I Want To Play Happily In Another World Because I Got A Heavenly Castle

By Complex_Ad_5944

An angel made a mistake, resulting in Shiihara Daiki's death. In order to hide the mistake, he was then sent to a different world. The angel will grant him one wish as a payment for keeping it a secret. Daiki asked for a Heavenly Castle floating in the sky without hesitation. Suddenly, a floating castle appeared in the new world, which caused confusion amongst the people. They attempt to contact Daiki in various ways. A country tries to steal it by force, while another seeks to befriend him. What in the world would Daiki do?

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

Choose any place you like. There is no cost or element of chance.

1) Azul Kingdom

A small, inconsequential kingdom. Possessing all the classic hallmarks of any fantasy realm, this place is a perfect carbon copy of the fantasy cities found in generic *isekai* stories.

2) Blau Empire

One of the most powerful nations in this world. The empire adheres to a single belief: the strong dominate the weak. It is a strictly class-based society, where only those native to the empire and individuals of exceptional talent are granted the status of first-class citizens; consequently, the empire is far from welcoming toward foreigners and the weak.

3) Imperial Country of Fleida

This place possesses the characteristics of kingdoms found in desert regions. Its strength lies in the trade of exotic local goods. It is a place with significant military and economic power, though not on par with the Blau Empire.

Gender and Age

Choose the gender and age you want.

Race

Human (Free)

The human race constitutes the majority of those who inhabit this world. Although it possesses no particular characteristic or advantage over others, it is numerous, and through its sheer numbers, it is able to achieve dominance over this planet. The baseline race.

Beastman (Free)

Beastkind are a species that is otherwise indistinguishable from humans, save for certain animalistic features such as ears or a tail. This race possesses senses that are superior to those of the other two races, as well as greater physical capabilities. Although their population is small—and the number of mages among their ranks is lower than in other races—these individuals are, on a personal level, quite strong.

Elf (100 CP)

Elves are one of the most powerful races (on an individual level). Thanks to the power of the Spirit Tree, both their magical abilities and their physical characteristics are superior to those of other races. The issue lies in their numbers—a situation exacerbated by the fact that their Spirit Tree has been compromised. Like all elven races, they have a long lifespan and age more slowly, allowing them to retain a youthful appearance for centuries.

Origin

Traveler From Another World (Free)

Due to some circumstances, you ended up in this world. Your home world is one where technology prevails, devoid of magic or fantastical races. You are an alien in this world, but for any *isekai* fan, this is a golden opportunity.

Friendly Inhabitant (Free)

You are a native of this world; as such, you already have a history and a family here. You will have no trouble adapting, which means your time here will be simpler and free of complications, at least at the start.

Vicious (Free)

You are an amoral being who does not care about sacrificing others for your own interests. No matter how cruel the method may be, for you, the end justifies any means you use.

Perks

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

General Perks

Manga World (Free/100 CP)
Normally, any series that takes place in the medieval era would not be the best choice to live in. Anime and manga make them look neat, and the people who live there have the manga or anime filter, being beautiful compared to how they should look: uneven and dirty.
With this option, the world where you 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.
Women and men will have attractive bodies, with women being more well-endowed and men having more toned physiques.
Free during your stay; if you want to keep it, pay 100 CP.

Mage (100 CP)
Mages are individuals capable of channeling the magical power within their bodies to cast spells. Most dedicate themselves to research—refining their magic or crafting magical artifacts—though some specialize in combat.
You are an adept of magic—a privilege that some may attain, and one that grants them significant status wherever they happen to be.
You aren't exactly a legend, but with training and dedication, you could make a name for yourself.

It's not That Hard to Understand This (200 CP)
It is not very common for a person to be able to adapt to and use futuristic technology without difficulty. You adapt well to this type of change; you can effortlessly use technologies that are centuries ahead of your own era. This does not necessarily mean you understand how they work or are capable of reverse-engineering them, but you can use them without any issues—as if it were perfectly normal for you.

