

# Yanderella



## Introduction:

Welcome to a nameless small town in modern Japan. It's the home of a young man named Yatarou, who happens to be a massive loser. That said, he wasn't always like this; when he was young, he was close friends with two girls, Honoka and Hinata, and when the latter was forced into moving to Tokyo, he became rebellious and eventually became a Hikikomori. Though at least he is still friends with Honoka.

Many years after the separation of his friend group, Hinata announces that she will be visiting from Tokyo for summer vacation. Both Yatarou and Honoka agree to reunite with her and perhaps revive their friendship. Which sounds well and good, but... Both Honoka and Hinata are very mentally disturbed and in love with Yatarou. They may or may not also believe they are trapped in a time loop. It's unknown if they are correct. If things proceed as normal, one of them will be rejected, and then proceed to kill the winner and Yatarou, while claiming the boy should start again and make them happy instead.

You start in this nameless town the day Hinata arrives from Tokyo and you get **+1000CP** to spend here. You will stay in this world for 10 years.

## Background:

Your story in this world, and also what will define your discounts, Roll a 14+1d4 your age, and your gender is the same as the last jump. You may freely choose either of these by paying 100CP.

### Hikikomori

You're kind of a loser. That wasn't always the case, but some event in your past deeply changed you. Maybe it was a big event and your current situation is understandable, or maybe it was something small and you're a drama queen. Either way, time has certainly not waited for you to recover, and as you began missing school day after school day, eventually you threw the towel and quit entirely. Nowadays, you struggle to even get out of bed unless someone drags you out.

This background can be taken as a Drop-In. It can also be used to replace the protagonist, Yatarou.

### Lively Girl

You're just an average girl who has lived her entire life in this town, and you have no particular desire to leave it. You have everything you want right here after all: a few friends, a loving family, a boy you... like... maybe. That said, there is one fear you hold: that this cozy life of yours could be one day threatened by someone. That's why you tend to be fiercely protective of what you have.

Those with this background can change their gender to female for free.

### Polite Girl

When you were young, you were forced to move away from this town, leaving many friends behind. Worst of all, your parents began pushing you quite a bit after that event, hoping you would excel. Now, however, you are finally returning to this town for a vacation; it's a place full of nostalgic memories for you. Still, this is temporary; eventually you're going to leave again, and when you think of that, panic rises in your heart. Hopefully, you find a solution to your conundrum before your time is up.

Those with this background can change their gender to female for free.



## Perks:

All perks from your chosen origin are discounted. Discounted 100CP perks become free.

### Hikikomori Perks:

#### **Pretty Boy -100CP**

Handsome bastard aren't ya? Certainly handsome enough to make the hearts of people around you speed up. It's like you were just blessed by genetics, especially since even if you were some super slob that barely took care of himself, you would still be a 10/10. If you actually started taking care of your appearance, you might reach even greater heights.

#### **Soil Self -200CP**

Let me tell you a secret about the protagonist... Even at his age, he still soils himself. He is also a pervert, as people tend to remind him. And yet his friends still hang around him, more or less ignoring his behavior; they just make a few jokes at his expense sometimes.

You now have this... "gift" Yatarou possesses. As long as you aren't actually causing harm to anyone, people will be more or less willing to overlook your strange traits. They might still mock you over it, however.

#### **Bad End: Boring Story -400CP**

Sometimes life will present you with a choice. Sometimes picking the wrong choice will get you gruesomely killed, at least around these parts. Thankfully, when it comes to your social group, you seem instinctively talented at always picking the choice that pisses off nobody and continues the status quo. With this instinct of yours, you would even be able to keep being friends with two yanderes who hold affection for you, even if you would naturally not manage to get to the fun part with them.

However, if you aren't a massive pussy, you may decide to ignore that instinct of yours and aim for the stars. If that does happen, your instinct will at least warn you of who exactly you pissed off.

#### **Yanderella -600CP**

Look at you go, making girls fall head over heels for you! Seriously, you are quite talented at it, and the love you inspire is quite long-lasting. You could be separated from a girl for years, and she would still constantly be thinking of you, her destined prince. Which all sounds good, but... the love you inspire is also quite twisted. Before long, all girls who show you affection start losing their marbles if they aren't allowed to be together with you. A previously kind childhood friend of yours might start

becoming manipulative and cruel in her attempts to gain your affection, or a girl who struggles to confess her feelings might suddenly begin hearing her own reflection begin to talk, saying she should say fuck it already and make you hers by force if necessary.

