



Fudou Niito was a stereotypical NEET living in Japan, on Earth, in the modern day. An avid fan of the game "The Eternal Scattering Flowers: Fiore Caduto Eterna" and on death's door himself, he went to sleep one day deeply dissatisfied with the game for the fact that every route ended with the main heroine, Eterna, dying. When he woke up the next morning, he discovered that he had become the hated fake Saint Elrise in that very world of Fiore.

Originally this character was set to be a fat and twisted individual corrupted by the negativity of the world, who would hound and torture the main cast at every turn, before eventually being discovered and summarily executed. In order to ensure that Eterna reached a true happy ending though, Niito devotes himself in this life to being the perfect (fake) Saint. Little does she know though that her actions would eventually lead her to becoming labelled the greatest Saint of all time; the most powerful, the most beautiful, and the most benevolent.

This world is an undeniably dark world. An evil Witch appears every twenty years to raise war on the rest of the world in an endless cycle. She corrupts and commands an ever growing army of twisted demons. Over the last thousand years more and more of the world has been overrun, with no solution in sight. Even if the Witch is killed, that buys a mere five years of peace before the next one appears. It is into this world that you will be entering Jumper.

You will be arriving around when Elrise is just shy of 14 years old. This is a month before she would encounter Vernell, the protagonist of Eternal Scattering Flowers, and absorb some of the dark power within him, reducing her remaining lifespan to four short years. This tale would originally end nearly four years later in a climactic showdown between Elrise and the combined resentment of every Witch through the ages. What will happen with your introduction into this world is still unknown.

Take **1000CP** to spend on the document below. Your own journey starts now.

Origins: *Please choose your background when entering this world. Any option can be a drop-in with no prior memories or backstory if you wish. You may freely choose your age, bearing in mind the majority of the cast will be 14 when you enter. You may also choose your gender for free.*

Civilian - It is easy to forget, in the great battles between demons and knights, that the vast majority of the population in this world are simple citizens. You will be starting off in this world as one of the faceless masses. You have little background in fighting or war, your interests lay in other pursuits.

Knight - Where before you may have been relatively protected from the horrors of the war against the demons, limited as that may have been, now you are one of those many who are right at the front lines. You come from a line of knights, and have a modest foundation in combat. Getting into the Magic Academy is just a matter of course, if you desire.

Saint Guard - The Saint faction is generally known as a neutral party in the entire world. They are located in a zone between all countries, where the Saint herself is guarded and trained so that she can one day face the Witch. You are part of this dedicated and holy faction, whether it be as the Saint's teacher, guard, servant, or some other function. Depending on your choices, maybe you are even the Saint herself?

Agent Of Darkness - Rather than one of the forces for good, you will be starting in this world as one of the many agents of chaos that work for the Witch. Imbued with a fragment of darkness, you are the enemy of the peoples of the world. As the forces of the Witch are usually twisted creatures of her own making, you can uniquely choose to be a type of Demon with this option. Though human followers of the Witch are rare, they also exist and are in some surprising places.

Locations: *It is time to choose where you will be starting in this story.*

Magic Academy - The full name of this academy is Alfreea Magic Knight Training Institution, but everyone knows it simply as the Magic Academy. This is the training academy that those who wish to one day become Saint Guards go to. The entrance requirements cannot be called strict. The only limitation is that you must be 17 years old or over. Unknown to all but a few, deep within the dungeons of this school is the Witch herself, guarded by the academy's principal. This is the location where the majority of the plot of the Galge would take place.

Neutral Ground - Instead of starting where the knights and guards of the Saints are trained, you will instead be starting near Elrise herself. The neutral ground is an area in between every country. It is here that the Saint is sent to be raised and trained once they have been found by the Prophet. There are a plethora of skilled warriors, teachers, and guards spread through this whole area.

Eterna's Village - While the current story follows the path of Fake Saint Elrise, the original timeline followed the story of Vernell and Eterna. By choosing this, you will be starting in the poor and rundown village that both Vernell and Eterna were staying in for the years before going to the academy. While Vernell wasn't raised here, he did end up living here after his home was destroyed by the darkness he could not control.

