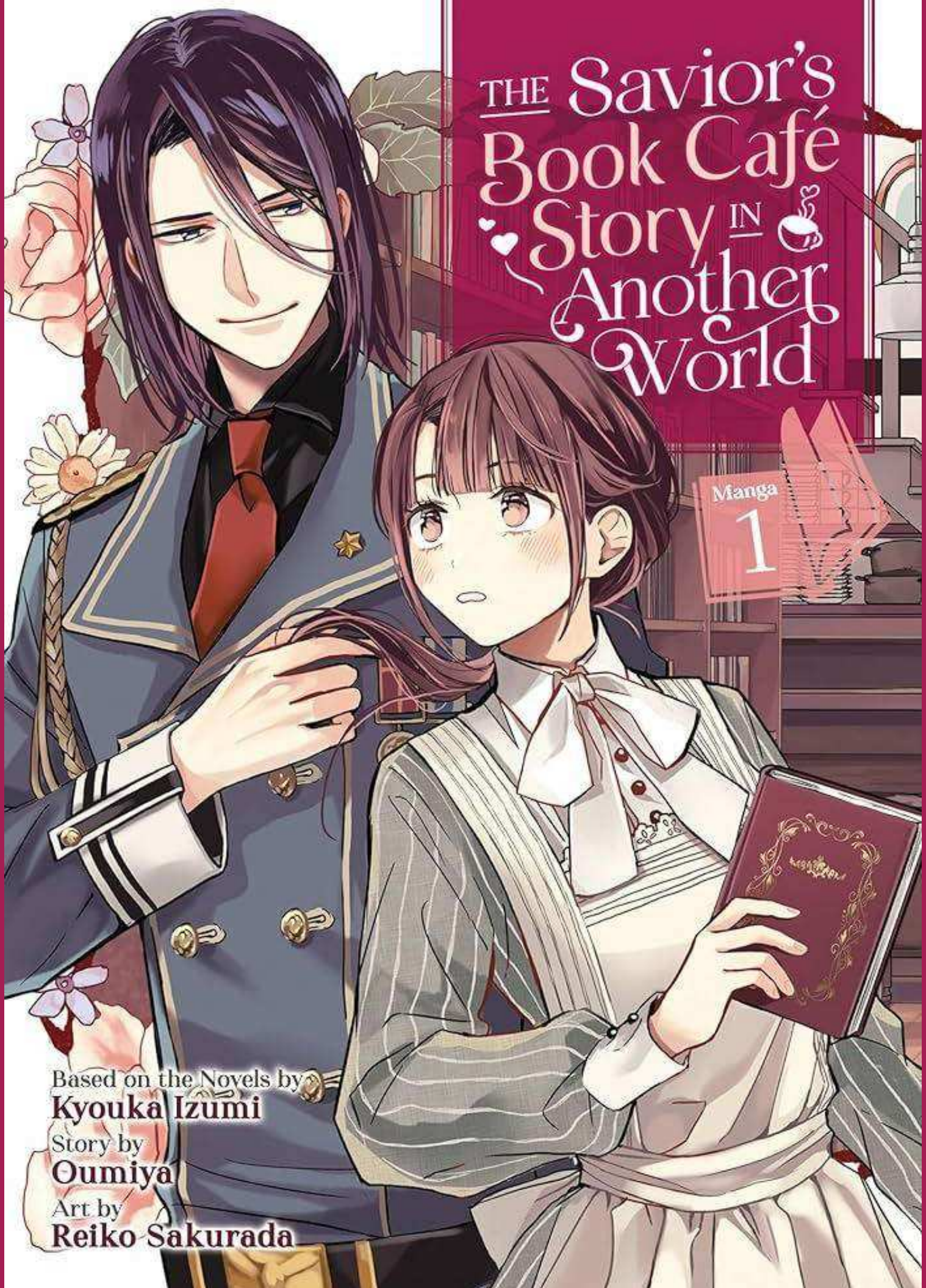
THE Savior's Book Café Story IN Another World
Manga
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Based on the Novels by
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Story by
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Introduction

Receive 1000 CP to spend as you please.

