

Let's Manage the Tower

By Complex_Ad_5944

While returning from work, I was run over by a car. At that time, my soul went out and was transferred to another world. The goddess I met sent me out to the world she manages. In that world, I captured a tower and managed it. I accepted various demi-human races (including humans) in the tower to develop it.

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

Location and Time

The story takes place in Asgard, which, unlike the original world of the MC, possesses magic and other fantastical elements. Upon arrival, you will appear in one of the cities, Ryusen, some of the habitable cities of the Central Continent, a largely unexplored region where the further inland you go, the more powerful the monsters become, with coastal cities being the most common. It is also the only continent where no tower has been conquered. You will appear at the same moment Kousuke appears in this world.

Gender and Age

Choose the gender and age you want.

Origin

Summoned from Another World (Free)

You were summoned to this world by a powerful goddess, a stranger to its customs, with no connections to rely on. Your arrival may go unnoticed, or it may be the beginning of your adventures, leaving a mark on history. This option is the Drop-In.

The Goddess's Protected (100 CP)

Whether you are male or female, you are someone who has impressed the goddesses, someone worthy of their blessing. As someone special, your role in this world places you in a privileged position, perhaps as a member of one of the goddesses' churches or part of a kingdom's nobility.

The Reliable Subordinate (+100 CP)

You're not the boss of everything or someone who holds the highest authority, but you are part of the executive team of an organization or kingdom. You are competent and reliable in your work, so much so that your superiors entrust everything to your capable hands. Regardless of your specialty, you hold a strategic position that makes you an indispensable asset. If you wish, you can be part of the executive team of Amamiya Tower, the tower controlled by the main character of this story, Kousuke.

Race

Human (Free)

The common race, lacking any specialization, good at everything, masters of nothing, but with numbers that dwarf other races. Humans are the most common race in this world, with several kingdoms ruled by them. Their numbers and versatility place them as the race with the most occupied territories.

Vampire (200 CP - Discount for The Goddess's Protected)

One of the most powerful mortal races, possessing immense magical power and physical strength superior to any other species in this section. Vampires are a rare race due to the hunts carried out by humans, so their numbers barely exceed a few thousand. Despite being a race with few individuals, their average power is equal to that of an A-Rank adventurer. Unlike other fictional vampires, they do not need blood to survive, considering it more of a luxury. However, they can make blood contracts to subjugate people or seal agreements.

Succubus (100 CP - Free for The Goddess's Protected)

A race with members as beautiful as elves and vampires. This race absorbs the life energy of people through sexual relations, acquiring power, recharging their magical abilities, or healing themselves. Like their fictional counterparts, their charm is superior to that of vampires, making it more effective.

Succubi are found throughout the world; they are not a numerous race, but neither are they nearly extinct like vampires. Besides their seductive skills, these beings are experts in assassination and other tasks related to information gathering and covert operations, and are frequently employed in the underworld (secret businesses).

Elf (100 CP - Free for The Goddess's Protected)

Elves are one of the most beautiful races in this world, with the average being more beautiful than most humans. Elves are talented with the bow and in magic, but their greatest strength is spiritual magic, allowing them to manipulate and communicate with spirits. An elf's lifespan reaches 500 years, making them one of the longest-lived races alongside vampires. Elves are a race with a much smaller population than humans due to their almost nonexistent birth rate, with the most common occurrence being the birth of an infant only once every ten years.

Igrids (+100 CP)

The Igrids are a race comparable to the halflings or pillum from Danmachi. They are a race specializing in crafts, particularly decoration and form, surpassing Dwarves in skill but falling short in blacksmithing. Being a peaceful and highly skilled race, they were hunted by humans for slavery, but with the protection they received, these hunts have ceased.

Perks

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

General Perks

A Fictional Medieval World (Free/100 CP)

Normally, any series that takes place in the medieval era would not be the best choice for living. Anime and manga make them look neat, and the people who live there have the manga or anime filter, being beautiful compared to how they should look, uneven, and dirty. With this option, the world where you currently are will be a very clean and neat place, free of bad smells and any dirt. Another effect is that the inhabitants of the place where you are, including you, will be very beautiful, not requiring any type of makeup to make them look beautiful; it is impossible to find ugly people, with women being at least a 7/10. This includes the aging of people, like good wine, when embellished, they will not lose their attractiveness, but will give them a more mature appearance in a good way. Even the oldest people will have a very attractive appearance. Women will also have more voluptuous bodies, and it will be normal to see well-endowed women in the chest area, all natural and not suffering the passage of time or the post-maternity effects (let's say the law of gravity in that area). For 100 CP, you can keep this Perk, with its effect normalized to normal (your) beauty standards.

Power (100 CP)

You are skilled in the use of energies such as Magical Power, which is traditional magic; Holy Power; and the Power of Faith, which utilizes a portion of divine power (Holy Power being a degraded version of divine power). You use it for healing magic and other support abilities. Finally, you are also adept at using Spiritual Power, a type of energy similar to Holy Power, but which allows you to manipulate spirits to use their power, as well as communicate with them.

Separate note: magic and holy power reside in the body; divine power resides in the soul.

