

Rance 03

-The Fall of Leazas-

It's not a secret the amount of bad blood between the countries of Helman and Leazas. To start with, Leazas was a part of Helman until their founder split apart from them during the GI era, since then, Helman has been trying to get the land back (it's the most fertile, after all). Six times a war has erupted between these nations and six times Leazas managed to survive. Helman possesses superior military might, while Leazas holds a greater financial advantage. Not now however, this time the Prince Patton from Helman has seized the Leazas Capital and captured the princess Lia. How? By recruiting the help of some Dark Lords, said to be the greatest enemy of humanity, a bad idea because they have their own plans and Patton is only temporarily useful for them.

Right now Leazas has been occupied by Patton forces and the Dark Lords, but not all hope is lost. The first ray of hope is Rance, a hedonist adventurer that has done some incredible deeds before, also known for his insatiable lust and disregard for common sense. Right now Kanami, a loyal ninja for princess Lia, is in her way to secure his help in the war.

The second wildcard is you, jumper. You arrive to this world a day before Kanami knocks Rance's door, and will stay for 10 years. Now, the path this conflict will follow can be altered by your actions, maybe. Probably. Most likely.

And this is how a new legend starts...

Have this:

+1000cp



Initial Location

Ice

The hometown of the adventurer Rance, a relatively normal and peaceful place. The main quarters of 'Happiness Pharmaceutical' are located here as well. This city is part of the Free Cities Alliance and doesn't have any particular ties with other countries.



Leazas Capital

The recently captured and seized center of Leazas kingdom. The Leazas Castle is in the middle and was erected upon the ruins of Gele's Castle when she was Demon King. She still remains sealed in the deeps of it, alongside the Demonic Sword Chaos.

The O

A relatively small place. It's the hometown of Arios The-O-Man, the current hero of the era. While its military might is small and weak, the location is a strategic point that can be of great use for the war efforts.

Forest of the Lost

A mysterious forest in the north of Kathom. It's known for its illusory passages. It's the home of various types of rare monsters, like the unicorns and also the home of the Rapu, a fairylike species, who have their village hidden here.

Skill Level

All living beings with a soul that are born within the Planner Scenario have Skill Levels set by birth. Even those who hail from other planets or dimensions gain this upon entering the world and never lose it. Nearly everything has skill levels, including daily skills such as cooking and cleaning. Skill levels determines the expertise of the person's skill in any given field, or better said, their talent at the skill. While levels are increased the more one trains, skill levels are set in stone by birth, and do not rise or fall.

Level 0 (Free)

Makes the individual capable of effectively doing the task normally, but without any particular aptitude for it. Most people tend to have dozens of skills at this level.

Level 1 (100cp)

Relative talent that lets the user perform the skill up to a professional level, while it's not bad by any means, one shouldn't expect to gain fame with this alone. For example, Sill Plain possess a Level 1 Skill at Magic, while she is decent in the magic arts and can use it effectively in battle, there's a lack of power and versatility.

Level 2 (200cp)

At this point the user is a genius at their skill. More than enough to create unique signature abilities. Respected swordsmen like Rick Addison or Rance have a Sword Combat Skill at Level 2, it what lets them create their special attacks. For comparison Shizuka Masou also possess a Level 2 Skill at Magic.

Level 3 (500cp)

This level is basically legendary, and the user is the best of the best at the skill. Few people in history had a skill at this level and their potential is insanely high. As example, Annise Sawatari has the Magic Skill Level 3 and easily overpowers any other mage in the Continent. Even with little finesse and experience, the raw power of her spells can easily exceed the combined effort of 2000 mages.

Level Cap

Everyone with a soul within this world possess levels and a level cap. It's what defines a person's power and strength. It works alike a RPG, so you can gain levels by winning enough experience (defeating enemies, doing certain tasks, or with especial items) and then going to a Level Shop or to a Level God to convert the experience into levels. People not only gain levels but they can also lose them by stopping training and the speed they do is proportional to the speed at gaining them. By default, you start with an impressive cap of 100.

Choose now for a slow/normal/fast curve at winning and losing levels.

Age & Gender

Feel free to change your age and gender at the start of the jump for free. For Dark Lords this is merely how you look.

