

Noble Reincarnation

~Blessed With the Strongest Power From Birth

Born as the Thirteenth Prince, Noah was originally in a position removed from the imperial succession, so he freely passed his time in the fief granted to him.

However, the Crown Prince died before the Emperor. The imperial succession would be fairly contested among the remaining princes.

Noah, being the strongest despite living freely, overwhelmed the other princes and eventually became the Emperor with the most power in the world.

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

You will appear in the capital of the Myre Empire, the most prosperous city in the empire. It has everything, a large population, a wide variety of items and the largest circulation of money in the world.

If you are a noble, you will receive some land near the capital. If you are Reincarnated, you will be assigned the role of Lord of the city of Almeria.

Gender and Age

Choose the gender and age you want.

Origin

Reincarnated (200 CP)

You entered this drop-in as a newborn, or you transmigrated into someone else's body (the thirteenth prince of the empire). You have memories of your past life, and you'll use them to gain power in this world.

Noble (Free)

You were born into a golden cradle. You are one of the few chosen to rule over hundreds or thousands. Nobles can amass power through the game of politics and the economic and military strengthening of their territories. You are a Baron or Baroness. If you want, you can choose to be a Drop-In.

Commoner (+100 CP)

You belong to the 90% of the population of simple commoners without birth privileges. Even though you are not a noble, that does not mean that you cannot gain power. If you are intelligent or have some talent, you can rise to a higher position, even that of a viscount. If you want, you can choose to be a Drop-In.

Perks

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

General Perks

Status (Free/100 CP)

In this world, each person can see their status. This reflects the person's level, name, gender, stats (HP, MP, strength, stamina, intelligence, spirit, speed, dexterity and luck) as well as their elemental affinity (fire, water, earth, air, darkness, and light).

Stats, as well as elemental affinity, are rated in ranks from F to SSS, with F being the lowest and SSS being the highest. At level one, your stats will be F rank, but as you level up (training or killing monsters), they will increase.

The maximum level each person has will depend on their potential. Being a special case, you will have a level cap of 15, so you will be in the elite 5% of this world.

In future jumps you can continue with this system, but if you want to share it with others, it will cost you 100 CP. The level cap will be set to the level cap of the world you are currently in. If the world does not have a level system, your level cap will be set to the highest level cap of the level system of the last jump you visited.

A Fictional Medieval World (100 CP)

Normally any series that takes place in the medieval era would not be the best choice to live. 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 smell 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.

All good work will be rewarded (200 CP)

Good work is not always rewarded fairly, and luckily that is not the case for you. Every job well done or any achievement of noteworthy or beneficial work for the faction or kingdom you belong to will be rewarded appropriately for it. There may be cases where you will not be given credit for it due to political or other reasons, but you will be rewarded with an extra (and fair) reward as compensation.

People are Treasures (400 CP)

There are many talented people who are under the radar of those who could put them to good use. Many, having no resources or problems beyond their control, are unable to develop their talents to their full potential. Luckily, you know how to find those hidden gems.

You have a talent for finding talented people, a sixth sense for identifying them, as well as the luck of meeting such people.

Endless Potential (600 CP)

In this world, people have a level cap. Normally, the level cap for most people is 2, with level 15 being something that only 5% of the population can reach. Luckily for you, your level cap is unlimited, allowing you to increase your stats without any limits. This doesn't only apply to your level, this also applies to your skills.

Another advantage is that there will be situations where you push your skills to the limits of your capabilities or have great inspiration, your skills

(the ones you are using or training) will develop and you will experience growth in them. In a situation where you fight a strong enemy with your sword as a novice, at some point in the fight you will experience an inspiration, this will polish your sword techniques to the level of an intermediate user.

But keep in mind that even though you don't have a limit, you will have a soft-cap in your growth, so don't expect to have the power to distort reality after just two years of training.

Reincarnated

Kindness is rewarded (100 CP)

The loyalty of your subordinates is not something you earn by holding a high-ranking position, it is something you earn by your actions. Every act of kindness you do for your subordinates or those under your authority will be rewarded with loyalty. The more impactful your action is, the greater the loyalty they will have to you. Recognizing your subordinate's work will make them more diligent and upright when working. Saving your maid's life will cause her to swear eternal loyalty to you, body and soul.

Treasure Magnet (200 CP)

You have an incredible talent, the talent of finding valuable items anywhere. No matter if it's an ancient ruin or a low-rent market at a bargain price, you will find high-value or very useful items. The best thing is that some of these items you find will have a "will." This means that these items have consciousness, and that means that they are very powerful (like items that have useful abilities or are legendary weapons).