Ordinary Fuguten - The island nation of Fuguten is a land far from the Magic Academy and Elrise's home. Even after years of Elrise working hard to destroy the forces of darkness, this island is still at threat from the demons. What is special about this island, known by almost no-one, is that it is the resting place of the very first Saint Alfreea. But even more surprising than that, is that this first Saint is still alive and aware. She was sealed in a deep dungeon by her mother, Eve; the first Witch. Perhaps because of this fact, this island has never been attacked by the Witches. It is known as the most peaceful place in the entire world. Ironically, because of this very fact, it would become the last stronghold of demons on Fiore after Elrise exterminated all others.

Demonic Land - As was mentioned previously, much of the world has been taken over by demons by this point in time. What land is still occupied by humans shrinks every decade. Rather than the safe land of humanity, you will be starting your journey in this land of death and misery. What humans remain here are forced to hide, and even the demons themselves constantly fight each other. Luckily if you manage to hold on long enough, it is likely Elrise will at some point pass by as she goes about exterminating the demons of this world en masse.

Earth - Well this is a rather strange turn. Rather than entering into the world of the Fiore, you will instead be entering the Earth that was connected to it. For all intents and purposes, this is a bog-standard mundane earth. Elrise will occasionally visit it in the form of a ghost, and after the events of the main story will even find a portal that allows one to travel between the two worlds. The only problem is that the flow of time between these worlds are drastically different. By the time a few months have passed on Earth, most of the events of the story will have taken place.

Perks: *Perks are discounted to half price for their origin. 100CP perk discounts are free.*

Civilian

Capture Target [100]

With twenty one different possible capture targets for Vernell in this world, you will have stiff competition if you want to show off your looks. Barring Elrise, who cheats with magic, your looks are up there at the very top. You are a true beauty, the belle of any academy, a flawless doll, a goddess given form. Your face alone could capture the hearts of a thousand men. As you grow up, your body will fill out in all the right places, leaving you a figure that could drive others crazy with jealousy.

Purest Black Heart [200]

The negative thoughts and evil intentions of humanity were originally suppressed by the Will of this world. It was only after a rift was opened to a new world that their negative emotions stained the mana of this world and threw off its balance. It is this that gave birth to the very first witch, drove her and every subsequent Saint crazy from the negativity. Purity of heart only makes one all the more susceptible, for darkness is all the more visible on a backdrop of white. Maybe it says something that you are so unaffected by this mental pollution then. After all, what could hope to dye that which is already pitch black? To you, the nagging voices and evil thoughts are more of an annoyance than a corrupting force. It should be noted that being black of heart does not necessarily make one evil. Just look at Elrise, the lauded greatest Saint.

Genuine Magician [200]

The magic of this world is quite versatile, and is split into eight different affinities. They are fire, water, earth, wind, lightning, ice, light, and dark. Of these affinities, only the Witch and the Saint are known to be able to use Dark magic. As an up and coming talent of magic, you have a quite strong gift for all seven of the other affinities. Learning to wield any of them like a master is a matter of time for you. With dedicated hard work from a young age, you could rival most court magicians by age 16. By the time you are an adult, few could hope to match you.

Power Of The Heart [400]

The evil curse of the Witch is one fundamentally based on the negative thoughts staining the mana of the world. As the source is mana itself, it can never truly be destroyed by firepower alone. As Elrise realised at the end, only the Light of the human heart can defeat the Dark of the human heart. Like Elrise, you have discovered a way to manipulate the positive and negative emotions released to the world. Using this, you can purify the dark or corrupt the light. This does rely on the inherent hope or despair in the area around you. A world without hope would have little light to fight the dark.

Fake Saint [400]

Sometimes some secrets are too important to not keep. Sometimes you have to pretend to be someone you are not to accomplish your goals. Whether it be because you are pretending to be the Saint from a young age, or because you are hiding the fact that you are secretly protecting the Witch, you are a master of acting. You could put on such a good act at being the true Saint that multiple Saints and even the Witch would believe it. Calling your facade a mask would be doing a disservice to just how encompassing it is.

Split Soul [600]

When you entered into this world, your soul was somehow split in half. This didn't cause you any harm. Rather, while one half of your soul lives on in this world, another has been whisked away to another altogether, one rather similar to Earth. Every once in a while, perhaps years apart, you will be able to visit your other half on this other Earth. While there you will take the form of an ethereal ghost. The interesting part about this world is that your story has taken the form of a relatively popular game. By looking online, you can see people's various opinions about each stage, and even see possible futures and what-ifs. The will of this world prevents you from seeing your own true future though. Most importantly, should you die in one world, you can use the remaining lifespan of your other half in order to revive, granting one more chance at life.