In a world called Earth, in a country called Japan, a young woman has a conversation with God. God asks her to come to his world and become its Savior, an inherent force of balance for a hectic world, in return for granting any wish. Naturally, the woman refuses. Her name is Tsukina Mizumori. While maybe someone younger would jump at the opportunity, she is 33 with a liveable wage and meaningful personal relationships. Regrettably, it was already too late to send her back. Hoping to make the best of this situation, Tsukina makes several wishes, as every Savior before her had just assumed they were limited to only one.

God granted her fluent understanding of the world's language, her own book cafe in the woods where she can live her days in peace, the ability to immediately wield the strongest defensive magic, and since God was getting sick of granting so many hyper-specific wishes, he bestowed her with an amulet that allows her to summon any object she desires at no cost.

With that settled, God sends her into the kingdom of Othel, where her cafe quickly attracts a customer. He is Soleil: captain of Othel's Royal Knights and a bookworm and his own right. While developing her relationship with Soliel, Tsukina must contend with immature "official" saviors, keeping her own identity as a Savior secret, and surviving attacks from the hostile country of Hagar. Who knows what kind of a wrench your presence will throw into things.

Backgrounds

Choose age & gender freely. Any background can choose to be a Drop-In.

Native Backgrounds - Free or 200 CP:
You call this world home. While in many ways this is a fantastical world, the threat of enemy nations and wild monsters is an ever-present one.

> Othel: A peaceful kingdom where the people live happy lives. This is due in no small part to the presence of the Saviors and Royal Knights. However, rumors of the latest Savior's selfishness have been calling the competence of all Saviors into question.
>
> Hagar: The only kingdom where God refuses to send Saviors, out of fear for their ambitions of conquest. This fear is well-placed, as Hagar has developed the technology to create Sham Saviors, homunculi possessing the power of a Savior, or so Hagar believes. For 200 CP, you are one such automaton, one with inexplicable free will.

Savior Backgrounds - 300 CP:
Beings summoned from other worlds. Identified by the Savior's Mark on their body and their inhuman magic potential. It's believed that Saviors are summoned to help in times of disaster. In reality, even if a Savior takes no direct action, their mere presence encourages prosperity.

> Official Savior: God has been summoning more Saviors than usual to compensate for the unconventional personalities of the last few he summoned. You will be accepted with open arms by Othel and treated like royalty within the castle, but this comes with immense expectations from the entirety of the Kingdom.
>
> Reserve Savior: Like Tsukina herself, you weren't completely sold on being some kind of famous hero. You have the power of a Savior, but your existence is currently a secret to the world. You won't receive all the support or protection of an official savior, but none of the responsibility either. Be careful of who you share your secret with.

Undiscounted Perks

Literacy - Free or 100 CP:
Upon entry into a different world, you are magically bestowed with the ability to fluently understand the predominant language around you. For an extra 100 CP, this extends to all companions, should they happen to find themselves stranded in another world.

Jousei / Shoujo - Free or 200 CP:
What kind of a manga would this be if the world wasn't full of eye candy? This is especially true amongst important figures. Knights look like supermodels and "plain" girls are anything but. Not that there isn't any disparity, but the baseline is much higher than it once was. This applies here for free, but for an extra 200 CP, this will apply to all future worlds.

Basic Magic - Free or 200 CP:

It wouldn't be fair to call magic a universal skill, but it's common enough characters relevant to this story to be offered freely here. One's magic reserves can be increased through practice, but even a Savior's magic power is unusable without first learning spells from magic books.

There are an infinite variety of spells, from passive barriers, anti-theft enchantments, condition preservation, etc. But all those would be considered high-level magic. That's not even accounting for the challenge of getting your hands on such a book, the talent needed to understand them, and the raw power to actually cast them.

As a Savior, you possess several times more raw magic potential than any native, but you don't start with any spells. As a Sham Savior, your magic power is similarly inhuman, but a far cry from the real deal. As a Native human, your magic potential is well behind those two, but still notably above average for a human.

