

Regressor of the Fallen Family

By Complex_Ad_5944

A life filled with regrets. Once he realized his faults and decided to lead a new life, it was too late. His family was already gone. He had borne through each day with pure rage. Finally, at the end of his misery, his wish reached the heavens—an unforgiven one. He goes against fate to raise his sword.

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

By default, you will appear in the Grandia Kingdom, the Kingdom where most of the story takes place and the Kingdom where Logan (the Protagonist) originates. A Kingdom with a history spanning millennia, boasting a dynasty that lasted for centuries. It is also one of the Kingdoms with the most fertile lands, making it an agricultural powerhouse in the world.

You can choose to appear in the fortified capital of this Kingdom, Grand. You can also choose to appear in the McLane Territory as a citizen of this barony.

The time you'll appear in is the same year that Logan travels back in time as his teenage self after losing the practice duel with his younger brother. If you don't want to deal with a regressor, you can choose to arrive during his first life, just before he's exiled for poisoning his brother.

Gender and Age

Choose the gender and age you want.

Race

There is no other option than the Human race, which is very numerous and dominant in this world.

Origin

You can choose to have a backstory, transmigrate into an existing character, or simply drop into this world and magically fit in. Regardless of the above, you can choose one of the following origins:

Regressor (Free)

You have knowledge of the future because you've already lived it. For some reason, your consciousness returned to the past, giving you a second chance. Regardless of whether you wasted your life and this is a second chance, or whether everything you built crumbled because of this event, you have a useful weapon in your arsenal. Whether you use it or not is up to you, but keep in mind that everything you do will have an impact that could change the future.

If you want, you can take Logan's place, becoming the Protagonist.

Noble (100 CP)

The elite of society, those who have the power to influence the lives of thousands of people, for better or for worse. As someone born into wealth, you will have several advantages over those born into poverty. To avoid problems, you will be first in line for the position of your family, but unfortunately, your family's rank will be that of a viscount. Should you wish to assume power within your house, you can choose to become the head of your family, but your rank will be that of a baron.

Commoner (+ 100 CP)

You are part of the 99% of the world's population, the underprivileged class, who must strive and whose fate depends on the decisions of a few. You weren't born into the comforts of a noble, but that doesn't mean you're stuck in this class forever. As a commoner, you don't have as many advantages as the nobles, but you do have more freedom to perform actions that might call into question the loyalty of other classes. The best part is that every reward you receive will be more satisfying because it's backed by your own effort and merit.

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)

Normally, any series that takes place in the medieval era would not be the best choice for living in. Manhwa makes these 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 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. 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.

Adept at Mana and Force (100 CP)

In this world, there are two forces used by a great number of people: Mana, or magic, used by mages, and Force, the power used by knights (you can compare it to Ki or Qi). Normally, a person can only use one type of energy, but in your case, you can use both.

Magic allows the user to manipulate their mana to perform feats such as manipulating the elements, creating magical artifacts, etc. Mages are classified into levels based on the number of magical circles they can control, with higher circles signifying greater mastery and power.

Users of Force use this power to enhance their physical attributes, as well as sharpen their senses. They can even imbue their weapons or armor with it to enhance their attacks and make them more destructive. Force emanates from a practitioner's Force Core, a concentrated reservoir of energy within the body. This core serves as the foundation for generating, controlling, and amplifying Force, enabling users to channel energy into their weapons or physical attacks. Force mastery is categorized into tiers based on the development of the Force Core.

There is divine power, which is the classic healing power that clerics possess; you are also adept at this power, but since it is not explored in great depth in the manhwa, there isn't much to learn from it.

Additionally, you can see if other people are adept at or possess qualities to be mages or Force users, a very important talent for recruiting soldiers who will become your military assets.

Post-Jump, this perk will be considered a harmonization of all your energy sources, or, in simpler terms, you can use only one energy source as a substitute for others. For example, with mana or magic power, you can use ninjutsu, cultivator powers, etc. There will be no issues or incompatibilities when using different spells, techniques, etc. You can even use different types of techniques or magic from different power systems simultaneously or combine them without problems.