Knight

Will Of A Warrior [100]

It takes great grit and force of will to walk directly into the fire. The knights know that ultimately they are to be mere sacrifices to ensure the success of the Saint. But that will not stop them, for determination is the blood that runs through their veins. As a warrior yourself, your heart is as steel. Little could deter you from your objective and fewer still could make you step back in fear. You have the will to persevere through blood and sweat and tears.

Innovation [200]

Lacking in most forms of 'dark' emotions due to the Will of the World suppressing them, including many that would drive progress, the development of this world has stagnated for millennia, not helped by the Witch attacks. Breaking that standard mould for this world, you are one of those few who could bring genuine progress to this world. You have a true gift for innovating new techniques or technologies. Every few months you may invent a new spell. Within years, you could have created the groundwork for the birth of locomotives.

Genius Knight [200]

In a world of sword and sorcery, you would be hard pressed to find someone more talented than you at the former. Your finesse at swordplay is a wonder to behold, your skill so great that you could wield your blade to cut the space between two cells. If you dedicate yourself to the craft, and with proper tuition, you could eventually reach the level of a world champion, rivalled only by the lauded Elrise herself. In the battle against the Demons, you would be a force to be reckoned with, a sword to break the enemy where they are weak.

The Prophet [400]

The Saint is an existence made specifically to oppose the Witch, but they were not created alone. The Will of the World created the Prophet alongside the original Saint. The ability granted to this individual was the power to observe anywhere in the world they wished. In a word, clairvoyance. They could see where the next Saint was born, and let the kingdoms know who was chosen. Eventually the original prophet observed so much that they were able to make reliable deductions of likely futures. You have been granted this same power of clairvoyance by the World. You even have the potential to look into alternate or parallel worlds. Should you wish, as is your right as a prophet, you could pass this ability down to a worthy named successor while also granting them your remaining lifespan.

Galge Protagonist [400]

Despite the depressing background to this world, the 'story' of the characters is still one that could make a quite popular gal game. You could be considered the protagonist of your very own gal game. You will find that you will often have encounters with attractive possible love interests. Once in a while you will stumble onto 'events' with these people and, if you play your cards right, can improve your 'favorability' with them. The original protagonist, Vernell, ended up with twenty different possible routes after a few years.

Cheatlike Talent [600]

While her mana circulation issues was how Elrise grew in power to such an extent, she never would have reached such vast strength if not for her truly monstrous talent in magic. This is a talent unrivalled by any other in history, letting her fight every Witch in history combined and come out on top. It has reached the level of "If I can think of it, I can probably do it.". At her whims she was able to invent flight magic, healing magic capable of bringing people back from the dead, lightning magic capable of reading and copying the neurons of other people's brains, rain lasers of light from the heavens, and far more. This is a talent you share with her. With even a modicum of effort, you will quickly reach a skill that only the Witch or Saint could rival. Inevitably with such a brain, for better or for worse you remember everything that you see and hear.

Saint Guard

Saintly Filter [100]

The infamous filter between one's thoughts and their mouth usually only makes itself known by its absence. Your however takes a slightly different form. Your filter automatically translates your speech into flowery and elegant words from otherwise harsh or rude thoughts. What might have been a harsh talk about how pointless it is to fight on your behalf might instead turn into a touching speech about valuing their own lives and not dying meaninglessly. Language truly befitting a Saint, some might say.

Teacher Of Saints [200]

In order to teach the Saint, all the best warriors and teachers are gathered in the Saints Castle. From a young age, they teach her all that she needs to know in order to fight the Witch. The current (Fake) Saint may be a genius who quickly surpassed all her teachers, but for a thousand years these people have ensured the Saint has a fighting chance. Like these figures, you are perhaps one of the greatest teachers of your kingdom. Those under your tutelage learn swiftly and learn well. Even the least of your students would go on to do great things once they have completed your education.

Words Not Swords [200]

Words can have an effect even greater than that of a sword. Demons and Witches were born from the darkness of humanity, so even they can be brought back from the abyss if persuaded by a kind enough soul. You have a way with words, a talent that makes attempts at swaying others to your point of view incredibly effective. There is no need to slay every obstacle in your path. Sometimes the softer approach may have even greater benefits than otherwise.

