

Generic Fantasy Otome Academy

Jump

Welcome to one of the staples of shoujo manga and games: the Otome scenario.

In this fantasy kingdom, a magnificent academy educates the children of the nobility to the highest levels. Students live in great luxury, either as day students if their families have homes in the capital or boarding in the case of those whose homes are far away. While classes are certainly important, there are also talent contests and other ways to make your mark and give your parents something to boast about.



As for classes? Well, no student would be so gauche as to fail the academy's classes, and dismissal for disciplinary reasons would be a disgrace of legendary proportions, given the leeway that the faculty give the students. Some might face the embarrassment of being required to take extra lessons during the summer or 'pursue further studies' after graduation to bring themselves up to the expected standards, however. Everyone knows what it means, but no one talks openly about it. Proper nobles prefer to stab each other in the back, after all.

Across several years here, these teenagers will make friendships (and rivalries) that will shape the next generation of rulers across the kingdom... As well as the marital alliances that will produce the generation to follow them. The social conflicts of the royal court are replicated in miniature at the school, which hosts balls, galas, and festivals to let the noble children practice those skills that they will need as the adults they believe themselves to already be.

For those students already engaged, they will get to know their future partners and lay the foundations of their future relationships - for good or ill. For those who are not, this is their chance to find suitable life-mates and try to convince their families to approve of the match. Failing to marry here isn't a disgrace, but certainly means having to accept a less than ideal marriage after graduation: a noble looking to remarry or who is beneath their station. Quite an embarrassment.

Magic is comparatively rare, but it's fairly well-documented as a phenomenon. The Academy is by far the best place to learn how to use it if you're one of the rare few who have the talent. Almost invariably, those with that talent are nobility, but that almost is the issue.

You see, this year, with several young men of great importance attending - and with the female students all plotting and scheming over the possibility of winning a young prince's hand in marriage, or at least becoming one's legal concubine (a formal, recognised and prestigious status, if less so than wife), there will come an honour student, a young woman of no noble status who has not only a talent for magic but a prodigious one at that.

I'm sure you see where this is going. A new arrival, from outside of the usual social circles, meets a number of handsome young nobles, who have been tied into arranged marriages chosen by their families with little say in it themselves...

Welcome to the Otome situation. I do hope you enjoy yourself.

Take **1000 capture points** (cp) to set yourself up in this world.



MODE

The Otome Genre is normally one where the young lady protagonist is surrounded by a veritable harem of potential (male) love interests. That is not always the case. It is your choice if this particular Otome Fantasy is Traditional, Shounen Ai / Yaoi (pretty boys going after other pretty boys), Shoujo Ai / Yuri (pretty girls going after other pretty girls), or some strange hybrid (think Revolutionary Girl Utena).



ORIGIN

The jump starts by default on the morning of your fifteenth birthday. You'll be attending the academy in the spring following this birthday and will spend the next three years there, with the jump ending the night before you reach the age of twenty-five. You have free choice over your gender.



Drop In / Mob

You're just another face in the crowd, not particularly important to the affairs of the 'important' students unless you force your way into the mix. This does come with a great deal more freedom than the other origins. Your identity has just enough assumed history to get by and you'll recall enough details to not slip up unless stressed but nothing like actual memories). Anyone investigating it will find weak testimony that you exist but never made a strong impression and that your family passed away quite recently.

Capture Target

You're one of the most important young men (or women if this is a Yuri Otome) entering the Academy this year, either by virtue of your parents or because of some unusual talent... probably the former. You may already have a betrothed who will be attending the academy, but the choice is yours.

Villainess

You're a young lady (or gentleman... who are we to judge) of excellent birth, with strong ties to one of the Capture Targets. It's likely that you're engaged to them, but you could also be a cousin or sibling charged with ensuring they don't get trapped in something inappropriate.

Protagonist

You're the honour student, brought into this noble establishment that your birth wouldn't qualify you for. Of course, the nobles don't see it that way: you're an interloper, an upstart, someone who surely doesn't belong. Perhaps you're a commoner, entering on talent, or a bastard born of a common mistress rather than a socially acceptable concubine.

Big Bad

The barriers to the protagonist's romance options may be called villains and villainesses, but you're the real deal - a major threat to the entire kingdom. You're a student for now as you gather information and resources, but you have the means and will to bring everything down in flames.

COMPANIONS

Really, who you know matters more than what you know, or at least that's how noble society sees it. So let's look at your options in that area first before the less important matters are dealt with.

Familiar Classmates (50cp/300cp)

You may import existing companions at the cost of 50cp each or 300cp for eight companions. Each companion has an origin and 600cp to spend on Perks and Items. They can't take companions of their own or take drawbacks of their own, although they may get points for their origin's standard drawback.

Someone Special (200cp)

Is there someone specific that you have your eye on? Okay, we can work with this. If there's an Otome focused setting that doesn't currently have a Jump that allows you to take canon characters as companions, then you may use this option to import them into this jump exactly as they are and recruit them as a companion for future jumps. They do not receive any capture points to spend here by default but you may buy them undiscounted perks and items out of your own pool, for this jump only. You may expressly take this option as many times as you can afford to.



Your Special Friends

You receive two of these companions for free, if you roll for them (1d12, rerolling duplicates). Alternatively, you can choose not to roll in which case two of the below companions of your choice are discounted. Or roll one and discount the other. Up to you.

{1} Adorable Cinnamon Roll (100cp)

Who is this bright young spark with a heart-warming smile and an oblivious innocence that you can't help but want to protect? Whoever they are, the starry-eyed look in their eyes tells the obvious tale: they worship you like an idol and would do anything - ANYTHING - to make you smile. Given the cruelties of teenagers even before an aristocratic society is considered, only you can protect their innocence... or use them as a willing agent in whatever schemes you have. It's up to you!

{2} Bro-tier Sibling (100cp)

You have an older sibling who is already at the academy, a year ahead of you, and they're happy to provide you with guidance as you get used to things. If you want to be the oldest child and heir, it's fine for them to be a foster-sibling or half-sibling (on the unimportant side), or bastard, raised alongside you but not in succession. While they're available for moral support, advice, and even muscle if needed, they won't crowd you if you prefer to do things on your own.

{3} Jilted Lover (100cp)

This beautiful young lord or lady of high status has suffered one of the greatest shames that can befall a student at the academy. Not only has their betrothed fallen out with them, they've even gone so far as to have their family formally break off the engagement, accusing them of improper behaviour! You can possibly

move in as an acceptable substitute, after all, they're still from a wealthy family. Disenchanted with noble society, they'll repay your care and support with deep affection, loyalty, and a sharp mind.