Background

Drop In

A traveler from another world that stumbled upon this troubled land. Believe it or not, you aren't the first or only around with this kind of past. Well, things may be get dangerous in the next years, so I'd recommend for you to prepare as much as you can. On the flipside, there's plenty of action, adventures and opportunities around, so you won't get bored.

A

Adventurer

A member from some guild, the current conflict in Leazas speaks of opportunities for you to attain riches and fame. Or maybe just plunder and rape some, taking advantage of the chaos ensuing. Anyway, you got some experience at fighting and doing odd jobs, also some contacts should you get in trouble. Try to not take too much risks.

A

Leazas Liberation Army

The very same moment that the Leazas Castle fell, all the Leazas commanders and soldiers around made a conjoint effort to take back their nation. They are still very uncoordinated and some are fighting separate from the main army. It doesn't help that a part of Lezas army is being mind-controlled by the enemy. Maybe you can take charge and change the situation?

A

Helman Invader

There's no two ways around it, Helman has become a shithole. Whenever it was for the money, for your loyalty to prince Patton or because you are from Helman and love a good fight; you entered the army to invade Leazas. It's dangerous, but also well-paid and you can plunder all you want. Do your best, if things go well you could get a raise.

A

Dark Lord (400cp)

At any point of time, there can only exist 24 Dark Lords at most. This restriction was placed because the immense power they wield. They possess an ageless type of immortality, have the Invincibility Field, an increased Level Cap and greater Skill Levels. Without mentioning their ability to create Apostles. Still, there are ways for them to be killed or sealed, and are forced to obey the current Demon King. Because I'm the one providing your power, you won't be subject of the latter.

To reflect your new power, you can choose freely a new Skill at Level 2, or increase to the next tier one of the Skills you already have. And your Level Cap is increased up to 200.

A

100cp perks are free to origin, rest is 50% discounted.

Perks

General

Open Looks (100cp)

Talk about having a nice face. While nothing on the level of Cafe Artful, you do certainly look as good as you could, your facial features are now perfectly symmetrical, eyelashes defined, perfect teeth and your skin is smooth as silk. To make it short, you always look in perfect state, even when you have been fighting for days or exhausted beyond measure.



Jumper, The Administrator (100cp)

Just like princess Lia's handmaiden, Maris. You are able to effortlessly take care of most bureaucratic matters in short time. You aren't a machine nor able to run a country for yourself, but you aren't so far away from that level either. Any country or group would be more than happy to have you on their team, especially those without good knowledge of maths.

Let us Dance (200cp)

Well, let's be honest here, being in charge of anything gives more responsibility and trouble than anything else. Management and bureaucracy are brutal, and that's without bringing the politics into the table. However, when you get into a position of power, people tend to expect less from you, while giving the same amount of respect and power that a top-tier worker would get. They will still expect that you do something, but not much.



Bring it on (300cp)

The clash of two armies is a sight to behold for some, but you are someone more inclined to the old one-on-one duels. And the world seems to agree with your ways, since enemy commanders and the likes will always accept any of your duel proposals, as long as your words carry some weight (being a noble, military leader or such) to start one, of course. What's more, winning the duel severely demoralizes the enemies that don't surrender outright.

Drop In

Newtype (100cp)

The power of love knows no limit, and you have gained a little bit of that. Now there's an invisible, mental bond between you and those you love. This normally doesn't do anything, but when you or one of your loved ones are in danger, this will alert you of such, as well as giving you a vague sense of their current location to help them out.

One More Of The Gang (100cp)

Sure, maybe you weren't here during the past adventures of these people, but that doesn't mean you can't get along with them all the same. You get a talent for befriending others in general, and make yourself part of their group as much as the people they know since childhood. There's no social circle you can't enter and incorporate yourself, as long you have some common ground with them.



Never Give You Up (200cp)

Accepting defeat? Never! Your willpower is increased to ludicrous heights, enough to rival the most courageous (or stupid) fighters of this world. There's nothing that can stop you when you really want something. This also makes you able to shrug off all kind of injuries that would leave a lesser man in death's door. Your mind is similarly powerful, completely ignoring all attempts at controlling you. Neither the Legendary Sword Chaos or the Dark Lord Ithere could possibly manage to bend your mind to their will.