Reincarnate [400]

In very rare circumstances, a soul is able to be reincarnated into a new world while retaining the memories of old. The main character, Elrise, is one such example of this, as is the original author of the gal game on Earth. As a Jumper, you are in a singularly unique position of being strangely suited for such an occurrence. Each jump, you can choose to be reincarnated into the place of one of the canon characters. Your memories will awaken at the start of the jump, but even before then echoes of your normal behaviour will come through during your childhood and beyond.

Saint Power [400]

Every few decades the next cycle of Saint and Witch starts. For this particular cycle, you have been made the vessel for the power of the Saint by the Will of the World. As the counterpart to the Witch, you are similarly rendered immune to all damage bar that of a similar nature. In truth this protection is a type of unique spatial magic that covers your body and rejects anything foreign from entering. As the Saint, you have been imbued with a great deal of latent power, and are able to perform impressive feats of magic for every affinity of magic. You will have a particularly strong affinity for light and healing magic, and are extremely destructive towards dark magic.

Broken Mana Circulation [600]

The people of this world circulate their mana all the time subconsciously. They take in mana from the world, circulate it through their body, and release it back into the world along with many of their negative emotions. To improve their mana capacity they can speed up this process to push their mana to its limit. Doing so exposes them to more of the negativity of the world than they can expel, so few can do this for extended periods. However, throughout history there have been some whose mana circulation balance has been broken. They can circulate mana far faster than anyone else, and so grow in power far faster than anyone else. Every one of them have become peerless mages and because they are exposed to a proportionally higher amount of negativity all of them have been black-hearted fiends. Of those with this 'illness', the First Witch 'Eve' and greatest Saint 'Elrise' are among the most famous. There is no limit to how great your capacity can grow, which is how Elrise became so powerful once she figured out a method to automatically circulate her mana 24/7. If the average knight had a power of 3, Eve would have a power of 12, and Elrise at her peak had a power in excess of 1000.

Agent Of Darkness

Muscle Man [100]

For four years, no-one discovered the hidden Elrise route hidden in Kuon no Sanka. The secret to unlocking it? 17 days of nonstop MUSCLE training without interacting with anyone else! The strength of your muscles is of great help to a knight. Flex your muscles to break through rope, harden your muscles to deflect a blade, show your muscles to bond with the guards! You are definitely on the muscled side of things. These are the kind of muscles meant for use, not bulging muscles you merely parade around. Wield your sword with strength and a firm hand.

Witch's Pollution [200]

The power of the Witch is undoubtedly a great and terrible one. Those not meant for it will have their lifespan shaved by decades just by taking in a small fragment of it. But it also definitely has its own benefits. Your body has been infected by witch power. Not much, only enough to take away a few months of your lifespan, but in return it has granted you an entirely ageless body. Physically you will never leave the prime of your life. That isn't to say you will live forever though. Your lifespan is unchanged from before, bar what was lost by gaining this.

Hidden In Shadow [200]

As the enemies of the world, and especially as enemies of Elrise, the demons can ill afford to move too overtly. Any singular creature of darkness needs to be able to move around human society as sneakily as possible. As a servant of the shadows, it is only fitting that you should know how to dwell among the shadows. Subterfuge, stealth, and sabotage are your bread and butter. You would make a good assassin if used by the kingdoms, or indeed by the Witch herself. If you do your job right, no-one will even know you were there in the first place.

World Lines [400]

Each world has its own will. Each parallel, its own version. Sometimes those other worlds require a bit of help, and so they may request from other worldlines a champion to bail them out of trouble. Your own worldline has seen fit to offer your services as a helper for hire. Every once in a while you may find yourself inexplicably summoned to a different parallel world in order to help solve a particular problem plaguing it. Once your task is finished, you will find yourself back home with no time having passed for anyone else. As 'payment' for your services, any items or the like you may gain while in these parallel worlds will come back with you when you return.

Immunity To Evil [400]

It is said that taking in the power of Darkness will shorten the lifespan of any not meant for the power. Even Elrise for all her power is not exempt from this. Yet there are those separate from the Witch and Saint who can still take in and use some of the power of Dark without sacrificing their life. Vernell for instance was largely unaffected despite taking in a significant portion of the Witch's power and soul. You can count yourself among these numbers. The Dark affinity and affinities of a similar harmful nature will have remarkably few negative effects on your health when using it. Even this has limits though, and taking in the full power of the Witch is a sure way to die.

