MagiRevo: The Magical Revolution of the Reincarnated Princess and the Genius Young Lady



By Faucheusestar

In the fantasy kingdom of Palettia, nobles distinguish themselves from commoners through their mastery of magic. However, despite her royal lineage, Princess Anisphia possesses no magical ability. As a child, she regained memories of her past life in a modern civilization and used them to become an inventor of magical devices. During a flying-broom accident, she stumbled upon her brother, Crown Prince Algard, in the act of breaking off his engagement to Euphyllia. To shield Euphyllia from a major scandal, Anisphia invited her to become her research assistant.

Good luck and take 1,000 CP.

Starting Location

Choose your location in the Kingdom of Palettia for free.

Age and Gender

Freely choose your own age or gender.

Origins

All origins can be taken as "drop-ins" if you wish.

Traveler (Drop In)

Traveler visitor, many words to ultimately mean Drop In! You don't have any new memories that would trigger an existential crisis; you simply appeared one day out of the blue. If you really insist, though, you can be a reincarnated soul instead.

Noble

You are a nobleman, perhaps from a great family, perhaps from a very small barony, one thing is certain: you can use magic and perceive spirits.



PERKS

The perks corresponding to your Origin have a 50% Reduction and those with 100 CP will be offered to you.

Marauder Princess

Oddly enough, as long as you stick to your unconventional marauding methods, such as fighting monsters and kidnapping noble ladies, the nobles/politicians won't hold this blatant lack of etiquette against you. Of course they will speak ill of you behind your back but they will not reproach you for it and will not hold it against you when it really matters.

100 CP Free for Traveler (Drop In)

Yurification!

What do you mean by "none of these different universes are Yuri"? Well, now they are! You can turn any universe into a Yuri series and choose which male character becomes a girl. Furthermore, you can freely switch from male to female form and no one will be romantically interested in you if you are not interested in them and conversely, if you are interested in them, yuri might now interest them, if that works for you.

200 CP Discounted Traveler (Drop In)

Limiter Removal

At any time, you can choose to remove the limiter (whether there is one or not) from magic items, granting them a massive boost. The trade-off is that the items lose durability, and you take damage yourself. Items broken in this way can be repaired by you with a bit of time and effort.

200 CP Discounted Traveler (Drop In)

Marauder's resistance

Your body is much more resistant: combat drugs no longer cause overdose or addiction. You heal much more quickly and without consequences from your self-damage techniques/capacity/… and you no longer suffer any fall damage except for a few symbolic scratches which disappear almost as soon… *This last ability will surely be very useful to you!*

400 CP Discounted Traveler (Drop In)

Reckless magic fighter

You know how to fight and even more so when it comes to using magic items in combat, at this level you could easily count as a gold rank adventurer and with the help of a powerful magician or equally powerful defeat a dragon with some difficulty.

400 CP Discounted Traveler (Drop In)

Magicology

You are an expert in magitech: crafting technological devices that bridge science and magic is instinctive for you, and even more so when it comes to using magic gems or spirit materials as an energy source, mechanism or part. Your skill level is such that you could spark a revolution ushering in a new era... a MagiRevo!

600 CP Discounted Traveler (Drop In)



Spirits magic

Here, nobles (including you) can connect with spirits and wield magic linked to the affinity of the spirit that suits them (Fire, Water, Wind, Earth, Light, or Dark), while also benefiting from superior mana reserves. This perk also enhances the effects of the element you choose. You may purchase this perk multiple times to acquire additional affinities.

200 CP (One Free for Noble)

Etiquette and other noble things

You couldn't really excel as a noble if you didn't understand etiquette, could you? Fortunately thanks to this perk you know all the abilities and customs considered normal for the nobility of each world you visit, although at a normal level this can give you magic knowledge if magic is part of the nobility.

200 CP Discounted Noble

Magilites are like light bulbs.

Compatibility? Risks? Rejection? Those are awfully complicated words for something so simple! No, for you, surgery is as easy as taking the piece or object you want to add, holding it in your hand, and shoving it right into your body. They will function without any risk or incompatibility, nor even injury due to your questionable medical technique.

200 CP Discounted Noble

Genius

You are a person blessed with great talent in everything you do, this does not directly give you knowledge but as long as you are interested in a few things you will learn much better and faster than most people in this field.