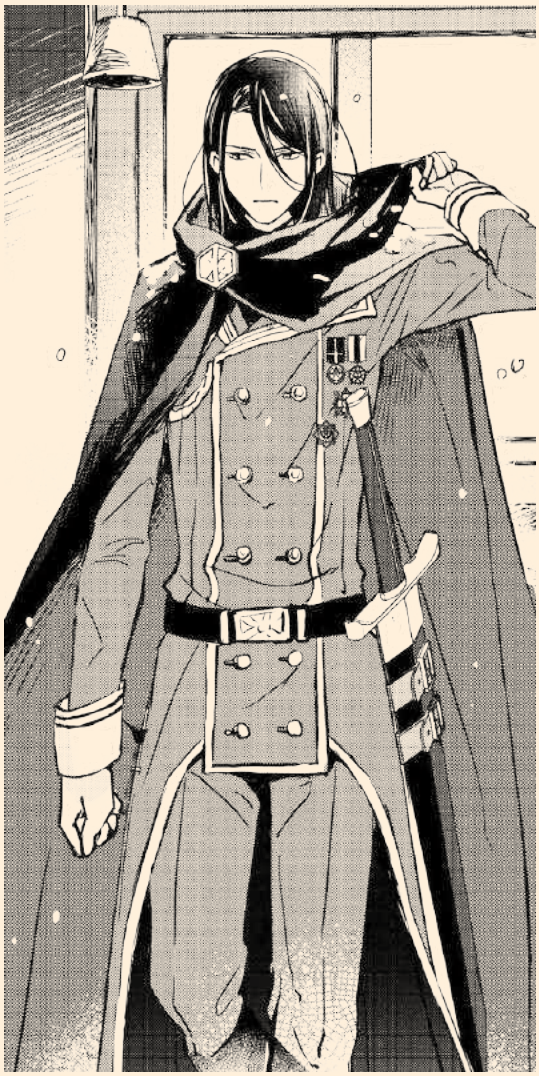
For 200 CP, you receive a few low-level spellbooks of a given theme, such as defensive magic, offensive magic, mental magic, etc. Natives and Sham Saviors receive the first purchase for free and a discount on each one after. Saviors receive no discounts, as training their magic skills is the responsibility of the kingdom itself.

Othel Native Perks

First two perks free and all others half-off to Othel Natives.

Royal Knight - 100 CP:
Regrettably, there are times when one must use violence to preserve peace. You possess all the physical skills of a top-notch knight. The strength, toughness, and swordsmanship to fight off most enemies, the teamwork to work together to slay powerful beasts, and masterful control over your steed. You even know how to train other people and horses alike to one day be worthy of fighting by your side. Doesn't assist you in magic, or the teaching thereof.

Hole in the Wall - 100 CP:
High-quality service and popularity don't always go hand-in-hand. You feel a kind of unconscious pull towards establishments that are simultaneously poorly known while offering top-quality service. The closer the shop meets your needs, the stronger the pull. This perk seems to have a passive effect of making such shops more likely to exist, though usually they don't literally pop into reality one day.



A True Savior - 200 CP:
Protecting others comes naturally to you. When it comes to defending those you care about from harm, your body reacts far faster than you ever could consciously to protect them in whatever way is most effective within your means. Selflessly placing yourself in harm's way for another drastically raises the chances of you miraculously surviving said harm, for one reason or another.

Classless Classism - 200 CP:
The most eccentric trait of Othel's government is the blurred boundary between classes. Soldiers can joke around with generals and some knights can share a meal with royalty. You'll find you can form a casual relationship with underlings, equals, and superiors alike. Your peers are often understanding of your personal circumstances, like forcing you to prioritize your wife over your workload.

Plucking at Strings - 400 CP:
Fate always seems to draw you to those you have natural emotional chemistry with, regardless of where they may be hidden. The more these bonds develop, the more closely fortune seems to intertwine with it. As you first meet, perhaps they happen to have a rare book you were looking for. As you become friends, perhaps they give you a protective charm that soon after ends up saving your life. As you become lovers, perhaps they reveal themselves to be the Savior that can save the kingdom. Just to give an example. Not all fated bonds naturally reach the point of love.