Balance x Balance (200cp)

The winds of destiny and karma have gazed upon you and 'blessed' you with a certain type of passive power. People you interact with during your times of need are the ones affected. They gain some boons if they treat you right and are the subject of bad luck if they attack or dismiss you. It works based on their reasons and morality. Went to ask for reinforcements to liberate an invaded country? Those in power who refuse to help just because will find that they are the next attacked. Needed some help at rescuing the princess? That small warrior that put her life at risk without any promised reward will find herself with a winning lottery number after all is settled.



I'm The Winner (400cp)

Well, you got to defeat your enemy, but the fun comes right after that. You see, when you beat someone while refraining from killing them, the losers will accept defeat gracefully (mostly) and offer you something in return for sparing their lives. It could be some GOLD or items they had on them, even information you need in some cases. But when they are people you find sexually attractive, they will offer their bodies first.

Bait and Bait (400cp)

Just like certain fallen noble, you are an expert in the psychological warfare of this world. Able to accurately predict the flow of battles, best possible moves and even the personality of the enemy's commanders based solely in their commands during the battles. And utilizing such information to corner all your enemies and exploit the flaws in their minds. Be careful of not underestimating your enemies just because you won the mental war, it could prove to be a fatal mistake.



Your Majesty, The Führer (600cp)

There's something curious about destiny, some say it echoes in all one does. Maybe that's true in your case, since you got a strange luck when it comes down to leading others. Regardless of your normal position, whenever there's an empty seat for being the one in charge, you are able to effortlessly take it for yourself. People won't object to this and some will even try to push you into it. More than that, you win the minimal skills necessary to actually lead accordingly to your current position of power.

My Glorious Days (600cp)

There's no such a thing as impossible in your language. You can defy destiny, fate and the impossible as if was something natural to you. Whenever you set yourself a goal, your luck is increased to ridiculous heights to ensure that you reach that goal. Regaining a nation from invaders with better numbers, position advantage and the backing of Dark Lords? You can do it before the week is over. A Demon King of days' past is back and regaining her power? Not only defeat her and take down her allies, but also get the time to fuck her and teach her place. Still, you might want some extra skills to ensure your victory.



Adventurer

Perfect Rest (100cp)

Well, is an issue when you are trying to rest in your camp and then some monsters decide to attack. Not a problem for you though, when you want to rest or 'have some fun' with your 'friends', you will find that there won't be any kind of surprise attack or dangerous interruptions to your time. No bad nights of rest anymore. Just don't forget about your work.

Will Always Love You (100cp):

It seems that people that fall in love with you stay in love. Run off after seducing a princess and not only will she still want you back after years of you being gone, but she also will ignore all the constant sleeping around you did while on your adventure. You won't even need to rekindle the spark of love, since the feeling never left their hearts. It could be obsession, them not finding anyone that could compare to you, or maybe even true love or destiny...



Yeah, is totally him (200cp)

They say deception is the basics of a battle. And what better deception than impersonating others? You have the ability to always make credible disguises, even when lacking material or time. Your skills are enough to take a monster, replace it with a human with a very vague resemblance (same color of eyes or hair) and make his lover think he's the same. Be careful though, some sharp people could discover the trick... after a while.

Nonetheless (200cp):

Hey the kingdom is under attack and the princess has been kidnapped, do you know who would helpful in that situation? That strong but perverted adventurer who had his way with the princess! Not much for beating around the bush, when it comes to working towards a particular goal, people around you ignore your past misdeeds or wrongdoings, in favor of actually getting shit done. Even if you did something terrible to them in the past, they will ignore it as long as you are useful.

Do You Remember Love? (400cp)

Maybe not a real hero, but totally a savior. When you rescue someone from danger or a bad situation (even when you didn't mean to) the rescued develop an infatuation with you. The strength of it depends of how direct was your approach and how much you showed off when doing so. Just directing your troops could cause some slight crushes, but saving a maiden from the claws of a monster at the last moment? It will leave her thinking of you in pure, loving devotion.

A Hero of justice (400cp)

Well, isn't this weird? People tend to see your actions in the most positive possible light at any moment. As a commander that sends far away the other guys because you want only the girls around? Everyone interprets it as a complex tactic and think better of you. Killed or raped captured enemies? It was something inevitable in times of war. Of course, it won't help much if you do something unmistakably bad in their faces or if they know your actual reasons well enough. But for most it would be as if you were a paragon of justice.



