Tsukimichi: Moonlit Fantasy v1.01

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High school student Makoto Misumi is an average boy in every aspect, though his sisters are well-spirited and good-looking. Underneath this, his parents are from a fantasy world and have eloped to Earth for various reasons. Partly due to a contract with a goddess that his parents agreed to, Makoto is to be sent to the world of Elysion to serve as the Hero. Unfortunately, it is not the usual case that Makoto always imagined. The Goddess is vain, and decides that Makoto does not meet her high beauty standards. She immediately revokes his title of ‘hero,’ forbids him from interacting with other humans, and throws him off the edge of the world. Makoto is thankfully saved by Tsukuyomi, and he is gifted with great power so he will live a free life. In contrast to the Goddess's ideals, Makoto meets various demi-humans and mythical beings as equals, who become captivated by him and join in on building a new civilization where all of them can peacefully coexist. Furthering his problems, Makoto's aura becomes too powerful and unstable for his yearning desire to enter human society. His new companions are willing to help him in any way, and if they need to reshape common sense along the way, they’re happy to do so.

Within the next 10 years you will be in this world, so to start the jump we give you +1000 CP, use them as you like.

Location

Roll a d6 dice or pay 50 CP and choose the location you want.

1) Wasteland

The wasteland is mostly unexplored territory, only a small portion has Borders settlements, like towns, for adventurers the wasteland expanding is extremely dangerous for hyumans

Zetsuya was one of the towns located further into the wasteland and at its Borders is Tsige.

Be careful with the powerful dragon that lives in this area, they say it specializes in illusions.

2) Gritonia Empire

One of the hyuman nations favored by the goddess and a superpower in the world. A country with a population that could rival the population of a country in the modern world.

This country has a secret, which is the research and development of weapons. He also has other amoral investigations on his hands, but let's ignore that.

This country also has one of the Greater Dragons, Grount, also known as Sazanami.

3) Limia Kingdom

This is one of the four hyuman countries in the Goddess' World. This place can be found by the Meiris Lake, the home of Greater Dragon Lyca.

I suggest that you avoid this kingdom, it is possible that a war will break out on its borders and that a lake will be created due to the attack of a certain individual, killing thousands in the process.

4) Demon Kingdom

One of the countries where a non-human race predominates, the demons. Guided by the demon king, they wage war against the hyuman favored by their goddess.

This country is home to different races apart from demons, having demihumans and even hyuman in its ranks. They also have the help of Lancer, one of the Greater Dragons.

5) Lorel Union

Lorel Union is one of the four major powers and a country Different from the other three countries.

The Union is a collection of several powers into one country. It has three small countries gathered under the name of the priestess as its political leader. It is a Country that gathers people from other worlds that call them wise.

6) Free Option

Choose the location you want

Origins

Choose the one you want

Drop-In

Like a certain person, you were just summoned to this world to be a hero, but you were discarded and kicked out of the goddess subspace. You are not tied to any faction or country, having the freedom to live your life as you want.

Hero

You are an incredible jumper, you were chosen as one of the heroes who are destined to save this world. You were summoned by the goddess and then sent to a human kingdom to be their champion.

Local

You are an inhabitant of this world, born and raised. You have a life of your own and you have your own connections. If you wish, you can replace any native character, as long as your skills match theirs.

Age and Gender

You can choose the gender and age you want.

Race

There are several species in this world, so you can choose the one you want from these options.

Human (Free)

The human species is a species native to planet Earth, where the blessing of the gods is almost zero, so they have to have a superior physical capacity to support the weight of the world. It is as if when they arrive in that world they let go of a great load, so a normal human who has trained physically constantly could perform feats of such magnitude as falling from a height of 100 meters and emerge unscathed from such a fall.

Some of the disadvantages are that human have a lower magical level than the Hyuman. Another disadvantage is that an average human is very ugly by Hyuman standards, so they would look like a demihuman or a Kobold.

Hyuman (Free)

Are the dominant species in the Goddess' World. These have a magical level higher than that of a Human, as well as a physical appearance that makes human supermodels look like people with average appearance by hyuman standards.

Hyumans are intelligent but can be very cunning. Another flaw is that they tend to be very arrogant and think that they are the superior race. These tend to be a bit apathetic, to the point that their apathy is not only with demihumans but also with those of their own species.

Highland Orc (100 CP)

Highland Orcs are one of the races that live at the border. They look like bipedal pig-like creatures, with males looking like boars with brown fur, and females looking like pigs with pink skin. These have physical capabilities far superior to those of a human or hyuman. These are quite civilized, adopting a tribal system due to the conditions in which they live. If we compare them with the hyuman, these are more decent and reliable.

Alke (100 CP)

Alke are a Human-spider species of Mamono from the Wasteland and are kin of Mio. Alke can produce special material inside their bodies. They are also extremely intelligent, highly adaptive, have knowledge of alchemy from ancient times and are also good at identifying, taking care, and producing of plants and herbs with medicinal value. They are also skilled at learning various types of Magic, such as Transformation, that allow them to take a Hyuman form.

Mistio Lizard (100 CP)

Mistio Lizards are a mercenary-like species and are an organized group of warriors. Just one of them is enough to fight low dragons. They are quite intelligent and very adaptive. These have hard blue scales, being resistant to powerful physical and magical attacks. Mist Lizards possess both wind and water attributes.

Forest Ogre (200 CP)

This race is believed to be the ancestors of the dark elves. Unlike the elves, who use the power of the forest they inhabit, the Forest Ogre are the ones who create the forests, being experts in cultivation and forestation. These are also adept at magic and weapon handling, mainly the bow.

These have a lost secret art, which is to be able to transform people into trees, being able to repopulate a forest, although the victims when transformed into a tree will retain their senses, making it one of the worst tortures that could be done to someone.

Demon (200 CP)

Demons are one of the original races of Elysion. They have blue skin and most of their members have horns.