{4} Kind Teacher (100cp)

Very young for their position, elegant and dignified, this teacher received their position due to brilliance in their field and now has to deal with hormonal teenagers who consider them absolutely in the age range for romantic attention. They can easily be persuaded to provide additional tuition if you feel the need, and will react well to an interested student - but poorly if you were solely to request that to get close to them. Solely, you understand - a true student who also cares for them might warm their heart.

{5} Lifelong Maid (100cp)

Like any child of quality, your day-to-day care has been taken care of by professionals. Only a few years your elder, this woman was brought into your household when you were both children, as a lifelong companion. She sees to your care, grooming, wardrobe, and health. In return she lives a life far better than that most commoners lead, with security and comfort almost as good as the gentry. You can trust her implicitly to keep your secrets and to act responsibly for your protection - in fact, your relationship is so close she would trust and follow you into anything. This may be a butler or valet rather than a maid if you prefer.

{6} Loyal Knight (100cp)

A fine and trustworthy friend you've known for years, someone as close to you - perhaps closer - than your own siblings. A great wingman if you're exploring your romantic options with some double-dates, and they have many other useful skills - they may even be better than you in a few specialised fields. Surely you will be friends for life, working together and eventually raising a new generation of your families to continue your friendship.

{7} Responsible Adult Authority Figure (100cp)

I know, I know, unicorns are easier to find. But no, I assure you that such a rare entity does exist. Middle-aged and of no small influence over the academy, the kingdom or both, they've taken a liking to you and are happy to sit down over tea and provide you with guidance. Fair, patient and even-handed, you may be assured that while they would rather you learn to stand on your own feet, they will advocate against any injustice imposed on you by other teachers or authority figures.

{8} Right Hand Monster (100cp)

If you're going to take over the kingdom / world you can't afford to only be handling things yourself. This is doubly true as you're stuck at the academy most of the time, after all! This creature of legend is quite intelligent and can pass for a human easily enough, so they act as your representative for negotiations and missions that you can't personally attend to. They have substantial magical and combat skills to use in your service, although your own talents are naturally far superior. Are they in love with you? It's possible, and your own feelings are yours to decide. Which species do they belong to? You know, we never thought to ask.

{9} Royal 'Fairy' Godparent (100cp)

Sponsorship implies a sponsor and this is yours: a member of the royal family, or at least of the very highest nobility, who arranged for you to attend the academy. Their exact reasons aren't clear to you, but they sincerely want the best for you and will exert themselves to smooth over any minor issues that extend beyond the academy and will try to mitigate serious problems. However, getting along with nobles is

something that you're supposed to be learning, so they won't really exert much protection against your classmates. And they might abandon you if you abuse their good name too often. Just a warning.

{10} Sadistic Sempai (100cp)

This older student is brilliant and much admired, at or very near the top of every class and among the most dazzlingly attractive members of the student body. On top of that, they're from a wealthy and powerful family. Unfortunately, they have a hidden side that they have chosen to share only with you: they're bored and have a tendency to poke at anyone who might break their ennui... like you. Still, they can be a great help if you make it interesting for them. Which is probably worth the trolling... maybe...

{11} Toadies (100cp)

These three youngsters have fallen into your social circle and latched onto your coattails. In return for your acknowledgement, they're happy to serve you in minor matters. They might be mere servants or fellow students of lower status than you. Either way, you can send them on errands or leave chores to them. They will also let you know anything they think you ought to be told of, and take the initiative if they come across something they think you'd want them to act on. Of course, they may be wrong - in general the more attention and support you give them, the less likely they are to get themselves and you into trouble. In future jumps they take up a single companion slot and any benefits they receive through being imported are shared between them in weaker forms.

{12} Willing Conspirator (100cp)

Who would suspect this fine young scion of nobility of selling out their class and their kingdom? Besides you, since they have made their allegiance totally clear: if you're going to bring down the social order then they're onboard with that and eager to help. It's possible, and perfectly understandable, that they may have one eye on rising within whatever may arise afterwards, but they are at least sincere in detesting what they see around them which is at least grounds for an alliance... maybe more.



PERKS

Perks under each Origin are discounted for that Origin and one of the 100cp perks can be taken for free. If you want both 100cp perks, the other will be discounted normally, but not free.

Shoujo Style (0cp/50cp)

I'm sure you're attractive already, but let's have a little brush up for the occasion. Your appearance gets themed and upgraded to a solid 9/10 with a specific theme suited to your origin. If you want another theme, you can pay 50cp to take additional or alternative themes, up to 200cp for all of them, switching from one to another depending on your inclinations or the nature of the current scene. Maybe it's the lighting.

- Drop In: You're generically handsome or pretty, very boy or girl next door.
- Capture Target: You have a heroic and dashing look, with a strong jaw and bright eyes.
- Villainess: Your beauty is classical and idealised, inspiring artists to try to immortalize you.
- Protagonist: You have a cute and innocent look to you, quite adorable to the eyes.
- Big Bad: Everyone loves a brooding bad boy, particularly ones so pretty they're positively sinful.

Basic Elemental Magic (100cp-300cp)

Not everyone has magic here, but it's not all that rare among the nobility. The most typical magic is a moderate level of elemental magic - earth, fire, wind or water that you can conjure and direct. For 100cp you get one element at this level but you can purchase twice more with each either adding a new element or multiplying your power in an existing element to double (so quadrupling if you stack both purchases).

Reincarnator (300cp)

As you awaken you gain additional memories that aren't quite of this life. Or rather, they are but of events that have not yet happened... Have you lived this life, only to be sent back for another try? Or perhaps this life is based on a game or manga you played before! You may choose either the former, in which case you only know one timeline but have a fair amount of detail, or the latter, in which case you have a high level level overview of several routes but less knowledge of details the devil may be hiding in. Either way, you have considerable foreknowledge to work with in this life, something that should give you an excellent chance of engineering a good end.

In future jumps, you'll have a similar degree of premonition of how events would play out unless you change them. Of course, in many jumps you're already aware of how they would affect the canonical cast, but this will now include the default effect of your presence if you have taken a background that doesn't drop in, including events that would have affected that life but never been 'on screen' for the source material. Everyone is the lead actor in their own life, after all. Well now you've got advance access to the script... and as a jumper, you have a free hand to improvise.

In addition, this perk serves as a capstone booster, unlocking additional benefits for the 600cp perks of each tree, should you happen to take any of them.

