in reading the hidden intentions and true thoughts of others even from the smallest interactions.

Disguise Master (-400 CP): Sometimes even those at the top need some breaks. Deciding to go for a change of clothes to take a stroll as one of the masses is not unheard of for the nobility in this land, but your talent goes way beyond that. You are a master of creating convincing personas, making even those who have had a close relationship with you be unaware of the actual person they have standing before them. Not only that, but you

are capable of layering several of your disguises and personas over one and other, switching them in a moment, burying your actual persona so deep that even those gifted with the greatest minds and deduction abilities would feel that it is almost impossible to see the true you.

Magic Item Fanatic (-600 CP): Magic may be the strongest resource of the Kingdom of Sorcie, but their use into practical items that are not dependent on the caster is something that has been in fashion until very recently. But a long time ago, great works of magic were built by the wielders of the now long Lost Magics of the past. You may not be at their level yet, but you are on the path of greatness, on a level only comparable Suzanna Randall. From using Wind Magic to create primitive telephones, to apparatus that amplify other magics using certain materials that resonate well with those elements, the applications that you can create by infusing magic into items are nigh-endless. The best of all is that these instruments don't require a magic user to properly operate them, but putting them into mass production without the help of magic users is an issue that you will still need to solve on your own.

Criminal

It Must Be My Villainous Face (-100 CP): Whether or not you decide to actually play the role of an actual villain, none can deny your appearance is quite intimidating whenever you get angry or intent to be threatening. Not only can your appearance become quite fearsome, you are also quite good when it comes to insulting, belittling and bullying others. Almost as if you had been doing so for your entire life.

Dulled Emotions (-100 CP): The life for the common people in the border regions of Sorcie, let alone in other kingdoms, is far from the fairy tale ambient that the nobility of Sorcie live in. But in a world where the weak-willed are forced to submit or die, you are not one to be dragged down. Instead of getting scared or second guessing yourself, you can perform any kind of unsavory task with an ice-cold detachment, as if turning off any other emotions at that time. What's more, you can detach yourself to the point that even regret won't become a thing if you wish to.

A Helping Hand (-200 CP): What kind of villain would you be if you were limited to a brute force approach? You have developed a mastery of the emotional manipulation of others. You are a natural when it comes to recognizing and exploiting the mental and emotional weaknesses of others, and you know how to sugar-coat your words enough to get most people quickly eating from your hand. Your keen social senses also allow you to sense who is more open to being exploited in order to carefully choose your next target.

Fools' Shepherd (-200 CP): No matter where one goes, there is no shortage of brutish idiots and ruffians who seem to think that they are entitled to a much better live than what they have know with little effort. And you are one who knows how to play with their selfish desires, and then exploit them for your own gain. You seem to run into these individuals quite often, and what's more, they seem to be quite easily attached to you. They are quick to believe whatever lies and promises you tell them, and they are easily led into becoming your tools, either as disposable minions, or perhaps something more valuable such as benefactors to finance your most insidious activities.

Pretty Boy Tears (-400 CP): A pretty face and a sad story can you get far when dealing with kind-hearted people, and that still holds true even when you use those assets for evil reasons. You always have an easy time playing the authorities and avoiding the responsibility of your actions. Even when you have actually committed terribly heinous acts, a few fake tears and some decent excuses are usually enough for letting you off the hook. They may want to put you under some supervision, but you can be pretty much assured that you will truly have to be a truly dangerous recidivist to face a true punishment. It may seem unfair, but that's just how life is.

Lurking In The Shadows (-400 CP): But why try evading the consequences of your actions after being caught when you can simply keep evading the authorities? You have an extreme talent in avoiding being tracked even by kingdom spanning organizations, easily being able to seemingly disappear out of the map just to resurface months later in another city halfway across the country. Your stealth abilities also extend not only to evade being caught or prevent being spotted in a crowd, but your ability to infiltrate or escape guarded locations is also bordering the superhuman, letting you move past guards and even pull off dramatic disappearances in plain daylight.