It's all very troublesome, but I'll give you the ability to turn this perk on/off whenever you feel like it. It's a full package; however, you don't get to pick and choose which parts you like, and turning off this perk after it has affected someone won't change them back.



## Lively Girl Perks:

### Hella Mad -100CP

You are surprisingly intimidating for a young high school girl; a glare from you is enough to make even a grown man tremble at the sight. It might even make your lazy childhood friend actually get up in the morning, afraid of what will happen if he doesn't. Be careful, however; you don't want to be known as the violent, always-mad girl, do you?

### Cooking Skill -200CP

Are you trying to impress someone with this? Well, if you are, I have good news; they will certainly be. You're a pretty amazing cook, maybe even the match for an experienced professional one, and when it comes to making sweets, you outright surpass them. It is a skill you have sharpened over many years trying to get the attention of someone special, so your love definitely shows in the cooking!

### **Super Strength -400CP**

Are you some sort of freak of nature? No high school girl should hit as hard as you do, making even trained fighters gasp in awe and probably in pain if they were your target. Being crazy strong may bring upon some unique complications, of course, at least when you are the type who instinctually hurts people when embarrassed. Thankfully, as a result of having this strength since you were young, you unconsciously control it, meaning you never seriously hurt someone unless you really mean it.

### **Don't Forget About Me -600CP**

You are a pretty unforgettable person for some reason. It seems your actions just engrave themselves into people's minds and souls, far deeper than they can truly understand. Even if someone suddenly lost their memories, or even if time was rewound, they would remember you and the actions you have taken. At least if you want to, of course. You have played the role of the common girl for most of your life, so keeping that up is child's play.

Also, this might sound a bit strange, but if a time loop or something similar was happening near you, you would be at least subconsciously aware of it, eventually completely understanding it.



Honoka  
"Don't forget them, even if you  
go down a different route."

## **Polite Girl Perks:**

### **Airhead -100CP**

Ah, how pure and innocent you appear to be! It genuinely reminds people of a princess. Not only are you pretty attractive, but you also seem to radiate a kindly

aura that just makes people want to protect you. Not that you actually are, of course; maybe you're a manipulative bitch who's totally willing to crush her friend's feelings, but at least you always give a good first impression, and those tend to be very important.

### **Sharp Tongue -200CP**

Eloquence is pretty important for a lady, and you are a lady alright. You know exactly what words to say when you're trying to make someone feel special, quickly buttering them up without seeming like you are giving them mindless compliments. Naturally, you also know exactly how to insult a bitch over and over again to her face, making her notice it, and yet keeping the people around her completely oblivious to it.

### **Maiden Heart -400CP**

You have way too much stamina for a young girl; perhaps it's the power of love at work? Well, whatever it is, you could easily chase a man across a city and then a forest, and while he begins to sweat and see white, you will still be in top shape. Even if you were carrying a weapon, you also seem to be pretty lucky when it comes to uneven terrain, pretty much never tripping. It's almost like you're a monster from a horror movie.

### **Cinderella Is Supposed To Have A Happy End -600CP**

Love really can't be stopped, and neither can you. When you decide to kill someone, it's like the story itself is on your side; the streets will be empty as you chase your victim, and that victim will be dumb enough to run to a forest instead of running to a police station. Hell, the idiot won't even scream for help until it's too late.

Also, this is definitely weird, but you always seem to know when you are stuck in a time loop. At first subconsciously, but the details of it will quickly make themselves clear to you.



Hinata

"In the end, Cinderella gets her happy ending.  
She stays together with her prince forever."

## Items:

No discounts.

### **Yanderella, The Video Game -100CP**

A copy of the original game by Charon. If you want to make the people here even more insane than they already are, showing this to them will probably do some pretty heavy damage to their psyche. Or maybe they will just click their tongue and mutter about how they were right all along.