Noble (400 CP)
That's great, Jumper; you are a member of a noble family within the kingdom, empire, or nation of your choice. You may select any canonical family or kingdom and become a part of that noble house. It should be noted that, at best, you will be a second-born child—though this still ensures a more comfortable lifestyle.
After the jump, you may choose to become part of a noble or elite family within the setting or world you are visiting. This will grant you access to their resources and skills, though these are not "Fiat-Backed."

Powerful Monster (600 CP)
You are not merely a mage; you are a force capable of destroying entire armies. We are talking about formidable figures like Aifa—a powerful mage who ranks among the strongest in the Blau Empire. Your magical power is immense, allowing you to cast multiple potent spells in succession without suffering from magical exhaustion. Your magic is three times more powerful than the norm; you can wield basic spells with the potency of high-level incantations. Furthermore, your magical efficiency is anomalous: you require only one-third of the magical energy typically needed to cast your spells. Your magical recovery is equally remarkable—your reserves replenish at an accelerated rate, and even if you were to deplete them entirely, it would take only an hour to restore them.

Traveler From Another World

A New Life in Another World (100 CP)
Taiki (the protagonist) quickly grew accustomed to his new life, despite having been accidentally killed by a goddess. Like him, you are someone who adapts to a new world with ease; even appearing out of nowhere in a completely unfamiliar place wouldn't cause you any anxiety, as you are able to remain calm and think logically.

Special Encounters (200 CP)
The probability of encountering a runaway (and beautiful) princess is extremely low—and the odds of finding her at just the right moment to save her from harm are even lower.
It is common for you to cross paths with significant individuals—such as main characters, supporting cast, or other key figures within a world—and to have an excellent initial encounter, leaving a very strong first impression. In some cases, you might find these individuals in the midst of a crisis, allowing you to arrive just in time to assist them and earn their complete gratitude.
After jumping to a new world, this perk ensures you will encounter important figures within that setting; for instance, in the *Naruto* universe, you might happen to run into Kakashi and establish a good rapport, or save Hinata and earn her thanks.

Goddess Favor (400 CP)
Divine beings harbor a certain favoritism toward you. Entities such as gods—or those of equal or greater power—will tend to favor you, bestowing gifts or blessings upon you. Fortunately, these offerings are always benign or neutral in nature; there is no risk of receiving a twisted or harmful gift. On the contrary, these boons will prove useful and highly beneficial to you.
As an added bonus, your luck is above average, meaning you will rarely encounter complications in your daily life. However, do not mistake a life free from complications for extreme, supernatural luck—don’t expect to win big at a casino, for instance. Furthermore, do not test your luck recklessly; if you go looking for trouble, this perk will not help you.

Disruption Spell (600 CP)
A powerful spell capable of nullifying any form of magic or supernatural power. It can negate any type of magic, regardless of its effect or rank. While this magic is primarily intended for

those who have formed a contract with a Spirit Tree—specifically to counter magic originating from other Spirit Trees—the expenditure of CP allows it to be used against any ability, technique, or spell, irrespective of the nature of its energy source (be it mana, ki, etc.).
This is an active ability, not a passive one; it must be activated before the external magic or power takes effect.
Post-Jump, you may use this ability against any skill, regardless of its nature. However, please note that it cannot affect physical phenomena; for instance, while you could nullify an earth-based spell, you could not stop a rock thrown at you with raw physical force.

Friendly Inhabitant

Beautiful/Handsome (100 CP)
You are an absolute beauty. Both your face and body represent the pinnacle of the kind of beauty you aspire to—whether that be an adorable, cool, or mature aesthetic. In short, you are one of the most beautiful people in the entire kingdom or country where you reside.

Not as innocent as it seems (200 CP)
Your gentle and innocent appearance can mislead your enemies, as you are more cunning than people might think. You are a calculating individual, capable of discerning which situations are beneficial and which could lead to losses. You know whom to align yourself with and how to gain an advantage from it.
People may perceive you as harmless, but you are far more intelligent and astute than you appear.