400 CP Discounted Noble

Dark magician

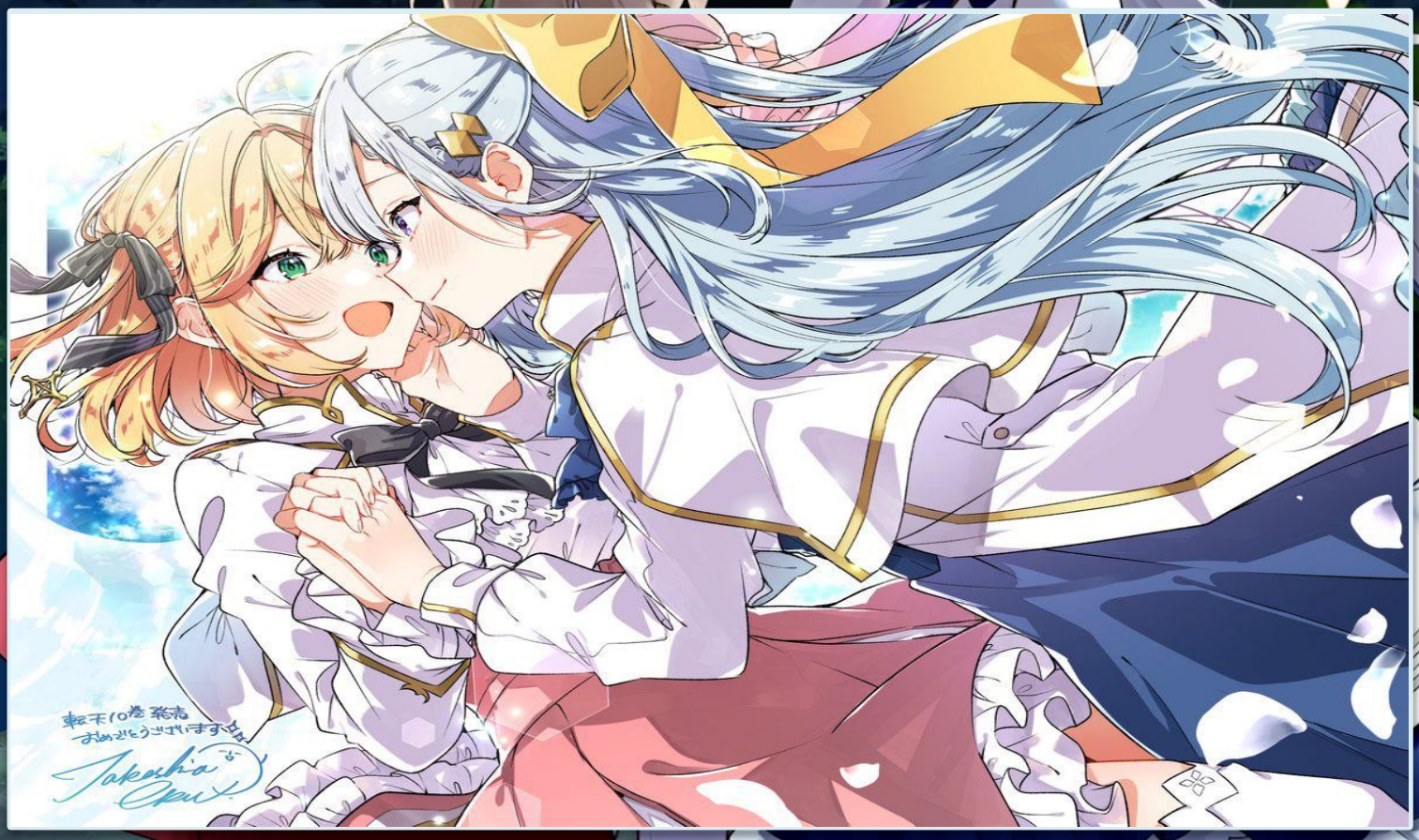
You possess great talent for dark magic: curses, dubious substances like magical drugs, and all manner of sinister hexes. This perk acts as a booster for any type of dark power, allowing you to exceed their limits. You can also use dark magic slightly beyond your own capabilities, at the cost of pain.

400 CP Discounted Noble

Spirit Covenantor

Your affinity for spirits has reached almost unprecedented heights! You can use all six different elements and mix them to increase their power. Additionally, all magic and spirit related things are now much more powerful. You can enter into the contract to become a spirit without paying the price (you still generate mana, etc...) and gain eternal youth, greater power and all the benefits.

600 CP Discounted Noble



ITEMS

Objects of the same type can be imported into each other, for example, sword into sword.

Starter kit

The starter kit for each marauder princess containing: a magic broom, a mana sword, a bracelet acting as a Mana Shield, drug magic, a change of outfit and a handful of snacks for the road! Everything repairs itself every week, including a new batch of dessert.

100 CP Free Traveler (Drop In)

Gold medal

Fed up with having to start climbing the adventurer ranks all over again? With this, you keep your adventurer rank across every jump. Plus, it counts as valid identification for the police, guards, etc. You can also use it to make monsters appear in worlds that don't have them.

200 CP Discounted Traveler (Drop In)

Dragon Magicite

The magic stone coming from a dragon, installed in your body or that of another person will not cause any rejection. This allows you to add the abilities of a dragon and works very similarly to the dragon powers obtained by Anisphia Wynn Palettia.

200 CP Discounted Traveler (Drop In)

Magicite & Spirit Stone supply

A Shipping container filled with Spirit Stone and medium-level magicite (magic gem) found in the monsters native to this world, ideal for creating magical objects. You also obtain a much smaller chest but containing a random magic gem from an impressive creature that you defeated during your chain, even if the creature had no gems. Both containers are refilled every month.