Drop In

Sleep of the Just (100cp)

As long as no-one is actively interrupting your sleep and you have time for at least four hours of (relatively) uninterrupted sleep, you'll always get a good night's rest. As long as a noise doesn't signal a situation you should / would want to be aware of, it won't disturb your sleep and you'll never be troubled by casual nightmares (i.e. normal bad dreams). This does nothing to protect you against induced dreams. When you're asleep, you'll never be troubled by worry, doubt, or stress, nor by uncomfortable sleeping arrangements as long as they are not actually harmful to you. You'll be able to fall asleep instantly and wake up fully refreshed. If you are woken before you get a full night's sleep, you'll never wake groggy or disconcerted.

Beneath Notice (100cp)

You're surely not of any importance and no one will seek you out as a specific target unless you've gone out of your way to draw their attention. This can be very handy if you're providing covert assistance to someone, but it doesn't let you bypass specific security: if the academy isn't letting students off campus, you'll still be stopped at the gate. But if the evil prince is watching for someone smuggling messages to the fiancée he just imprisoned, no one will particularly think to investigate you unless you've openly declared your support for the fiancée.



Tea Master (200cp)

You have a superb talent for serving tea and associated treats, able to whip them up in a trice to a very high standard. Hosting skills like this could get you a job in some clubs. Given time you can bake cakes and cookies to accompany tea and you are, of course, a connoisseur of the highest order when it comes to tea - with expertise in everything from growing it to predicting almost infallibly how someone likes their tea. Sometimes even surprising them by knowing it better than they know themselves!

Seneschal (200cp)

You're not in line for a major title or position, but that doesn't mean you can't be important in your own way. You are excellent at managing the day to day business of an estate, handling finance, servants and correspondence for someone. And also good at hiding any side-benefits you may be able to reap from that. After all, you're the one counting the coins so if some happen to fall into your pocket, that's only fair.

Confide in Me (400cp)

I suppose you're just a good listener. Some people will only open their hearts to family, or to a precious pet... but everyone is willing to speak frankly and honestly to you if they have anything they want to confide. This doesn't mean they'll spontaneously admit to crimes, unless they're guilty and *want* to let it out, but they will be willing to talk freely and will instinctively believe that you will keep their secrets, even if they know you've shared those of others. But if you do prove indiscreet with someone's private matters, they won't trust you with them again.

A Matter of Perspective (400cp)

Being less involved in the affairs of others, you have a more objective view and can assess their emotional needs and political demands without getting them entangled. This doesn't necessarily mean you can resolve those matters flawlessly, but at least you can set goals and help prioritise what really matters to someone. This can make you an ideal advisor to someone in a sticky situation where the political and personal can create untenable conflicts.



Armor Piercing Question (600cp)

It's characteristic of this setting that key moments can drastically alter the course of events. You have an eye for these moments and an instinct for what you can say to bring matters in the direction you prefer. This might be a chance comment where you can be overheard or directly addressing the recipient, but either way, you are steering their decision at a crucial moment.

Boosted - You don't just know the options that present themselves within the constraints of the Otome narrative, you can seize the opportunity to derail matters entirely. Whereas before you have to pick your moments and can only direct someone between choices that were already before them, here you can strategize a succession of key interventions that could steer someone into an entirely different path of thinking, doing something they would never have envisaged on their own.

Capture Target



Important (100cp)

You just get that little bit of extra consideration. Rules can and will be bent for you just a little without you even asking, you're first to be offered second-helpings of your favorite desserts. That sort of thing.

To the Rescue (100cp)

You make an entrance like a boss, particularly but not exclusively when springing to someone's rescue. Expect dramatic gasps, villains to freeze in fear and guilt, your love interest to swoon into your arms...

Swordsman (200cp)

You're competent in every field of combat used in this fantasy kingdom and excellent in one, such as the use of a sword. In that one field you're somewhere in the top tier for your age and experience, not the best but good enough to at least make the best struggle. There are bigger leagues though, so don't get too cocky.

People Manager (200cp)

Your real power is the friends you make along the way. No, seriously. You are simply superb at assessing people's abilities and convincing them to use them for your immediate goals, as well as getting them to work smoothly with your other subordinates. This doesn't necessarily make people like you - although it's more likely than not - as it's sometimes easiest to get people to do what you want by pushing buttons and this a short-term capability, not long-term.

I Can't Believe You Thought I Was Serious (400cp)

Not only are you exceptionally good at finding loopholes in contracts, especially marriage contracts, but only contracts signed in your actual blood can bind you. Furthermore, whenever you back out of a written contract, the law will back you up. Backing out of an oral contract won't even make the other party angry. Disappointed? Sure, but they'll understand you were just fooling around.



Powered by Righteousness (400cp)

There's nothing that fires you up like a cause that's worth fighting for. Getting emotionally invested in a just endeavour lets you push your limits. You think faster, hit harder and will keep going when normally your body would be demanding you quit for your own good. If it matters to you, then you can simply ignore those limits. This isn't entirely unprecedented - although you take it to extremes - but a normal body would pay for this in spades with aches and pains for days afterwards, if not more serious consequences. You bounce back without anything more than the mild fatigue. Be aware, this doesn't require that your cause be objectively righteous, just that you believe that it is.

King of Doki-doki (600cp)

Who makes hearts beat faster with every smile? Does every toss of your hair leave the ladies blushing? The answers are you and of course! Your skill at the game of love is off the charts, leaving you idolized by those around you - basically those of your social class. Men want to be you, women want to be with you (or the reverse, or both). This isn't a matter of good looks, though that helps, but more a mix of social skill and confidence that lets you cut through a social scene like a shark among food. Only those who dislike you for whatever reason - envy, political motivations, near-fatal degrees of cynicism - will prove resistant to your charms.

Boosted - If you choose to, you can turn even enemies into your devoted admirers. This does take time and some degree of attention, but before long the protests of 'I'm not like that' or 'I'm not doing this because I like you' will be half-hearted and everyone around you will know that you have another suitor.





Villainess

Rigorous Etiquette (100cp)

So you've been flung suddenly into a new and complex world which has complex social codes of conduct that you have no idea about. But do you make gaffes, offend people... no, of course not. Because you have an amazing knack for reading others' behaviour and identifying what customs and traditions they believe you are subject to. They could be wrong; but as long as you stay within their expectations, they'll accept you're being perfectly courteous.

Villainous Face (100cp)

You have an intimidating glare, eyes cold and predatory, your attitude screaming to the subject of your attention that you are about to crush them like a bug. Just looking at the weak-willed can reduce them through stammering to terrified silence and it would not be unusual for victims to flee your immediate presence.

Coupled with any actual threatening words or actions and entire groups will be left re-thinking their life choices. Anything but confront you again. Those in positions of power or who are strong willed are less affected but will at least take you seriously.