Lineage (200 CP)

Regardless of your origins, lineage is important in this world. Family and house are the pillars of society, and reputation is sacred. To begin, you can customize your physical appearance once, choosing the distinctive traits you want for yourself and your descendants (hair color, eye color, ethnic features, and skin tone). You can also choose a lifestyle, ideology, and moral code for your family, which will be respected by your descendants. If you wish, you can choose the gender ratio of your offspring: predominantly male, predominantly female, or balanced.

Another advantage is that all your perks, powers, races, and racial or family-specific abilities, or those that can be inherited, can be shared with all your descendants at their maximum potential (without losing them; they will have a copy of each). You can share the Sharingan and all its evolutions; your descendants will be able to use it, and its power will not diminish with each generation, granting them access to 100% of its functions and advantages. However, keep in mind that you can only share the aforementioned abilities. Perks that make you 100% more powerful, or those that grant you luck, will not be accessible unless your origin is from a specific race or family.

The Power of Number (400 CP)

Numbers are a very important factor in wars. Depending on the number of people under your command (followers, companions, and allies), all of the aforementioned (including you) will receive a power increase based on their number: from 100 to less than 1,000, their power will increase by 10%; from 1,000 to less than 10,000, by 50%; from 10,000 to less than 100,000, by 100%; from 100,000 to less than 1 million, by 200%; and from 1 million onward, by 500%.

Just as the number of troops on your side affects the morale of your army, it can also influence the enemy army. Based on the same numbers, the enemy or rival side will experience a decrease in their power if the difference in numbers between your army and the enemy army is greater. From 100 to less than 1,000, their power will decrease by 5%; from 1,000 to less than 10,000, by 10%; from 10,000 to less than 100,000, by 30%; from 100,000 to less than 1 million, by 50%; and from 1 million onward, by 70%.

Superhuman (600 CP)

Superhumans are individuals who have surpassed Human limits, military powers that can be considered an army in themselves, and are the greatest assets of each nation.

In this category are the Aura Masters, those who have evolved the mastery of Force. Also included are the Sixth Circle Mages, those who have mastered magic to a superior level. As a superhuman, you are at the pinnacle of your species, immensely more powerful than the average person. You are the equivalent of a walking bomb. To use simpler terminology, your base power or all your stats (whichever you prefer) will be multiplied by 10.

Another advantage is that upon reaching this level, superhumans acquire distinctive traits that give them a significant advantage. This could be a taller and more muscular body than average, a perception so acute that you can predict your enemies' attacks or see their weak points, and so on. This trait will be like a unique ability, but be reasonable; don't choose something as overpowered as the ability to create life, control time at will, or another absurd ability.

Superhumans who have reached the pinnacle of their mastery (by superhuman standards) can use abilities that can affect the body, mind, and soul. Since you're paying CP, you can

use these abilities without problems, as well as have protection against these types of techniques or abilities. But remember that if your opponent is stronger than you, it won't work against them.

Last but not least, there are no limits to how much stronger you can become, as that limiter has been removed. With training, resources that make you more powerful, or other advantages, you can increase your power indefinitely, as well as the power of your Perks and Powers. Keep in mind that a soft cap will still be present, so your growth will depend on the type of training and how you gain power.

To be clear, the power increase from this Perk will be equivalent to that of an Aura Master in their initial stages or a novice Sixth Circle Mage.

Regressor

Clever (100 CP)

You're an intelligent person, perceptive in identifying opportunities, whether in business, politics, or elsewhere. You also find it easy to understand people, their desires and goals, as well as their strengths and weaknesses. Because you can read the room, you won't find it difficult to survive in the chaotic world of the nobility or the machinations of politics.

The Best Quality (200 CP)

You have a knack for finding talented people and identifying their strengths. Recruiting someone and placing them in the most suitable position comes naturally to you. The best part is that these talented individuals are trustworthy and ethical, so if you treat them well and reward them appropriately for their work, they will be completely loyal to you.