400 CP Discounted Traveler (Drop In)

Celestial

This improved Mana sword evolves with your level making it always useful. In addition, it improves all the dragon abilities that you channel through it and increases the effect of the magic objects that you use in combat when it is drawn.

400 CP Discounted Traveler (Drop In)

Workshop

This workshop always contains the best equipment necessary for your Magicology (magitech) work, as well as a few materials that are replenished every week. You can make this workshop appear in any building or make it appear in the basement of a mansion identical to that of the series which will be delivered with it.

600 CP Discounted Traveler (Drop In)

Noble outfit

An extensive (infini), high-quality collection of outfits, adornments, and jewels suited to every occasion. After all, one wouldn't want to be mistaken for the common folk. Moreover, they are surprisingly comfortable and do not hinder movement in the slightest you could even head into battle wearing them without causing any damage.

100CP Free for Noble

Gold pouch

This purse contains a substantial sum for a nobleman enough to live without a care. Moreover, whenever you reach inside, there is a small amount of money: ideal for buying luxury pastries or other high-quality trinkets befitting a nobleman's tastes.

200 CP Discounted Noble

Vampire Magicite

The magic stone coming from a vampire, installed in your body or that of another person will not cause any rejection. You get the same high-speed regeneration and mental manipulation abilities that any well-trained vampire would have.

200 CP Discounted Noble

Royal Library

This is a vast collection of mostly forbidden works containing some of the juiciest ancient magical knowledge from the kingdom. As you make further jumps, other books will appear, allowing you to continue expanding your collection.

400 CP Discounted Noble

Arc-en-Ciel

A powerful sword designed to be used as a catalyst for the spiritual magic of each element, augmenting it significantly. The boost increases with your own level always guaranteeing to be the best possible. It also strengthens the spirits around you.

400 CP Discounted Noble

Kingdom

Your own kingdom the size of Palettia's, fortunately for you the nobles are loyal to you and are quite happy to follow whatever customs you want, whether it be ingrained traditions or a magical tech utopia, they will work with a smile on their face to help you achieve it.

600 CP Discounted Noble

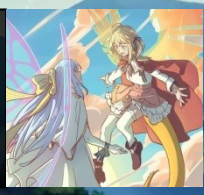
Companions

Companion Import [50-200 CP]
Do you want to bring your friends to this adventure? Or can create new friends, this is for you.

50 CP/companion, 200 CP/8 companions, each gets 600 CP.



Canon Companion [Free]
You want one of the canon characters as a companion then this option and for you if you manage to convince the latter he will be able to follow you on your adventures and obtain 300 CP as a gift



Cute dark magician [100 CP]
We simply have to offer you your own adorable roommate here, don't we? This cute gothic magician possesses a strong affinity for dark spirits and curses. Despite initially appearing quite dark, she is actually really cute, kind, and loves you very much. She also serves as your maid and comes with 600 CP, your choice of Origin, and the perks: Spirit Magic (Darkness) and Dark Magician.





Drawbacks

Self-Insert [+0]
So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Supplement [+0 CP]
You can use this Jumpdoc as a supplement

Extended Stay [+100 CP]
For each purchase of this your time here is extended 10 years

Tilty it's you?[+100 CP]
You can use magic and at a good level, the only problem is that it hurts you and makes you more and more sadistic until you take a break and stop using it for a few hours.

The nobility is disgusting and stupid! [+200 CP]
Regardless of your preference, the entire nobility has set its sights on turning you into a baby-making machine. And naturally, the men/women involved are always creepy, repulsive old geezers. This drawback doesn't stop you from running off with your cute roommate, though, and it only applies within the Kingdom of Palettia... After all, they're the only ones crazy enough to try pulling that kind of stunt on a Jumper or a Dragon Slayer!

Dragon! [+200|400 CP]
A dragon is coming, Jumper! It's an immense flying beast, capable of bringing down a kingdom and seemingly almost immune to magic except for its weak point. You will face it during your stay here. Its power is roughly identical to the one the heroines faced. If you raise the drawback to 400 CP, then your level and that of your companions/followers will be capped at Anis and Euphy's level for this fight. Good luck, Jumper! (The Dragon materials are fiat-backed and high-quality: they'll be useful to you regardless of your level.)

No magi for you [+200|400 CP]
Whether you like magic or not, the fact remains that it does not like you! You are incapable of using magic, whether from this world or another. However, you do possess mana and can use magicology to achieve results similar to Anis's. For an additional 200 CP, this becomes absolute: you cannot do anything whatsoever related to magic, in any way, shape, or form.



Limiter [+400 CP]
It seems that your powers from another world have been sealed away; you can still use them, however, but at the cost of suffering damage and other repercussions such as fainting. Activating powers of a similar level to those of this world only causes a little fatigue, but going further could make you sleep for several days in a row, or worse if you go too far or too often.

Lockdown [+600]
You have no Out Of Context items, powers, or warehouse.

Decisions

You have three choices ...

Go to next Jump
Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