A Cursed Existence [600]

Born millennia ago by the Will of the World to destroy an ancient nation that threatened the balance of the world, the Witch quickly went out of control and became a scourge that has plagued the world ever since. The same dark magic that created her, and was used by those who she was made to destroy, has now found its place with you. On top of power equal to that of a Saint, you are able to twist creatures into abominations known as demons which are each capable of fighting the greatest of knights. You can be called truly ageless, and like the Saint cannot be harmed by anything other than magic of a similar nature. It would take power on par with a nuke to even scratch you otherwise. Your very existence is that of a curse, and so should your body be killed, your Power and Will will flow into that of your murderer, making them the vessel for your continued existence if their body can handle it.

Items: *You may optionally discount an item for each price tier to half price. Discounted 100 and 50 CP items are free for their first purchase.*

Body Pillow [50]

Sometimes it is nice to snuggle up to a large soft pillow as you go to sleep. Even the lauded great Saint is willing to let herself go enough to sleep hugging a human sized pillow. This is your very own stuffed body pillow. It can optionally come with an image of one of the heroines on it if that is your taste. Just maybe check there are no hidden perverts lying within when you use it that first time.

Animal Pen [50]

What heroine story would be complete without their own cute animal companion? This is a small animal pen, separated into a few different cages. Within these cages are a variety of different animals: lizards, dogs, cats, and more. Perfect for relaxing with at the end of a long day. Then again, the Witch is known to be able to twist animals into demons of great power, so do be careful with where you keep these creatures. Or it could be that that is exactly what you wish to see happen?

Magic Tome [100]

Magic is a universal trait that anyone in this world can potentially learn, though their affinity for the specific elements may vary. You are likely to have an average talent unless the relevant perks are taken, but that doesn't mean you can't learn some magic yourself. Somehow you have found yourself the owner of this small and neat little book. This tome contains the insights of a powerful mage on the basics of how to use magic, and its many intricacies. Each affinity is addressed in detail, even the mysterious Dark affinity. Scrawled in elegant cursive in the corner of the first page is the name "Elrise".

Kuon No Sanka [100]

The circumstances behind the creation of Kuon No Sanka, otherwise known as "The Eternal Scattering Flowers: Fiore Caduto Eterna", are a curious one. After the Propheter died at the end of the events of the story, she was reincarnated on earth in the past. She would go on to publish the events of her past life, along with conjecture of possible alternate timelines, in the form of a gal game. This is that very game. Coming with a cordless blank computer with which to play it on, this game tells the very story you will be living out in this world; both the story of Elrise the Saint, and Elrise the Bitch.

Holy Cloth [100]

Have you been spending too much time with Supple Ment? You appear to have picked up one of his bad habits. Through some... potentially questionable... methods, you have come into possession of a set of perfectly tailored white clothes. The soft cloth used for this garment is rumoured to have been worn by the greatest Saint in history. Over the years it was infused with remnants of the vast amount of light mana that the Saint used during their life. The fabric emanates a very faint holy aura, and can never be stained dirty. You would be hard pressed to find more 'saintly' clothes.

Knight Equipment [100]

The kingdoms could hardly send their soldiers into war without some basic equipment now could they? This is a standard set of metal and leather armour typically used by the Knights of this world. Alongside this comes a few common pieces of weaponry for any of the usual fighting roles you may take. This includes a sword, a spear, a bow, and a staff. Nothing here is particularly valuable, but any of it could save your life in a pinch.

Vegetable Seeds [100]

The constant disasters caused by the Witches have long caused havoc on the biodiversity of this world. The fruit and vegetables remaining in this world are the most basic and hardy there are. This strange cloth bag originates from a different world entirely. Contained within it are a variety of seeds that have since become extinct from this world, including sweet potatoes, sugar cane, peaches, and more. In a world stuck with carrots and potatoes, this may bring a welcome breath of fresh air to peoples pallets.

Saint's Flower [200]

The Great Saint Elrise has changed style several times over her life, but one constant was that single pristine white flower adorning her hair. This is the little known Angelo Flower, a particularly rare seven petalled flower. What makes this flower special is that each of its petals has a special attribute that allows them to store a large amount of mana. Each individual petal could carry the equivalent mana of a fully trained mage. If quantified, it could be said this flower provides the wearer with another 700MP. Like Elrise's flower, magic has been cast on this flower to ensure it never withers.