### **Unfashionable Outfits -100CP**

The two heroines aren't exactly known for their taste in fashion; in fact, they're kind of horrible at it. One of them looks like she's wearing a sack of potatoes for clothes, and the other one is running around in a white dress even during casual outings, because apparently it's really fashionable in Tokyo. Yeah. Right. Sure.

But maybe you are from Tokyo, because you are now the proud owner of a wardrobe full of stupid outfits like these! You can finally fit in! Well, at least people won't comment on how ridiculous it looks—not when they're right on your face, at least. These outfits are also pretty easy to remove, which... might be useful.

### **Secret Base -200CP**

A spot where you used to play as a child. A long time ago, it was a neat hideout, but some jackass destroyed it, leaving nothing. Still, one of your friends came to visit, saw the mess, and actually did something about it. He built a little grave and put some flowers on it. Talk about a dead childhood.

It's better than nothing, though, and you will find that whenever you come here, you find it easy to clear your head and confront trauma, the power of nostalgia running through your veins. You might also meet an old friend hanging around once in a while, if you're lucky.

### **Vending Machine -200CP**

There are only four types of drinks available in this machine. A strawberry milk called Loving Lunacy, a honey milk called Rotten Bastard, a coffee milk called Pure Evil, and also a chocolate milk called Old Time. They all taste alright, there's nothing particularly special about them.

The machine is very special however. It knows whenever you get into a relationship, and it will start selling a new type of drink based on that relationship, more specifically based on what the girl feels for you. The drink won't stop being sold even if that relationship breaks, but that also means it won't change to reflect changes in your relationship.

### **Masamune-Chan -300CP**

A very well-made katana. It cuts through pretty much anything, like butter, though it might struggle against bone if you are an unskilled user. What makes it special, however, is that people don't seem to think it's a real blade at first glance, instead assuming it's a replica. The katana would also sell for a decent amount if you decided to get rid of it, but maybe you should keep it for self-defense. only self-defense, right?

### **Bunny -300CP**

A plushie that you won at an arcade machine. It appears to be nothing special at first glance; it's not even that cute, but for some reason, people will be extremely grateful to receive it from you as a gift. They will also treat it as a super well-thought-out love confession, so you better be ready for a relationship if you gift this to someone. If you do decide to keep it to yourself, however, you will find your luck increasing a bit in dangerous scenarios.

There is something you should be careful about, though. If someone who holds romantic affection for you sees you giving this plushie to someone else, they will feel like their heart has been torn in half. If they were not mentally well adjusted, it might be enough to make them snap.

### **A Special Bunny -600CP**

A talking bunny who offers his saving services across the nation! Or at least he used to; nowadays he works exclusively for you. You can, at any time, talk with this bunny and save your progress. However, you may only load a save once per- jump, or once every ten years. If you happen to kick the bucket and your load function is available, you will automatically go back to your last save. Oh, and one more thing: if the bunny dies, then you will naturally lose your savings.

And do be careful when treating reality like a game. Some people might get mad at you for it.



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Hinata  
"This world is just an illusion anyway.  
It's fiction. You can restart it  
as many times as you want."
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# Companions:

## **Import -100CP/-300CP**

You want your friends to have fun too? Or maybe you want to make some new friends instead? Okay, then for 100CP you can either import or create a companion who gains 600CP to spend on perks and items. Alternatively, you can use 300CP instead and import or create 8 people. They follow the same rules, gaining 600CP which they may spend on perks or items.

## **Canon -100CP**

Did you get attached to someone here? You must be a person of strange tastes, but sure. For 100CP you may make any character from Yanderella into your companion, as long as they're willing to go along with you. To help you with that, you will also luck your way into meeting them during favorable conditions multiple times during your stay here.

## **Eternal Love -100CP/Free for Hikikomori**

You used to be friends with this really cute and talented girl, back when you were still going to school, that is. She didn't really have any friends; in fact, you were probably her first, and you can clearly remember being the only one practicing baseball with her. Sadly, you two ended up drifting away from each other.

But that has begun to change recently. You two accidentally met each other and began to reconnect. You're definitely not as close to her as you used to be, but you learned some new things about her, like how she still practices baseball, how she is allergic to cats, or how she really wants to be a famous actress. Something that will probably happen considering how skilled at acting she is.