My First Regression (400 CP)

Upon entering each jump (including this one), you will gain the memories of your future self, including their experiences during this jump. This will provide you with valuable and accurate information that you can use to your advantage. If you wish, instead of the memories of your future self, you can have a vision of the future (though only once). Don't worry, your mind, body, and soul will have the strength to receive all this information without harm.

As a bonus, you will have a 1-Up that you can use with each jump or once every ten years, whichever comes first.

Hero (600 CP)

Your path is the classic Hero's journey (without the downsides). As long as you set your mind to something and push yourself to achieve it, luck will be on your side. Favorable situations will be common, allowing you to complete your goals; opportunities that benefit you will be frequent, and helpful allies will be very timely. As long as you take the initiative and put in the effort, achieving your goals is practically guaranteed (provided there's a chance). If you do nothing and expect everything to happen by magic, this perk isn't for you. As a bonus, your feats will be viewed positively by people, regardless of their origin or nationality. This will lead you to gain fame and popularity (in a positive sense). Being considered a Hero within and beyond your Kingdom won't be illogical or impossible.

Noble

My Oath (100 CP)

Your oath isn't just something you impose on yourself; it's something others respect. As long as you stick to your decision, anyone will respect your stance without demanding you retract it, just like remaining neutral in a conflict. However, that doesn't prevent them from seeing you as a threat and wanting to deal with you.

A Worthy Lord (200 CP)

You possess an aura that reinforces your noble status, independent of your title. People will see you as someone worthy of respect; even your enemies or those on good terms with you will show you respect. Essentially, as long as you refrain from abusive behavior toward your subordinates or allies, or from using dishonorable tactics against your enemies, your image will remain impeccable. This is crucial for nobles who value their reputation above all else.

Game of Thrones (400 CP)

It's not the book; it's your ability to understand and play the political game. Your cunning and understanding of this world will make you a formidable opponent when political strategies are used as weapons. Anticipating your political rivals' plans and creating countermeasures comes naturally to you. You can even be the one to start the battle, using manipulation and noble etiquette to discredit others or create conflict between rival houses, such as forging alliances based on ideology or shared enemies.

Royal (600 CP)

You are not just any noble; you are within the line of succession of the current king or sovereign of the nation/country/Kingdom where you live. Your position is far from the top choices, being last in the line of succession, but being in the running gives you a chance to obtain the throne. The best part is that you can also enjoy the advantages of being part of the royal family, and if you withdraw from the competition, you can free yourself from the responsibilities and dangers.

Post-Jump, you can choose a country or nation and become part of the ruling family. In the case of a democracy or a government where lineage is not important, you will be one of the potential candidates for that position. Any power or ability you gain by belonging to that family or by holding that position will be lost in your next jump.

Commoner

Important Subordinate (100 CP)

Unlike your peers, you are someone important to your employer. It doesn't matter if you're mediocre or practically useless; to them, you won't be disposable or cannon fodder. Unless you commit a crime (and intentionally so) or make a mistake so serious that it greatly harms your employer, you're sure to keep your job in a safe position.

Rising Star (200 CP)

Climbing the ladder and rising in rank is your specialty. If you do a good job, you'll likely be rewarded with a promotion and generous advantages. However, as you climb the ladder, you'll need to earn more to reach a higher position.

A Precious Talent (400 CP)

You possess a highly sought-after talent, whether as a blacksmith, administrator, or merchant; you are a genius among geniuses. Your skills far surpass those of your peers, making you an expert in your field. If you lived in a meritocracy like the Ares Empire, in twenty years you would achieve a renown and position rivaling that of the highest nobility.

Right Hand (600 CP)

Your position within the organization will be one of importance, wielding significant influence. In any organization you join, you will be considered a key member or someone whose opinion or advice can greatly influence the leader's decisions. You may position yourself as their most trusted advisor, or, if your background prevents you from being publicly involved, you may be the one who operates behind the scenes.

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, a week's supply of rations and drinking water, and finally, the equivalent of \$10,000 to survive. Consider it a gift from me.

Communication Orb (100 CP)

A magical artifact that allows you to communicate with others regardless of distance, as if it were a video call. This orb can connect with any other orb as long as you have the other party's authorization. Post-Jump, this artifact will adapt to communication devices, possessing infinite duration, a good signal for communication, infinite energy or battery for its use, and will always be in optimal condition.