Dark Magic (-600 CP): The opposite of the Light element, a magic outside of the classical five elements. Its existence a secret only known among some noble circles, the Dark Magic is one that can only be gained through a ritual that involves the killing of another human. In return, even those who didn't possess any magical potential gain extraordinary and dangerous abilities, although in this case their starting abilities are much less potent than those who are naturally gifted for magic. Now, you have gained the usage of this magic too, and know how to perform the same ritual to give others the same powers.

This school of magic's main power is to affect the hearts and minds of others. Through this ability, the users may amplify the emotions of others, usually those of less noble nature such as envy or hatred. But things such as memory manipulation, mind control or direct curses that put someone on an eternal sleep are also possible. On the highest end of this power, the manifestation of powerful familiars formed from pure dark magic would be possible.

The main catch of this power is that once you enact the ritual to gain access to it, the mana that fuels this dark magic won't regenerate on its own. To gain more of it, you would need to carry the ritual again, or to feed from the strong dark thoughts of other individuals, a process that eventually eats away all of their emotions untils they become an empty shell and die.

Items

You gain 200 CP extra to spend exclusively on Items.

Fortune Lover's Notes (-50/100 CP): How did these end up in your hands? A small notebook containing a summary of the events of the Fortune Lover games and any sequel of the game, with all the routes and the main characters involved summarized. Maybe this is the same notebook that Katarina Claes made?

Instead of that, you may pay an additional 50 CP, for a total of 100 CP, to receive the Fortune Lover games yourself, along with a portable console to play them. Regardless of what you choose, you probably shouldn't let others know that you have this.

Me? A Plebian? (-100/200 CP): In this world centered around nobles and their extravangacy, it simply wouldn't do to have you being piss-poor. This may come from a source suitable to your background, like rents from your lands or a profitable merchant company, and it is all under your name.

For 100 CP, revenue would let you stand as a respectable member among the high classes, while the 200 CP version would put you yearly economic gains on the same level as families such as the Claes. That is, one of the top fortunes of the country.

Heaven's Supply (-100 CP): Every glutton's dream, a life-time supply of food! And not any kind of food, but the best snacks and sweets that the Kingdom has to offer. Each day you receive a small supply of these products, enough for several people to eat, along with some fancy and quite expensive tea. Certainly the best way to win the heart of a villainess faced girl around here.

Tools of the Trade (-100 CP): What kind of farmer would you be if you lacked the proper equipment? From fertilizer to seeds of all kinds, you receive a monthly supply of materials for your endeavors. They are more than enough to cover a few dozen hectares of plantations. It also includes several other gardening and farming tools, including your favorite hoe to match with your best farming clothing.

Stupid Bear (-100 CP): A magical item in the form of an animated small teddy bear. For some reason, it has gained enough intelligence to be considered sentient, and it seems to be specially attached to you. His main function is the ability to track people like a trained hound after inspecting something that belonged to that person. He also enjoys playing pranks to any others that try to get close to you.

My Secret Eden (-200 CP): A large piece of land that is the perfect ground for planting any kinds of crops or vegetables. Crops cultivated in this pot of land always grow healthy and are extremely resistant to weather damage or plagues, so you can ease your worries on that front. Plus they always seem to taste at least a little better than they otherwise would, and even more so if you are the one who personally cultivated them.

While this garden follows you to any jump and can be attached to any property that you own, you will also find that any place that you stay for a long time has a similar field for you to keep your new hobby. Their owners are

always happy to let you lend a hand and share some good ol' fashioned farming fun, as well as letting you take a share of the products.

Private Library (-200 CP): A place worthy of the best scholars of the kingdom. Connected to either your Warehouse or any other property you know, you are now the proud owner of a vast collection of the knowledge of this world, from magic research tomes to history books of this world. And as you visit other worlds, your selection of such books expands as well with a new supply of local books of the same subjects. For some reason, it also includes a large assortment of romance novels, as well as some more 'spicy' material. One has to wonder who keeps expanding that part of the library.

A Noble Estate (-200 CP): A palace fitting for one of the richest and most ancient families of the land, now has come into your possession. Whether you are inheriting it as part of your family's legacy, or due to some more contrived situation, you are now the sole owner of this property. All the expenses are mysteriously covered, as it is the salaries of all the magnificent staff and servants that are drafted from the local populations to serve in this place. It also has excellent ball rooms for all your noble parties.