The demons, not having the blessing of the goddess and having been displaced to hostile and infertile lands, acquired a mentality of hard work and adaptation. Given these circumstances, they have developed and improved various fields such as magic, martial arts, communications, etc. An average demon is far superior to a Hyuman without the blessing of the goddess.

Lich (300 CP)

They are high level Undead Skeletons. These are well versed in magic, being walking encyclopedias. These have great magical power, only surpassed by dragons. One of their abilities is to be able to possess other living beings to control them in order to mix in with any society.

If a weakness of this species could be highlighted, it is that they depend a lot on their magical power, so if they run out of magic they will die. Another disadvantage is that their physical power is not very high, but they make up for it with their magic.

Elder Dwarf (300 CP)

One of the races that inhabits Asora. This race is similar to conventional dwarves, but with the difference that they are better blacksmiths and tailors than the previously mentioned ones.

This race is one of the best when it comes to creating powerful weapons and armor, with its mediocre works being considered first-level weapons for the Hyuman.

Dragon (600/800 CP)

Dragons are considered one of the most powerful species in the goddess world. These have great physical power and great magical power, specializing in one element. These can shape their environment, adapting it to their element.

If you pay an extra 200 CP, you will be a Greater Dragon, considered the most powerful in this world. These dragons, unlike the others, have a high intellect, as well as the ability to change into a hyuman form. Of course, these have a magical and physical power much higher than that of common dragons, exceeding level 1000. These also have very powerful abilities, such as Tomoe's spatial and illusion manipulation, Lancer's creation of powerful weapons, etc.

Perks

All origins receive their 100 CP Perk for free. The rest of the perks of an origin are discounted.

General

Mastery of Words (Free/100 CP)

For free, you can read, write and speak the common language or the Hyuman language, something quite useful considering that they make up the majority of the inhabitants of this world. For an extra payment of 100 CP, this includes any language of any race. But you can only use this Perk to communicate, so it won't have special uses like altering reality or something similar.

Blessing of the Goddess (Free/100 CP)

Although the world is a little rotten, you have to admit that the people there are very beautiful. This Perk will give you an appearance that is above average, being able to be classified as an attractive person. Another advantage is that great importance will be given to the hygiene of the place, so you will not have to worry about living a disgusting and unhygienic life as would be expected in a medieval era, which is generally a fairly neat world.

For an extra 100 CP, you can carry this advantage into future jumps, with that world having a beauty level increase of eight, the average person would be a 13/10. And don't worry about the dirt and bad smell, that will be eliminated.

Magic (Free/100/200 CP)

Many species of the goddess world are familiar with magic and you are no exception. At first you can use basic magic.For instance, Brid (Basic Magic) is a basic application of elemental magic, in which the elements are shaped into a floating ball that can then be reshaped and/or used in various ways.

With practice you will be able to use more advanced magic such as illusions, Magic Enhancement, etc.

For an extra 100 CP, you won't need to chant incantations.

For 200 CP in total, you won't need to chant incantations. You can create a magic mana armor, boosting all your physical attacks and gaining great magical and physical defense. The mana or magic cost of using it will be minimal, almost negligible.

Elemental Affinity (Free/100/400 CP)

Magic has several elements in which each person or being can apply their spells. Among the known elements are: Water, Fire, Earth, Wind, Thunder, Darkness and Light. You can choose two of these elements in which to have an affinity to use magic.

For an extra 100 CP, you may choose a third element.

For 400 CP, you can have an affinity for all of these elements, and depending on how you train, you can perfect some or all of them.

Contract (200 CP)

This is a special spell that unites two people; if the terms of the contract are equitable, both parties will work together and share their abilities with each other. If they are not equal, the subordinate party will receive some power from the superior and the superior will access all the powers of the subordinate party. The subordinate party will take the form of the species of the dominant party. Magic power determines the position of each part.

The contract type is categorized into:

50-50: Of equals.

70-30: Parents and children

80-20: Control.

90-10: Slave.

100-0: Trash.

You can make as many contracts as you want. Any being you make a contract with and the category is Parents and Children or higher will become your follower.

Naming (200 CP)

Like a certain anime about a slime, the naming of other beings by a superior one gives an increase in their magical power, making them more powerful to serve their new patron. Also, those you name can evolve (if that system exists in the jump or universe you are in), improving several of their stats. You are free to give as many names as you want without having to suffer any negative consequences. But I suggest that when it comes to giving names to your close subordinates, you try to make a little more effort. Each person or being that you give names will automatically become followers.

The Best of Both Worlds (400 CP)

For some strange reason you are a special case jumper, just like Makoto you are a Hyuman born and raised on planet Earth. These types of people tend to have a very hard life because they do not have the blessing of the gods and have to endure gravity, to the point that it would be a miracle if they could survive until adulthood without having the blessing of the goddess or having their bodies adapt to that environment. But when they return to the world of the goddess, they are freed from their burdens and can acquire physical abilities superior to those of a Hyuman.

Your physical abilities are on par with those of the Highland Orc, while retaining your magical abilities that all Hyumans have. Unlike Makoto, you didn't have to give up being able to heal your wounds with healing magic to survive planet Earth by expanding the regeneration of that magic throughout your body, so you can use healing magic on yourself without problems. Another advantage is that you can go several days without eating or drinking any substance in a hostile environment and only feel a little hungry. By the way, sleeping and resting is a thing of the past, your stamina allows you to be active non-stop for several days, as long as you don't overexert yourself like fighting a walking calamity.

Goddess's Favor (400 CP)

The reason why the Hyumans are the predominant race is that the goddess has given them her favor when they fight against other races or amongst themselves. This favor causes your stats to be multiplied by 2, while your enemies' stats are divided by 2.

Before any type of combat or competition you can activate this effect to have a huge advantage against your opponent without the need to depend on a superior being to give you their favor. The only disadvantage is that you can only use this Perk once per day.

Creation (600 CP)

This power is exclusive to very powerful gods, a power that can create from nothing anything the user desires. At first you will only be able to create rocks, but as you perfect this skill you will be able to create powerful objects or even beings that the Goddess created (the Hyumans, for example). With an excellent level of control of this ability, you are able to create a world with its own fauna and species.