Calling for a Miracle - 400 CP:
A kingdom's treasure is its people, which is why they must be protected at all cost; something that becomes far easier with you around. Should widespread disaster strike the country you call home, miraculous good fortune will bring the death toll to far below what it logically should be. Sudden meteor shower? Only a few broken buildings. Demons filling the sky? A new barrier was put up before anyone could be killed. Naturally, this can only do so much if the core threat isn't addressed. You're free to toggle this off, if such a disaster is somehow to your benefit.

Divine Favor - 600 CP:
What a boast it is for a kingdom to have unambiguous proof of a divine being's favor. Even more so when your enemies are denied such favor. For unknown reasons, opposing you seems to reduce the confidence that your enemy's gods have in them. They are able to summon heroes less frequently, their blessings become weaker, their oracles less helpful, and so on. This will never result in the gods abandoning them entirely, unless it is clearly demonstrated that the goals of your enemy directly oppose that of their gods. This requires some degree of humanity on the gods' part, leaving mindless, alien, or actively malicious gods immune.

Hagar Native Perks

First two perks free and all others half-off to Hagar Natives.

A Thawed Heart - 100 CP:
Introspection and individuality aren't traits held in high regard within Hagar, especially not when it means questioning authority. You have a strong intuitive sense that tells you whether something is truly in-line with your conscience, even if you don't quite comprehend why or how. No matter how suppressed your emotions may be, if someone ever manages to break the dam within you, your full emotional capacity will come flooding back on the spot.

Inoffensive - 100 CP:
There are few who can't find something to like about you. "Charisma" isn't the right word for it. People just struggle to form a negative first impression of you. Should you like, this can manifest physically as an androgynous appearance that appeals to all genders equally. If a given body or altform is in any way "unnatural", you can take it a step farther and completely lack a physical gender.

Glutton - 200 CP:
An odd trait of the Sham Saviors is their reliance on calories to refill their magic reserves. Regardless of your species, you display both a human's ability to passively generate magic energy, as well as a Sham's ability to directly transform food in their stomach into magic energy. Post-Jump you can convert food into other supernatural energies within you. You're still limited by your total capacity for these energies.

A Cornered Rat - 200 CP:
It is only when you feel alone or betrayed, whether by people, God, or even your own heart, that your willpower allows you to bring out your full potential. Perhaps it allows you to tap into more of your magic reserves then you even knew you had. Maybe you focus that resolve into scholarly pursuits, such as Hagar's spite-fueled research that led to the magic to control monsters or create Sham Saviors.

Master Template - 400 CP:
While countless Sham Saviors were made, they are all copies of the original, irreplaceable prototype. You occupy a similar status. When it comes to clones or copies based off of you, however they came to be, you act as a nexus connecting them. Not to the point where you can read their minds or control their actions. Regardless of distance, you are able to directly provide them with any compatible energies from your own reserves, whether to allow them to keep fighting as long as your reserves last, or to overload them with so much they explode.

Puppet Master - 400 CP:
The practice that gives the Savior-less Hagar a real chance at world domination, the ability to create organic puppets animated by magic. Before you get excited, this won't allow you to create the central gem that powers the Sham Saviors. Unless you can find a substitute power source, these are no different from regular humans. There may be some oddities, like being devoid of gender or greatly subdued emotions, but they are otherwise indistinguishable from a regular human. Even if you aren't creating Sham Saviors, I'm sure you'll find some use for this.

Beast Tamer - 600 CP:
Even without the Sham Saviors, Hagar has developed other terrifying magic weapons. Namely the magic to control beasts. The stronger the beast, and the more control you exert, the more attention and magic power each one demands. More direct control can only be done on one, maybe two creatures at most, but if you're just telling them to go berserk in a general area, you can give that command to nearly a hundred weak beasts simultaneously. These creatures must be sufficiently "wild", so it won't work on domesticated animals, especially those loyal to a specific person, and it won't work on a creature with intelligence even close to a humans.