Uncapped (600cp)

Everyone in the Planner Scenario possess a Level Cap, a limit to how strong one can become. So far the only exceptions have been the Demon King (as part of their skillset) and a bug in the system named Rance. Or at least it was like that. Now you also possess this trait. Making impossible to know how strong you can get with enough time, training and battles. Be careful, flaunting it around could potentially attract the attention of some bored beings in search for interesting people.

Dang it! (600cp)

You were born under the start of a true hero, no matter what you or others think. And this had bestowed upon you a certain passive ability, that all your deeds end being up with beneficial side effects for others, even when born from selfishness. Conquering a city for the money? The management was awful and people feel better without them. Killing the bastard that owes you money? Turns out he was a notorious criminal and people praise you for doing so. It will sometimes only help a small number of people, but the difference will be noted, and they will know it was because of you.

Leazas Liberation Army

More Than a Feeling (100cp)

Arriving to the scene at the nick of time, showing off a gallant smile, a heroic pose and the illumination highlighting your best parts. You are a prodigy when it comes down to showing off in front of others. Making enemies pause and maidens swoon when you arrive to the scene. Well, looking good is great and all, but you will need some skill or power to back you up.



That's an Order! (100)

There's no two ways around it. You are nobility, someone who was born above the rest of peasants or common soldiers. People seem to have realized this, because when you issue an order, everyone who is less ranked than you follow it by instinct. It won't do much if they have a great will and are really against it, but it will still affect them. For most, when you yell 'run' their legs will be moving before their minds get to process your words.



United We Thrive (200cp)

Let's be honest here. This is a bad situation and the people are demoralized, some good railing is needed to raise their spirits and turn the tables against the invaders. Good thing you are talented at this. Doing speeches that increase your listeners moral and will comes easy to you, more than that, when you motivate or rail armies, they gain a small boost to all their parameters for the duration of the next fight. Show then who is the boss here.

New World Mind (200cp)

Some people call you genius, others madman, few of them know the truth, that you have the mind of a revolutionary designer. Weapons, castles, ships and other countless inventions. The moment you gaze upon those constructions; you know how to improve their designs to make them better than the rest. With the right conditions you could make them advance in a month what would take hundreds of years. Then again, having the knowledge and being able to make it a reality are two different things.

A Friend In Need (400cp)

Despite the strength you may possess, Jumper, there is a time where it would be too much for you to handle alone. However, with this perk being alone when trouble comes is a rare occurrence. Not only do your allies and companions gain a sixth sense for when you are in trouble but they also get quite a boost in speed to get to you quick and strength to help you fight your foes. Of course friendship is a two-way street and if they were to find themselves in similar danger you get a similar boost so that you can help them.

La Resistance (400cp)

Just like the general Ex of the white army in Leazas, you know that the battlefield is not only about the greater strength of a few members, but rather, it's all about the strategy and planning, as well as how well is implemented in the grounds. Curiously, you are way better at applying this when it comes down to fighting greater armies with lesser numbers on your side. From guerrilla tactics, traps, army faints, terrain advantage and such. You're one of the best at it, especially when it comes down to defensive battles. I'm sure the Liberation Army will be pleased with your talents.



We Got Reserves (600cp)

A leader needs his followers to show his true worth. And you do have the qualifications for being a leader. Which ones, you ask? Getting people to follow your around of course! Regardless of your goal, be to overthrow a country, get a harem or kill someone that owes you money. You will always find people eager to enroll under your banner. Some may want something in return, while others may do it because they sympathize with your cause or even because they feel indebted to you. They will have some abilities that make them somewhat useful to your goal, but it doesn't guarantee anything but numbers on your side.

Master and Servant (600cp)

True loyalty is something money can't buy, but is something you do get for free. Even if you aren't particularly charismatic or powerful, people that decide to follow you, do it to their last breath. Your subordinates are as loyal and trustworthy as Hanty Kalar is to Patton or Maris to Lia. Putting your wants and needs over anything else. They would give up their lives to help you out without a second thought, this also ensures that their loyalty never fades, even if you were to disappear for years, they would be waiting as eager as always for your next command.

Helman Invader

Rape And Plunder (100cp)

Pacts? Treaties? War Crimes? None of that shit actually matters when war is at full power. So why would it matter after the dust has settled? Certainly it doesn't affect you. No matter what, when it comes to any crime you have committed during times of war, official authorities will overlook your misdeeds, it may be because they have more pressing matters to attend or maybe they just don't give a damn. In any case, as long as it was during war times, you are exempt of any kind of punishment by the authorities.