Grand Plan (400 CP)
Your planning skills are commendable. You look beyond the short term and immediate gains. Your plans may span years, but this makes them all the more flawless and adaptable to any changes. If you set your mind to it, you could orchestrate the fall of one of the world's most powerful empires—slowly and surely exerting influence within its spheres of power, accumulating authority and leverage so that, when the moment comes to strike, everything goes off without a hitch.
Depending on your skills and resources, this could take a decade or less.

Convenient Allies (600 CP)
While it is often the main character who possesses powerful allies, in this case, it is the inhabitants of this world who are fortunate enough to be allies of Taiki (the MC).
Much like them, you have the good fortune to meet and form strong friendships with individuals who are both powerful and kind—at least toward you. These helpful allies will assist you in any way they can, without asking for anything in return (or, if they do ask, it will be something well within your means). They are even prepared to take the blame or embroil themselves in international conflicts on your behalf, standing up to the most formidable empires for your sake.
Although this does not guarantee victory every single time, these individuals are fully committed to protecting you and supporting you with whatever you might need.

Vicious

Cool Mind (100 CP)
You are an unscrupulous person; you feel no empathy for your enemies or for those you do not consider allies or individuals of any worth. Your cold, calculating mind will allow you to carry out amoral and highly unethical plans and actions without feeling any remorse or guilt whatsoever.

Fear (200 CP)
Overpowering your enemies by force is useful, but it is even more effective to break their will before the battle begins. Your reputation for brutality and ruthlessness will make those who oppose you think twice about confronting you. This works well against the weak-willed or those with no real chance of putting up a fight; however, those who possess both the power and the resolve will not fear you—though they will be the exception, not the rule.

Ideology (400 CP)
The danger lies not only in following an ideology, but also in influencing others to become fervent believers in it. You can sway people to adopt your own beliefs and ideologies; they will then become convinced that these are the correct ones, which allows you to control them and use them to your own advantage.

Slave Magic (600 CP)
An extremely dangerous form of magic, capable of controlling those affected by it. Originally created by the elves to control humans, it was later adopted and perfected by humans themselves.
This magic allows for the placement of a mark of enslavement upon a target. This mark enslaves the bearer, compelling them to follow every command issued by the master who placed the mark—or by whoever the ownership of the slave has been transferred to. The slave is incapable of attacking or causing direct or indirect harm to their master; should they attempt to do so, the slave will lose their life.
You may choose whether the slave retains their sense of self—while still being compelled to obey your orders—or is reduced to a mindless being capable only of following simple commands, with zero chance of betrayal.

Items

All items are discounted to the appropriate origin. Discounted 100 CP ítems 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

I Want To Play Happily In Another World Because I Got A Heavenly Castle (Free)
The manga for this series, including all 50 chapters plus extras. An entertaining read, as well as a slight advantage for surviving this jump.

The Basics (100 CP)
Identification papers that will allow you to pass as a citizen of any kingdom, empire, country, etc. Currency equivalent to 100,000.00 dollars for your expenses. And finally, a set of clothing so that you can blend in wherever you happen to be.

Magic Sign Item (200 CP)
A magical artifact frequently used by slavers. This item can mark a person as a slave, producing an effect similar to—though less potent than—actual slavery magic. While it does not offer the same level of security as true slavery magic, those who are marked will face death if they attack their master.

Spirit Tree (400 CP)
Spirit Trees are the personification of goddesses within the earthly realm. These gigantic trees serve as a constant source of magic for the races they bless—whether elves, humans, or beast-folk. A Spirit Tree grants several advantages to those it blesses: first, it brings great prosperity, which not only aids in crop cultivation but also supports reproduction and population growth (though you retain control over this). Second, it provides energy (magical power) to one or more races, enhancing their magical affinity and strength. Third, it boosts physical attributes, such as strength, speed, endurance, and so on. Fourth, it bestows longevity upon the blessed race, allowing them to live for hundreds of years and age very slowly; they only take on an elderly appearance in the final stages of their lives, remaining youthful for the vast majority of their existence. Finally, it can nullify enslavement magic derived from other sources.
This tree will be linked to your territory (if you possess one) and to your warehouse.
Post-jump, the tree will provide various types of energy—such as magic, ki, etc.