Quick Fit [200]

A proper workout requires proper equipment. A knight can't have lopsided muscles if they want to fight at maximum efficiency. This is a collection of fitness related pieces of equipment created by the knight institutions to maximise the strengthening of all the muscles a apprentice knight needs to work on during their learning. It may not be a match for a modern world counterpart, but it gets the job done perfectly well. Magic tends to help with that.

Holy Stone Sword [200]

Well this sword isn't actually holy, though various people may contest that. This stone sword was originally to be created by Elrise during a knight tournament after it was attacked by a demon. Despite being a hastily made sword that Elrise made on a whim, this is nonetheless a supremely sturdy and sharp sword incomparable to the kind usually used by knights. Any semi-competent knight could easily use such a sword to make minced meat of a demon. Not only is it very sharp and durable, it is incredibly lightweight.

Wishing Stone [200]

A shining blue stone. An ore with the name Augurare. It is thought that those who have this stone will have their wish granted. The legitimacy of such a superstition is hard to verify, but by all accounts it does seem to have an effect. This is not some omnipotent wish granting device. It might even be said that it merely grants you luck in gaining what you wish. But even that is a potent power in and of itself. Many knights like to carry some in their pocket as they go into battle. Now you have your very own stone.

Nobility Mansion [400]

Even the lowest of aristocrats is going to live in relative comfort compared to a peasant. You have inherited the property of a reasonably affluent noble house that was exterminated by a demon raid. Measuring several acres in size, the main property is surrounded by solid stone walls. Behind these walls lies a lush verdant green filled with neatly arrayed trees and flower gardens. At the centre sits an impressive mansion, attended to by a dozen maids or butlers. Off to the side of the main mansion is a servants quarters where these attendants live full time.

Orichalcum Weapon [400]

This strange and hard alloy does not have a true name, for it is one that was only invented after Elrise committed to creating a set of weapons worthy of taking on the Witch. Forged by combining numerous different ores and metals, this alloy could be said to have reached the pinnacle of sturdiness possible. This is a material that you could never find on earth. Created by Elrise, this weapon is incredibly valuable and more importantly unbelievably potent. If these weapons had stats, they would be at max. The exact form this weapon takes is up to you.

Saint Amulet [400]

When Vernell first gained the fragment of the Witch's power, he lost control and destroyed both his home and family. The dark miasma that he could not tame would invite disaster on those around him, until it was finally suppressed by an amulet gifted to him by the Saint (so he could meet Eterna). This is an identical amulet to that. A complex weave of spells (made on the spot) cast on the intricate metalwork (one of many gifted to Elrise) serve to suppress the dark or evil powers of the wearer, allowing them to learn to control them.

Eve's Last Mercy [400]

In some ways, this place could be called a tomb. Taking the form of a deep cave, as one explores deeper one will find the dark rock slowly changing to a dazzling white stone. About halfway in you will find a dusty skeleton in armour, the remains of a great knight who guards this place even after death. Finally, at the end of this cave is a massive crystal. This place is both a tomb and a seal for the First Saint Alfreia, created by the First Witch Eve. Maybe this cave was a prototype, for the crystal within this cave is strangely empty. If you want, you are able to place someone within this crystal. Their body will be frozen in perfect stasis by the space magic that makes up the crystal. This serves as a good way to both save and trap someone of your choosing.

Church Of Jumper [600]

A religion is ultimately a symbol of the people's faith. They can spring up from all sorts of things and for all sorts of reasons. The general faith of this world is that of the Saint however even after Elrise was revealed to be a fake people still placed their faith in her. If anything they grew more zealous. Your actions and 'destiny' has spread by word of mouth to various people and a faith dedicated to you has also started to appear in this world. In future worlds you will find this faith appearing alongside you too, originating from various churches that sprung up overnight. These churches will be tended to by a pastor who will spread the word of your deeds and your light.

Spatial Scar [600]

Long ago an ancient civilisation under the lead of a great magician created a device that tore a hole into a separate universe. That world was Earth. Through the rift poured in the negative thoughts of humanity that were originally suppressed by this World. The flow of negativity would go on to become the very source of Dark Magic itself. The spatial power of the rift combined with the negative emotions pouring in came together to create Dark Magic. Going forward, you will find that somewhere out in the world is a rift like this through which you might glimpse another world entirely. In worlds lacking that innate suppression of negativity, this spatial rift would be just that; a rift to another world. Attempting to cross this rift without power on the level of Elrise is a venture doomed for a fatal end.