But depending on the power of what you create or the complexity, the greater amount of magical power you will have to use. Post-Spark, you will be able to create universes with an ease like breathing.

Any being you create will be considered a follower, being loyal to you.

Sakai/Realm (600 CP)

A skill which Makoto received thanks to the blessings of Tsukuyomi: Multifunctional Magic which Makoto relies on a lot. It can be used in various ways such as increasing the healing rate of others, increasing his strength, perception, and much more. He is also able to use it on his weapon. With Sakai, all places under it can be influenced with any ability of his choosing as well as other kinds of uses that belong to Sakai with his power. He can use two properties at once like when he uses both Strengthening and Magic Concealment.

Among the skills he can use, the most common are:

-Strengthening: Strengthens himself physically, easily allowing him to carry a big tree with hyuman muscles.

-Perception: Allows him to detect everything in his radius. He can extend the range of the detection but it makes it simpler and removes most of the detail the further it goes.

-Healing: He can heal without a chant. Its effect depends on the power of the one being healed.

-Barrier: His barrier is strong enough to withstand attacks from even the strongest opponent.

-Intercepting thought transmissions: He can intercept thought transmissions within a 3km radius.

The only disadvantage of this ability is that the more you expand the radius of the Sekai, the less effective it will be, with its limit initially being a radius of 10 meters. With practice, you can expand the radius of this skill as much as you want, but it will take a long time to perfect that.

Drop-In

Protector of the Weak (100 CP)

One of Makoto's characteristics is that he has a soft side towards those people who are discriminated against or considered outcasts. The reason for this is because he was a victim of that discrimination when he barely entered the world of the goddess. This led to many of Asora's followers belonging to different groups of those individuals. But thanks to that, he has gathered various talents, both of individuals and of the species as a whole, that has made Asora a powerful nation.

When you welcome marginalized people, though not criminals, to your group, city or nation, they will have some type of talent that can help the development of your objectives or goals.

Imagine welcoming a group of demi-humans into your territories, they will turn out to have a talent for farming or fishing, helping to develop your city's economy and ensure a constant supply of food.

Disciplined (100 CP)

Makoto may be less talented than Hibiki Otonashi, but he has something that none of the heroes have, that is discipline. You are the type of person who takes training as a habit rather than an obligation. Failure or slow understanding of something new that you are learning does not discourage you, on the contrary, it gives you motivation to continue trying.

Makoto's Luck (200 CP)

Makoto's luck is somewhat questionable; when he is in a situation where he finds a gigantic spider that almost kills him, so that a few hours later she becomes one of his most loyal and powerful followers.

Like him, every unfavorable situation will become a great opportunity or have a great reward. The more dangerous it is, the greater the reward or you will have a unique opportunity that would normally be almost impossible to present itself.

The Real Popular Guy (200 CP)

Many talk about how popular Tomoki is, but if we're honest it's just his magical eye that got him so many women. Unlike him, Makoto already charmed many beautiful women in his old world, and continues to do so in the goddess's world.

Like him, the actions you do can have a very favorable impact on people of the gender of your preference. Whether it is a heroic action, your determination and dedication or just your power, this will be seen as something attractive and they will fall in love easily.

Respectable Teacher (400 CP)

If they had to give an award for the best teacher, you would be among the favorite candidates. You are the type of teacher who prefers to go outside the box, using unconventional methods. You are someone who can push your students to the limit to awaken their hidden potential, the more brutal the training the greater the progress. The best thing is that you know when not to cross the limit, preventing your students from dying or having injuries that leave them paraplegic or disabled.

As an extra, your students may see this as a Spartan training but they will never have any type of resentment towards you, on the contrary, they will value your efforts and feel great respect and admiration towards you.

Waka-Sama (400 CP)

Makoto may not have Hibiki's charisma or Tomoki's magical eye, but he has something that makes people respect him. It may be his power or his humility, many people of Asora have great respect for him.

Like him, each subordinate you have or subordinates of your subordinates will be totally loyal to you, there is no possibility of them betraying you, on the contrary, they will dedicate their body and soul to you, trying to improve every day to be useful to you. They will also try to expand your power, recruiting talented people who will be loyal to you. They will eliminate every threat against you or your organization as well as try to find powerful and reliable allies that are useful to you.

Favor of the Gods (600 CP)

Makoto will have problems with the Goddess, but that does not mean that he is detested by the other gods, on the contrary, he was favored by the god Tsukuyomi to protect him from the danger of the goddess's world, as well as by other gods who offered him their support, such as some useful skills for the future.

Like him, the gods of any world will have a favorable opinion of you and will be willing to help you when you need it, to the point of giving you most of their powers and having to sleep for a few centuries. These will also help you train your skills and give you very useful advice.

But don't take it for granted, if you are scum or your ideals are very far from what those gods have, they will not help you. But don't take it so badly, just because they don't help you doesn't mean they antagonize you, so as long as you don't antagonize them directly, they won't do anything to you.

Mind and Magic Enhancement (600 CP)

According to Tomoe, as Makoto is practicing 'archery' when his mind goes blank as he hits the middle of the target accurately, it becomes scary. Just thinking about that and concentrating on it by spreading his consciousness, it is changing his own existence into everything concentrating towards the path of his target. His presence becomes zero or more like the aura of a deceased person. But when he releases the arrow and hits the target his mana capacity and presence doubles every time he does that, increasing his physical strength and capacities. It is more like increasing his own limits that equals or surpasses the mana and magic powers of a God.

Like Makoto, you can enter that state to increase your magical and physical power. With the limitation that this increase will have a Soft-Cap, so with continuous use you can become more powerful than a god but there will come a point where its effect will decrease. This decrease in the effectiveness of this Perk will depend on the type of jump you are in, for example, in a One Piece jump it will be presented early, but in a Marvel jump, it is possible that this Soft-Cap will never appear due to the power level of that jump is very high.