Blessing of Goddess (200 CP - Free for “The Goddess's Protected”)

A blessing bestowed by the goddess. Those blessed will receive a great increase in their power, including physical strength, skills, and magic. Furthermore, the blessing will make you compatible with divine power, one of the most powerful types of energy used by divine beings.

Post-Jump, you can choose to receive a blessing from a deity of the jump you are on, granting you benefits related to that divine being's abilities or domain.

Know the Game (400 CP - Discount for “The Reliable Subordinate”)

In this manga, there are stupid antagonists, but there are also those who actually use their brains. Like the latter, you are a perceptive and astute person. You know all about the power

game, from political maneuvering to dirty tactics like defamation or more underhanded acts that your enemies might use against you, and you devise countermeasures to prevent these things from happening. Seeing your enemies' movements and patterns is easy for you; any move they make against you will be easily identified, allowing you to predict the consequences and clearly see the evidence to find the culprit. You can even apply this knowledge against others, using it as your weapon against your enemies.

True God (600 CP)

You are beyond mortal limits; you have transcended to something higher, a divine being, a God. But you are not just any god; you are a True God, the other two being Kousuke and Asura. And unlike Kousuke, your body and soul are fully synchronized with your Divine Power, perfectly adapting to your True God body.

And besides being a True God, you are a Living God. This allows you to move freely in the mortal realm and not have the restrictions that divine beings have, such as being able to procreate with mortals and gods. And as a Living God, you can conceal your existence from any being, whether mortal or god. You can go unnoticed as if you were an ordinary person, and by using your power, you can hide everything so that you cannot be tracked.

As a god, you have several advantages, the first being perfect control of divine power, a skill difficult to wield even for the Pillar Goddesses. Divine power affects the soul, allowing you to use it to strengthen your soul and protect it from any harm. Strengthening and enhancing the soul also affects your physical abilities, your Skills, and your magic, making them more powerful as your soul is strengthened, increasing your resistance to both physical and magical damage. Another advantage is the ability to use divine power to communicate telepathically with people or beings, regardless of distance.

As a god, you have other useful abilities, such as easily creating divine artifacts, quickly understanding any type of information, technique, skill, or knowledge, traveling between dimensions at will and easily (being able to travel to the dimension of the gods at will), summoning gods or divine beings to the earthly plane, granting or reinforcing the divine power of gods and mortals, assigning people as your priestesses or representatives (being able to share your abilities with them), creating souls and physical bodies (creating loyal followers), and giving blessings to mortals so they can use part of your power or obtain abilities related to your power and other benefits (such as increasing magical power, being able to use divine power, increasing stats or skills, among others).

As a god, you possess a special ability: the power to create and implement a system (similar to an RPG) that incorporates elements of the genre, such as information about people, including their personal data, skills, levels, blessings, and so on. You can modify and customize this system to your liking, and even implement it in any world or specific area if you wish. Like any good system, you can register all existing skills, as well as all world information, to implement in your system, such as blessings, evolutions, existing species, and so forth. Post-Jump, you can use all this information from other worlds to implement it in your system.

As a god, your eyes can see beyond appearances, allowing you to perceive information about any person or being, such as their feelings, worries, true form, and so forth. Nothing escapes your gaze. Even better, you can also see their weaknesses, as well as the weaknesses of objects, techniques, skills, and even divine beings.

Summoned from Another World

Destined One (100 CP)

You're very popular with women (of whichever gender you're attracted to). It's normal for beautiful people of your preference to fall for you after just a few hours with you. Their love for you is absolute, allowing you to have a harem and even get along very well with each other, becoming trusted friends. As an added bonus, you will always be their priority, so their loyalty and dedication to you is pure and genuine, doing everything possible to satisfy or benefit you.

Efficiency (200 CP)

You have a talent for making things more efficient, whether it's an object, a manufacturing method, or anything else. You can analyze the entire process to find flaws and optimize it for maximum performance. The only requirement is that you have some knowledge of what you're doing; for example, if you want to improve the performance of a device, you'll need at least a basic understanding of how it works.

Master (400 CP)

Any subordinates or allies under your command will see you not as a boss, but as something more than a leader, demonstrating great loyalty and commitment to you. Your mere presence can boost the morale of your subordinates, increasing their productivity and efficiency. Their loyalty is so strong that no amount of mind control or manipulation will make them act against you or betray you.

Goddess Favor (600 CP)

You are the goddesses' favorite boy, always pampered and favored by them. They will be your reliable allies and will help you as much as they can, bestowing blessings upon you, sending oracles to assist you, etc. You will always have them on your side without having to give anything in return. They will even fall in love with you, their love being pure and prioritizing your happiness and well-being.

Being favored by the goddesses has other advantages, such as having great luck. Just like Kousuke, things go in your favor; you meet the right people, have reliable allies, find valuable objects, or recruit subordinates so capable and trustworthy that you can delegate the work to them and simply reap the benefits. Basically, your luck is so good it borders on miraculous; things always work out in your favor. As a bonus, post-jump, whatever world or setting you find yourself in, all divine beings will be goddesses in human or similar forms, or the vast majority will be women, their beauty being attractive to your taste.

The Goddess's Protected

Total Beauty (100 CP)

Like the main characters in this manga, you are a beauty who stands out from the rest, considered perfect in appearance, and so attractive that, regardless of gender, everyone will recognize your beauty. With a body and face that seem sculpted by the gods, no matter the situation, you will never lose your appeal.