Liberatio (200 CP)

An explosive so powerful it can destroy a small house. This potent weapon is shaped like a tennis ball. When thrown and hit, it will generate an explosion so powerful that even an Advanced Rank Knight would be killed if hit directly. You have 12 of these bombs, but the best part is that you have the recipe to create them, listing all the necessary items and instructions on how to craft them. Post-Jump, this recipe will be updated to adapt to the materials available in your current world.

Set (400 CP)

A complete set of magical artifacts that you can equip. The set includes armor for knights or robes for mages. It also includes equippable items such as rings, earrings, bracelets, and necklaces. Finally, a weapon of your choice, be it a mage's staff, a sword, or another type of weapon that suits your fighting style.

This entire set of magical artifacts is of class 5, created by seventh-circle mages, making these powerful objects. These items are made with special materials such as mithril and other rare materials. The magical artifacts have permanent enhancements, such as boosts to base stats, healing spells to cure wounds, and attribute magic to boost your attacks with a specific attribute or imbue physical attacks with those attributes.

Territory (600 CP)

Congratulations, jumper! You are now the master of your own domain. With this option, you can access the Territory section to customize your domains. All inhabitants and citizens of your territory will be considered followers.

Regressor

Compensation (100 CP)

3,000,000 gold coins, a sum considered a small fortune. In future jumps, you will receive the equivalent of twenty million dollars in cash.

Automatic Crossbows (200 CP)

A weapon created by the Empire before Logan's regression, changing the way war was waged, allowing a regular soldier to kill Low Rank Knights with it.

The weapon you will receive is a special one, an original Logan design, improving upon many aspects of the common crossbow. To begin with, this weapon fires two arrows per shot, with a maximum of ten shots before reloading. Each arrow is equipped with a powerful explosive capable of easily killing High Rank Knights, with an explosion area of thirty meters. The firing speed is 107 meters per second, allowing you to fire and reach your target up to a maximum distance of 100 meters.

As a bonus, you will receive the blueprints to create these weapons, with detailed designs and precise instructions for their construction.

Crownet Research (400 CP)

Several books and notes containing all the research of a powerful (and dangerous) mage from the Ares Empire. This research stems from the fact that common objects, such as iron, can be infused with mana, replacing mithril as a material for creating magical artifacts.

Although these materials only allow you to create low-grade magical artifacts, the advantage is that you can mass-produce them at a low cost, equipping your entire army.

These objects, being magical artifacts, possess various properties, such as increasing the user's power by 15%, activating minor healing spells, and more. You can create a variety of artifacts such as weapons, armor, equipment, etc.

Divine Sword Secrets Text (600 CP)

This book contains all the techniques created by the Hero who slew the Evil Dragon that terrorized the world in his time. Knowing these techniques, not even Aura Masters or Archmages will be opponents for you.

The secret is that by using the energy called Force, the user can modify their body. This can be an advantage, as the Force can be used to create a core in the heart, greatly improving a person's basic stats, such as constitution and senses. The book contains 10 techniques capable of cutting through space and time. These techniques, despite being sword techniques, release a powerful energy with destructive power that can destroy targets at great distances, as well as being an area attack that can destroy multiple targets.

Noble

Nobility (100 CP)

Legally, you are a noble jumper, holding the title of Baron, a noble title that doesn't grant you land but allows you to obtain the other benefits enjoyed by nobles.

Post-jump, you may attain an equivalent position depending on the political system in your location.

Magic Scrolls (200 CP)

Scrolls imbued with magic, containing fifth-circle magic spells. Activating these will unleash a destructive area-of-effect spell capable of eliminating dozens of soldiers, even High Rank Knights or fourth-circle Mages.

You will receive 50 of these scrolls annually. You can choose the type of elemental attack you wish.