People Will Talk (200cp)

You have an ear attuned to the gossip network and are intimately aware of what is spreading through it. This certainly includes being able to spread word yourself and let you know who to speak to if you need to crush a story, although it doesn't give you the tools to actually make them shut up. You do have to be actually paying attention, but as long as you do then snippets of overheard conversation along with remarks directed to you will be more than enough to have an accurate idea of rumours in your social circle. Whether the gossip is true is another matter, of course.

A Woman's Armour Is Her Face (200cp)

In a world where beauty and romance are important concerns, the ability to present one's self becomes vital. You have an unerring eye for what clothes and cosmetics will work best within current fashions to present yourself and others, as well as how far you can stretch this to be a trendsetter without being laughably outré. This extends to basic skills in preparing make-up and adjusting clothes with limited resources, excellent for last minute alterations or emergency repairs.

Proper Face (400cp)

Keeping your face from betraying your actual feelings is among the first lessons that must be learned if you are to function politically. Anyone of sense can maintain an icy demeanor to



cover for despair or joy as fortunes rise and fall around you - how else to prevent others from knowing where you stand until you are ready for them to know? But you go beyond this - you can present a completely false front as to your actual feelings, including complex multi-layered deceptions. Let one person think you are imperfectly hiding anger or joy behind a veneer of indifference, while another sees satisfaction at your coup unfolding? Child's play - even if you're just trying to work out what's going on and why they think you would even care!

Don't Throw Me In The Briar Patch! (400cp)

You are being sentenced... to do exactly what you wanted. You are superb at manipulating people into giving you apparently harsh punishments that you're actually quite happy with. It might not be your first choice and it must *appear* to be a punishment, but if you hate the strictures of nobility, you will lose your noble status. Or your engagement is switched to a fat pig noble, who you happen to know is actually sweet and cuddly. It's not perfect, but it's good enough.

Spin Straw Into Gold (600cp)

What makes the world go around? Money! And what makes money go around? Well that would be you! You've grown up around wealth and know not only how to spend and save, but also how to make your money grow and the many ways you can use it to create advantages - including bribery, manipulating markets and other white-collar 'crimes'. Why, you could turn a modest family stipend barely sufficient for three servants and a wardrobe that needs its own room into a multi-faceted financial empire before you're even out of your teens.

Boosted - What could possibly be more lucrative than creating new products and markets that no one else has explored before? You're brilliant at coming up with new ideas that have never been seen in this world before and applying them. Sure, many of them may have been common in other worlds you know of, but it takes more than a good idea to succeed and you're excellent at taking these ideas and turning them into solid successes that will return equally solid rewards.



Protagonist

Top of the Class (100cp)

You earned your place here at the academy, with superior grades. Without even trying seriously you can maintain grades slightly above average for your classes and if you do actually put in the work, you'll be in the top three or five students in every academic subject. Being the absolute best will require hard work, but you can do it if you want.

Stainless (100cp)

It's amazing how careless people can be around you. Spilling drinks on you, accidentally pushing you into the mud, forgetting they left a bowl of pig's blood on the rafter right above where you're giving a presentation. Please don't worry about it, these accidents don't detract from your beauty... at all, ever. Somehow, you look just as dazzling regardless of neglect of or even active efforts to sabotage your looks. This doesn't prevent you from being splashed or stained, it just doesn't matter to others' perceptions. You can toggle this off if you actually want to be stained or bedraggled.



In Your Kiss (200cp)

When you kiss someone it's a magical moment. On the hand, or if you're being daring on their lips, at the moment of contact you will receive a complete understanding of how they feel about you at that time. (Feelings can, of course, change over time). This is a flawless judge of someone's sincerity in their feelings. In return, the person you are kissing will receive a similar impression of your feelings for them... or if you prefer, an impression of what feelings you want them to have for you. Yes, you can lie about loving someone and they'll believe it (the saps!). This only works if you initiate or knowingly accept the kiss so you don't have to worry about being caught off-guard.

But That's Forbidden (200cp)

Any society has rules, and relationships can be heavily impacted, crossing so many lines that it can be impossible to maintain them in the eyes of those around you. After all, you have to satisfy the needs and expectations of those around both parties. And that assumes that there are just two people involved -

polyamory just makes it even more complicated! How can you avoid censure? Well, quite easily since everyone will blithely accept that no relationship you're in is forbidden. They may have some specific personal issue with you or your partner(s), but the social acceptability of the relationship will never be a problem.

Strings to your Bow (400cp)

Those in love with you will never blame you for continuing relationships with others. This doesn't completely stop them from being jealous of the others; but rather than trying to damage or destroy these other relationships, they will channel these feelings into further trying to deepen their own bond to you, becoming more loving and affectionate towards you. They won't even fight over your time (unless you want them to!). The fact that you already have suitors will only add to your attractiveness to others, drawing the eyes of new suitors. Surely so many lovely flowers cannot be wrong in believing that you are a veritable paragon!

Not So Helpless Ingenue (400cp)

There's a very thin line between 'sweet & innocent' and 'hopelessly naive'. You dance blithely back and forth across that line, or at least you do to all outside observers. Somehow, you're able to maintain your sense of innocent wonder, boundless optimism, and simple joie-de-vivre without sacrificing any of your cunning, wisdom, or practicality. Those who see you but do not know you well will probably assume you're sweetness and light (if they're not a cynical individual) or a complete naïf (if they're of the more pragmatic persuasion), and thus underestimate you, but in truth? You always know when someone is trying to manipulate you or lead you astray.

Unique Magic (600cp)

Well, perhaps not entirely unique... but certainly extraordinarily rare - one in a generation. You may define the exact theme of this magic - chrono magic, light magic, etc. and it covers a fairly broad base of spells comparable to more common broad magical themes such as fire magic, for example. This magic should be defined as allowing you to achieve effects that other casters cannot but not as significantly more powerful than other high tier magic users. Bear in mind that if you define that you have the only healing magic then you are expressly depriving everyone else in the setting of access to healing magic. You may wish to state that other magical affinities can overlap the lower levels of what you can do.

Boosted - Did I say that you're not more powerful than other high tier magic users? Ahahahaha. Nope, you're vastly more powerful than them. Suitably motivated you can use your unique magic to cast legendary spells that dwarf that of other magic users. This is draining, with repeated effort of this kind likely leaving you in an exhausted state for days. Sleep it off, sleeping beauty.

Big Bad

Ironbound Intent (100cp)

Who can possibly believe that something in this romantic wonderland is wrong? Much less maintain a coldhearted focus on conquering kingdoms when love is in the air? Well, obviously you. It's not that you're immune to human emotions, but you're very good at ensuring that they don't sway you from a decision once you've made it. This doesn't necessarily prevent you from making decisions based on your emotions, but you won't change your mind simply because your heart has been swayed.