Magic Knight Academy [600]

The Magic Knight Training Institute is a large chapel-like structure named after the first Saint Alfrea. It is here that knights who would protect the Saint are trained to be the very best warriors they can be. However there are more than one kingdom and thus there is more than one academy where knights are trained. Even the one in Alfrea would change ownership at least once during the events of the story, and so one such academy has fallen into your hands. This could even be Alfrea academy itself. It comes with a variety of experienced teachers who can instruct their pupils on the particulars of swordsmanship and using magic. Just check you don't have any monsters waiting in the basement that aren't for training purposes.

Companions:

Import [50]

Elrise may have entered into this world by herself, but there is no reason you should have to do the same. For 50CP each, you may import a companion into this jump to gain an origin of their choice and 600CP to spend on perks and items.

Canon Companion [Free/100]

There is quite the diverse cast in this world. There are warriors, lovers, childhood friends, pitifully villainesses, aloof heirs, and more. Maybe you wish to bring some of those people with you to future worlds. If you are able to convince them to come with you, you may take a canon character from this world as a companion to future worlds. For 100CP, however, you may ensure you are put on a direct collision course with this person, to meet them under favourable conditions.

Capture Target #21 [100]

There were numerous possible capture targets that Vernell could encounter during the next few years. Fortunately (for you) his unrelenting focus on Elrise would cause him to miss every single one of them. Fate has instead seen fit to place this young heroine directly in your path. I hope you are ready to speedrun her favorability gauge, Jumper, because you are going to stumble upon event after event seemingly designed to raise her opinion of you. Being the Capture Target that she is, this girl is incredibly attractive and rather skilled in whatever it is she does. She could be a fearless and fiery knight, a young but determined maid, or even a disillusioned and longing minion of the Witch.

The Secret Reincarnate [100]

Elrise may be the most well known person to reincarnate in this world, but she certainly isn't the only one. The rift between worlds has interfered slightly with the natural trajectory of the afterlife, so now in very rare instances one will be born in the other world with their memories intact. In a rare twist of fate, a second soul has reincarnated into this world at the same time as Elrise. They could have been reborn as one of the nameless masses, or potentially they could have been reincarnated as one of the other existing cast members. They have been put on a crash course with you, so expect to get tangled up with each other.

Saint's Guard [100]

Each Saint is given a designated guard to look after them and protect them from danger. This guard is often the best knight as selected by the tournament at the magic academy. The current Saint is being guarded by previous tourney winner, but the runner up is no less skilled and up for grabs. For some reason you have been assigned as the target for their protection, and so now following you around (or at least attempting to) is a seasoned Knight who acts to make sure you are safe. An even match for a Greater Demon, there are few people you could want more to be watching your back.

Demonic Beast [100]

To create her terrible forces, the Witch will twist a simple creature with her dark magic. Lizards become dragons, puppies become direwolves, sheep become chimera. This particular Greater Demon was once the creation of a previous Witch that has since been slain. Following the merciless march of time, combined by the loss of their creator, this great beast has latched onto you like a lifeline. They have unequivocally labelled you their master, and will follow you to the grave. As a Greater Demon, they would tear through ordinary knights, and possess an intelligence no lesser than that of a human.

Drawbacks:

I'm The Fake Saint?! [+000]

Originally there was the Pizzarise bitch Elrise. Then there was the perfect saintly Elrise. Now a third timeline has taken form. For the second time, Elrise has been replaced by someone different. If you couldn't guess by now, that person is you. You have taken the place of the fake Saint, waking up in her body at age 5. Now it is up to you to reach the Good End in her place. Unless otherwise taken, you unfortunately won't have access to her cheat-like abilities, but even without them you are in a good position to get things done.

Helicopter Mum [+100]

Leila, the so-nicknames Stocco, was the guard for Elrise. In the original timeline she cared little for her charge, though at least put up a token effort to keep her safe. In the better timeline? Her faith in the Saint made her rather... 'overzealous' in her protection. Unfortunately you have gained a similarly enthusiastic guard. They'll stop people from approaching you, attack others for even the most basic insults, and even yell at others just for looking at your body. Anytime you want to do anything with even a hint of danger? You better sneak out, because good luck convincing your guard.