Hero

Top Beauty (100 CP)

A hero is a representative of the Goddess, so it would be a problem if he has an average appearance. With your appearance you could enter the top three of the most beautiful people in the world. If you wish, you can customize your appearance to your liking.

Meeting (100 CP)

A hero like you is not going to mix with background characters, at least you will interact with a secondary character. During this jump, and Post-Jump, you will have several opportunities to meet main or secondary characters from the series you visit. The best thing is that your first meeting will be a pleasant one, so don't worry about finding Mio before her pact with Makoto as an unintelligent calamity.

Genius (200 CP)

You are a one in a million talent. Like Hibiki Otonashi, you are the kind of person who can learn things quickly. In other words, you can learn in one day something that could take the average person a month. The best thing is that this extends to any area, including magic, swordsmanship, etc.

Shameless (200 CP)

Hibiki has proven to not be such a well-rounded hero. She is the type of person who wants to control everything. It is capable of destroying any variant that may be a threat to it and its targets. In fact, she has conspired against Makoto several times, but no matter what she does, she has never been punished or antagonized by him or Asora.

Like her, you are the type of person who no matter how many conspiracies or false rumors you use against someone, they will simply forgive you as long as you have not caused them real harm, they will even be your allies in times of need.

Protection of the Goddess (400 CP)

The goddess, despite being a superficial and rotten being, has shown that she cares about her heroes, it is not that she loves them but she does not see them as disposable pawns either.

When you are in a situation where your life is in danger or the chances of winning are almost zero, a powerful ally will appear to help you. This ally can be an acquaintance or someone you have never seen in your life. If those in danger are your loved ones or your nation, this ally will be in charge of protecting them.

Your only disadvantage is that if your opponent is too powerful, like a Lovecraftian god like Azathoth or a very powerful being, I don't think anyone will show up to save you.

Hero's Charisma (400 CP)

As with Otonashi Hibiki, you are a person who can attract the people around you like fire does to moths. Your charisma is such that even the most stubborn and proud people, when spending time with you, will see you with admiration, to the point that they consider you their leader. They will go to the extreme of sacrificing their life for you.

As an extra, your leadership abilities will be sublime. Your tactical, organizational and logistical skills would easily surpass an experienced general. Roboute Guilliman would be proud of you.

The best thing is that you have a great talent for making groups of soldiers with average skills achieve great teamwork, having great synergy and harmony when they fight together.

Defeating an army of ten thousand enemy soldiers with a thousand novice soldiers, that will be easy, but you will have some casualties.

Demonize Eye (600 CP)

Iwahashi Tomoki has one of the scariest and nastiest abilities in the series, one that would fit perfectly in an NSFW jump. A special eye that makes fools of all those mind control powers that appear in your "special sleeves."

Demonize Eye has the ability to charm people who look directly into that eye, making people of the opposite gender fall madly in love with you and those of your same gender see you as someone friendly or a born leader who they would follow to hell. This eye is not absolute, a considerable amount of time needs to be spent with the target for its effect to be permanent, the shorter the time under the effect of this eye, the shorter the time those affected will be under the effects of this charm.

Another disadvantage is that individuals with a strong will or greater magical power than the user are immune to this effect.

Limited Immortality (600 CP)

One of the gifts the Goddess gave to Tomoki was the ability to regenerate fatal wounds. Although it is very useful, it has the disadvantage that it only works when it is under the moon, after dawn this ability loses its effect.

Like Tomoki, you have a level of regeneration that competes with that of Cell from Dragon Ball, but it only works under some conditions such as being illuminated by the moon or the sun, being in a certain place such as forests or mountains, etc.

But since you are paying CP, we will give an extra to this ability, and that is that not only can you regenerate physical wounds quickly, but you can also regenerate any source of energy, be it mana, ki, etc.

It should be noted that attacks that kill in a single movement are instant death, so an overly powerful opponent or an attack that kills you are not affected by this ability.

Post-Spark, this restriction will disappear, allowing you to regenerate in seconds without the need to depend on any external factor.

Local

Cook (100 CP)

You are an excellent jump-cook, being able to make mediocre and half-cooked ingredients have an acceptable taste. The best thing is that you have a talent for creating new recipes, you can even write a book like "40 recipes you can make with dragon meat."

Adventurer (100 CP)

Adventurers have been quite frequent in the first part of the series, these being antagonists or allies of Makoto.

This Perk gives you the knowledge that every veteran adventurer has to survive in different hostile places, as well as knowledge of dismantling monster corpses, basic identification of herbs and plants, basic data on various monsters, and among other tips so that you don't die easily.

Another advantage is that it will start at level 100 of the profession you choose, you can be an attack mage, a healer, an archer, etc.

Competent Secretary (200 CP)

If you have to choose who is the best when it comes to leading Asora or assisting Makoto in his activities, Elma and Shiki would be the most suitable candidates. Like them, you have the management capacity to lead your subordinates or equals, being able to assign people to the position who will stand out effectively. You will also have an excellent ability to know how to negotiate with allies and enemies in any situation that arises without losing your cool. As a bonus, you have a sixth sense to know how dangerous a person or organization is to your company or nation.

Social Butterfly (200 CP)

Lime Latte was an experienced, highly skilled and handsome adventurer. But if there is something that makes him stand out, it is his ability to socialize with his peers.

Like him, you are a person who can mix with different groups, regardless of race, age or profession, being able to form contacts that will help you when you need it or acquire useful information for your use.

This skill will not be useful for manipulating people, it is just a skill in which it will be easier for you to socialize with others, always having a good first impression.

Entrepreneur (400 CP)

Patrick Rembrandt has humble origins, but with his ingenuity and lack of scruples he was able to climb to the top, being the most influential person in Tsige, and being able to trample low or mid-level nobles without any difficulty.

Your business management skills are monstrous, to the point that you can make a local company become one of the most important companies in the country where you live in a couple of years with several branches. That added to a negotiation skill that in most cases you will make agreements with the conditions that are most favorable to you.

The more unscrupulous you are, the greater the benefit you will get and the less time it will take. But at the cost that you will have several enemies, although with all the power you have it will not be a big problem, in most cases.