God Vessel (200 CP)

Your body is perfect for a god or divine being to use as a vessel. Although this might seem like a bad thing at first, it actually has several advantages. The first is that, as a perfect vessel, you will be favored by the deity, potentially gaining recognition as someone important within a cult or religion, and thus making it easier for you to manipulate divine power. Divine power is a type of energy superior to magic, and a minimum requirement for achieving divinity or evolving into a higher species.

Not Just a Pretty Face (400 CP)

Like the protagonists of this manga, you are someone powerful or highly talented. Your combat and magical abilities surpass those of an A-Rank adventurer, allowing you to easily defeat a dragon in a one-on-one battle. Your skills even exceed those of your peers, such as possessing charm power superior to that of succubi, or magical power that puts vampires and elves to shame.

Superior Race (600 CP)

Evolved beings, or superior races, are the next evolutionary stage of a race, such as High Human for humans, High Elf for elves, or Progenitor Vampire for vampires. Evolving into these species requires fulfilling very specific and difficult requirements, making it a miracle. The difference between the base race and its evolution is vast, with superior races being longer-lived and more powerful than their previous stages. Those who managed to evolve left their mark on history, achieving feats that might seem impossible.

Another peculiarity is that, unlike mere mortals, evolved individuals can procreate with gods or divine beings, conceiving children or impregnating goddesses.

Post-Jump, you can choose to evolve any Alt-Form you use, as well as a combination of all of them if you are a hybrid. However, you cannot evolve each one individually; you can either evolve one or, as a hybrid, create a new evolutionary stage.

The Reliable Subordinate

Reliable (100 CP)

You're not just a subordinate; you're a trusted individual, considered an indispensable member of any organization, nation, or kingdom where you work. Even your superiors will see you as reliable, giving you opportunities to advance your career.

There's Always a Second Chance (200 CP)

Alec, one of the executives at Amamiya Tower, has made mistakes that could have cost him his position, not due to incompetence, but due to ambition. Although he attempted to betray or was negligent (or rather, turned a blind eye) to the attempt to defame Kousuke, he was always forgiven and suffered no consequences or punishment, at most a warning. Like him, your superiors are very permissive regarding your mistakes or unethical attempts to advance or gain benefits. The limit to this is if you cause serious harm to the organization or nation you work for. Therefore, if there is a real consequence, such as financial losses or something worse, you will not escape punishment.

Expert in the Trade (400 CP)

You're not just a subordinate; you're an executive at your workplace. Your position isn't at the very top, but it places you among the highest ranks, just two or three steps below the boss or leader of the organization/nation you're in.

The other advantage is that your skills support your position or rank. You're not someone who got there through nepotism; your abilities in a specific area justify your position. You might be a genius at creating magical artifacts, a competent administrator, or a powerful warrior and strategist if your role is combat-related. To clarify, you can choose only one, and this mastery will accompany you here and in future jumps, updating your knowledge so you're up to the task.

Leader in the Shadows (600 CP)

You're not just a subordinate; you're the shadowy leader who manipulates everything through the visible face of the organization you belong to.

Your manipulation skills are top-notch. If you set your mind to it, you can go from a simple subordinate to the leader's personal advisor simply by using your smooth talk and wit, manipulating people to achieve your objectives by making them believe they are benefiting. Like any manipulator, you know how to remain undetected, manipulating the situation so that your enemies focus on the visible face of the organization or other members. You can even manipulate them into turning against each other, destroying one another, and reaping the benefits of the fallen.

Items

All items are discounted to the appropriate origin. Discounted 100 CP items are free instead. You can connect all your properties and facilities to your Warehouse if you want. You can import your items from previous jumps and add effects to them from the ones you purchased in this section for free.

General

Welcome Pack (Free)

Everything you'd need to get started in a new world. Comfortable clothes to blend in with the crowd, citizenship papers, an adventurer's card or its equivalent, a week's supply of rations and drinking water, and finally, the equivalent of \$10,000 to survive. Consider it a gift from me.

Collar (100 CP)

Several collars for your beast or monster familiars to equip. Equipped with these, they can enter any city or village without being seen as hostile, as they are tamed by you. It will also clearly indicate that you are their tamer, so there's no risk of them being kidnapped or stolen.

Bracelet (200 CP)

At first glance, it looks like a bracelet, but it's an object containing a dimensional box with a volume of 1,000 cubic meters. Within this subspace, objects won't deteriorate or suffer the effects of time, and the bracelet's weight won't change regardless of how many objects you store inside. You can remove an object simply by thinking about it, or you can view a screen displaying your entire inventory and select the item you wish to remove. You cannot store objects attached to the ground or living beings.

Continent (400 CP)

An unexplored continent with abundant resources. Unlike other continents, it lacks towers, but this is compensated for by its wealth of resources, including fertile land, medicinal plants, mines yielding valuable and magical minerals (such as mithril), monsters whose parts can be used to craft potions or create weapons and armor, and freshwater lakes. The continent covers 16 million square kilometers, and you are its sole owner.

The continent will be uninhabited by humans or other sentient beings when you purchase it, but for each new inhabitant you add, you can convert them into followers.