Blackmail is Such a Crude Word (100cp)

You're very good at both learning other's secrets and knowing exactly how far you can push them. This isn't effortless but digging into people's pasts comes naturally to you and you tend to zero in on things that they would prefer to remain unknown.

Duplicity In Others (200cp)

There's nothing like placing your trust in the wrong person to cause your plans to unravel. Fortunately, you can at a glance judge the sincerity in someone's words or actions. You know if they're putting on a false front or just going through the motions, but also if they are acting wholeheartedly. Feelings can change, of course, and it only applies to what they do or say when you are watching them. This also makes you one hell of a poker player.

Convenient Magic (200cp)

Okay, it's not very useful for conquering a kingdom, but dealing with broken windows, cleaning teacups away, opening and closing doors without leaving your seat... oh so very convenient. As a general guideline, if a D&D cantrip could do it, then you can handle it with trivial ease.

Silver Tongued Devil (400cp)

You're hard to argue with, with an endless arsenal of tactics to undermine others' positions, divert the conversation away from any inconvenient facts and lure whoever presumes to argue with you into making statements that open them to mockery and render them less convincing to others. It's not just for convincing the audience, though. Even the person arguing against you may be swayed, however fervent they were.



The Darkest Magic (400cp)

This is what the conquering dark lord needs to cover all the lands in darkness. Summon demons, control minds, fly. Of course, certain sacrifices must be made. Like sacrificing fair maidens, shedding blood, making ridiculously cool poses. But if you want to cover all the kingdom in darkness, then this is for you. Of course, you probably could use your powers for good if you wanted.

King of the Monsters (600cp)

There are creatures in this world beyond man, of course. Wild animals exist and beyond them, monstrous beings that haunt the wilds or even sleep behind forgotten seals that prevent them from ravaging entire countries. Some are intelligent, some are just savage, but all of them... accept you as not only one of them but one who has their respect and submission. You can communicate with such beings and they are likely to accept instructions that aren't blatantly suicidal, including spying on others or even forming an army to fight at your command. It worked for Aslan, didn't it? So, you can do the same!

Boosted - There's a reason the monsters treat you as one of them. Within you lurks a power beyond a merely mortal body. Unlocking this will transform you into a massive and mighty monster, one who can single-handedly tear open a castle wall or lay waste to a small army. By default, you're a dragon, but this is merely a suggestion. Let your imagination go wild. Naturally, you can seal this form away, reverting to your former shape at will.



ITEMS

School Uniform (free for all)

A wardrobe with several copies of the default uniform of the academy, providing for both genders. Blazer, tie, sweater, pants and skirts... you get the idea. If you wind up at another school in the future, this can either shift to the uniform for that school or will somehow be an acceptable alternative uniform at that school, making you stand out in the crowd.

Iconic Costume (50cp/free Drop In)

You have a wardrobe of several identical outfits either original to you or based on something you from an Otome manga, anime or game that you admire. It fits perfectly and it's comfortable no matter the weather, so there's no need for artists or animators to... ahem, so you don't have to give up your normal style no matter what. Depending on what you choose, it may not be appropriate for all occasions.

Elegant Military Uniforms (50cp/free Capture Target)

A wardrobe of fanciful 19th century-style military uniforms, with lanyards, frogging and other trimmings. This will also include sword belts and attachments for carrying any weapons you may already own.



Gorgeous Gowns (50cp/free Villainess)

A wardrobe full of fitted ball-gowns in styles suitable for any social occasion that you could expect to encounter while you're at the academy. All in colours that compliment you, naturally.

Practical Dresses (50cp/free Protagonist)

A wardrobe of sturdy and fairly attractive dresses that are presentable for most purposes. Come with some similarly sturdy and presentable boots.

Magnificent Capes (50cp/free Big Bad)

A wardrobe with a range of dramatic capes that drape majestically over your shoulders and flare dramatically as you walk (or fly).

Last Year's Exams (50cp)

Granted, there's no chance of you failing to pass at the academy. But if you need extra classes to catch up then it'll cut into time for other activities - balls, tea parties, night-time rides to rescue your beloved from being kidnapped. Wouldn't it be terrible to miss out on that because you were receiving tuition? Well, have no fear. While these papers, handed down from class to class, aren't a perfect prediction of what you'll pass, studying with them should ensure that you at a minimum get an acceptable result. Going forwards, in any examination situation, these will provide you a set of answers and questions that if you focus on them you should have enough information to more than scrape through. It's also a great excuse to talk to a younger student, if you need one. Sharing them with a kohai won't mean you lose them - you'll always have a copy handy for them (non-magical, alas).

Horse-Drawn Carriage (100cp)

Comfortable transport for up to six passengers inside and quite a bit of luggage on top. Comes with two horses and a driver to take care of them, without any effort on your part. It's not all that sturdily built, but its speed is more a matter of convenient commuting rather than wild races across a country. It's very stylish and romantic though, and as comfortable as a modern limousine.

Thoroughbred Steed (100cp)

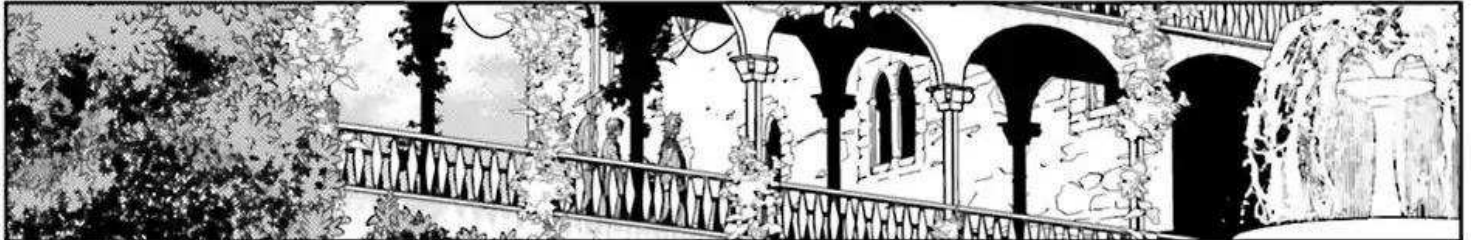
Now this is what you need for a bit of speed. If you need to race after a kidnapped beloved or escape from a pursuing villain(ess) with malice on their mind, then mount up on this beautiful horse (whose care is all taken care of and who will thrive even on relatively meagre grazing. The thoroughbred is war-trained so loud noises or surprises are unlikely to leave you dismounted, and it can maintain a pace rivaling modern sports cars.