Official Savior Perks

First two perks free and all others half-off to Official Saviors.

Vote of Confidence - 100 CP:
Almost caused the royal knights to be wiped out? Grounded for a month.Opened the kingdom up to a monster invasion? A trip abroad to reflect. As long as you had no ill intent and people generally like you, you face negligible legal consequences for mistakes that could have resulted in a substantial loss of life. Your sentence may be lightened further if you play a pivotal role in mitigating the disaster you caused. Only applies if all innocent parties ultimately survive.

A Fresh Start - 100 CP:
The original Savior's selfishness would become a stain that future Savior's would need to contend with. Luckily, you seem to have a knack for breaking through people's biases and preconceptions through sheer infectious determination. There will naturally be some lingering trepidation, but as long as you work for it, people will come to see you for who you are, rather than what you are, even if it takes time.

Price of Privilege - 200 CP:
Even more than a protector, a Savior is a symbol of a country's strength. Relative to your own political significance, you'll find your reputation is directly reflected in that of your country. Display immense personal power to introduce fears of more soldiers like you, or lure enemy nations into complacency with rumors of your incompetence. No effect if you hold little-to-no public political significance.

Easy Mode - 200 CP:
Entitlement isn't born without a total absence of consequences. Others naturally want to spoil you rotten, especially those who feel some responsibility for your wellbeing. Parents never discipline you, lovers shower you with gifts, superiors excuse your bullying of underlings, etc. This does have a limit where people realize you're exploiting them, but you have to be exceptionally selfish to reach that point.

Cupid's Arrow - 400 CP:
Like the Savior in the castle, God blessed you with exceptional beauty. You've also somehow developed passive trance magic that can induce feelings of blind love and mindless devotion. The spell can only target one person at a time, but they will be obsessed with pleasing you by any means. The spell will be broken if the target witnesses you consistently behaving in a fashion so vile that not even their brainwashing can justify it. Even if they break free, they may never realize that their foolishness was caused by anything other than their own heart.

Leaky Faucet - 400 CP:
It's common knowledge that one's magic is affected by their emotional state. Your emotions can allow your magic potential to manifest subconsciously. Perhaps your narcissism becomes a passive charm magic, or your compassion into healing magic. Emotional outbursts could result in magical disasters that could destroy a kingdom, if you possess a Savior's potential. This effect is more pronounced the less frequently you make conscious use of your own magic, but compatible emotions still provide a notable boost to deliberately cast spells as well.

Prime Stock - 600 CP:
God has blessed you with something terrifying. You possess magic potential that surpasses any other Savior in history. While you don't begin with any spells already learned, the fact remains that with time, your magic ability will overshadow even Tsukina's. Even low-level spells you cast have far more raw power behind them than in anyone else's hands. At the same time, it may take you more practice than most to reign in your power output for spells demanding a more delicate touch, like enchanting items. You may get discouraged with your lack of immediate power, but stay patient, and you'll become the stuff of legends.

Reserve Savior Perks

First two perks free and all others half-off to Reserve Saviors.

Mature Perspective - 100 CP:
You've lived long enough to know never to take a deal at face value, even from a God. Greed or excitement rarely affects your ability to reasonably analyze an offer. You're the type to make a genie sign a full contract for each wish. You have a good sense for when the terms of a deal seem too vague, or even how much haggling you can get away with when the other party should have all the power. Most importantly, you have the foresight to just say "no thanks".

Comforts of Home - 100 CP:
A peaceful life leads to peaceful pursuits. You are exceptionally skilled and find genuine enjoyment in all manner of housekeeping, from cleaning to cooking to interior decorating. You can make food to satisfy a king or decor appealing to commoners and nobles alike. In general, you are a master of creating a safe, calm environment that allows even the most uptight soldiers to drop their guard and just relax.

Cognitive Dissonance - 200 CP:
I suppose Savior's aren't the only ones with strong magic. Who's to say that a completely normal cafe owner can't utilize several high-level magics with unprecedented ease. In general, people don't seem to think very hard about you displaying impossible levels of power or skill. People won't really think to ask you how you're so obscenely powerful and will generally treat you however you carry yourself.