Garden of Eternal Spring (600 CP - Discount True God)

A spatial dimension, separate from the mortal plane. This place is a dimension filled with goddesses (or rather, celestial maidens) who will serve you with complete devotion and loyalty. Each one can manipulate divine power, as well as bestow blessings upon mortals to make them more powerful, and grant oracles to transmit their commands to their followers. They can also possess their followers, as well as descend to the mortal plane to administer divine punishments, manifest their presence, or bestow blessings upon kingdoms or lands so that they may prosper.

The dimension is a vast territory, filled with infrastructure such as mansions, gardens, etc., and equipped with all the comforts that divine beings would approve of.

You can customize this place to your liking, and its size depends on both your magical and divine power.

Another thing within this space is a special rock, which holds the records of all existence, containing every recorded piece of information stored within it, allowing you to freely access and view all its files.

Finally, this place can be used as a heaven or paradise for those who have perished but whom you deem worthy to enter. They can remain there forever, or you can bring them back to life, in a kind of reincarnation system.

Summoned from Another World

Second Chance (100 CP)

Just like Kousuke, you too have a second chance. The classic 1-Up, you can use it once per time jump or every ten years, whichever comes first.

Maid Golem (200 CP)

A humanoid golem, crafted from rare materials that make it virtually indistinguishable from any human. The golem can perform a wide range of tasks, from household chores to more complex duties like managing a tower. You can customize the golem to your liking, and it will be completely loyal to you.

Gift from the Goddess (400 CP - Free if you purchased True God)

Two powerful angels created by the goddess. These followers are so powerful that just two of them are enough to conquer the tallest tower on the central continent, a feat considered nearly impossible in this world. This duo possesses many skills, including combat, administration, cleaning, and other useful abilities, making them the ultimate subordinates. Completely loyal to you, you can customize their appearance and personality to your liking.

Tower (600 CP)

Congratulations, jumper! You are now the owner of one of the towers scattered throughout this world. Located on the central continent, you can customize it to your liking. You can use the Tower Section.

The Goddess's Protected

Sexy Clothes (100 CP)

The women in this manga wear very rebellious clothing, so much so that even the nuns wear very tight clothes. You have a wardrobe with several pieces of sexy clothing, including underwear. Sexy and very comfortable.

Blood Contract (200 CP)

A contract that binds both parties to its written conditions; failure to comply will result in the death of the offending party. You have as many contracts as you wish, each imbued with powerful magic to make it indestructible and inviolable. Not even a god could destroy or alter the contract once it has been signed by each party.

Magic Device (400 CP)

A powerful object that can be used for both attack and defense. You can choose an equippable item or weapon; its function will be to enhance your abilities (physical, magical, or other types of energy), as well as generate magical defense shields to protect you from attacks or a large percentage of the damage they can inflict.

The device is indestructible and will always be in optimal condition. The device is so powerful that it is considered a legendary object or national treasure, having been created by the Goddess.

Church (600 CP)

You are the leader of a cult or church, with thousands of members devoted to you and your religion's cause. The church is comparable to the main church of the three pillar goddesses of Asgard, its temples being imposing and built with the finest materials, boasting sophisticated architecture, and equipped with luxuries that a king would envy.

The main advantage of this option is that once per jump, you can choose a deity or equivalent being and make them the object of worship. As their primary devotee, the deity will grant you special privileges, such as being their spokesperson, having absolute control over the devotees (both those offered by the option and those you recruit in the future, the latter being followers like the former), and being able to use some or all of their power for your own or the deity's benefit, among other things. The only disadvantage is that you will have to respect the rules of the deity you represent, as well as their very being.

The Reliable Subordinate

Gifts (100 CP)

Several gifts to give to your superiors and subordinates. Even if they are more mundane (like food, clothing, etc.) and not of great monetary value, they are objects that will be well received and appreciated by the other party, earning your appreciation for your thoughtfulness. An excellent way to maintain good relations between your bosses and employees. You cannot use this for yourself, nor for those who are not superiors or subordinates within an organization, whether you are the leader or not.

List of Competent People (200 CP)

A contact list of several people who may be helpful. The list also includes information about each person's talents and skills, as well as other personal details to help you assess their suitability for the position. This list will be updated annually and whenever you begin a new Jump.

Information Network (400 CP)

A network of spies under your command, completely loyal to you and with top-notch skills, these individuals are scattered across the globe to provide you with the latest information. This group comprises hundreds of people who will be your followers, ensuring the information they provide is fast, timely, and accurate.

Being spread across the world, ten individuals will be your direct subordinates, responsible for delivering all the information gathered. You can customize the appearance and personality of this group to your liking.

Organization (600 CP)

You are the leader of an organization independent of any kingdom or power. All subordinates under your command are completely loyal to you, prioritizing your interests above all else. The organization is the equivalent of the Amamiya Tower Guild, with several divisions that you can choose as you see fit. Although the organization has a headquarters, you can choose a more hidden infrastructure to conduct your operations secretly, or be visible and known to the general public. You have 1,000 talented members (followers) with skills that make them suitable for each division you assign them.