There is something strange, however. You can't quite put your finger on it, but there's definitely something wrong with how she looks at you, almost as if she's seeing something deeper. Here's a tip, though: YOU should remember that love is eternal; don't ruin it.

## **Zappy -100CP/Free for Lively Girl**

One day, when you were mindlessly walking back home from school, you accidentally stumbled into a weirdo. A cute girl, to be more specific, who is apparently living in a manga cafe. She got attached to you for one reason or another; maybe it has to do with the pin you gave her?

She's probably not friend material, though. Her empty eyes are kind of creepy, and she keeps going on and on about this god of hers. Apparently she can communicate with the deity if she's at the center of the universe, but you don't buy it, specially since you don't even know where the center of the universe is supposed to be.

Still, it's hard to just ignore her now that she seems to smile only when you are around. You wish she stopped making weird comments about how she's gonna make sure you don't head for a bad end, however. Treating reality like it's a video game is just wrong.

### **Literature -100CP/Free for Polite Girl**

As soon as you arrived at this town, a cute girl suddenly greeted you. You two used to be classmates back when you still lived in this town. You weren't exactly close friends with her, though; she was way above your league, being super talented. Which is why it's strange; she seems pretty insistent on spending time with you and clearly gets frustrated when she doesn't get that.

Through further talks, you also discovered that she has a ton of interest in poetry; she's even the president of a literature club! Or at least you would be, but considering you don't even live here and are just visiting for summer vacation, the chances of you joining the club are pretty much zero. Sometimes, which is clearly making your friend frustrated... It makes you wonder just what she's hiding.

### **Mix Ore -100CP**

Sometime ago, you actually suffered a pretty awful accident. You even ended up losing most of their memories, and they don't seem to be coming back anytime soon. Normally that would be a pretty shitty situation, but it seems in the past you had plenty of connections because many girls have started visiting you, wanting to help you recover.

First of all, there's your girlfriend. She's super cute and adorable, and she also seems to be pretty devoted to you, so there's nothing to dislike there. There is something that makes you uncomfortable, however, and it's that she always seems super embarrassed when you bring up your relationship with her.

Well, it's probably nothing. The second girl is your little sister. She's just as cute as your girlfriend, but she's a bit of a brat. Surely she is kind inside, though? She is taking care of you after all. Even if you can't help but be suspicious of her smirk, something she shows whenever you buy her a gift. Did I mention that she's always asking for gifts and money from her big bro?

The last girl is a classmate of yours. She's just as kind and devoted as your girlfriend, so she's definitely trustworthy. Which is why it's so strange how you feel like actually trusting her would be unwise. Maybe it's because you once caught her glaring at you for seemingly no reason?

## Drawbacks:

Do you want more CP? You can get it here, but only up to +600CP. Any drawbacks taken after that will be purely for the thrill of the challenge.

### **At This Age... +100CP**

Really Jumper? You aren't a child anymore... And yet, you are one of the biggest slobbers I have ever met. You don't clean your room, you tend to skip showers, and sometimes you even soil yourself. You really need to get rid of these habits if you want to make any friends, but sadly, you're stuck with them for your entire stay here. Maybe you could befriend some people with low standards?

### **Tsundere +100CP**

Wow, you're kind of a menace, aren't you? Due to embarrassment, you tend to be rude and violent towards the people you care about. You won't go as far as seriously hurting them, but it's definitely going to be hard to get a lover when you're constantly belittling and hitting the person you like. It also doesn't help that for you, confessing your feelings might as well be a herculean task.

### **I Am The Princess +100CP**

You have quite a dangerous mindset. It seems you believe life is a fairy tale and that you're its protagonist, someone destined to find happiness one way or another. Whenever that notion is challenged, you either become extremely sad or violent, and if something happened to completely shatter your delusions, who knows what you would do?

If nothing bad happens, however, then you shall continue living perfectly fine. This delusion of yours rarely affects your life, and most people don't even notice it anyway, even if you keep making damn Cinderella references whenever you get the opportunity.