Investigator (400 CP)

During the series you can see many characters who dedicate the majority of their time to research, we have the case of Shiki before his contract with Makoto, he was trying to find out a way to travel to other worlds or as a mere hobby. Another case is of the amoral experiments of the researcher who worked under Princess Lily, who kidnapped people to experiment on them. We can also see cases like that of Minato, a researcher who is one of the pillars of Asora in fields such as alchemy as well as in the cultivation of plants.

You are a born researcher, having a decent knowledge of various fields such as alchemy, biology, magic, agriculture, etc. The best thing is that not only do you have the knowledge, you also have the creativity and inspiration to undertake new projects that can relate to many areas and create something that combines the best of each one.

Additionally, you are not only good in existing areas, you can pioneer a branch of an existing field or create a new one. As an extra, you will not get bored with your investigations and leave things halfway, nor will you have an inspirational block, you will always progress even if it is at a slow pace.

The time it takes for your projects to complete will depend on how amoral you are. If you are a principled person, your research will likely take a long time, but if you are an unscrupulous amoral person, the progress will be very noticeable.

Blacksmith (600 CP)

If someone asks who is the best in blacksmithing, your name is one of the first to be mentioned.

Your skills in blacksmithing and tailoring are comparable to those of the Elder Dwarves.

To give you an idea of your skill level, your jobs that you would consider trash or bad, for the Hyuman it would be a high quality weapon that could sell for a small fortune.

The quality of your work is such that any creation you make, using the same materials, compared to an average blacksmith, will be like differentiating a masterpiece from a piece of trash.

Master Manipulator (600 CP)

Princess Lily Front Gritonia is not just a pretty face, at first glance she is a kind and selfless person but the reality is that she is ruthless, cunning, and a very dangerous person who is willing to manipulate anyone she sees as useful pieces to her plans no matter the method.

Like her, you have a great ability to manipulate people, being able to act like her idealized person. You are able to make people open up emotionally to you, sharing their fears and doubts, so you can use them to your advantage and manipulate them. No matter how atrocious your actions are or how many times you use them, they will always be seen and interpreted in a way that favors you, showing you more as a Machiavellian leader instead of a monster.

This is not limited to manipulating people individually, you can manipulate an entire population with just a speech, being able to convince a crowd to commit genocide and be seen by them as a hero or a wise king.

Items

All origins receive their 100 cp item for free. The rest are discounted.

You can import any Item or connect it to your Warehouse.

-All items will be returned when lost, all items may be imported into similar items, weapons to weapons, vehicles to vehicles, etc.

-Item alterations, modification and upgrades will be maintained between jumps and are also fait-backed.

-Buildings, land, vehicles and other property, unless stated to have a particular location will be placed near your starting location in-jump and will be attached to or moved into your warehouse after the jump is complete. After the jump they can be imported into future jumps as desired.

-All properties and vehicles come with renewing fuel, electricity, food, water, air and other things required to keep them running including titles, deeds, certifications, registrations and licenses.

General

Level indication Scroll (100 CP)

This scroll is used to measure the level of each person, depending on the color that appears, it will make an estimate of their level. This scroll has no level limit, so it can evaluate the level of a person who exceeds four digits without problems.

Adventurer Card (100 CP)

These cards are special, these are a type of identification document that shows the adventurer's data, such as his name, level and rank. Generally this has other uses but they are unlocked as you rise in rank. Since you are paying CP, your card, regardless of the rank you have, will have all functions unlocked, such as a function to communicate with other people who have a guild card, be an illustrative encyclopedia of monsters and materials, among other functions. Something quite useful.

Gold Coins (200 CP)

At the beginning of each jump, including this one, you will receive one hundred gold coins or its equivalent in the currency used in the jump you are in.

Magic Guide for Beginners (200 CP)

This book contains several basic spells of all the elements as well as some tips that can help you learn magic. Post-Jump, this will be updated and will contain basic magic from the worlds you visit in your future jumps.

Ambrosia (400 CP)

A powerful potion that can dispel level 8 curses. You will be granted a dozen flasks of this potion that will all be refilled each year. Post-Jump, this will be able to cure powerful curses (as long as they have not been placed by gods or higher level beings).

Magic Rings (400 CP)

These magical rings have the ability to absorb the user's magic to store them within stones embedded in them. These can be used to suppress the user's magic or can be equipped to have an extra magic source.There is no limit to how much magic they can absorb.

You will be given about ten magic rings. These are indestructible and can be adjusted to the size of the user's finger.

My Church (600 CP)

Being a deity or a messiah is not easy, you need a place where you can gather your believers to share your teachings and grant them your blessings. In exchange for that, your believers will pray to you, giving you their magical power, becoming stronger the more prayers you receive. You can also receive money or goods from them, which will ensure a financial source.

You have your own church, where they will offer you donations and prayers. As this will be the meeting place of all your believers. You can choose to be praised as a god or as the founder of a religious movement, in the same way they will worship you.

You can have a kind of Vatican in a certain place and several churches in the different cities and towns of the area where you are. You can customize these to your liking.

The type of dogmas and beliefs is at your discretion, but I suggest that they be things that are simple to understand and that they are not illegal or immoral activities, but it is just a suggestion.

For each city you will have about ten priests or priestesses who will share your creed and recruit new followers. You can customize these to your liking, as well as their uniforms. Also for organizational reasons, you can assign them to do specific tasks.

Being a religious organization, you are exempt from paying taxes.

Don't worry about corruption within your church either, all your believers will obey your word.

I must clarify that you will not start by having believers, except for your priests and priestesses, you will have to recruit them. All those you recruit will be considered followers.

To get believers, I suggest you do some miracle or something that convinces them to worship you.

Guild (600 CP)

Congratulations jumper, you are the owner of your own guild, this can be an adventurer's guild, a merchant's guild or any profession you choose.

Your guild will have a very good reputation, and may be considered the first option for various talents, whether newbies or veterans.