Pizzarise Jumper [+100]

The original timelines fake Saint gained the nickname "Pizzarise" by fans of the gal game on earth. This is because she was rather impressively fat. Not only was she as round as a bun, she also had an incredibly unpleasant odour hanging around her at all times formed by the hodgepodge of perfumes she would apply. While she may have lost the new nickname with the new soul in her body, the world seems to have seen fit to give another that title: you. I'm sure you have a great personality though.

Missing Witch [+100]

It's a simple change, but one that could potentially have far reaching consequences. The Witch is not where you are expecting her to be. Originally the cast were safe in the knowledge that they knew exactly where the Witch was hiding and could face her when they were ready. Now though she has realised that hiding right next to the almighty great Saint may not be the best idea, and has hidden herself away elsewhere. If you want to beat her, you'll need to find her first. Best hope she hasn't hidden herself from your sight.

Darker Timeline [+200]

The first timeline that Fudou Niito was aware of is undeniably a far darker timeline than the one we see during the events of the story. Whatever happens, Eterna dies and the cycle of the Witch either ends or reaches a crescendo as the Witch's Curse ravages the world. For better or for worse, you will be entering this world. A world where Niito never reincarnated as Elrise, who remains a twisted and bitter individual. If you want to reach a happy end here, you'll have to do all the work yourself. Taking this option means that Elrise cannot otherwise be replaced by another soul.

The Dark Power (LOL) Sealed In My Arm! [+200]

At the moment of your birth, a fragment of the Witch's power was fused with you. It deemed you the perfect host for its power. While this has not had any negative effects on your lifespan like it otherwise might have, this is not a power that is under your control. Every so often it will flare up and destroy your surroundings. Animals will be twisted into demons and driven into a frenzy. Those close to you at the time will be hurt. It will take years of dedicated effort to learn to bring this dark fragment under control so that it won't flare up.

Supplemented Views [+200]

The world was a dark, dark place until you finally found your light. You have been afflicted with Supple's particular brand of madness. You have become entirely obsessed with one of the characters in this world. They are your light in the dark, the thing the very universe revolves around. You'll want to keep track of everything you do, dig up and preserve the very ground that they stand on (and that isn't an exaggeration). It's certainly enough to be labelled as a pervert by others, and a definite cause for concern.

Witch Target [+300]

The Witch, or maybe the forces under her, have made you their target, one on a similar level to the Saint. Demons will go out of their way to find and kill you. And they aren't going to come in small numbers. A minor hunting group may have dozens of demons. Larger groups could have hundreds, led by a Greater Demon. These forces are enough to overthrow entire castles. Being a Demon yourself wouldn't even help, as Demons hold no real love for each other. After all, each Greater Demon is the survivor of hundreds of demons killing each other. No place will be truly safe for you for long. If brute force doesn't work, they may switch to less overt measures.

Traumatic Past [+300]

You have been hurt in the past. Scarred. Unfortunately this is not the kind of scarring that Elrise can simply handwave away. This is a scarring of the mind rather than the body. Whatever happened to you all those years ago has left you permanently traumatised, be it about demons, or certain people. Just thinking about it fills you with fear, makes you freeze up. If confronted directly with it, you may just flee in terror or give up entirely.

Dark Emperor Rising [+400]

Originally Elrise would discover the remains of Emperor Sitnalta's empire under the sea months after defeating the combined grudges of the Witch. At this point in time, her power and master over the light of the heart meant she one-shotted this otherwise hidden last boss. Now things are moving ahead of schedule. Sitnalta has managed to find a host for his dark power and has arisen to the world much earlier than originally set. This is a dark shade more powerful than any singular Witch, and as hard to kill as the Witch's resentment. This man could truthfully be called the first truly evil person in this world, and now he is here to wreak havoc on the world once more.

The End: *Your time in this world has finally come to its end. It is now time for you to decide where you want to go from here.*

Stay Here: You have taken a shine to this world, and are happy to stay here from now on. You will end your chain here and stay in this world, keeping all that you have gained.

Go Home: You have started to miss your home. Maybe you have accomplished all that you set out to accomplish, because you have decided to return to your home universe, keeping everything you gained on your chain.

Move On: The journey is far from over. There are still places you want to go, people you want to meet, and powers you want to gain. You move on to your next jump and carry on your adventure.



Jump by Lone Valkyrie, hope you enjoy