Tower Section

Towers are a highly valuable asset in this world, coveted by kingdoms and organizations alike. Even possessing a small tower can grant you a very high position in any kingdom. Towers vary in size, but they all share a common feature: they contain valuable resources such as monster parts, rare plants, precious or magical minerals, and more.

In the tower, you can build things without needing to buy them through the system (which will be mentioned later). Every person, being, or monster that inhabits the tower automatically becomes your follower.

Have 1200 TP (Tower Points). You can convert CP to TP at a 1:2 ratio, but not vice versa.

Tower Size

The size of the towers is important, as it defines how much divine power, magic power, and holy power they can accumulate. The tower has three crystals, each one possessing magical, holy, and divine power; each type of power has a function. Magic and holy power are used for the general maintenance of the tower (monster sustenance, tower protection, and infrastructure maintenance, resource generation, etc.), and this type of power is generated and collected daily by the tower itself. Divine power, on the other hand, is used to purchase the options the tower offers, such as facilities, monster summoning circles, etc. Its main function is creation and modification. To generate and obtain this type of power, you must kill the monsters that inhabit the tower, as well as purchase options the tower offers that allow it to be generated passively.

The number of monsters and their power depend on the size of the tower, as does the amount of resources that can be obtained.

Small (Free)

The small tower has up to 30 floors, so the level of the monsters is mostly low, with the most powerful monsters being the mid-level ones, found on the upper floors. Small towers can accumulate up to 10,000 divine power and 5,000 holy and magic power each.

Medium (100 SP)

Medium-sized towers have up to 60 floors, so most of the monsters are low to mid-level, with the most powerful monsters being high-level and found on the upper floors. Unlike small towers, these can accumulate up to 100,000 divine power and 50,000 holy and magic power each.

Large (200 SP)

The tall tower has 100 floors, so the level of the monsters varies between low, medium, and high levels, with the monsters becoming more powerful as you go up the floors, finding the most powerful monsters from floor 60 onwards. Unlike the towers mentioned, the divine power these can accumulate is up to 1,000,000 and 500,000 holy and magic power, respectively.

Floor Surface

The surface area of each floor depends on the size of the tower, but since you are paying CP, the surface area of each floor will be larger than the surface area of the tower, as if you were entering a different dimension. Since the tower is a kind of separate dimension, it has its own sky, with the same day and night cycles (featuring a sort of artificial moon and sun, maintained and powered by magic), as well as life systems to make it perfectly habitable. These systems create a comfortable and perfect habitat for those who live on each floor, allowing humans to inhabit them without difficulty. Regardless of the tower's size, the height of each floor can reach up to 1000 kilometers between the surface and the "roof." The roofs, or invisible barriers, are a limiting factor that restricts the surface area and height of each floor.

Small (Free)

The surface area of each floor will be up to 100,000 square kilometers.

Normal (100 SP)

The surface area of each floor will be up to 1,000,000 square kilometers.

Wide (200 SP)

The surface area of each floor will be up to 20,000,000 square kilometers.

Other

Control Room (Free)

The control room is the heart of each tower. This is where the tower administrator controls the tower and purchases various items from the tower shop for installation. While there are several options, some less well-known, the items in this section are what you can buy in the tower shop. Unlike a traditional tower, these options are unlocked from the start, and you don't need to level up the tower to use them.

By using divine power, you can create things within the tower, such as infrastructure, monster circles, and remodel floors to your liking. You can even buy food and items.

However, as mentioned, the cost to purchase these items is divine power.

Another function of the tower is the ability to control the climate of each floor, including the day/night cycle, allowing you to maintain a single climate and cycle on a specific floor. The tower also keeps a record of all items, weapons, monsters, etc, that enter, so once registered, you can buy them in the shop or purchase summoning circles.

You can also manage the tower entrances, as well as access to the floors, and isolate the control room to prevent intrusions. Another function is the ability to swap floors within the tower, allowing you to exchange a lower floor for a higher one (for example, swapping the 90th floor with the 5th).

This tower is also special; besides having a leveling system that unlocks advantages and allows you to accumulate more divine, magical, and holy power in crystals, it has a system where each tower inhabitant has their statistics, skills, blessings, etc. These can be viewed by you (the tower owner) as well as by the people themselves.

The system also allows you to register the skills, spells, and abilities of those who use the system, even recording those that are unique or special to races or families.

Another privilege you have is the ability to summon six familiars (they can be human or other intelligent races) who will be competent subordinates to manage the tower. These familiars possess a variety of skills, being powerful and capable of performing diverse tasks such as administration, artifact research, and more. Their abilities are top-tier, and they are completely loyal to you.

Type (Free)

Each tower has one or more elemental types, following a specific theme. Small towers have only one element (water, earth, fire, wind), which adapts to the environment and monsters within that tower. Medium-sized towers have two or three elements, affecting both the monsters and the environment. Large towers have several elements, and may have floors with different elemental themes, or a single floor may contain several themes from different elements.

Depending on the element or theme you have chosen (and the amount your tower allows), you can customize the monsters that will appear in your tower, as well as the environment.

Summoning (Free)

One of the main aspects of the tower is the monsters that inhabit it. These passively generate Magic Power and Holy Power, and upon defeat, they generate Divine Power. Mid-class and high-class monsters passively generate all three. The tower already has monsters by default, created daily by special magic circles. These circles create up to a maximum number of monsters per day, with the number increasing as the monsters become weaker (slime summoning circles can summon up to 500 per day, while dragon summoning circles can summon up to 10 per day).