For safety, the items you find will not be dangerous or threaten your life or safety, so you don't have to worry about dying just by touching them.

Wise Prince (400 CP)

The title is not decorative, you are a person of great wisdom. You are logical and calm, carefully analyzing every detail or information to solve any type of problem in the most beneficial way for you, your faction and those who are subordinate to you. Unlike most nobles, your vision is not narrow, so you can see things from the perspective of nobles, commoners and members of royalty. This will help you identify problems that at first are not a big deal but later generate a snowball effect that can lead to great economic or political loss. Identifying problems and solving them is your specialty, both current and potential.

You are also a very perceptive person, being able to easily interpret people's intentions with a simple glance or by seeing some of their gestures. This will help you stay several steps ahead of people, as if you had predicted every move they make. This also includes being able to predict any kind of consequences that a given action or situation might entail, such as knowing what "such a thing" would happen if this problem was ignored.

Your way of thinking is more open, so you can think of more creative or innovative ways to solve problems or give advice on problems that your superiors or allies may have.

It will be common for people to recognize your great wisdom and see you as a perfect being, like the protagonist Noah.

Status "+" (600 CP)

Noah noticed two strange things when he was born. The first was that his level cap was infinite, and the second was that he had a "+" sign next to his stats rank. This "+" is an addition to your stats for each subordinate who swears loyalty to you. Depending on your subordinate's talent, one or more stats will increase by a certain Rank. An expert swordsman who swears loyalty to you will add a Rank C to your Strength rank, for example (+C), so if your Strength Rank was F, it will now increase to Rank B. If your Rank is B and +F is added for gaining a

subordinate, your Rank will increase to A.. So if you increase the number of subordinates loyal to you, your stats will increase.

This does not only apply to individuals. If you are assigned to be in charge of a town or city, your stats will increase proportionally to the specialty of those places. A city that specializes heavily in water magic or is related to water will cause your Water attribute to become S-ranked, increasing your rank in that attribute by SS. In case you have an entire kingdom under your control (and the people are loyal to it) all of your stats will increase to SSS-rank.

In future jumps, if your stats are not already limited to SSS-rank (via a perk or something that removes the limit of your potential), if you are the king or emperor of larger territories or worlds, your stats will increase beyond SSS-rank.

Noble

I know about politics (100 CP)

The life of a noble is not easy. You have to know what actions to do and when to do them. You have a general knowledge of noble etiquette, as well as common sense in that world. For the most part, you will know what to do in social gatherings, manners, dancing, etc. Basically, you were educated with the program that is taught to the heirs of any noble house so that they do not tarnish the reputation of their house by making a mistake.

Loyal Servants (200 CP)

A noble should not be wary of just his superiors and equals, he must also be cautious of his subordinates as loyalty is something that is earned and not a given.

Your subordinates will be completely loyal to you. Loyalty will not be one of gratitude, but rather one rooted in your position or hierarchy over them. Do not expect them to be so devoted to you that they will continue to improve themselves to be more useful to you or do actions that benefit

you without you having ordered them to. These subordinates will only do their job to the limit of the skills required to do so, so they will not betray you or disobey your orders.

Keep in mind that this Perk only works if you treat them well or at least distantly. If you exercise violence or treat them poorly, I do not assure you that they will not be tempted to accept a job to poison your bottle of wine.

Get Away with Murder (400 CP)

Nobles almost always get away with crimes against people of lower rank than themselves, but not those of equal or higher rank. For some reason, your fate goes beyond that.

Regardless of what kind of crime you commit (as long as it's not treason or regicide), you're sure to get away with it or receive a lighter punishment. A crime against a village in charge of the king of a country won't even be punished if its political and economic value doesn't justify it. A murder of the heir of a noble house of equal rank won't be punishable by death; at most you'll have to pay compensation to the family (a very generous one), that is, as long as the person you killed wasn't someone key to the kingdom; if so, you'll have to spend some time in prison.

Golden Age (600 CP)

Noah's father is considered the king who saved the empire of Meeres from its imminent destruction at the hands of his predecessor, not only that, but he expanded it and led it to its golden age.

This achievement was not pure luck, the emperor has proven himself to be a person of great wisdom, as well as an expert in the game of politics by being several steps ahead of his opponents.

You are a genius when it comes to politics, being able to predict the actions of your opponents and any type of countermeasures in case they fail. Distinguishing between enemies and allies is child's play for you.