Your Table (100cp)

Within a few minutes' walk of the academy is a quiet little café that just so happens to have all your favorite snacks on the menu. That café now has a place reserved for you, as well as a daily tab in your name that will cover anything up to a three-course meal for two. As a further bonus, all food and drink purchased here is guaranteed not to cause weight gain, tooth decay, or any other health issues, so there's no reason not to indulge yourself~! In future Jumps, the café will reappear somewhere convenient for regular visits.

Flower Garden (200cp)

This is a modest-sized garden, with a few flower beds and perhaps an ornamental greenhouse. It could be part of your home's gardens or on the academy grounds. The flowers will bloom gloriously, providing a lovely setting for romantic meetings and other encounters. Perhaps more importantly, you can easily grow magical plants here - suitable for reagents, magical potions or just to use as tokens in their own right. I suppose you could grow vegetables here instead if you really wanted, although that would be a little eccentric.



Wealthy Family (200cp)

Filthy lucre doesn't necessarily confer social rank - trade can be looked down on and established nobility have a low opinion of the nouveau riche. But there's no particular virtue in being poor either and with this, your family has a fortune at its fingertips - and that's just the liquid wealth, before property and investments are considered. How much of this is available to you depends on how well you get on with the family, but at least you can expect a higher than average level of comfort.

Powerful Family (200cp)

When your family name is mentioned, people notice. It might simply be that they've been around a long time - surviving in high society for multiple generations is an accomplishment in itself - or because they simply have many connections in the government and other groups. Either way, people are hesitant to incur your wrath just on the chance since it could lead to problems for both them and their family. And if they do? Your family will have your back, at least as long as they don't deem you more trouble than you're worth.

Family Estate (200cp)

A modest townhouse or a sprawling country cottage with a few acres of land. Somewhere for you and your family to live. All taxes and costs are covered. In future jumps it'll slot in neatly at a convenient location and upgrade to local utilities (it will never downgrade). You may import another residence to combine with this if you wish.

- + **with Wealthy Family**

This upgrades to include sizeable lands around it - larger in the countryside, but even in the city it is surrounded by an unusually large garden. Everything is upgraded in comfort and style to the best quality available in the setting - it's palatial but may not be all that large unless...

- + **with Powerful Family**

This upgrades to a sizeable mansion with multiple wings, attics and cellars, large enough to entertain on a grand scale and give every member of the family their own room as well as set aside specialist offices, withdrawing rooms, nurseries, etc. Naturally there are secret passages and there can be a tower with a commanding view of all around, if you want it.

Student Council Membership (200cp)

You don't really think that the teachers actually run the school did you? They're picked for their academic qualifications... not for the ability to wrangle hundreds of teenagers whose families control entire countries. No, that's best handled by people of similar status, people who are supposed to be learning how to deal with nobles and matters of politics... in other words, student discipline and events are handled by a carefully picked group of students. And you're one of them, with authority over other students and the administration of the school, answerable only to the headmaster and the crown-appointed governors. I'd say don't abuse this, but let's face it, that would make you the only one. In future jumps, you'll have a non-specific role in the leading body of any educational establishment you're studying or teaching at - letting you influence their direction and giving you access to the actual leader.

Field of Honor (300 cp)

Used as both a training ground and a dueling arena, this carefully tended circle of grass a hundred feet across is surrounded by stands for witnesses, stables for riding beasts and a small armory of melee weapons sufficient to provide two duelists with matched weapons of any reasonably common types in this world (and will expand to provide for common dueling weapons in any future worlds). Combat training on the grass receives a moderate boost while during duels fought here, fortune will favour honest combatants while those seeking to cheat will find themselves subject to astonishingly 'bad luck'. Attaches to your warehouse or any other property you own in future jumps.

Ownership of the School (300cp)

Perhaps your family owns the campus, or perhaps you've inherited it from its previous owner. Whatever the case, in addition to a new source of income and prestige; you now have some control over your educational situation. This doesn't give you carte-blanche to do or change whatever you want, as it's still a school for the noble and affluent; but you can certainly make some small changes to your advantage, and apply pressure in certain ways. Just make sure that you do so subtly, or you may find yourself getting called-out over it. In future jumps, you will have (or quickly obtain) ownership of similar institutions; providing a source of income, and letting you influence the young elite wherever you may jump to (within reason, of course). You can import any schools you already own to combine them with this.



Magical Library (300cp)

Like any sensible academy, this one has a large library containing several thousand books suitable for general education... and in this case a magical one as well. Buying this gives you unquestioned access to the library even when it would usually be closed to students, useful both for research and for private, discreet meetings. After this jump, a copy of the library will attach to your warehouse and the magical books will be expanded to provide equivalent information on any magic systems common in each jump you visit. Alternatively you can import it as an extension to any property you gain or import for a future jump. If you already have a library of some kind, it can be combined with this one.

Holy Chapel (300 cp)

This interdenominational chapel where anyone may find a moment of peace and clarity. A non-judgmental priest or priestess tending to the shrine will lend a sympathetic ear and a word of guidance or support, to those in need. While they can't provide new information, their counsel can help the recipient to make best use of what they already know in resolving emotional distress or turmoil. The chapel is ideal as a site for ritualistic magics, automatically meeting all requirements for both location and timing although participants and instruments are for you to provide. There is no moral judgement whether these rites be holy or unholy, but it's worth remembering that marriage can be seen as such a rite, so 'until death do us part' should be taken very seriously if vowed before the altar. In future jumps this chapel can be attached to your warehouse or any other property that you own. You may import another holy site that you own and combine it with this.

DRAWBACKS

All drawbacks are fiat-backed for ten years and for this period they override perks and items, whatever the source. Companions are never affected unless you want them to be and fiat doesn't prevent creative solutions, you just can't ignore a drawback by virtue of having paid cp somewhere for something that directly counters it.

A Modern Fairy Tale (Ocp)

The setting changes from a fantasy kingdom to something more like modern day japan, with the academy as an exclusive high school catering to the wealthy. Magic becomes something not publicly known, but taught in secret at the academy.

Supplement Mode (Ocp)

If you want to mix in Otome tropes to another setting, you can take this jump as a supplement to a different jump. The cp amounts remain discrete between the supplement and the main jump and can't be transferred between them.

Elevator School (varies)

You're now going to be here for a bit longer... and attending school a bit more than you might have planned. How much longer? Well, at least three more years and possibly up to an extra twenty. Oh, and the longer you're here, the more shenanigans the various factions will get up to. No, all the other drawbacks are not lessened just because you're younger.