The equipment and infrastructure of your guild will be first class, being able to provide the best for those who belong to your organization.

The best thing is that apart from a main headquarters, you will have several branches of your guild in all the cities of the most important nations in the area where you are.

Don't worry about the staff, you will receive a hundred for your main headquarters and about fifty for the branches of your guild. These will be totally loyal, trustworthy, competent in their work, and incorruptible. You can customize your staff to your liking, as well as personalize your guild and your person's uniform. All of them will be considered followers.

As an extra, you can impose whatever rules you want, as long as you respect the legal framework of the place where your guild is located. You are also not obliged to pay any type of tribute, your guild being considered something so necessary that you will be exempt from paying these.

Drop-In

Some Things From Home (100 CP)

The new world is hostile, so it won't be a problem if you take some things with you. As long as these things can all fit into a non-magical backpack, you will receive a backpack with notebooks, pens, and other mundane things inside it to begin your journey. Food or drinks are prohibited, so choose wisely.

Mask (100 CP)

A simple mask that will hide your identity from anyone, quite useful if your appearance is not very attractive. It's indestructible, so you don't have to worry about it breaking in the middle of combat and showing your face.

Collection of Memories (200 CP)

You have your own collection of your own memories, yes it sounds strange but it's no joke.

You can choose the type of format to store these memories, or you can put them inside a bottle.

These memories will show all the things you experienced, in first person, so you can see it whenever you want.

For each jump you complete, this collection will expand, storing your memories from your previous jump.

Fake City (200 CP)

A city that has nothing that stands out, and can be considered an average city. That wouldn't be worth 200 CP, but its function would be.

The usefulness of this city is to be a facade that justifies any activity you do or to be a decoy when an enemy country starts a war against you.

You can also use this city to separate your loyal or talented inhabitants from those you consider dangerous or disloyal.

Another option is to use it as a place of commerce, preventing antagonistic groups from stealing key machinery for the production of your products or looting natural resources from your main city.

You can use this facade as a city if you wish, but because it is a facade, its security and defense system will be almost useless.

School (400 CP)

You are not a simple teacher, you are now the owner of one of the most prestigious educational institutions in the world.

This school has the capacity to educate two thousand students, with different areas for teaching certain disciplines.

The infrastructure as well as the equipment of your institution is first class, prioritizing usefulness, safety and quality.

You have a staff of one hundred people that you can customize to your liking, assigning each one to a specific task. These will have outstanding ability in their work, so the quality of the service is first class, as well as their loyalty and integrity to the institution and to you. All of them will be considered followers.

The best thing is that it is a magnet for talented and renowned people, so it would not be unusual to find people belonging to royalty or nobility in your academy, as well as people destined to be great scholars or heroes.

You are free to create the rules you want, but respect local laws.

As an extra, your institution is exempt from paying any type of tax.

Kuzunoha Company (400 CP)

A modest business but with great potential, this is due to its wide variety of merchandise, but where it stands out the most is its medicines and objects created by the Elder Dwarves and Alkes.

You will have in your possession a small store that sells these products, receiving 100 of each of those products per week. We are talking about luxury products, so your business will focus on quality instead of quantity.

I must emphasize that the quality of these products is top-notch, ensuring your position as the best merchant in those areas.

As a bonus, you have about 20 employees with combat skills that are on par with Asora's elite warriors. These will be in charge of the safety of your products, as well as trading them, having the necessary skills to consider themselves veteran sellers. All of them will be considered followers.

Combat Suit (600 CP)

This suit at first glance could be considered an ordinary outfit. And you can use it as clothing of course. But that doesn't make it worth 600 CP.

This suit stands out for being able to have two forms, changing when the user wishes. The first form is red, this is resistant to cutting attacks as well as basic magic based on the elements water, wind and light. Another advantage is that it prioritizes mobility, so you will have a great increase in your speed.

The blue form is resistant to physical impacts as well as basic magic based on the elements fire and wind. Another advantage is that it prioritizes resistance, so you will have a great increase in your physical defense.

If you don't like those colors, you can change them to others if you want.

Another advantage of this suit is that it can suppress your magic power. Basically if you are not good at suppressing your magical power, this suit will absorb it, to store it inside rings connected to the suit. Don't worry, you won't lose your magical power, you'll just store it and you can remove those restrictions whenever you want to use 100% of your power. Quite useful to train your magic skills and to hide your magical power.

My Realm (600 CP/300 CP with Sakai)

You have your own domain, you are able to customize it to your desire, it can be an empty space or a great paradise full of resources like Asora, but don't think about super rare metals or fruits that make you very powerful, useful resources but not broken. You can also customize the weather of your domain.

Another advantage is that it is in a separate space, so it can only be accessed by you and those you allow.

Its size depends on your magic power, so the more magic power you have, the larger the size of your realm will be.

Hero

Gun (100 CP)

The Gritonia empire has achieved a prototype of the otherworldly weapon, it is not perfect but it is something.

This gun is a 9mm caliber pistol, effective against an average Hyuman and any low level monsters.

As an extra, you will receive about thirty bullets each week, it is not much but it is something.

Heroic Equipment (100 CP)

A hero cannot fight battles without some type of protection. This armor is a masterpiece crafted by the best hyuman blacksmiths. It's not at the level of some average work done by the Elder Dwarves, but very useful to start your heroic story.

Personal Guard (200 CP)

A hero like you not only needs his own Party, he also needs a personal guard to take care of his not-so-heroic activities. This group, which is made up of a dozen members, is totally loyal to you and you can customize it to your liking, and you can also choose their Job, but they will have a maximum of level 100.

Mansion (200 CP)

A hero like you could make many people fall in love with you, so you will need a place to share all your "love" with them.

This luxury mansion, apart from having everything basic to enter this category, has thirty rooms, plus the owner's room, to house your entire harem.

Staff are not included, but you can use your demonic eye to recruit some.

My Sponsor (400 CP)

A hero like you is highly coveted by many, after all you are the champion of the goddess. That is why you need someone to support you in everything, be it financially, in politics and other areas in which you will need great support.