Your governing skills are flawless, you are precise in identifying current problems as well as preventing future problems (both natural and man-made). Your resolution of those problems or appointing someone to solve them is always on point.

If that is not enough for you, the talent for solving problems is equal to your talent for improving the strengths of your kingdom. Your decisions to improve your army, boost the local economy, etc. are quite successful. Taking a declining empire to a world power is not impossible if you put in the work, although it will take a few years depending on the resources you have.

Commoner

Pretty/Handsome (100 CP)

You are a very attractive person, if we had to rate your attractiveness from 1 to 10, you would be at least an 8 from the point of view of the most demanding person. You can use your natural gift to your own benefit.

Indispensable (200 CP)

To the nobles, commoners are just livestock. These guys are capable of killing a person for just a tiny mistake or out of boredom. So being a

commoner is not easy, as your value is insignificant in the eyes of the nobles. Luckily that is not your case.

Regardless of your talent, status, etc. you will not run any risk of being sacrificed or discarded by people of a higher status than you. For some reason, they see value in you, the only way these guys will fire or kill you is for some mistake that has caused them a great loss or for a serious crime.

In future jumps, in which there is no noble status or the like, for your boss to fire you you will have to have brought great harm to him or committed a crime.

Talented (400 CP)

You have a talent in a certain area such as music, art, martial arts, magic or another specialty. Your talent in that area is almost a blessing, because your technique is so polished you can become number one if you put your mind to it.

The best thing about this Perk is that any other area related to your talent can be learned quickly or you can perfect it in less time than a normal person. If your talent is related to the use of the sword, you can perfect your skills in areas that make active use of the hands.

Peerless Warrior (600 CP)

You are a born general. Your skills in organizing armies, commanding traps, and crafting strategies to suit any situation you encounter are top-notch. As a commander, you have a charisma and discipline that will make your troops obedient and loyal.

You are an expert in logistics, being able to accurately determine the amount of supplies you will need for each military campaign.

As an added bonus, you are not just someone who hides behind your subordinates, you are a beast on the battlefield. You have S-rank strength, stamina, vitality (HP), and speed. Your fighting instincts are also well-honed, being useful in determining the strength of an individual enemy, as well as avoiding trick attacks.

Items

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

General

Reens (100 CP)

The currency of this empire, you will have 8,000 reen each year. The average salary of a worker per year is 120 reen, so you will have a modest fortune.

Box (200 CP)

At first glance it looks like a box, but what matters is what is inside it. Every year, you can open the box once, and it will have the solution written on it for any situation you have to face. The only limitation is that it will only give you a number as an answer. It can be something like how many soldiers you should take to a war or how much money you have to give to a higher authority than you.

The answer is 100% reliable and effective, but the way to gather that amount will depend on you.

Information Network (400 CP)

Information is a very valuable weapon, and you have a network of informants around the country or territory you are in. The information provided will be truthful, as well as timely when it is reported to you. This network will work 24/7, so you will be updated on all the information that is useful, from the most trivial of things to information of national secret.

As an extra, this network will filter any information about you, or those that you do not wish to share. Information is the sword with which you cut, not the one that kills you.

Rank (100/200/400/600 CP, First Free for Noble)

Entering the nobility is not an easy task. You must achieve an achievement that is worthy of such a reward, or be lucky enough to be born as one. Luckily this option will make this easier for you. Depending on the title you buy, you will receive a territory with its respective resources. First of all, the territory you receive will contain resources commensurate with the title you have, so the larger the size of your domain, the greater the wealth you will have. That applies to your manpower, depending on the size of your domain, it will be more common to find several people with S-Rank statistics in a vast domain like the one a Duke has.

For 100 CP you will receive the title of Baron or Baroness, having a domain the size of a small city. For 200, your title will be that of a viscount, having a domain the size of a city. For 400CP, your rank will be that of a count, having several cities in your domain, with the most important one as the main headquarters. Finally for 600 CP, you will obtain the title of Duke, having a domain as large as Germany.

Reincarnated

Special Box (100 CP)

A steel box the size of your palm. This box is closed, only being opened by you. It is also almost indestructible, being impossible to open by force, at most they can leave it dented. You have an unlimited amount of these.

This box has two uses, the first is that anyone who receives this box, will tell them in a subtle way that you trust that person a lot and you consider them valuable. The second use is for information, any sensitive information they want to share with you can do so through this box, it is not that they can open it, but inside it a message will be recorded that has a maximum of 10 words.