Tormentor (100cp)

Just like certain traitor noblewoman, you have been educated in all kind of torture to practice in enemies and criminals. From the old and trusty 'drown-and-hit' to the more refined (and gruesome) ones, some that take time and completely break the victim to most immediate ones to get some information you want. Sexual torture is included too.



Let It Be (200cp)

Not all battles can be won. When you lie defeated, helpless, at the mercy of your enemies, they... they will let you go. Yeah, when you lose in an 'honorable' duel, your enemies will decide to let you be instead of capturing or killing you. It could be out of respect, love or they simply thinking that you will die on your own because of your wounds. Just take note that this won't work in those who initiated the whole conflict because they wanted you dead, for starters.

Revolutionary (200cp)

Sometimes, you only need to hit harder than the enemy to win. Yet, when it comes down to warfare, the best is to use some strategy to win, or at least survive. Your years spent in the military academy have paid off, in that sense. You now have an encyclopedic knowledge about the most used and recorded tactics and strategies. To fend off those who have similar amount of information, you are also naturally talented at making unconventional but useful and efficient plans.

Sealing Magic (400cp)

If there's an underused and highly useful school of sorcery in this land, then is the art of Sealing. The knowledge to create magic seals is now yours to use. Because one really needs to get alternatives against beings that exceed so much the average of the world. These are very powerful seals, capable to straight up confining Dark Lords and possibly even a weakened Demon King. They also work quite effectively at sealing other kinds of beings, be devils, monsters or creatures from other worlds.

Divide And Conquer (400 CP)

Well, you invaded this place for one reason, the resources, and that's what you will get. When it comes to taking stuff from others, your luck is basically peerless. Conquered a city? There were unused mines there. Went to take the girls of the town? All you snatch are 10/10 beauties. Started stealing in some mansion? Powerful artifacts and weapons were waiting there for you. Remember that this only applies when you are the one invading by forceful means, it won't help if you take over peacefully.



Punch It (600cp)

There are times when the enemies pull something ridiculous and powerful like a tank, nothing less could ever threaten the Helman might, after all. When those times come, you only need to remember the old Helman saying "Hit it harder, boi!", true words, at least in your case. Your strength is unbelievable, enough to fistfight with the greatest Helman commanders and snatch a win in most cases. Furthermore, you also gain an enchanted grow when it comes to raw strength and some really nice looking muscles.



Dragon Blood (600cp)

The lost power of the dragons still exists within you. Once a powerful and wise race, they were wiped out by the gods for being too pacific and peaceful. Yet, their strength was a real deal and what remains on your blood is prove enough. First off, your level cap is doubled (unless you didn't have one in first place), while also receiving a medium-grade boost to all your gains when leveling up or training. Last but not least, you also possess a dragon alt-form in which all your abilities, stats and powers are multiplied hundredfold.

Dark Lord

Demonic Blood Soul (400cp/Free to Dark Lord)

Inherent to most (if not all) Dark Lords, but for some reason not all of them take advantage of it. The ability to make apostles. Long story short, apostles are your personal servants that you make by giving a little of your blood, granting them the same ageless immortality you have, as well as a general power boost to make them useful. The ritual also makes them incredibly loyal to you, but there's no inherent power over them, like the Demon King has over Dark Lords. At the start you can only have up to 3 apostles, but the number will increase along with time. All your apostles become followers to help you in your travels.



Noble Demon (100cp)

This world is filled with filth, murderers, rapists, liars and much more. All of them human, all of them corrupted to the core. Following orders like animals and only acting on their instincts. You are different from those lowly insects, not because of your power or status, but because you are your own person, acting with both heart and mind. Thankfully, such has been shown, and everyone you interact with, judges you based on your actions and beliefs, paying no mind to your race, past or looks.



Just Business (200cp)

Naive, guileless, stupid even. There are so many ways to describe those who trust you, but I wouldn't blame them completely. After all, you have the talent for making others trust you, even individuals who are naturally wary or untrusting tend to believe in your words and actions. Making people pour their hearts into your hands is easy, and is even easier for you to betray their expectations. Also, when you want, you can 'turn off' feelings of pity, empathy and the likes. Those would only hinder your loyalty to your true master, yourself.