- (+100cp) You may choose between starting three years earlier and attending the Preparatory Academy as well; or extending the jump by four years to attend the University (and still remaining seven years after graduation from that)
- (+200cp) You may choose between attending both the Preparatory Academy and University, for a total of seven additional years of education; or beginning the jump at your sixth birthday and remaining until you're twenty-five. In the latter case the Preparatory Academy and the University are optional.
- (+300cp) You're starting on your sixth birthday and will remain in this universe until you turn thirty, with attendance at the Preparatory Academy and University mandatory. In addition, since you'll be remaining eight years after graduating University, be aware that if you haven't married and started a family by the end of the jump you can expect many comments about how you're leaving it too late.
- (+400cp) Start at birth and progress through to your thirtieth birthday, with attendance at the Preparatory Academy and University mandatory. Do enjoy toilet training, teething and so forth. This drawback expressly imposes the limitations of an immature body, overriding any perks that would ease growing up until you're fifteen.



Stalker (varies)

It seems that you have an admirer, or at least someone who takes an interest in you. Not in your wellbeing, I must stress. Any help they offer you will be more trouble than it's worth - even if they are being completely sincere, it'll prove ill-advised at best and... let's not talk about 'at worst'. You probably don't want to know... For 100cp, they're a nuisance and a distraction, complicating your daily life at a low level. For 200cp, they're actively making your life harder for their own amusement, potentially to your detriment. And at 300cp... well, look at the Yandere drawback below. Expect that sort of behaviour from them.

Overlooked (+100cp, +150cp for Drop In)

You have trouble making an impression and people tend to not give you credit proportionate to your accomplishments. If you're in the top ten students, then everyone is only talking about the top five. If you recover a famous treasure, you're 'other news' and if you're invited to a party, it's probably to round out the numbers or because everyone is invited without exception. (This is not compatible with Centre of Attention).



Centre of Attention (+100cp, +150cp for Capture Target)

Your reputation goes ahead of you and so does your desirability. You draw eyes wherever you go, with the staff and other students keenly interested in your actions. Suitors for your hand or at least a less formal association are prone to turn up at inconvenient times and if you expect you can have a discreet conversation with anyone, then you're probably being grossly optimistic. (This is not compatible with Overlooked).

Status Conscious (+100cp, +150cp for Villainess)

It's not that you're excessively proud of your family's rank and position, but there are obligations that come with it. You're very much aware that your actions and words can have a great impact on your reputation and that of your family, so you treat them with due care. You cannot afford to tolerate disrespect or to unbend on the rules of society, for doing so could bring scandal upon you.

Lowly Origin (+100cp, +150cp for Protagonist)

You're simply less important than other students around you. Anyone conscious of social status - and nobles are almost always sensitive to social status - will treat you as less important. This may be a matter of not having a title or some stigma specific to you or your family. Expect to be the last to be offered the choice of anything and have people avoid building connections with you.

Dark Secret (+100cp, +150cp for Big Bad)

There's something in your history or that of your family that brings you into enmity with everyone of importance in the kingdom and if it were discovered you would face disgrace and expulsion. Perhaps it involves past treason or criminal activity. Perhaps you're an imposter, using someone else's identity to attend the academy. You can choose what it is, so long as it's a social catastrophe.

Can't Choose Your Family (+100cp/+200cp)

And who would choose this family. There's some significant issue with your family that regularly impacts upon you in a detrimental fashion. Pick a reason from the list below or decide on something comparable. You can take this drawback more than once, with a different reason each time, but you can receive only a maximum of 200cp however bad they are.

- Relatives keep borrowing small sums of money or making purchases on credit, in your name.
- You are consistently called on to help make your siblings or cousins look better (no one ever does this for you).
- If you need something from home, they'll ignore your letters. But not replying to their frequent letters promptly results in being called out on it next time they see you.
- A constant flood of plans to marry you to someone to suit their short-term needs. While these plans always fall through, you're required to take them seriously.
- Treating any residence that you own as their holiday home that they can visit on a whim and leave in disorder.

Density (+200cp)

You are oblivious to other's feelings towards you. Someone could confess their love to you, and you'd think they were joking, offering you an obligatory compliment or simply misinterpret their words entirely. On the flip side, someone could actively declare their hatred for you and you'd shrug it off. While this is socially something of a handicap, it should moderate people's actual motivation to be hostile to you since it's like punching a pillow.

Enemy in the Wings (+200cp)

One of the other students is already out to get you, perhaps because of a longstanding family feud or perhaps it's personal. Maybe you accidentally blocked their view of the crown prince at a garden party three years ago or something. Whatever it was, it's serious. They want you shamed, disgraced and suffering. They wouldn't hesitate to see you injured to accomplish this although perhaps not dead - after all, that would end your pain.

Just Big Boned (+200cp)

Just keep telling yourself that, because you're the only one who might believe it. You're a gluttonous pig and it shows: you're wider than any two other students and you've more chins than any three. Even if you manage to avoid eating, you'll sleepwalk to binge. And if, through intense discipline, you manage to shed some of the weight, it'll go right back on if you start to relax your diet and exercise routine. At least you make those around you look good by comparison!



Mawwiage, that Bwessed Awwaingement (+200cp)

You're in a society that expects young people of a certain rank to marry, to marry young and marry well. Jump-chan has exactly the same expectation of you (she just wants you to be happy!) so you have until you graduate from the high school level academy, by default about three years into the jump, to get engaged to someone of equal or higher social rank and then must be married before the age of twenty. No excuses will be accepted, and if you don't manage this then your jump-chain ends. You're not *obligated* to take your new spouse as a companion if you really don't want to.

Rebel Against Gender Roles (+200cp)

As you may have noticed, the kingdom has rather specific ideas and this includes a firm idea of gender roles. And your own passionate personal interests (whatever they might be) happen to lie in the sphere usually reserved for the other gender. You might be an unparalleled swordsman, but society will tut and whisper about how inappropriate it is for a man to be carrying a sword rather than a manly weapon. Ignoring these strictures too much will cause social backlash, making it hard for you to marry well.



Rival (+200cp)

Oh, they just grind your gears! They're so smug, so superior. The worst of it is, in the area that's their greatest strength, they are undeniably *just a bit* better than you! Yes, even if you have perks that should blow them out of the water, they'll still be just a fraction better. And this bothers you. It bothers you a lot. Beating them, by fair means or foul, and having them acknowledge your victory will become an obsession for you.

Tsundere (+200cp)

You have a real problem dealing with feelings of love. Romance is simply terrifying to you and so you lie to yourself that it simply can never touch your heart. You do have these feelings, of course, and should someone inspire them or return them then expect your heart to beat faster, your cheeks to flush... and then you'll explode in embarrassed anger, speak without thinking and flee the scene to bury your face in a pillow and scream at yourself. Someone who truly loves you could probably get through to you, but it'll take heroic efforts.