Magic Amplifier (-300 CP): A small trinket of a design of your choice of an unknown origin, this artifact is one that magnifies the power of your magic several times over. If it were to be used by a regular fire magic user, it could be used to summon a maelstrom of fire capable of turning a large tree into dust in a mere instant, or a wind mage could use it to summon a small tornado. The rarer elements would find their magics functionalities increased further, and perhaps even unlock new uses for them.

Familiar of Darkness (-400 CP): The creation of a Dark Magic familiar is an extremely monstrous process that requires cultivating the suffering of a victim and then drain them of all their emotions in order to give shape to an animal-like animated mass of Dark Magic that's quite resistant to any sorts of damage, except for the use of other Dark Magic familiars. These creatures are quite intelligent, able to understand most orders, and usually rather obedient, require no actual maintenance and can even hide in the user's shadow. One has bonded with you . In moments of extreme danger, this familiar may extract magic from you to temporarily grow in size and strength.

Magic Ministry (-600 CP): The Ministry of Magic is the most powerful institution in the country, being second in weight only to the king himself. How did you end up as the current successor for its chief director is a wonder. Maybe you have an exceptional talent in magic, powerful connections or just plain dumb luck. Its main base is located on a fairly old building, that still contains many long lost secrets from ages long past. But what's most important, is that the Ministry of Magic has some of the most talent magic users and researchers in the country, and is the one in charge of handling most of the supernatural events that happen across the country, having an almost unlimited authority and funding (at least an overall institution, the funding of each department is another matter entirely) when doing so.

In future worlds, a similar institution will be formed around this building, which will follow you, drawing all sorts of talented individuals interested in the occult and its research . Similarly to your current situation, you will gain a similar amount of political power as its leader.

Companions

Imported or created companions via 'New Cast Additions' may pay to take their own OC companions, but don't gain them for free. Whether the count as Followers or as full fledged companions after this jump is up to you.

New Cast Additions (-50 cp per): Obviously, this world wouldn't be as fun if you could bring some of your friends. You may import as many companions as you can afford to, paying 50 CP per companion imported. Each companion brought into this world this way gains an origin, all the freebies that they are entitled to, including the item stipend, and 600 CP to spend on perks and items. Alternatively, this may be used to create new companions from the scratch, designing their appearance and personality.

Friendship Ending (Free): Did you make some great comrades during your time here? Fell in love? Got befriended by Katarina? As long as you can convince them to come with you, you may take any number of canon characters with you as companions at no cost. This also includes characters from the various spin-offs and official anthologies if you wish to try your hand with them.

Jumper's Route (Choose two for free, the rest are 50 CP): Your stay in this world wouldn't be complete without having someone falling in love with you! You may either have a story with them or meet them after you enter this world, with their background story instead developing after your first meeting. They are deeply in love with you and will go through great lengths to make you happy (with them). Finally, they all have the '**Everyone Is So Beautiful!'** perk.

-Magenta Ember: A most stoic person who was born into an influential noble family, she seems to have come to see you as a cute little brother of sorts, even if she is only a year older than you. Quite estrict most of the time, she is a genius with few peers, destined to become one of the most important figures in the Kingdom's administration. But her facade as a cold genius seems to soften when she is around you. She has Fire Magic as well as the 200 CP version of the 'Magic' perk, and the Wonder Prince perk.

-Golden Leaf: Shunned from his local community as he manifested the ability to use Light Magic even though he was of noble birth, this cute young blonde has been fearful of social interaction ever since. Although he is rather timid, he is quite hardworking and motivated, and he has a strong sense of right and wrong, and won't hesitate to jump in when someone is in trouble, even to his own detriment. He has the 'Light Magic' perk, as well as the 'Perseverance' and 'My Angel' perks.

-Grey Sky: Your own (adoptive) little sister! Even if she was brought into your family when you both were still children, nobody can deny that you two look quite alike. Having a low-self esteem due to being shunned for her exceptional magical aptitude in her previous family, she became deeply attached to you thanks to you being the first one to give her such positive interactions, and has become quite possessive of you ever since. She is quite capable as a noble herself, and it's quite used to cleaning up after you any time you make a mess out of

something, including getting you out of some fights. She is a user of Wind Magic, having the 300 CP version of the Magic perk, as well as 'The Basics' perk.