Heavenly Castle (600 CP)
A massive floating island with a surface area of 20 square kilometers, capable of reaching an altitude of 10 kilometers. The complex features all the facilities and equipment necessary for comfortable living, including beautiful gardens, medical facilities, residential quarters, agricultural fields, and even a high-end production facility for artificial meat. At its center stands an imposing, multi-story castle, outfitted with amenities that even the most powerful

monarchs of our era would envy—such as movie theaters, a swimming pool, indoor gardens, and numerous private chambers. One could live here for decades without ever needing to leave, as every comfort is provided. It can comfortably accommodate up to 1,000 people, each with their own spacious private room.
The island houses a dedicated hub for the manufacturing, repair, maintenance, and control of robots (or "golems"). These are categorized by function: combat units—each capable of rivaling court mages in battle—maintenance units for the island's infrastructure, service units (such as cooks and attendants), and surveillance units tasked with monitoring both the interior and the exterior of the island. The number of golems is fixed: 100 for combat, 100 for maintenance, 50 for service, and 1,000 for surveillance (which function more like drones).
The technological level of the castle is state-of-the-art, incorporating advanced technology from our own world—such as medical capsules capable of diagnosing and healing any injury or illness, sophisticated surveillance systems, a central control hub for managing the castle and its robots, and various pieces of equipment like augmented reality headsets and communication devices.
The castle is equipped with a protective barrier capable of blocking any attack, as well as an offensive system that can fire a beam powerful enough to slay a dragon in a single strike. It also possesses a life-support system—providing oxygen, water, energy, and other essentials—that allows for comfortable living and cultivation. Most importantly, this island is, in fact, a Spirit Tree. Beyond the inherent advantages of a Spirit Tree, you can enter into a contract with it; as you grow stronger or as time passes, the Spirit Tree also strengthens, expanding its capabilities and, in turn, increasing your own power. Its leaves are also highly useful and potent: they can be fashioned into protective equipment capable of neutralizing enemy magical attacks, or used as catalysts to amplify the power of your own spells.
Because this is a unique Spirit Tree, it can nullify the magic of other Spirit Trees, as well as any magic or ability that draws its energy from one. Furthermore, you remain unaffected by any magical disruption or nullification originating from other Spirit Trees.

Traveler From Another World

My Hobbies (100 CP)
A collection of your comics, manga, video games, music, TV series, and more from your favorite franchises. This collection contains everything from your pre-Jumper world, providing weeks of entertainment to help you pass the time.

Devices (200 CP)
These modern devices are highly useful in this world. First, there are a dozen mobile phones for communicating with your allies; they are indestructible, feature a stable signal, and have an infinite battery life. Second, there is a smartwatch—beyond offering the many functions of a modern-day smartwatch, it can be used to interfere with locks (both magical and conventional), allowing it to open any padlock or bolt. Like the phones, it is indestructible and has an infinite battery life. Both are resistant to any type of weather or temperature, as well as to water and any other liquid.

Ban (400 CP)
A compact van that can comfortably accommodate twenty people. This all-terrain vehicle—which features an infinite fuel supply, requires no maintenance, and is resistant to any kind of attack or theft—is perfect for use in another world with medieval-level technology. The van is also fully equipped to ensure a comfortable journey for its passengers; it even includes an autopilot system managed by a highly precise AI, allowing it to navigate any type of terrain with ease while avoiding accidents or collisions.
Additionally, the van contains restrooms, a dining area, seats that convert into sleeping berths, a kitchen, and a portable medical device capable of treating wounds, burns, and broken bones.