Congratulations... and Commiserations (+200cp)

You're engaged... and your partner is an absolute nightmare, tormenting you with demands and complaints but they certainly wouldn't accept breaking off the arrangement. If you have also taken the *Mawwiage, that Bwessed Awwaingement* drawback then your future spouse will insist on a marriage date that's *just* after you turn twenty, which will be a failure condition for that drawback. Even worse, both families agree completely that you need to play along with this and will pressure you to maintain the relationship. For some reason you are unable to change anyone's minds and your fiancé or fiancée is functionally immune to any of your powers or those of your companions - and will be more than happy to apply pressure to have you use your full resources for their benefit. It's not impossible to get out of this mess; but it'll be very difficult, and you only have your baseline abilities to manage it.

No Magic (+200cp)

Remember how we said that most of the top students at the Academy had magical talent? That doesn't include you. At the base level, you may not use any magical powers, either purchased here or brought in with you for the duration of the jump (purchased magic becomes available from the end of the jump). This includes anything that could be perceived as magic, including clarketech. If you want, this effect can apply to the entire setting rather than just you, meaning that this is functionally a mundane world now.

Throw Away The Key (+200, requires No Magic)

All your out of jump powers are toggled off for the duration of the jump and your warehouse is locked, with all items inside. Your companions are similarly constrained, and you may not turn off magic for the rest of the setting - meaning others will still have magic and you won't.

The Peasants are Revolting (+200cp)

As nobles your family rule a domain and that land comes with 'people', although they would hesitate to actually think of the common folk as that. Really, they tend to treat the residents of their lands as property, little more than animals that can talk. Taxes are heavy, punishments are brutal and all sorts of quasi-legal or actually illegal abuses take place at night. You may not be participating in this but simply by being part of this family, you are hated by the people of your domain or anyone who has heard stories of it. If the revolution comes, you'll be among the first against the wall.

No, Actually Revolting! (+200cp, requires The Peasants are Revolting)

The revolution is a real fact. Massive unrest is shaking the kingdom and while royal and noble authority hasn't quite broken down, barely a week goes past without news of another riot or of a noble household being murdered in their beds. While official news says it's being handled, realistically it's out of control. The academy should be safe for a while, but sooner or later mobs will become armies aimed for the greatly outnumbered nobility. Won't that be fun for you?

Bad End, Worse Beginning (+300cp)

That bit about starting at your fifteenth birthday? Nope, that's wrong. You start at the end of the first year, after your sixteenth birthday, right as you're facing a Bad End to this entire situation. If you're the Villainess, your betrothed just broke off the engagement. If you're the Protagonist, you've been framed for a crime. Someone has uncovered (but not yet shared) the Big Bad's secret, the Capture Target's family has been disgraced and if you're just a Drop In, you just confessed your love publicly and received a brutal and humiliating rejection from the object of your desires.

(This is not compatible with any version of the Elevator School drawback except the university version of the +100cp version.)

Doom Cometh (+300cp)

There's someone else running around at the academy who goes beyond genre savvy: they have considerable foreknowledge of the events that would unfold and they are intent on using that knowledge for their own selfish goals, manipulating people to set up their desired relationships. Whether they know it or not, their actions are directly pushing you towards at least social disgrace... and for some reason they are 100% immune to any perk or item you have acquired before this jump.

Duel at Dawn! (+300cp)

It seems as if every disagreement you have with your peers will lead to a duel - or at least some sort of contest. No, you can't talk anything out, only competition can settle differences! Not *all* of these contests

will be actual duels with risk of death or injury but expect something on that level at least a few times every year. As to the rest, well, competing over class ranking or grades, 'event' competitions at sports festivals... oh, and card games. Lots and lots of card games.

Genre Blind (+300cp)

You have completely the wrong idea about someone and no one and nothing can convince you otherwise. The Villainess may be a sadistic bitch, but you think she's a saint. The Protagonist could be the sweetest cinnamon roll imaginable, but you are sure she's scheming to bring the kingdom down by seducing the prince. This doesn't force you to do something you wouldn't do normally, but you are going to act on this mistaken impression.

No Memories (+300cp)

Given the interlaced nature of noble society, even a Drop In would get a thin layer of memories of this world, just enough to function. Would get, but no - regardless of your origin you arrive with absolutely no memory of your identity or of even common knowledge about the world you're in. Even if you have months to prepare for the academy you will be *comically* unprepared - or at least, everyone else will be laughing about your ignorance.



Plot is Hunting You! (+300cp)

However much you might want to get out of the niche circumstances of your origin, fate won't allow it. No matter what you do to try to derail the Otome tropes (and your own instincts will treacherously pull you into your role unless you focus intensely on not doing so), it'll prove almost impossible and you'll be facing the downsides repeatedly. This doesn't stop you buying off the drawback associated with your origin, but you may as well not bother because you'll be bearing it anyway.

So Pretty? I Think You Mean So Petty! (+300cp)

Everyone you encounter in this world, will be short-sighted, self-indulgent and quick to cause problems for those around them the moment it seems that they won't get their way. Okay, you could probably expect that from most of the students since they're teenagers but I mean *everyone*, including those in supposedly responsible positions. They may not be actively wicked, but really they hardly need to be.

Yandere (+300cp)

There's someone that you love *so very very much*. And they love you, obviously. Nothing can be allowed to stand in the way of your destined future. If anyone tries to keep you away from the object of your devotion, or worse, presumes to try to have a relationship with them... well, *obstacles are for killing*. Not that that's your first option, you're not that foolish, but if that's what it takes... (shrug). As for your beloved claiming he hates you, well *clearly they're just shy*. They'll confess their love sooner or later... you'll make *sure* of it.

THE END

Happily Ever After

This place is a fairy tale and you've found your Prince Charming or Cinderella, so why move on. You'll be staying here forever. Well, I wish you every happiness.

Happily Never After

Okay, you've had enough. This was a nice little epilogue, but it's time to call it quits and head home. Fair enough, have fun back in the 'real world'.

The Sequel

Time for something different, you're off to another grand adventure in your next jump, heading ever closer to whatever the end goal may be. Until next time, then!

Notes

Thanks to everyone who helped out - particularly B Oberon who really went above and beyond.

Art is from the following manga and/or light novels: The Villainess' Slow Prison Life Began with Her Broken Engagement; May I Ask For One Final Thing; Of Course I'll Claim Palimony!; I'm a Villainous Daughter, so I'm going to keep the Last Boss; Who Made Me A Princess; The Villainess Is Adored by the Crown Prince of the Neighboring Kingdom; I Swear I Won't Bother You Again