-Steel Suit: A man a few years older than you, he was brought into the world as the bastard child of a low-ranking nobleman with ties with your family, he has only been treated as a disposable tool by others. Maybe as an aide in some kind of family business, a secretary or even a butler if your family is wealthy enough. It wasn't until he was fully in your service that he was being treated as a real person for the first time, and he has grown quite attached to you since. While he treats you with utmost respect, although he never holds back from calling you out whenever he sees you do something impropiate or possibly detrimental to yourself. For some reason, he also has quite a past with the underworld. He has the 'Dutiful Servant' perk, as well as the 'Lurking In The Shadows' perk. He lacks any magical capabilities, however.

-Azure Waterfalls: A pair of noble twins, one styling a long plain blonde mane, while the other appears to have curvy silver hair. Their common physical trait being their azure blue eyes, their personalities vary greatly, one being extremely rebellious and the other being strict and orderly. Both are greatly talented, but they had a rocky relationship in the past. That is, until you came around. Managing what seemed to be the impossible, you reconciled both twins, making them fall deeply for you, now competing for your affection. They both have Water Magic at the 200 CP rank, and the A True Noble Lady perk.

-Kobicha Kimono: At first glance, this suffocatingly handsome young man is the perfect model of a noble gentleman. Originally coming from a secondary family branch of the influential noble family that adopted him, he spends his first years. Later on, he made a name for himself in the high society with his spectacular looks and refined attitude. But in truth, he used to be quite a depressed kid. It wasn't until he started hanging around you that he didn't see any value in his life. Now, he uses his looks and social status to 'remove' any potential enemies of yours ahead of time, as well as trying to maximize the time he spends with you by somehow getting himself invited to most of your activities, as long as you let him. He has Wind Magic, as well as the 'A Helping Hand' and 'Love Is A Battlefield'.

-Chocolate Mount: A most dangerous acquaintance of yours, this brown skinned young woman with golden eyes is a fearsome warrior and former mercenary that has seen more in her short lifetime than most of your other friends will in theirs combined. Now, having joined the ranks of nobility due to her parentage, she is struggling to adapt to the life of the nobility, and has found in you an oasis of 'normality' among the hordes of stiff and prideful nobles. She is able to use Earth Magic, but exceeds in swordsmanship, as well as having some other more unsavory skills acquired during her time as a mercenary. She also has the Lurking In The Shadows perk.

-Emerald Sparkles: Perhaps born in the wrong family, this young redheaded man was completely obsessed with the research of magic. Unfortunately, his noble heir obligations dragged him away from his actual passion. That was, until he was able to meet with you. Whether through a cover job or a more intimate relationship, this man is using his relationship with you as a cover to get away from his family and dedicate himself fully to his goal of pursuing magic research. He also sees you as the perfect partner in crime, always getting you involved into a new adventure. And while he likes to claim that he is only using your relationship for his own benefit, although it's hard to tell how much of truth in his looks from the looks he often gives you. He has Earth Magic, as well the 'Magic Item Fanatic' and the 'Ape-Like Otaku Girl' perks.

Drawbacks

You may take up to an extra +600 CP
in drawbacks from this section.

Verge of Destruction Arc (+0 CP): Instead of recovering her memories from a past life at the age of 5, Katarina Claes will instead remember her past life at the age of 15, shortly after the start of the events of Fortune Lover. As such, you will instead also arrive at that same time.

Fell OfF A Tree (+0 CP, incompatible with 'Verge of Destruction Arc'): Perhaps you wish to visit the original version of Fortune Lover instead of the world that the reincarnated Katina Claes brought upon? Well, you may suit yourself.

Deadpan Prince (+100 CP): Since you were little you had an extremely hard time controlling your emotions. And by that, I meant expressing them. Your face is frozen in a perpetual neutral expression, while your voice remains monotone regardless of what you try to express. It doesn't really stop you from feeling anything, but only those who have been next to you for many years will be able to peer through the stone mask that is your face now.