Divine Intervention - 200 CP:
Sometimes a cute face and a secluded cafe isn't enough to keep a low profile. Whenever a major secret of yours is revealed, word seems to spread unnaturally slowly. This won't stop it entirely, but it'll help. As an extra bonus, if you have any visible marks connected to your paranormal abilities, you can choose for them to be relocated to less visible parts of your body. This is a purely aesthetic effect.

Bookworm - 400 CP:
There are few drives more potent than the thirst for knowledge. For starters, you are one who can easily get sucked into a good book, even non-fiction. Your curiosity accelerates the rate you can learn written information, including the contents of magic books. As long as you are genuinely, personally interested in the information, you can master several high-level magics in a fraction of the time it would take others. Even if you lack the raw power to cast a spell, you can walk away with an abstract understanding of it, if the day comes where you can cast it.

Stabilizing Presence - 400 CP:
Most aren't aware that a Savior doesn't actually need to do anything to bring order to the world. On a personal level, this is reflected in a disposition that naturally heals stress and gives peace of mind to those you interact with. On a more mystical level, around you people heal slightly faster, plants are healthier, the animals slightly less hostile. At its most extreme, you can infuse the land with your sincere love for the place and the people in it, which soaks into the soil and infuses it with unnatural fertility that will linger for centuries.

Magic Savant - 600 CP:
Not wanting to be left defenseless, you asked God to grant you immediate mastery of the highest level spells of a particular category. Perhaps you're like Tsukina and asked for mastery of defensive magic that allowed for the creation of a self-sustaining ward over the whole kingdom. Alternatively, maybe your expertise is in mental magic, or fire magic, or spatial magic, etc. You can't pick Hagar's magic to create Sham Saviors or control beasts, as those are secret and highly experimental. This does not improve your magical ability in other specialties, and your growth in your specialty is quite restricted, as you're already essentially at the peak.

Companions

Companion Import - 100 CP:
I see you aren't alone in this world. With each purchase, you may import one of your past companions into this world or create one wholesale. They receive 600 CP and may gain more from Drawbacks. Each purchase doubles the number of companions, to a maximum of 8.

Companion Export - 100 CP:
Did somebody here strike your fancy, or do you simply crave their power? You receive a "slot" which may be used to take any native here as a companion, with their consent. Each purchase doubles the number of slots, to a maximum of 8, but you aren't required to fill them all.

Your Missing Piece - 200 CP:
That special someone who makes you whole. By purchasing this, you will find in this world someone who is the perfect romantic match for you. They receive 800 CP to spend, and if you already have a companion you hold such a bond with, they may be imported with this option.

Undiscounted Items

Protective Charms - 200 CP or 400 CP:
These charms are the specialty of the Savior Tsukina. They are small magic stones, no larger than a pearl, but contain great power. Upon detecting the approach of a lethal attack, it automatically projects a barrier that protects the holder, applies powerful healing magic to them, and reflects back damage on the attacker, enough to kill even powerful beasts. You may pay 200 CP for a single pearl that is replaced after 24 hours, or 400 CP for a small box full of several dozen charms that refills monthly.

The Pendant - 600 CP or 1200 CP:
While it would be somewhat logical to discount this to Saviors, Tsukina could be considered an exceptional case, so God would prefer not to establish a precedent. This pendant is enchanted such that it will return to you instantly if ever lost or stolen, but that is a minor convenience to the primary effect. By squeezing this pendant, a search screen will appear in your head, and any inanimate item you request through this function will be instantly created for you at no cost. Food, furniture, money, precious metals, weapons, and even high-level magic books.

There are some limits. One can't summon items that are wholly unique, like a specific person's diary or some one-of-a-kind treasure. Also, exceptionally powerful items can't be synthesized this way. For instance, Tsukina discovered that the protective charms created by the pendant weren't anywhere near as strong as those she could create herself. Of course, that's putting aside her almost unprecedented talent in defensive magic specifically.