Grand Library (600 CP)
A vast library containing all the magical knowledge of this world—including spells, research, theories, and more. It houses various grimoires covering different types of magic and incantations, even those that are forbidden.
Post-jump, this library will encompass all forms of knowledge from the worlds you visit, whether magical, scientific, or otherwise—including works of history and fiction. You may choose the format, such as physical (paper) or digital. The library updates with information from every world you visit.
The library will be attached to your warehouse.

Friendly Inhabitant

Sleeping Powder (100 CP)
A flask filled with sleep powder; inhaling even a small amount causes the target to fall into a deep sleep for 4 hours, leaving them completely defenseless. This effect diminishes if the target possesses high magical power—individuals like Aifa, for instance, would only feel a slight drowsiness. An advantage is that by throwing the flask, you can cover a radius of 100 meters.
You will receive a new flask each week, and these can be accumulated.

Crops (200 CP)
You possess various seeds for different fruits and vegetables. These crops exhibit an abnormal growth rate, allowing for a full harvest in just one month. The produce is rich in nutrients and exceptionally tasty—even the pickiest children will love these vegetables.
With each jump, you will be provided with a ton of every type of mundane fruit and vegetable—those lacking any supernatural properties—that exist in the world you happen to be in. By default, you will receive fruits and vegetables native to our own world.

Magic Ore Mine (400 CP)
A mine of magic stones. Magic stones can be used to create magical artifacts, golem cores, and even catalysts—such as wands—to amplify the power of spells cast by a mage. You can extract 10 tons of these crystals per year, with an effectively infinite capacity thanks to the natural generation of these magic stones.
This mine is attached to your warehouse.

Gigant Golem (600 CP)
A powerful golem capable of stopping multiple dragons. This formidable weapon is considered the strongest golem in the world—excluding those from the celestial castle. Although it places a significant magical drain on its owner, it can easily destroy an entire army.

Vicious

Magic Tool (100 CP)
A powerful orb the size of a baseball. When imbued with a bit of magic, this orb will explode, generating a potent flame capable of momentarily halting a robot (golem) from the celestial castle.
After each use, another one will appear 24 hours later.

Magic Ring (200 CP)
At first glance, it appears to be a simple ring, but it is a magical artifact that could be considered a national treasure. The wearer of this ring will receive a significant boost to their magical power, and their spells will be considerably enhanced. When using this ring, a basic fire attack is transformed into a powerful and destructive fire spell.

Human Golem Research (400 CP)
All the research data concerning golems crafted from humans is provided here. These hybrids are vastly superior to standard golems—more powerful and resilient—while requiring fewer valuable resources to construct. The catch is that their composition includes an amoral ingredient: human flesh. To make matters worse, these golems are fused with human beings (slaves) who serve as power sources; this eliminates a key weakness of conventional golems, which typically rely on the controller's own magical energy to function.
You will receive only the research—which is 100% reliable and functional—not the materials themselves. Thus, if you are a cruel and amoral individual, you will be able to forge your own army of formidable golems.

Golem Army (600 CP)
An army of 100 powerful golems—crafted using cutting-edge technology combined with the magical research of the Blau Empire—stands as the most formidable (and most expensive to construct) force of its kind.
With this army, conquering a kingdom like Azul is a piece of cake, requiring at most half a day. This powerful force is capable of protecting any kingdom or empire from the vast majority of threats existing in this world.
Another advantage is that these golems possess a magical core, providing them with infinite energy. This eliminates one of the primary drawbacks of controlling golems: the need to expend the controller's own magical power. Note, however, that these cores are functional only within these specific golems.

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 friendship.

Runaway Princess (100 CP)
A beautiful princess who fled her kingdom for various reasons. Although her escape won't cause you any trouble—since she has been disinherited—it also offers no particular advantage; on the contrary, having been accustomed to being waited on her entire life, she will depend on you, and you will need to teach her how to fend for herself.
Her greatest strengths include her beauty, a personality you will find appealing, and her complete devotion to you.

Noble Friend (200 CP)
It is always good to have a well-connected contact. This individual possesses the "Noble" perk, which will prove very useful when dealing with the nobility and high-ranking figures in the various places you visit.
While more of an ally than a subordinate, this person will remain loyal to you and assist you in any way they can.