This sponsor will be an influential noble or even the royal family, depending on the type of society you are in. They will give you all their support and will have no ulterior motives, so you should not worry about having to owe unreasonable favors.

But remember that these will only support you as long as they are reasonable and legal demands. Don't think about asking them to give you their entire fortune so you can make a stupid purchase or ask them to help you in an illegal business.

My Party (400 CP)

A hero like you cannot go on an adventure alone, so you will need a team to defeat the enemies of your people.

You have four followers at your disposal that you can customize to your liking. You can choose their Job to balance your team. Each of these will have a level of 200 at the beginning, and can increase as you progress in your adventure.

The only disadvantage is that if one of these dies it will not revive, it will only be replaced by another with a level of 200.

Familiar (600 CP)

Like Hibiki, you have a familiar that you can summon whenever you want. This will be linked to your soul, so he cannot be killed or destroyed without first killing you. You can choose any type of animal existing on planet Earth, so no dragons or phoenixes. This one will be considered followers

The power of this familiar is similar to that of a Mistio Lizard, but it will become stronger as you increase your magical power.

Finally, you can combine with your familiar or rather, it will transform into a type of armor that will increase all your statistics by three.

Divine Spear (600 CP)

This spear is a powerful weapon that launches powerful Light element attacks. It is an indestructible weapon that can only be used by the user, that is, you jumper.

Another advantage is that it can be thrown at the enemy at long distances, being able to break through any type of magical barrier. Of course, after hitting the target, it returns to the hands of its owner. Can be any other type of Weapon.

Local

Bananas (100 CP)

You have an unlimited supply of bananas to enjoy for breakfast, lunch, dinner and as a snack. Approved by the Ogre race as one of the most delicious fruits that can exist.

Basic Adventurer Equipment (100 CP)

Equipment that will help you in your new job, this includes about ten healing potions, armor and weapons that are suitable for your job. The quality of this is basic, so don't expect a legendary weapon. For each jump you start, you will be given another ten potions and equipment that suits the profession you have.

Minato Recipes (200 CP)

Minato is one of Asora's best investigators, with top-notch skills. So knowledge from him will be very useful to you.

This book has all the medicine recipes that Minato has made, an encyclopedia of various drugs that far surpasses the medicine of that world.

Post-Jump, this book will be updated to contain all existing recipes to cure any type of disease, as long as they are not magical in nature.

Reliable Weapon (200 CP)

This weapon, which can be a sword, spear, war hammer, etc. It is a weapon made by the great blacksmith Beren, using one of Shin/Tomoe's scales as material.

This weapon has great resistance, and can only be destroyed by someone at the level of a Great Dragon or higher. It could also hurt or destroy any being or thing, even a Great Dragon.

Greater Dragon Scales (400 CP)

You have a supply of a ton of these scales that you can use to create weapons and other items. Due to their rarity and qualities, the objects created from them will have a level above average, being in the range of national treasures or powerful weapons. This supply will be recharged every year, so with a group of excellent blacksmiths you will be able to create wonders that will be coveted by everyone.

Shiki's Research (400 CP)

Before being a servant of Makoto, Shiki was a Lich who dedicated much of his time to carrying out investigations of various types.

For some reason you have acquired all of his research, as well as various techniques and magic that he has developed throughout his life.

All of this can be useful to you during your jump.

Laboratory (600 CP)

Congratulations jumper, you have your own secret laboratory where you can carry out any type of research without problems. The size of the laboratory will be equivalent to that of a small mansion. It can be underground on one of your properties, inside a larger property or attached to your Warehouse.

Depending on the world where you are, you will be equipped with the best you can have to carry out your investigations in the most discreet way. Post-Jump, this will be equipped with the most advanced technology of each jump you visit, not lowering its level when you visit a world with a lower technology level than your previous jump, always being updated with the most modern equipment in your chain.

My Kingdom (600 CP)

You are not a simple jumping commoner, you are a king, but what would a king be without his kingdom. You are the owner of a world power that is on par with the kingdom of Limia or the Empire of Gritonia. You have a population that exceeds millions, and your economic, military, resources and academic level competes with that of those countries.

Post-Jump, your kingdom will be updated to be on par with the world powers of the worlds you visit on your jumps. But keep in mind that the size of your kingdom will be equivalent to a country like Limia and Gritonia, so don't expect that in one Warhammer 40K jump you can compete with the empire of humanity.

All inhabitants of your country will be considered followers. These will be completely loyal to you, worshiping you above any god or equivalent being.

Companions

Import (100 CP)

You can import up to 8 people for 100 CP. They will receive 300 CP to use on this jump.

Canon Companions (free/100 CP per)

If you manage to convince them, you can recruit any character from the series as a Companions. If you pay about 100 CP, you will have a favorable first meeting, which in a short time will turn into friendship or love.

Drawbacks

You may take any amount of drawbacks you like.

My Fanfic +0

If you don't like history, you can go to an alternate universe where the changes are more noticeable or to your liking. That Tomoki Iwahashi is a decent person, that the Hyuman are a modest race and are not superficial or that Makoto is handsome. The possibilities are endless.

Crossover +0

If this series is not enough, you can combine this jump with another series that has similar characteristics, such as bringing characters from a school anime as heroes in this world or mixing it with an isekai that you like. To clarify, it is not mixing jumps, it is adding characters or the plot of another series to this jump.

Supplement +0

If you are not in the mood to spend 10 years on this jump for a Perk, Item or Power, you can use this jump as a supplement and buy whatever you want. But you will not have the benefits of discounts. If you wish, you can combine this jump with another one you are doing, being able to take Drawbacks from this jump, but without discounts.

Rule 63 +0

The goddess or god if you wish, will not benefit women, but men, so the majority of the population will be made up of men. So if you want to have a reverse harem this is your chance.

Ugly +100

All your Perks that favor your appearance will be nullified in this jump. You will have your appearance at the beginning of your chain, the problem is that the standards of this world are very high, to the point that being a human you will be considered a Kobold. The good thing is that you can hide your face with a mask, but no magic to change your appearance.