As this pendant is the creation of this world's God, for the basic 600 CP, its catalog will forever be locked to items that exist in this world or in Tsukina's original world. If you're willing to pay a full 1200 CP, then all bets are off. You are free to synthesize any item, within the previously stated limits, from any world you've stepped foot on.

Native Items

Both 100 CP items free and all others half-off to Natives.

The Perfect Present - 100 CP:
It can be hard to express your gratitude, especially to someone you haven't known for that long. When filled with such sincere intent, you'll stumble upon this. It'll take the form of a mundane small item like a book or hair clip, but you'll know on sight that it is the perfect gift.

Communicator - 100 CP:
Resembling a spherical locket, this magic device allows one to communicate over almost any distance. You receive 9 communicators that talk on the same "line". You may choose to have them all return to your possession at the start of each jump to redistribute as you see fit.

Loyal Steed - 200 CP:
Knights wouldn't be nearly effective if they had to run everywhere on their own legs. This horse is unwaveringly loyal and has a strong intuitive ability to judge the character of others. If this horse dies for any reason, it will be revived in peak health at the start of the next jump.

Aurora Festival - 200 CP:
Once a year, a festival will take place. The specifics are up to you, but during this festival, the odds of a miracle occurring are significantly higher than any other day. Perhaps the positivity soaks into the land to enhance fertility, or a major disaster results in zero casualties, etc.

Magic Gem - 400 CP:
The irreplaceable treasure behind the Sham Saviors. This gem can store an obscene amount of magic power, and you can even synthesize duplicates to create a kind of network that allows magic energy and commands to be shared over any distance, with the original as the core.

Ancient Tome - 400 CP:
A spellbook with the power to destroy a country from within. To most mages, this appears to contain a high-level offensive spell. In reality, this spell allows you to briefly seize control over the caster's magic and use their own power to remotely cast spells through them.

Savior Items

Both 100 CP items free and all others half-off to Saviors.

Gift From God - 100 CP:
Hard to imagine that God was such a glutton. This cookbook has no inherent magical power, but if the directions are properly followed, the dishes in the book are good enough for even gods to be desperate for more, assuming their palette is sufficiently close to a human's.

A Magical Moment - 100 CP:
One can never be too prepared. A pair of simple yet undeniably beautiful engagement rings. Should you finally seek to tie the knot, you'll also find a perfectly tailored wedding dress and suit that perfectly accentuates the beauty of the bride and groom respectively.

Not-so-Basic Basics - 200 CP:
There's more to magic than throwing fire or closing wounds. This pile of tomes is all about basic conveniences. Magic for cleaning, repairing, temperature preservation, etc. This is all normally high-level magic, but these have been modified to demand far less magic power.

Magic of Love - 200 CP:
A blossom preserved in a magical bubble. By infusing your emotions into the blossom and sending it upstream, those emotions soak into the land for miles around. Love could infuse the soil with decades of fertility, just as hatred could render it barren. You receive one per jump.

Savior's Blessing - 400 CP:
You receive one of Tsukina's strongest barriers covering a single property or kingdom. It's strong enough to repel armies while allowing allies to come and go freely, and even heals them while within. You may change which property receives the barrier between jumps.

The Jumper's Book Cafe - 400 CP:
You receive a small book cafe in a location of your choosing each jump. This one begins fully furnished and coated in powerful enchantments. Even if you never restock it, it always seems to have books you wish to read, and never receive any more or less customers than you'd like.

Drawbacks

No Drawback cap. Companions may not take Drawbacks marked with *.

Audience With God* - +0 CP:
The God of this world is far more approachable than most. Even after this jump, the God of this world will occasionally drop by, either in your dreams or in person for tea and a friendly chat. Their power doesn't extend past this world, but it's not like they're unpleasant to be around.

Heroic Sacrifice - +100 CP:
Somebody watches too many superhero shows, or whatever the closest equivalent is here. You are selfless to the point of idiocy. Whether that means placing yourself in unnecessary danger or working yourself to the bone under the unrealistic expectations you've placed on yourself.