High Presence (200cp)

Low-level insects, the lot of them, nothing but mongrels that don't know their place. Luckily, you have a way to make them understand the difference between you and them. At will, you can choose to emit an 'aura' that instill fear in those who are around you. Its power depends on the difference in strength between you and the affected. Civilians will get traumatized for life and even war veterans will flee from a confrontation with you. It works better on those weaker than you, but even stronger beings will be reluctant to fight you after witnessing this.

The Threads Of Destiny (400cp)

Forcing others to obey you is always a great choice, to make others dance to your tune with only words is only slightly more refined. Take a third option, to win allies that do your dirty work without having to put effort into making them. This gives you a, let's call it 'talent' to easily find others attuned to your goals. To make it clearer, when you have a solid goal or objective to achieve, you will find yourself meeting a various people whose current paths will directly help you further your goals. Helping them is helping yourself, and they will be extremely grateful to you. It's a win-win situation... for you.

See it this way (400cp)

Everyone has a price. No exceptions. Sometimes is money, other times people, goods, titles, or such. You have a instinctual talent for finding the wants of the heart of others you interact with. As such, you also understand how to take advantage of this to make people do your will in your stead. Nothing so crude as promising them their desires made reality in exchange of their help. No, you do know how to play things better, to make it seem like it was their idea all along, to imply and hint in small conversations, making them believe that they are actually pursuing their own goals for their own desire. Even when those are your goals and desires. Nothing better than an autonomous puppet to follow your will as their own.

Eye of Temptation (600cp)

Control, it's all about control, and what greater control than absolute obedience? You possess a personal power to mind-control others, it activates by locking eyes with your victim, just a second is enough to put those weak-willed in a trance-like state where they will follow all your orders, will take a little more time in those mentally strong, but even they will fall prey to you. While at first those under your control will act as little more than autonomous puppets, repetitive use of your power on them can overwrite their personality into whatever you want. There's not limit to how much people you can have under your power.



Lifedrainer (600cp)

Just like the (former) Demon King Gele, you have the power to drain other's lifeforce, by touch, to gain it for yourself. It will kill your victims, but in exchange, you will gain longevity, EXP, and power. Those you drain must be weaker or equal to your power and can be used in battle. In time, you will be able to increase the range and focus of this ability, letting you also gain the Levels, Skills, magics and other abilities from your victims, even at great ranges and eventually letting you take the power of those stronger than yourself. And being able to choose if leaving them alive to suffer their newfound powerless.

Items

You get a 100cp item for free, a discount in one 200cp item, and two 400cp items.

GOLD (100cp)

Fairly straightforward, you didn't just laze around all this time while adventuring. You have saved 30,000 GOLD to spent as you please. I recommend to buy something that will help you in your travels or use it to aid some people in need... but I won't object if you spent it all in the red zone of the place or take it to the casino. That's quite alright too.

Rarerare Stones (100cp)

This shiny stones can be used to store and reproduce recordings, kind of like a DVD. This bunch of rarerare stones have recorded in them your whole adventures and you will gain more as time passes. They are normally used in Magic Visions, but these can be reproduced in any device you possess.

Full Torture Set (100cp)

Well, well, well. Guess who came more than prepared to extract information from the captured enemies? You, of course! And not by nice means too. This is a complete set of tools made for torture of all kinds. From wooden horses to serums and even the necessary items for waterboarding. Go there and have fun.

Magic-Vision (100cp)

This world's equivalent of TV, with a big ass screen. Is well equipped, with lots of ports and space to record the shows you miss when adventuring. Will work even without electricity or magic and doesn't need any kind of maintenance. Good to get some friends and watch movies.



Holy Set (Fake) (200cp)

At first look, this is an exact copy of the Holy Set of Leazas, except that this set is really frail. You could use it to unseal the Demonic Sword Chaos and the ex-Demon King Gele (you will also need someone from the Leazas royal line). Or you could also have them as ornaments, because, frankly, this doesn't have muse use outside that.