Monstrous Appearance (+100 CP): There is something about your looks that inexplicably draws disgust from others. It could be the color of your eyes or the tone of your skin, but what it is it will make making new acquaintances or friends in this world extremely hard for you, and even if you try to conceal those traits, you will still feel anxious about your appearance. You will also have a weak spot for anyone who is accepting of these traits, whoever they are.

Diluted Presence (+100 CP): Don't you love that feeling of getting lost in a new location? Well, you can enjoy that now as much as you want during your stay here. As you are now, your sense of direction has become non-existent. You could get lost even in your workplace after working there for a decade. To make matters worse, people have a hard time remembering that you are there. Expect to get lost several times a week, or a day if you are traveling, before your friends or family even realize it.

Dense As A Rock (+200 CP): What a blessing you have gained by taking this, Jumper! For your mental and social skills are now equal to those of the great Katarina Claes! That's it, you lack any ability to recognize any romantic action around you, you constantly misinterpret others and you have the attention span of a goldfish. You are also easily trusting and quick to forgive any transgressions against you. On the bright side, this is unlikely to trouble you, since you are one that also forgets most stuff rather quickly.

For Scum Like You (+ 200 CP): There is something about you that just makes certain people to want to make you the target of their bullying. From ruffians of the lowest layers of society to the more *distasteful* nobles, you find yourself the constant center of harassment, gossip and humiliations. If you don't manage to put and end to

it quickly, they may even escalate to physical violence. And even if you do, you will find another group in less than a week to repeat the process.

No Magical Talent (+200 CP): You have no magical talent, being basically a regular human. But not only the magic of this world is locked to you, any other supernatural powers and items from other worlds are locked from your use. This means that you won't be able to attend the Magical Academy, and you will be looked down by the nobles of this land.

Succession Race (+300 CP): While the nobles of the Kingdom of Sorcie are generally of good heart, that is far from the norm. So, to make things more realistic, the Kingdom of Sorcie will now return to be as it was before the current king took the throne. The nobles are much more selfish, the law enforcement is much more lax and violence is on the rise as open armed conflict could erupt at any moment. The common folk aren't much better, as criminals and Dark Magic practitioners run rampant. You won't find much of a relaxing and happy time here, but you can still try your best to revert the situation. It certainly won't be easy even for a powerful royal.

Why Do The Devs Hate Jumper? (+300 CP): Much like the reincarnated Katarina Claes, it appears that you have been designated as the personal punching bag of the narrative of this world. But unlike her, your bad ends aren't tied to the original possible events of Fortune Lover. Instead, misfortune is something that plagues your life. Not only is your luck completely abysmal, it seems that your mentality has been altered to, making you into the archetypal shortsighted greedy villain who cannot help but to destroy all personal relationships and cause trouble for yourself and others wherever you go.

Ending

If you survived your 10 years, or however you chose to stay here, you may take any of these three choices.

-**Turn Off The Game:** Your chain comes to an end here. You return to your old world with everything you have accumulated during your journeys. If you died for good during your stay here, you may only pick this option.

-**Epilogue:** You may instead choose to stay in this world with any of your new friends. As an added bonus, if you choose to stay, this world will become free of any narrative influences.

-**The Unexpected Sequel:** Tired of this place already? Time to choose your next Jump, then.

Notes

-Since you are undergoing a second reincarnation via 'But It Was Just A Game!', you can expect your original in-jump background memories to affect you as normal for the duration of the jump. Your new memories gained through the perk will affect your personality but on a much lesser escale.

-On 'But It Was Just A Game!' again, the only things that the perk is intended to give via its use are: the appearance of the one you are replacing, their memories, their connections and their place in the story of that world. Your power will remain the same as they were before, as you cannot replace anyone stronger than yourself, but you also don't lose any powers you had before in your new body.

-You can take the appearances of those who you take the place of via the But It Was Just A Game! perk as an alt-form.

-All your OC companions have the Everyone Is So Beautiful! perk. And yes, they all have the hots for you. This is a world based on a dating simulator game, after all.

-What happens if I pick both Dark Magic and Light Magic? You will be a special snowflake among snowflakes. Probably it's not something impossible considering that Dark Magic is acquired, not something you are born with. Both magics also don't seem to specially repel each other and the only interaction that we know of is that Light Magic users can sense active Dark Magic spells.