Foot in Mouth Disease - +100 CP:
You've never been one to think before you speak, or maybe you just can't resist a chance to be a nuisance. Either way, you are unable or unwilling to read the room, and have a tendency to say far too much, far too loudly. There's a nonzero risk of you screaming state secrets in public.

Just a Puppet - +100 CP:
You're a tool, or you're supposed to be. Your emotions are dulled to the point that you likely believe they don't exist. Whenever something does manage to touch your heart, those emotions will quickly run out of control, as you are wholly unequipped to process them.

Triangular Affection - +100 CP:
It's always something with you. Whether it's you getting it into your head that you'll be hated if your identity is revealed, to some kid developing one-sided feelings for you, even though you're in a relationship. Interpersonal drama just can't stay away from you for long.

Dietary Constraints - +200 CP:
What an odd condition. You aren't some kind of artificial being, are you? Whatever the reason, your magic energy is directly powered by caloric intake. The more magic you use, the hungrier you get. This isn't debilitating, but it makes magic much harder on an empty stomach.

Rise Before the Fall - +200 CP:
Why is it when things seem to be going great that everything falls apart? For some odd reason, whenever you are at your happiest, it's inevitable some disaster will occur to bring you crashing down, like a meteor shower on your first date, or an assassination at your wedding.

Cracked Cannon - +200 CP:
Magic control just isn't your forte. You can cast spells just fine, but you can't seem to control how much power you put into it. You break items you try to enchant, and spells are always more destructive than you intend. This extends to other forms of paranormal energy control.

Spoiled Rotten - +200 CP:
Calling you selfish is an understatement. You are completely devoid of empathy for others and will gladly ruin their lives for the slightest pretense. You feel so entitled that even asking you to perform the bare minimum of your own responsibilities will send you into a temper tantrum.

Rotten Lover - +300 CP:
You have fallen madly in love with someone whose selfishness defies imagination. In truth, you are being brainwashed by a subtle magic charm. Whether it drags your reputation through the mud or places your entire country in danger, you'll obey without a second thought.

World Damnation* - +300 CP:
Tsukina managed to talk God into sending her home. Without her help, the official Savior's tantrums will soon result in the loss of countless lives. Not long after, Hagar will use their army of Monsters and Sham Saviors to conquer the whole world, unless you step in.

Unwanted Variable* - +400 CP:
God desires their world to be full of order and peace, and they see you as the antithesis to that. While they can't interfere directly, they will summon as many Saviors as it takes to bring you down, and this time he'll be a lot more open about how much they can ask him for.

Sham Jumpers* - +400 CP:
I can't begin to imagine how they pulled it off, but Hagar has devised a way to create Sham Jumpers. Each Sham has only 1/10th of your power, but they number in the dozens. Killing you will allow them to perfect the technology, so Hagar will make it their top priority.

The End

Finally Home:
It's been a long journey, but you've finally made your way back to your original world and all the relationships you left behind here.

A Happy Ending:
You stay and spend the rest of your days amongst loved ones. Or maybe you just want more time to bask in your conquest.

Another Chapter:
I hope you've enjoyed your time here, but all things, good or bad, must come to an end. You say goodbye to this world as you make your way to the next.

Footnotes

Jump by Gene.

This Jump is based solely off the manga. I have no clue whether there are any major differences between the manga and light novel.

We never see Tsukina use the pendant to summon guns or vehicles, but it's made pretty clear that a lot of what she summons is beyond the production means of this world. A big deal is made about Tsukina being so absurdly unambitious that she barely ever uses the pendant if she doesn't absolutely have to, preferring to use money she earned to buy things in-person.

I forgot to fit this into the description itself, but it seems to be up to the Savior's discretion whether they're reincarnated into a world or transported into it as-is.

There's apparently a Demon King in this world, or at least a legend of one, but it literally only comes up in a single throwaway line.

I kind of forgot to address this directly in the jump, but even if you're a Savior you don't get a wish. Partly because that would be so open to abuse, partly because pretty much every canon savior's wish is on-offer as a perk already. You can think of the entire jump as God trying out a new system of granting wishes rather than letting the summoned humans ask for whatever they want as many times as they want.

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