Techniques Manual (400 CP)

Every noble family possesses a talent, be it a house of warriors, mages, merchants, and so on. Each family has a specialty or strength that enhances its value to the Kingdom it belongs to. In your possession is the book in which your ancestors and each of their successors recorded the techniques of their house. Containing all the knowledge accumulated and perfected over generations, this book is a perfect manual for learning your house's specialty. Whether it be magic, martial arts techniques, the use of a specific weapon, or the knowledge of a particular profession, this book will contain all that ancestral knowledge of your house. But learning it is one thing; applying it is another. However, if you use it wisely, you can become superhuman or master that profession like an expert.

Post-Jump, all your knowledge of specific techniques, skills, and so on can be compiled into books or several volumes for your descendants to study. It should be noted that you can only choose one specialty, such as magic, cultivation techniques, etc. This will be your family's trademark.

Powerful Support (600 CP)

In this world, the rank or legitimacy of your title doesn't matter, but rather the power you wield to back it up. Behind you is a faction of powerful nobles who support you wholeheartedly, a group comprised of nobles of varying ranks united by a single ideology: to place you in power. Like the first and second princes, a powerful duke (who is a superhuman), along with several other nobles, including a superhuman among their ranks, will support your cause tooth and nail. Unlike puppet princes, these individuals are loyal to you, seeing you as an ally, not a controllable pawn. The military, economic, and political power of this faction will put you on equal footing with the other powerful factions in the Kingdom. Post-Jump, you will have the same support from powerful factions in the country/nation/Kingdom where you reside, making them reliable allies. Keep in mind that they are not followers, but that each jump will have the backing of an important faction.

Commoner

Stability (100 CP)

A job with a fixed salary, equivalent to \$3,000 per month, and your own house that can be inhabited by 4 people, with all the paperwork in order.

Support From a Noble Family (200 CP)

The support of a noble house of the rank of count or equivalent. With this backing, you will have protection and a degree of immunity. This means that bureaucratic procedures or tedious permits will be resolved in a matter of seconds, as well as protection from

troublesome individuals who won't want to deal with the consequences of having upset you. Essentially, you will receive VIP treatment, being considered a pseudo-noble. Since your patron family is neutral to any faction, you won't have to deal with conflicts between noble houses. Even in times of war, you and your properties will be safe from attack. But if you join a side, that protection will be forfeited.

My Personal Space (400 CP)

You can choose a workshop, a training ground, a library, or any space to hone your skills. This space will adapt to your level, providing the optimal equipment to refine your abilities. Depending on your training, this space will adapt to the most suitable environment for achieving mastery in your skills.

Of course, there is a limit: you can increase your skills without surpassing the mortal realm. Therefore, no matter how much you train in this space, becoming a god or possessing godlike power will not be possible.

Business (600 CP)

Your own business. This business will market different types of products or services that are appropriate for the location and time of year. With a net profit after taxes equivalent to \$8.563 billion, your company will have an excellent reputation for offering good products and services, as well as being reliable to do business with (something very important for merchants).

Your company will consist of a main headquarters, with twenty branches spread throughout the country/nation/Kingdom where you are located. All branches will be well-equipped to offer the product/service, along with all the necessary amenities for your staff and customers. You will also have a thousand employees who will be your loyal and competent followers, each assigned a specific task for the operation of your company. All paperwork will be in order, as well as any permits required to operate.

Territory Section

Regardless of your noble or commoner origins, you are the lord of a territory—your own territory. This section will give you all the options to customize it to your liking (and within your budget). Take +2000 TP (Territory Points). You can convert CP to TP at a 1:2 ratio, but not vice versa.

Size (Free)

The size of your territory will be an area of 20,000,000 square kilometers.

Culture (Free)

You can introduce any culture you want to your domain, whether it's that of your country of origin, other countries or nations, or even a fusion of several cultures. When you choose a culture, it will be adopted by the inhabitants of your territory, becoming the predominant culture.

Basic Conditions (Free)

Your territory has all the necessary conditions to be habitable: clean rivers and lakes to supply water to the population, animals and vegetation to feed the people, roads and infrastructure for its operation, as well as other resources to make your territory decently habitable.

Basically, your territory will have everything necessary to be at a decent level, both for the lives of your citizens and for its own functionality.