Powerful Mage (400 CP)
A powerful mage who will be at your service. This individual possesses the "Powerful Monster" perk. Their power is on par with formidable figures like Aifa or Violet—exceptional mages who serve as the primary strength of the Blau Empire.
You may customize both their appearance and personality to your liking. They will be completely loyal to you.

Special Golem (600 CP - discount if you purchased "Heavenly Castle" Item.)
A special robot with combat capabilities far superior to those belonging to the Heavenly Castle. This robot can serve as a vessel for divine beings, who may inhabit the machine and use it as a physical form.
The robot is indestructible and requires no maintenance, as it is powered by a magic core containing infinite energy. It is also more versatile than other models, thanks to a sophisticated AI capable of performing complex tasks—including work that would otherwise require the reasoning of a human or another intelligent being.
You may customize the robot's appearance to your liking, choosing a design that is either more mechanical or humanoid (resembling an android). The robot is programmed to be loyal and to serve you; it is impossible—by any means—to hack its system in order to turn it against you or cause you harm.

Scenarios

Restore the Balance

In this world, there are three goddesses, each embodying a "Spirit Tree." Currently, three such trees exist: the first belongs to the elves, the second to humans and beast-folk, and the third is reserved for our protagonist, located within his Heavenly Castle.
Each Spirit Tree grants a specific power to a particular race or individual. The elves were the first to exploit this, harnessing the tree's power to grow stronger; driven by fear of the humans, they even developed a form of "slavery magic" to keep them under control. To restore balance, a goddess bestowed a power upon the humans—one capable of disrupting and nullifying the elves' magic. This caused the roles to reverse, but the humans proved even more greedy; they refined the slavery magic originally created by the elves. Because their source of power—the spirit tree—directly counters the power of the elves' Spirit Tree, it has become impossible to oppose them—unless a third power were to emerge to counteract them.
Your mission is to restore the balance. To begin, you must destroy the cult that promotes slavery; then, you must free all the slaves in this world from their marks of bondage. This task will not be easy, as many—if not nearly all—human mages support these practices. They have even created something truly abhorrent: "flesh golems," formed by fusing humans with golems, resulting in creatures far more powerful than traditional golems. Since the enslaved humans can be separated from the golems, it is possible to save them—provided you do not completely destroy the golem itself. The cult has many followers, but its ranks are also filled with slaves—people the cultists will not hesitate to sacrifice just to harm you—so exercise caution when dealing with them.
The only way to nullify the Human Spirit Tree is to use the Heavenly Castle, which is itself a Spirit Tree. But since you're a jumper, you'll surely come up with something.
You have two years to accomplish such a feat, so I suggest you don't waste any time.
If you complete this scenario, you will receive the following rewards. First, you are granted the "Heavenly Castle"—completely free of charge, and it does not count as a purchase. A key feature of this castle is that its "Spirit Tree" possesses its own unique source; because it is singular, it can nullify any other Spirit Tree source you might possess, rendering it immune to them. Second, if you have purchased the "Powerful Monster" and "Disruption Spell" perks, these will be integrated into your "BodyMod." Finally, you gain a special perk called "Spirit Tree Creation," which allows you to create Spirit Trees for any race under your dominion (whether they are followers or companions). For instance, if you have a race of dragons, you can create a Spirit Tree specifically for them. Beyond the benefits these trees provide, they also strengthen the species they bless by generating a source of energy or magical power. You may choose to have all of these share a single, unified source of magical power—managed by you—which can be expanded across all your domains. Creating a Spirit Tree also brings into existence a "Goddess"—the personification of that Spirit Tree. These Goddesses will serve as your followers; you may customize their appearance and personality to your liking, though they will all share an absolute, unwavering loyalty and obedience to you. Because the Spirit Tree within the Heavenly Castle is unique, it possesses the power to nullify the abilities of any other Spirit Trees. For every domain (or world) you possess, you may create Spirit Trees for each intelligent species inhabiting that world.