There are two classes of monsters in each tower (or three, to be more precise). There are monsters that can be converted into familiars, which have lower summoning numbers, and wild monsters, which cannot be converted into familiars but can be tamed if you have the skill. There are also naturally born monsters, which are generated through reproduction between monsters.

At the beginning, you will have access to all existing monster summoning circles, and you can assign each circle to a specific area. The number of monsters summoned cannot exceed a certain number; for example, the number of slimes generated by the circles is 500 per day, and this number cannot be exceeded for the slimes summoned by that circle (slimes from other areas or naturally born slimes do not count towards this limit).

The price of the circles varies according to the power of the monsters, but all monsters can evolve into a higher species and its variations. The power of the monsters is divided into low-class monsters, middle-class monsters, and high-class monsters.

Monsters have up to four evolutionary stages, the first being the Seed of Evolution, which is the base stage. The next stage is the Growth of Evolution, where they evolve into a superior being; there can be variations. The following stage is the Blooming of Evolution, where more variations emerge, granting them skills related to gods or spirits, and bestowing blessings upon them. The final stage is the Fruit of Evolution, representing the ultimate and most powerful stage. These final stages are extremely rare, and some monsters can become living gods if they were divine beasts in previous stages.

Some monsters that can manipulate divine power can transform into divine beasts, becoming emissaries of the gods and gaining various god-related skills, such as increased power.

As the tower owner, you can delegate your responsibilities to your subordinates to manage the tower. Both you and they can access specific functions within the tower or its facilities.

Transfer Gate (Free)

Portals that can connect two specific points for instantaneous travel. They can be placed inside the tower for travel between floors, as well as outside the tower for entering and exiting. Each portal is so large that it is 30 meters high and 30 meters wide. Both living beings and objects can pass through, and they can be activated or deactivated in the control room. You can also restrict access through special permissions, such as cards, objects, etc.

Infrastructure (100 SP)

Just like in a construction game, you can purchase certain infrastructure (houses, buildings, water networks, etc.) and have them appear instantly on the floor and in the area you've designated. The variety of facilities is very broad, ranging from simple designs to more refined structures like castles. This also applies to the equipment and facilities within those infrastructures. The materials used for their construction and manufacturing are also varied, from simple materials to more expensive ones.

The Guild (100 SP)

A large structure with various divisions, such as adventurers, blacksmiths, merchants, alchemists, and so on. Each division will have top-tier facilities and equipment for its operations. It will have everything necessary for its functioning, as well as stored materials and resources related to its activities.

As a bonus, you will receive several divine devices that produce membership cards for each person. These cards will display the personal data and skills of each bearer, automatically updating whenever the information changes. The cards can be used for communication between members, like cell phones, allowing you to contact anyone by stating their identification number. The cards cannot be altered or counterfeited; it is impossible to create copies without these devices.

Divine Stone (100 SP)

A small stone that passively absorbs magical and holy power, transforming it into divine power. If this stone is submerged in water, it converts the water into divine water, purifying it of impurities. Those who consume it will find it easier to manipulate and control divine power. The submerged stone will fulfill its function of passively absorbing and generating divine power.

Floor Expansion / Floor Merging (100 SP)

This option allows you to expand your tower's footprint, potentially exceeding the maximum area. The Floor Merging option lets you connect different floors, allowing you to obtain the different benefits of each floor among all those connected. The number of floors you can connect is up to 9.

Specific Terrain Installation (200 SP)

This option allows you to customize and add various resources within the tower, such as fertile lands suitable for any type of cultivation, resulting in higher-quality and faster-growing crops. You can also add forests with special and rare plants, including legendary or special plants for creating powerful elixirs, among other things. Mines contain various types of minerals, from common ones like iron and coal to precious or valuable minerals (gold, silver, copper, rubies, sapphires, diamonds, emeralds, etc.) and magical minerals (mithril, orichalcum, adamantite, etc.). These and other valuable or useful resources are abundant, depending on the size of your tower.

Another advantage of this option is that you can modify or adapt any terrain for monster species, as well as make it habitable for humans or other races.

Dungeons (200 SP)

You can add dungeons to your floors, which function like a subtower, containing multiple levels. Like any dungeon, the floors within will be labyrinthine and won't have the landscapes of the tower floors. You can assign an area or an entire floor for the dungeon, and implement up to 30 floors in each dungeon.

You can assign monsters to each floor, as well as a specific element to theme the dungeon floor (the elements you can include will vary depending on the size of your tower). You can assign floor or area bosses, and install traps that fit the environment.

Within the dungeon, there will be treasures, the value of which will vary depending on the difficulty of the floor they are on. Treasures can be weapons, armor, valuable items, or potions.

As an extra feature, you can designate an entire floor or area as a monster-free zone. This area will have facilities such as an inn for the accommodation of adventurers.