Neutral (Free)

Your territory will be considered a neutral zone by your neighbors, as long as you maintain a neutral position. This will prevent your territory from becoming a target for attacks or political maneuvering.

I have a Territory (Free)

If you already own a territory, you can import it, and it will receive all the benefits purchased in this section. In the case of the Size option, the area will be added to the territory you imported.

Integrity (50 TP)

All citizens of your Kingdom are honest, upright, and incorruptible. Cases such as corruption, embezzlement, and rampant nepotism are nonexistent in your domains. It will be impossible to find traitors among your people, even those from foreign territories recently incorporated into your lands.

Environmental Design (50 TP)

You can design the climate and biome of your territory to your liking. You can choose a single biome or several within your territory. The design is entirely up to you, but nothing overpowered, like an area that instantly boosts your power upon entering, or anything similar. You also can't implement features already offered in this section, such as mines or fertile lands.

Living (50 TP)

The quality of life for your citizens is very good, on par with that of a low-ranking noble. They enjoy comfortable living conditions, are well-fed, and have excellent health and hygiene. With these conditions, even low-ranking nobles (or equivalent) would renounce their status to live in your domains.

Citizen Loyalty (50 TP)

The loyalty of your citizens is absolute towards you and your territory, and to a lesser extent towards your descendants (provided they do not act against you or your interests). This loyalty will make them obey your orders, laws, and everything you impose to the letter.

Education (50 TP)

Your citizens are highly cultured and educated. At this stage, they will at least be able to read and write and possess basic knowledge of history, economics, and law. With the necessary infrastructure, and if talent is present, their education can be more comprehensive, with several competent individuals working for you and helping your domain grow.

City Population (100 TP)

Your territory has a very large population, with inhabitants scattered across various habitable areas. This high population density will be useful for acquiring employees, military personnel, laborers, and other resources.

Mining (100 TP)

Your territory has several mines, including precious metals, jewels, iron, coal, mithril, and more. You even have mana stone mines. With this mineral wealth at your disposal, you can amass a great fortune; even a single mana stone mine can transform a poor territory into one of immense riches.

Fertile Lands (100 TP)

The lands of your territory are fertile and perfect for any type of crop. Whether grains, fruits, etc., the quality and growth rate are as powerful as those obtained using mana stones diluted in water. Crops that would take a year to harvest will only take three months. Another advantage is that the land does not become depleted or infertile with repeated planting. Basically, your domains are an agricultural powerhouse.

Security (100 TP)

Your territory is the safest on the entire continent. Thanks to the highly trained police force, organization, and rigorous control and inspection procedures, it is impossible for dangerous objects, malicious individuals, or troublemakers to enter. Public order and the law are strictly enforced, and all officials and officers responsible for security are impeccable in punishing offenders.

Institutions (100 TP)

Your territory has several institutions for its operation, not only the basic ones like government, administration, defense, and service provision, but also others such as schools and universities, merchant guilds, mercenary guilds, academies, etc.

All of this is ideal for improving the quality of life of your citizens, the organization and administration, defense and security, education, etc. Suitable conditions to nurture your citizens and ensure the smooth functioning of your domains.

Citizen Talent (200 TP)

Your citizens are talented individuals. Their talents may vary, such as skill with a sword or other weapon, artistic ability, natural-born merchants, and so on. They are unpolished diamonds in the rough, but with the right education and environment, they can become geniuses who will greatly contribute to the prosperity of your lands. Among geniuses, there will always be different levels, but at a minimum, you have people with considerable potential.

Expansion (200 TP)

Your territory can expand. Whether you conquer other territories or annex other areas, these will become part of your territory, increasing its size. Whether you treat them as colonies or as part of your domains, they will enjoy the benefits purchased in this section.

Strategic Zone (200 TP)

Your territory is strategically located, with access to the sea and suitable ports. It's connected to various domains, making it a key trading hub, and is far removed from war zones, among other advantages. This will make it an economic powerhouse if you know how to leverage it, potentially transforming it into the center of your nation's or even the continent's trade. If you so choose, it can also be a center for other areas such as education or politics, although you will need the necessary connections and infrastructure to achieve this.