Masochistic +100 CP

Perverted, that's a word that defines you. You are someone who feels pleasure when you are hurt. It wouldn't be strange if you let yourself be hit just because you feel that pain that stimulates you. At least you have some common sense, so you won't let yourself be hit by an attack that kills you or leaves you with permanent damage.

Extended time +100 CP

If you want you can spend an additional 10 years in this jump. It can be taken multiple times.

Fallen Noble +100 CP

Your family belonged to the nobility, but because they could not protect their people they were stripped of their status.

In every major city or capital city you are in, you will be treated as a failure at best or a punching bag at worst. Although if you go to the border or small cities you will not have any problems, and you will be able to have a normal life as no one knows your circumstances.

If you are a Hero or Drop-In, you will have an appearance very familiar to a fallen noble, so you will suffer for the mistakes of others.

Otaku +200 CP

You're obsessed with a certain genre (samurai, super sentai, magical girl or etc.) and you will not use any power that's not on theme.

Lazy +200 CP

Like the invincible dragon, you are a lazy person who prefers to be in his territory resting rather than going on an adventure in a new world. It is very likely that in the first half of your jump you will be in a place without leaving there, in your comfort zone. It doesn't matter if your place is in the middle of a war, you will just hide or if you have the power, you will stop the war.

Arrogant +200 CP

You are an arrogant, jumping being, thinking that you are the best just because you have a level above average.

The worst thing is that when someone beats you up and wakes you up from your power fantasy, you will act like a pathetic coward, and it is not unusual for you to sting your pants in the middle of a fight in front of your teammates.

Lust +200 CP

Tomoki is not just an arrogant, cowardly and manipulative hero. He is also a lustful being who would do anything to satisfy his desires, even threaten a person with death.

Like him, you are the type who would do just to have a woman, you could use dirty and vile methods without thinking about the consequences or tragedies that such acts would bring.

Additionally, you will stop feeling empathy for the people around you, seeing them as tools or disposable pawns. You are human garbage.

Makoto's Weakness +400

As a child, Makoto had a very weak body, to the point that his life was always on the verge of death. Because having to adapt his body to be able to live in that world, Makoto's parents had to call a Doctor to improve his physical condition, when trying to strengthen him, she makes the decision to cut his affinity with his wind magic to expand his healing ability throughout his body. This means that the wind magic Makoto possessed, which would be essential for healing magic, is now used to strengthen his body in general, leaving less to no ability to actively use healing magic.

Like him, you are not able to cast healing magic on yourself.

Pariah +400

You are not welcome in the Hyuman settlements. Every time you approach a place where any Hyuman lives, you will be rejected at best and at worst you will be hunted.

I think you would have better luck if you hang out with demihumans or demons, maybe at first they will reject you but with time and effort you can be part of their community.

Manipulated +400

During this jump, you will be manipulated by someone close to you, who you will think is your ally or something closer. That person will take advantage of that, being able to continue with their game for longer.

To make things worse, your manipulator will have no scruples, being able to use methods that put your life in danger to achieve their goals. You will only be seen as a tool and until you find infallible proof that incriminates them, you will believe in them blindly.

Makoto's Journey +400

This is problematic Jumper, apparently the Goddess has confused you with Makoto and brought you to that world.

Going to a world where there is magic, beautiful people and an Isekai adventure doesn't sound bad, the problem is that like Makoto, your face is not acceptable by the Goddess's standards.

I'm afraid that this story will have the same events, but with the difference that the Protagonist is you. During this jump you will replace Makoto, having the same adventures in this new world. Basically you will be surrounded by problematic people and will be the target of Hyuman and Demons.

The good thing about this is that you can avoid those events that have destroyed us when reading or watching the series, like taking care of that adventurer before she kills Tomoe's Offshoot.

Bug´s Wrath +600 CP

Bad news jumper, for some reason you awakened the fury of the Goddess of this world. That means your life during this entire jump will be under threat.

The goddess is a being that lives in a subspace that is very difficult to reach, she also has two apostles who can fight: Tomoe and Mio.

She can use the Hyumans to crusade against you, turning much of the world's population against you.

And as a last ace up her sleeve, she can call people from another world and give them powers to hunt you down.

I wish you luck, and as an extra, don't forget that her magical power is very great and she can easily eliminate a person who has a level above 900, so be careful.

Unbearable Hunger +600 CP

Just like Mio before making the contract with Makoto, you are a hungry beast who cannot satisfy his hunger until he finds a person with great magical power. You can eat anything.

But unlike her you can control your impulses over time, but it won't be easy. You will most likely spend most of your jump attacking very strong opponents and eat them.

In short, you will be a walking catastrophe, as long as you have the power to back up that title.

Makoto's Fury +600 CP

Makoto, our protagonist, is a person who would not use violence as a first option. In a normal situation, you would have a more peaceful encounter, and depending on your attitude, more friendly. That would be preferable, but your encounter was less friendly, a bit similar to that adventurer who caused the death of a Highland Orc and Tomoe's Offshoot.

Prepare to be chased by Makoto and all the inhabitants of Asora. We are talking about antagonizing the most powerful nation in this world with a walking calamity and a Greater Dragon as executives, I hope you survive.

Power Loss+ 600 CP

This is generic. Forget about being able to use your powers, perks and items outside of this jump. You can only use everything you buy in this jump and your Bodymod. Using the Warehouse is prohibited.

Stuck At level One + 800 CP

This is suicidal Jumper, this is not just a power lose, all powers, items, perks from previous jumps like this jump are disabled.

Basically you will be stuck at Level 1, but unlike Makoto it will not be because it is difficult to measure your power, but because your power is zero. But all is not lost, the option of using companions is valid, so you will depend on them.

Choices

Go Home

Stay

Continue

Note

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Change Log:
v1.0: created the jump.
v1.01:
Slight changes to Perks:
-Elemental Affinity

-Contrac
-Naming
-Creation

Slight changes to Items:
-School
-Kuzunoha Company