Special Fragments (200 SP)

These large rocks are not ordinary objects; they are objects blessed by the goddesses. Wherever you place these rocks, the surrounding area or its inhabitants will receive the benefits of the goddess who blessed them. These blessings can be varied, such as increasing the fertility of the land, granting monsters abilities and allowing them to evolve (becoming stronger, gaining human intelligence, and being able to transform into their human form), or bestowing blessings upon people, granting them abilities and advantages related to that goddess's dominion. You can add more than one rock per floor or area, and these additional rocks will provide the aforementioned benefits.

Elemental Spirit Stone (200 SP)

The stones are actually the eggs of elemental spirits. Upon hatching, these spirits can use their power to affect the environment, monsters/familiars (granting them elemental skills), and inhabitants or people, who will also gain elemental skills. They can also attract other elemental spirits of varying strengths, and so on, transforming the floor or area they inhabit into highly attractive places for spirits. The elder spirits are powerful, as they can move freely within the tower and will act as your guardians and protectors of the tower.

The best part is that these elemental spirits can be used as allies by spirit mages and can even fuse with monsters, allowing them to evolve into a superior and more powerful form, gaining elemental skills. By default, the elements will be the basic ones like fire, water, wind, and earth, but you can add other elements such as wood, lightning, etc.

The Verminlear Castle (400 SP - Free if you purchase “Vampire”)

A magnificent castle with facilities and equipment that even a king would envy, and at its very heart, well hidden, lies the Verminlea Jewel, which can absorb magical power and passively generate divine power. Furthermore, the more magical power it absorbs, the larger and more majestic it will become.

By purchasing this option, you can summon, at no cost, a powerful member of the Verminlea clan or another powerful vampire if you prefer not to summon Shrein. Like all summons, they will be completely loyal to you, and their power and knowledge are on another level, allowing them to easily defeat dragons. They will be the castle's administrator and can recruit vampires and other species to become your subordinates.

World Tree (400 SP - Free if you purchase “Elf”)

The sacred tree is an imposing and majestic tree, known as the World Tree. This tree has the function of regulating magical and holy power within the tower, as well as passively generating divine power. To function and for its maintenance, it absorbs holy power.

The World Tree provides many advantages, such as purifying the land and environment of the tower (you can manage which floors or areas it purifies), increasing soil quality and expanding vegetation, and improving the quality of harvests and gathering. Another positive effect is that it increases the fertility rate of long-lived species such as elves, as well as increasing the vitality and health of the people who inhabit the tower. The World Tree has its own will, being a powerful spirit and its physical representation. You can interact with it, and it will take care of the tree's functions. You can summon High Elves to take care of and maintain the World Tree. These elves are completely loyal to you.

Temple (400 SP)

You can summon temples to worship goddesses or temples where spirits gather. These temples have several advantages. To begin with, being designated by a goddess or group of goddesses, as is the case with spirit temples, these temples will empower related objects, such as Elemental Spirit Stones or Special Fragments. Another benefit is that these temples receive the blessing of goddesses and major spirits, granting advantages related to the goddess or major spirit to the place where they are located. Another advantage is that, as connectors between these beings, the greater the faith or prayers, the more powerful the goddess or spirit will become. If you are a True God, you can benefit from this.

Temples can have a Western design for goddesses and an Eastern design for spirits (although you can choose the design you prefer). Temples absorb holy power to function and, for its maintenance, generate divine power.

These temples are perfect for invoking Goddesses or divine beings, who can remain on earth and communicate with mortals, as long as they are close to the temple. You can also appoint priestesses to be the vessels of the goddesses and their oracles (or to be yours).

Sovereignty (400 SP)

This option is only accessible to those who have reached the maximum level, which is 10, of the tower, but you will already have the option unlocked from the start.

To begin, any tower you conquer will be linked to this tower, Post-Jump. You can connect dungeons you conquer or similar ones, sharing all the same functions. This allows you to travel instantly between control rooms, as well as share divine, holy, and magical power between towers, transferring it between them.

Another advantage is that if someone manages to conquer those towers, they will not become administrators, maintaining your control.

Any monsters or items existing in other towers will be registered in your tower and vice versa, allowing you to access the options purchased in this section in all towers. It also has the ability to send messages to other towers, controlling everything in a group chat for tower owners, where you are the administrator. You can add or remove administrators from each tower in the group.

You can exchange floors between towers, even entire floors, but the limit is that tall towers can only exchange floors with medium-sized or similarly sized towers, and short towers can only exchange floors with towers of the same size or medium. The tower system and its records can be shared between towers. You can also appoint administrators to other towers to act as your representatives and delegates.

The final advantage of this option is that the tower can generate a powerful barrier using divine power, but this comes at a daily cost. This barrier can expand depending on how much divine power you spend, and only those you authorize or who possess an object you designate can pass through it. You can also use divine power to generate a destructive attack capable of eliminating any target, regardless of distance. The attack is instantaneous and precise; you can adjust both the attack power and the area it covers. The divine power cost depends on the target's power and the area the attack covers. Unlike in the manga, you don't need the other towers to use this option.

Companions

Import (Free/100 CP per)

You can import up to 8 people for free, but by paying 100 CP for each, they will receive 300 CP to spend on this document.

Canon Companions (Free/100 CP per)

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

A Friend (100 CP)

Upon arriving in this world, the first person you'll encounter is either a merchant, intelligent and skilled in the trades of a professional, or perhaps a Rank B adventurer, a strong and experienced individual. You can choose one of these options. This person will assist you during your stay and will be loyal and reliable. You can customize their appearance and personality to your liking.