Military (200 TP)

The military might of your territory is enough to make other nobles think twice before attacking. With well-trained soldiers and numerous mages and knights under your command, you possess a powerful force capable of both defending against attacks and launching attacks on other domains. The military organization and discipline of your soldiers are admirable, as is the competence of your officers and high-ranking military leaders. And this is the base game, without the additional upgrades offered in this section.

Diverse Citizens (200 TP)

The population of your territory is very diverse, with several races including Humans, dwarves, elves, and others. Initially, the predominant race will be Humans, but if you have other options to change this number (perks, items, etc.), feel free to do so.

Resources (400 TP)

The quantity and variety of your resources are abundant. Your resources are virtually unlimited, enough to satisfy all your citizens and leave a vast surplus for export to other domains and nations. The variety is so extensive that you can find an immense quantity of valuable and useful resources, including vegetation, animals, minerals, and more.

The quality of your resources is far superior to others on the market, excelling in every aspect. In terms of quality, they are in first place by a wide margin.

Technology and Knowledge (400 TP)

The technology in your domain is far more advanced compared to other territories or nations. This includes not only technology but also other areas such as magic, the force, academic subjects, culinary arts, and more.

Your territory is ahead of the technological and knowledge standards of the world you're in. If you've been in a jump with a higher technological level, this perk won't affect your existing knowledge unless it's inferior to what exists in that world. For example, if your previous jump was in a mundane 21st-century world and your next jump is in a medieval world with magic, the effect will impact your magical knowledge.

Awakened (400 TP)

All the inhabitants of your territory are adept at either magic or force; some even possess talents in both. This is very useful for building a strong military force. If these individuals have talent, a suitable environment, and dedication, having a large number of superhumans under your command is practically guaranteed. Post-Jump, these individuals will be adept at the types of energy present in the jump or world they are in, and can even utilize energies from previous jumps (though they will likely adapt them to their current world).

Influence (400 TP)

Your territory is considered a power on the continent it occupies, and its political influence is taken into account even by foreign nations.

This political advantage will be useful for obtaining benefits or more favorable terms when negotiating with other territories, as well as being considered a power in its own right (even without military or economic power).

Magic Tower (400 TP)

Magic towers are highly valued assets among nobles. These institutions are responsible for the training of mages, as well as magical research, the creation of magical artifacts and scrolls, and providing military and logistical support to noble domains.

Magic towers are of great help to any noble domain, providing significant support in various matters, as well as increasing the prestige of the territory and the renown of the house.

The magic tower will have all the top-tier equipment necessary to perform its work, and its members will be loyal to you, acting more as servants or subordinates.

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.

Fiancé (100 CP)

Your dream partner: loyal, sincere, hardworking, and devoted to you. Your fiancé(e) will be a dedicated person who will be there for you through thick and thin and will feel genuine love for you. They will also accept your polygamous relationship.

You can customize them to your liking, both in personality and appearance.

Assistant (200 CP)

A capable and useful companion for you. This loyal assistant will be a great help in any task you assign them, whether you want them to be a merchant or an administrator.

They will have the perk "A Precious Talent."

You can customize their appearance and personality to your liking. Their loyalty to you will be absolute.

Rough Diamond (400 CP)

A hidden gem, a talented warrior or mage with great potential. This person will have the "Adept at Mana and Force" perk and the "Set Artifacts" item.

You can customize their appearance and personality to your liking. Their loyalty to you will be absolute.

Super-Human Master (600 CP)

A superhuman will be your mentor, as well as a powerful ally. This person will help you train your skills, or at least until you reach their level.

They will have the "Superhuman" perk and 600 CP to use in their build.

You can customize their appearance and personality to your liking. Their loyalty to you will be absolute.

DRAWBACKS

You may take any amount of drawbacks you like.

Crossover (+0 CP)

Are there any manhwa 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 both jumps, but without discounts from this one.

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.

My Honor (+100 CP)

You are a person who takes their oaths seriously. No matter what kind of promise you make, because of your character, you will either keep it or stick to it. Like Duke Felix, you are unwavering in your decisions when you give your word.