The carrying of this box is a secret, so if someone who possesses it starts to boast that you gave it to them, it will break. This serves so that you know who is trustworthy to keep information.

Ring of Protection (200 CP)

At first glance it looks like a simple ring (it fits perfectly on your finger), but it actually has a "will" of its own. It will recognize you as its rightful owner, being used only by you or those you authorize.

The true form of the ring is a white (or whatever color you want) full-body armor. It is made of materials so strong that only someone with an SS-rank attack power (whether magical or physical or with a well-honed skill) can break through its defenses. The armor is very light, and it also doesn't hinder your mobility.

Another ability of this ring (actually armor) is that it can mold itself to create shields to protect you in specific areas or create several shields to cover you completely, as if it were a shell.

It can self-repair as well as maintain and clean itself. You can connect the abilities of this ring with the abilities of other objects that have a "will", being able to complement or increase the abilities of the same. An example is the Leviathan sword's hostility detection, which can detect any surprise attacks so the ring can create a shield to protect you.

Special Gem (400 CP)

This gem at first glance appears to be just a jewel of great value, but within it lives a spirit. The ability of this gem is to receive any damage from its user, the proportionality of how much the gem will be destroyed will be proportional to how deadly the attack can be. An attack that targets a limb can break the gem a little, breaking off a fragment of it, a deadly attack that can kill you will destroy the gem completely.

Regardless of how fragmented or destroyed that gem is, it will protect you from any deadly attack no matter how small the fragment that remains is. If it is completely destroyed by a deadly attack, it will take 10 years to repair itself or at the beginning of your next jump. It's like a 1-up.

Treasures (600 CP)

This treasure or weapon, rather, is one from the Silver Age. This weapon has a "will" of its own, being that of a legendary being like Leviathan or Bahamut.

Leviathan is a powerful sword that can use cutting attacks, as well as enhance them with the water attribute. Another ability of it is that it can detect the hostility of people towards you, as well as release an aura of intimidation that can faint or convulse weak-willed people. Also, the sword can share with its bearer several styles and sword techniques, these being top-notch. The bearer can use them to perfection as if he had trained them for years.

Bahamut has the form of a ring decorated with gems that look like red flames. This ring can be turned into gloves to enhance combat or martial arts that use fists. The element of this is fire, enhancing attacks with it. Another ability is to materialize as a large red dragon that can throw fire from its mouth. Like Leviathan, it can share with its bearer several styles and techniques of hand-to-hand combat (using fists), these being of the highest level. The bearer can use them to perfection as if he had trained them for years.

Noble

Elegant Clothes (100 CP)

Appearances matter in noble society, which has a very strict dress code. Luckily, you have this suit or dress that will fit your body perfectly. It is comfortable, elegant and can be used for any type of situation such as parties, work, everyday life, etc.

This suit can self-repair and self-clean.

A Piece of Art (200 CP)

A one-of-a-kind sculpture, painting, etc. Created by a famous artist, being his best creation, this work has a beauty and charm that will make any place that displays it be considered as elegant and fine as every noble house should appear. It is immune to deterioration over time and from any type of stain or dirt, remaining perfect all the time.

You cannot sell this work.

Crystal Sword (400 CP)

Also known as the Swords of Impunity. Anyone who possesses one will be forgiven for any one single crime, even those that carry a death sentence. Unlike the canonical one, treason will be forgiven.

You have three of these swords in your possession, which will be replenished with each new jump. Keep in mind that their replenishment will be to replace the ones you already used, so you will not be able to accumulate more of this item to increase their number.

Empire (600 CP)

You are not a simple noble, you are the king or emperor of your own kingdom or empire. It is the size of Russia, 17.1 million km².

The technological, cultural, military, economic, scientific, etc. level will be first class, being considered a power in the world where you are.

All the inhabitants of your kingdom will be loyal to you, as well as the people who work in key positions will be very competent. The population of your empire is 70 million. Any new resident who settles there will be considered a follower.

Commoner

My humble home (100 CP)

A humble but cozy house. It will be equipped with everything you need to have a comfortable stay. Everything is in order (legal, taxes, etc.).

It has a self-cleaning and repair system, as well as a water system and other services that are common or essential in the world where you are (in a modern world it will have water, electricity, gas and internet.)

A good job (200 CP)

A stable job in the branch of commerce or government of your choice.

You will have a six-hour workday with weekends off and twenty days of paid vacation each year. The annual pay for this job is \$60,000 per year or its equivalent in the world or wherever you are.