Reliable Familiar (200 CP)

In most cases, familiars are monsters or beasts, but this familiar is different. You can choose any species from the "Race" options, plus 300 CP for it. Completely loyal to you. You can customize its appearance and personality to your liking. It cannot purchase the "True God" Perk and "Tower" Item.

Divine Beast (400 CP)

Divine Beasts are creatures of immense power, blessed by one of the goddesses. Their power surpasses that of a dragon, and even races like Vampires fear them. These beasts share a deep affinity with one of the goddesses, as well as the ability to assume human form, possessing beauty that surpasses even elves. Completely loyal to you, you can customize their appearance and personality to your liking. You can choose from a fox, wolf, or other type of beast. Unlike ordinary monsters, these creatures possess numerous abilities, including immense divine and magical power.

Child God (600 CP)

A powerful dragon created by two true gods. Its power is such that it can single-handedly conquer a tower and easily defeat the two powerful guardian angels of Kousuke Kouhi and Mitsuki. The dragon is considered a god-like being, granting it perfect control over divine power and a vast amount of magic. It can destroy a kingdom in a matter of hours. This dragon can assume human form, allowing it to remain undetected while concealing its power. It is completely loyal to you. You can customize both its appearance and personality to your liking.

DRAWBACKS

You may take any number of drawbacks you like.

Crossover (+0 CP)

Are there any manga, anime, games, or novels that you are interested in and want to add to this jump?

You can add other series to this world, as long as they are medieval fantasy. You can add as many series as you want. In case they have different power systems, they will adapt to the magic and class system of this world.

If you are only interested in some characters and not the plot, you can bring only those characters. As for powerful items that exist in those plots, such as magic or very broken powers, these cannot be incorporated.

Supplement (+0 CP)

If you are not in the mood to spend 10 years on this jump for a Perk or Item, 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.

Extended Time (+100 CP)

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

This is Good or Bad (+100 CP)

As the name suggests, you can take this as something annoying or something beneficial. People of the opposite sex (or the sex you're attracted to) will put you in slightly embarrassing situations, like falling between their breasts, falling asleep and waking up in their lap, or being in situations where they undress in front of you. Such situations can escalate to sexual advances, some of which may even lead to the act itself (with your partner being the most proactive in this). Rest assured that this won't go beyond a crime against you, so they won't force you to do anything you don't want to do.

Too Dense (+200 CP)

Like most MCs in any isekai, you're terrible at picking up on hints, but in your case, it's so extreme that if someone didn't tell you directly, you wouldn't know if they liked you or not. The worst part is that you lack initiative, so in every instance, your partner would make the first move.

Too Busy (+200 CP)

You're a workaholic, very busy with your job and with little free time. You spend 16 out of 24 hours a day working. You rarely take weekends or vacations, at most taking two days off a month. You dedicate little time to leisure, family, and friends, prioritizing other things like work, research, or training.

Enemies, Enemies Everywhere (+400 CP)

You're the hot topic of conversation among many kings and greedy businessmen. For some reason, they see you as an obstacle to their business dealings, so they'll conspire to defame you or, in the worst-case scenario, kill you. This will always be the case, and no matter how powerful they are, these types will never learn and will continue to come after you.

This is not Easy Mode (+400 CP)

Let's be honest, Kousuke had it easy thanks to the help of the goddesses and his powerful companions. If he hadn't had that help, he wouldn't be alive and enjoying everything he's gained.

Your stay won't be as relaxed as this guy's, since all your companions and followers from the previous jump won't be with you during this one. The goddesses also won't be much help; they won't be your enemies or antagonize you, but any problems you have, you'll have to solve yourself. Don't expect advice from them, or for them to give oracles to their followers to help you, or for them to appear in the world for you.

Don't get confused; you can communicate with them and ask them to bless people or beings close to you (if you have the facilities and objects, and the candidates for the blessings meet the requirements), as well as spend time with them as friends (or lovers, if you wish). But don't expect them to solve everything for you.

The Target (+600 CP)

Apparently, Kousuke wasn't the only one who came to this world and became the master of the Seven Towers, possessing the most powerful economic, political, and military might. He even reached the level of a true god, with many competent people under his command.

This person achieved the same as Kousuke on another continent, possessing rival power.

And for some reason, they see you as an enemy. Whether it's because you made a mistake, due to a misunderstanding, or because they learned of your nature as a jumper, their primary objective will be to eliminate you.

Dialogue or seeking peaceful means is possible, but it's very likely they will try to kill you several times before you can even begin to talk.

You can choose to have Kousuke himself want to kill you. If you haven't chosen him, you can try to form an alliance with him or any other person/kingdom/organization, but their first thought will be that it's more beneficial to stay out of it than to help you. The upside is that the goddesses won't interfere and won't be antagonistic towards you or contribute to your downfall.

Power Loss (+600 CP)

Lose the Perks, Powers, and Items from previous jumps, and can not import any companion or access your Warehouse, at least you still have your Body Mod.

Choices

[Go Home](#)
[Stay](#)
[Continue](#)

Notes

Special thanks to L “Blackscorp98” and everyone for fixing my grammar and helping me make this jump.