Overwork (+100 CP)

If you were hoping to relax during this jump, I'm afraid that won't be the case. For some reason, you'll always have something to do, staying busy all the time. At most, you'll be able to take one day off each month.

Fallen Family (+200 CP)

Regardless of your origins, you carry the burden of descending from a fallen family or one that lost its former reputation. This will be the perfect excuse for people to mock your origins and underestimate you, both allies and enemies.

To remove this stain, you will have to strive and achieve enough merit to restore your family's name or reputation.

Good for Nothing (+200 CP)

Your reputation is not good, as you are considered a good-for-nothing or a disgrace. To your family, you will be considered a black sheep, and to those outside your house, an example not to follow. This is due to your bad reputation, attributable to malicious rumors.

You can strive to remove this stain from your reputation, but you will have to perform meritorious acts.

Choose a Faction (+200 CP)

If you thought you could stay out of it all, you're wrong. At some point during your jump, you'll have to choose to belong to a faction of the Kingdom, whichever one supports one of the three princes.

Although the factions of the first and second princes are the dominant ones, the third prince has the backing of the Kingdom's most powerful superhuman and our Protagonist.

Whichever choice you make will tie you to the conflict and civil war that will ensue.

Civil War (+400 CP)

In the story, the civil war occurs shortly after the king dies, but for some reason, it will begin the moment you enter this time jump. Due to its scale, all territories will be involved, even neutral ones that choose to support the third prince.

This war will drag everyone in, including you, so if you want it to end quickly, you'll have to actively participate to bring it to a close.

Shitty Bosses (+400 CP)

Your relationship with your boss or superior is not good, to the point that they might conspire to have you executed or frame you for crimes you didn't commit. Similar to Logan's relationship with the third prince (or rather, king), your superior will see you as a threat and will do everything possible to get rid of you.

If you are a commoner, this person could be a noble or someone of higher rank. If you are a noble, this person could be the leader of your faction or the king himself. If you are a king, it could be someone influential within your Kingdom.

In any case, your options are to eliminate them or convince them that their concerns are unfounded.

Enemy of the Dukes (+400 CP)

For some reason, one of the dukes supporting one of the princes wants you dead. Whether it's Aura's master, Yordan Valdermaine, or the Arch-Mage, Huan Douglas, these superhumans will see you as a real threat, their goal being to either put you on a leash or eliminate you. The worst part is that each has a loyal subordinate who is also a superhuman, so you'll have to figure out how to get out of this situation.

The only good thing is that it's only one of them, but remember that these guys are faction leaders, so they have the resources and power to easily crush a noble house.

You can choose this option twice. You get more CP, but you'll have to deal with the two factions fighting for the right to the crown, with almost the entire Kingdom against you.

The Empire Attacks (+600 CP)

The Ares Empire is considered the world's superpower, superior in technology, resources, and military might. This great nation boasts superhumans so powerful that even the weakest among them can fight on par with and surpass Duke Felix Esperanza, considered the strongest in the Grandia Kingdom. Its twelve superhumans, as recorded in the manhwa to date, wield the most powerful sword on the continent, and thousands of users have awakened the Force.

By the time you enter the game, the Empire will have finalized all preparations to invade the Grandia Kingdom. Unfortunately, you will be conscripted into this fight, so pray you don't have to fight the monsters under the emperor's command.

In the Eye of the Storm (+600 CP)

This is bad news. Just like Logan, you'll be caught up in all the conflicts he had to face, and the worst part is that you'll be on the front lines, where the chances of dying are high.

Prepare to participate in several wars: territorial wars, the civil war, and the impending war with the empire. The worst part is that your participation will be fully active; you won't be able to escape these conflicts and will have to lead every battle against powerful warriors and superhumans.

If that weren't enough, you'll also be involved in political conflicts, so your battles will be fought both in combat and in diplomacy. It will be a stressful stay in which you'll have to deal with powerful people and cunning political rivals.

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”, Антон Соколов, Kay Redfield and everyone for fixing my grammar and helping me make this jump.