### **Charon +200CP**

The world isn't very kind to you, Jumper. It seems to love throwing you into dangerous situations over and over again, almost as if it's trying to turn your life into a horror movie. In most cases, it tends to do this by suddenly revealing that a friend or acquaintance of yours is insane in some shape or form. Still, you will always have plenty of chances to survive if you are perceptive enough and know when to put your tail between your legs and start running for the hills. Having to do that for ten years is bound to get tiring however...

### **Yandere +200CP**

You're crazy. There is no nice way to say it. You hear strange voices, you see things that are not happening, you are paranoid over everything, and you also tend to quickly resort to violence whenever a problem presents itself. Honestly, this would normally be a surprisingly small deal; all the things I just described happen to you very rarely. Or at least they did until now.

Soon, you will meet someone you like. Really, really like. The problem is that this person happens to be very popular. It makes sense; of course, someone who stole your heart would be charismatic. The problem here is that you want them to look at you and only you, and whenever they aren't doing that, that insanity of yours spikes with full force, getting worse and worse whenever your rivals make any progress. It also doesn't help that this person already has someone they like—some... childhood friend of theirs.

The person who will steal your heart may be Yatarou, if you desire. As long as you didn't replace him, of course. And if he does choose you at the end, you may take him as a companion.

### **Jumperou +200CP**

You are really stupid. You would probably be the stupidest man in history, if not for the existence of other Charon protagonists. You basically seek danger with how reckless you are, always throwing yourself in deadly situations, and worst of all, even if these situations have very easy solutions, you never seem to find them. You are also very naive, believing everything people tell you and always failing to read the room, which means pretty much anyone can take advantage of you if they so desire. Hell, you're so stupid, you might even fall in love with them instead of getting mad.

It would take a very lucky person to somehow have a happy life while being like this.

### **Normal Teenagers +300CP**

No more throwing fireballs for you. For the duration of this jump, anything you have from previous adventures that could be considered "supernatural" or above humans of the 21st century is locked. No super strength, no giant robots, nothing. However, you keep anything that a normal human could theoretically have, and you won't lose anything bought from this Jump.

### **Cinderella +300CP**

Up until now, I have more or less left to your interpretation whether Honoka and Hinata are correct or not over their delusional theories of the world being stuck in a time loop or the world being a video game. Now they are definitely correct about the first one at least, and it will be your problem to fix it.

First of all, let's establish the rules. The world will loop a maximum of three times; if you fail to achieve your goal by the end, then your chain will be over. What is your goal, you ask? Simple: you must play cupid and make Yatarou and his friends achieve a happy ending, and by that, I mean that Yatarou, Honoka, and Hinata must all enter into a happy romantic relationship with each other where the girls aren't going to kill their rival whenever an opportunity presents itself.

The loop will reset the world whenever one of two conditions is met. Either the passage of four days or the death of Yatarou. Worst of all, the two girls are very aware of the loop and will abuse it whenever they feel they have lost. And if you think this means they will stop once the final loop starts, you would be very wrong. The two are very much the type who follow the "if I can't have you, no one can" mantra.

If you replaced Yatarou, a change to the rules is made, and that is that your death won't reset the world. You will just die. The girls will be unaware of this, however, and will still aim to kill you if they are losing the race for your heart. Furthermore, the girls will at least have the chance to kill you—not a big chance, but a chance. As an example, if you were immortal, a knife stab from them would still end your life, but they would actually have to land that stab.

If you do manage to somehow beat the loop while being Yatarou, you may take Honoka and Hinata as companions.



Honoka.  
"...It's yours. It's all your fault."



## End:

You reached the ending. I don't know if it was a happy one, a boring one, or a bad one, but it's now over. You do need to make one last choice, however.

### Stay

Maybe you actually haven't reached an ending at all. Maybe you want to keep playing in this world. Okay, then, I'm sure there are some people who would be happy you decided to be with them until the end of time. Choosing this will mean ending your chain, even if you get to keep everything you gained from it.



### Go Back

Are you feeling homesick? I don't blame you, and so if you want to, you may return to your original world, the place where you belong. And as a bonus, you get to keep everything you gained during your chain, even if that chain itself is now over.

### Continue

There are other games to play. Leave this world behind and go to the next, but if you would be so kind, do try and not forget this one.



## Notes:

–Made by Stellanon.