Gift (400 CP)

These are not for you, they are gifts for you to give to your superiors, colleagues or subordinates to gain their favor or to do something for you. These gifts are 100 luxury items, 100 sets of elegant clothes (which will be the size for whoever you are giving the gift to), 100 luxury ingredients for meals and 100 gold bars. Of course, it is not unlimited, so each year these will be replenished if you have already used them (at their original quantity, don't think you can store the ones you haven't used).

You cannot sell them, as well as give them to someone for your enjoyment (such as your wife or children), their function is to give them away to gain the favor of people who will be useful to you in the future.

My own company (600 CP)

Congratulations, Jumper, you own your own company. This company (specializing in the sale of one or more products or services of your choice) will be very popular in the country or territory where you are, having a well-known brand. The annual profit will be 400,000 million dollars or its equivalent.

The company will have several branches within the country or territory where it operates, as well as several loyal and competent employees who will take care of the business as well as the legal aspect and taxes. Do not worry that some noble or someone in power will want to take it away from you, since you will be backed by the highest authority of the country or territory where you are. In case of invasion, they will respect the autonomy of your business and will consider you as someone neutral in that conflict.

You cannot sell your company, not even any of your branches.

Companions

Import (free/100 CP per or 400 CP for eight)

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.

DRAWBACKS

You may take any amount of drawbacks you like.

Crossover +0

Are there any hentai manga 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, these 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

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

Extended time +100 CP

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

Arrogant +100 CP

You are an arrogant person, so arrogant that even if you are not royalty, you will believe that you are as important as one. This attitude will get you into some trouble, luckily you are not so stupid as to mess with people much more powerful than you.

Arranged Marriage +200 CP

Whether you are a commoner, noble or royalty, you will have an arranged marriage with a person, regardless of your sexual orientation, this person will be of the other gender in order to produce offspring. You will not have information about your fiancé, but shortly after starting this jump you will have to marry the person.

If you thought you were getting a free waifu or husbando, I will tell you that this is not the case, since they will have a boring personality or one that you do not find interesting, as well as an average appearance. It should be noted that this will be your official wife/husband, so any lover or member of your harem will be subordinate to that person.

Complete Loyalty +200 CP

Regardless of your background, you are totally loyal to one person or family. That means that no matter how twisted or incompetent they are, you will remain loyal to them and do whatever they ask of you (as long as it doesn't directly harm you or your loved ones). These assignments range from simple things like being a messenger to more shady ones like murder or extortion (among other things).

Political Games +400 CP

If you were hoping for a more peaceful stay, I'm afraid it won't be possible. You'll be a magnet for political intrigue, always at the center of it, being the cause that generated it or being related to someone who is the cause of it.

If you thought that those political programs or series about noble houses had a stressful atmosphere, you'll live firsthand the experience that they showed.

People are not treasures +400 CP

Not all people are worth it, and I'm not just talking about talent, but also their conduct and morals. Apparently, you are a magnet for attracting this

type of people, from something as simple as a street thug wanting to beat you up because he doesn't like your face, to having to deal with corrupt nobles who benefit from the suffering of their people. You will have a very depressing stay, and it is possible that you will become a bit of a misanthrope and pessimist.

Dark Fantasy +600 CP

The general series shows us a more optimistic side of an Isekai, kind people, convenient script and a harem of beautiful women. But this is not your case. This world is no a place where you can live carefree, the people in this world are more ruthless than you imagine.

This world is one that fits into a dark fantasy, uncontrolled monsters, war between nations, most people are evil-intentioned and resources are very scarce (a simple meat stew being a luxury). Prepare to spend your stay in nightmare mode.

Power Loss +600 CP

Apparently someone cursed you as soon as you entered this jump, being a very powerful spell. 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

Status “+”

If in the next jump you have control of a world, and you also have a Perk with unlimited potential like "Endless Potential", your stats will be at the level of a Tier 5-B of VS Battles.

https://vsbattles.fandom.com/wiki/Tiering_System

“Status”

In case you have a power that matches the SSS Rank, if you have a Perk with unlimited potential or that removes the limit of any type of system, you can go beyond the SSS, otherwise you cannot and you will start with your stats with SSS Rank (in the stats that are at the height of that Rank).

In case you had a system in your previous jump (Perk or Power) you can ignore the level limit and start with the level of your last jump. Same logic as the above.

If you did not take the DRAWBACKS "Power Loss", and your power in your previous jump is higher than the SSS Rank and your level is higher than 15, you can ignore the limitation mentioned.

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