DRAWBACKS

You may take any amount of drawbacks you like.

Crossover (+0 CP)
Are there any manga, anime, game, or novel 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. If they have different power systems, they will adapt to the magic and class system of this world.
If you are only interested in some characters and not the plot, you can bring only those characters. As for powerful items that exist in those plots, such as magic or very broken powers, these cannot be incorporated.

Supplement (+0 CP)
If you are not in the mood to spend 10 years on this jump for a Perk or Item, you can use this jump as a supplement and buy whatever you want. But you will not have the benefits of discounts. If you wish, you can combine this jump with another one you are doing, being able to take Drawbacks from this jump or vice versa, but without discounts.

Extended Time (+100 CP)
If you want, you can spend an additional 10 years in this jump. It can be taken multiple times, up to ten times.

Cheeky (+100 CP)
You're a very brazen guy; not only do you speak your mind without any filter, but the way you express yourself can also be annoying to others. It's not that people will necessarily grow to hate you, but it wouldn't be surprising if they viewed you as an idiot—and some might even want to teach you a lesson to correct that attitude.

Naive (+200 CP)
You are too innocent. You're the type of person who lets a dangerous enemy go free just by hearing an empty promise that they won't attack you again. This innocence could cause you trouble in the future—whether by others taking advantage of you or by getting you killed.

Obsession (+200 CP)
Much like a bespectacled wizard, you have an obsession with everything that lies beyond your current knowledge. Any new form of magic or technology that you don't understand sparks an uncontrollable urge to investigate it and grasp its underlying principles.
This obsession makes you come across as a bit of an oddball, and it also consumes a vast amount of your time—since you prioritize these investigations above almost everything else, save for the bare essentials required for survival, such as eating.

Greed (+400 CP)
Much like the emperor of the Blau Empire, you are a highly greedy individual. Regardless of how many people must be sacrificed or what methods are employed, your greed will drive you to commit horrific acts—all to obtain what you desire.

Depending on your skills or resources, you might opt for more discreet (or even non-violent) approaches; however, if that is not an option, you will seize everything by force, regardless of what must be sacrificed (provided that what is sacrificed is of no further use to you).

Slave (+400 CP)
This is unfortunate, Jumper; for some reason, you have been marked as a slave. Your slave mark is not one that strips away your ego, but it does restrict your free will.
As a slave, you must obey every order given by your master—and, worst of all, you are forbidden from causing any harm to your master, whether directly or indirectly.
Unless you or an ally can find a way to remove this seal from your body, you will remain the obedient puppet of a master who views you as nothing more than a tool.

Against the Empire (+600 CP)
One of the most formidable powers in this world, the Empire possesses a military might capable of overwhelming most kingdoms—a single battalion alone could cause serious trouble for realms like Azul. Their greatest military asset, however, is their Golems; these constructs are so powerful that many kingdoms have surrendered the moment they heard these weapons were to be deployed.
It seems the Emperor either covets something that belongs to you or intends to enslave you. Consequently, he will bring the full might of his empire's military to bear—to capture or kill you and seize what is yours.
To save your own skin, you have two options. The first is to flee as far as you can, though I assure you the Emperor will stop at nothing to hunt you down. The second is to stand and fight to defend what is yours (or your own life), which means facing his entire military force—mages, Golems, and soldiers alike. Be warned: these individuals are fervent fanatics, willing to sacrifice their own lives for the sole purpose of harming you. Therefore, if you choose to fight, the most direct path to victory is to kill or incapacitate the Emperor and replace him with a successor (his eldest child would be a suitable choice).

Power Loss (+600 CP)
Lose the Perks, Powers, and Items from previous jumps, and can not import any companion or access your Warehouse; at least you still have your Body Mod.

Choices

Go Home
Stay
Continue

Notes

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

About Scenery:
If you complete the "Restore the Balance" scenario and have already purchased the "Heavenly Castle" item, the CP you spent will be refunded.