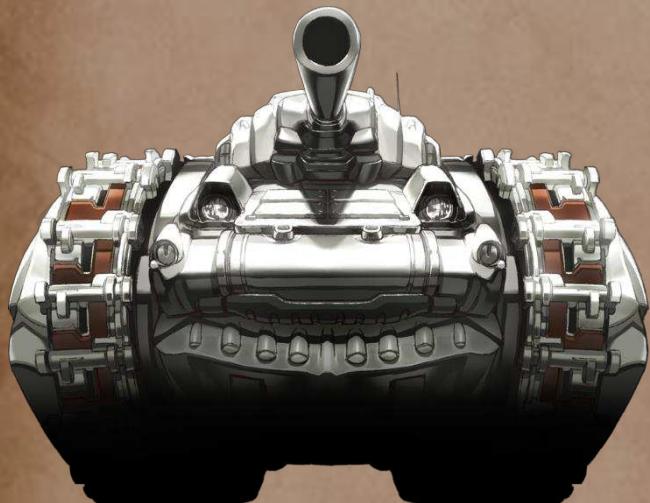
Harumaki (200cp)

A cute and little critter you took as pet. Doesn't do much, and basically acts like a lazy pet dog would. Might or might not be actually a cursed dragon without their powers. Still, it seems to genuinely like you and having them around will lower your stress levels. Also a great way to hit on girls who likes cute and/or strange pets.



Unicorn's 'Honey' (200cp)

This is the "Unicorn's Nectar" that can be used to dispel any magic enchantment performed on an individual. Its healing properties are both powerful and versatile, being able to cure various metal afflictions, it could even treat the Mind Control curse from Dark Lord Ithere.



Tank It (300cp)

Well, it's time to take out the big guns. How big you ask? Big as a tank. Because that's what this is, a frigging tank. Works without fuel, is surprisingly fast and can carry more ammunition than you would expect. It could be a good idea to use it in this war. But you can also sell it for some money for whores. Just saying.

Hirara Ore (400cp)

Strong as steel, but more flexible, also comes in various colors. Extremely accepting of enchantments when used in weapons or armor. You get a big deposit full of hirara ore to do as you please. I suggest for you to craft some items with it or sell it at a good price. As a bonus, you get a new bundle of the material every month.

M-Land (400cp)

It sucks to be in the middle of a war, but a rollercoaster does makes things a little better. You gain a really big amusement park to use as you please. It can become a warehouse attachment or follow you, appearing in any world you visit. If you want, it will recruit the necessary staff automatically and get you some extra funds, or you can have it all for yourself and any friend you want to share it with.



Top Grade Equipment (400cp)

True pros in this business have the armor and weapons to match. Then again, you do have the best equipment money and connections can get, enchanted to the brim and from the greatest materials around. Perfectly suited for your fighting style and role, even if it's something weird or difficult. Feel free to import other equipment you possess into this role; it would boost them even further.

Paris Academy (400cp)

You know what's hot? Schoolgirls. That's why you get a school for yourself. Looks really good and recruits staff automatically, it's a surprisingly good center of studies and its reputation will spread like wildfire if you let it. Has the uncanny luck of always having a lot of naive and easy to manipulate students. Defaults to an all-girls school with mini-skirts as part of their uniform, but you can change that if you want.

Demon-Slaying Sword (400cp)

Not necessarily a sword, it could be a mace or any other kind of weapon. This little one is alike to the legendary Demonic Sword Chaos, being able to temporarily dispel the Dark Lords' invincibility field and harm them. It's also sapient and aware, their personality may be chosen by you. Unlike Chaos, this one won't try to take over your body and mind. If you want, you can import another weapon you possess into this role.

Detector (400cp)

You know what's annoying as all hell? Having to look out for someone, ranges from problematic to impossible in some cases. Luckily, this little artifact is designed for that. Just input in the machine who you want to find and let it give you the coordinates of the person you are looking for. Don't let that picky runaway escape you. The time the machine needs to locate the target depends in the amount of information you have of them so finding a close friend won't even take a minute, while only having a name can take various hours.

Companions

Import/Create (100cp/600cp)

Loneliness is a hard thing to deal with, I don't want you to get all angsty in your stay here. You can, for 10cp, import or create a single companion with 600cp to spent here. Or, for 600cp, import up to 8 companions in this world. They will receive 600cp to spent in perks or items and they are free to take drawback should they wish to expand that amount.

Canon Companion (200cp)

This is a world full of talented and charismatic characters, I can't fault you for wanting to get some of them with you in your travels. For 200cp you can take anyone from the canon as a companion, as long as they agree to it and are still alive by the end of the adventure.

Lucky & Plucky (100cp/Free Drop In)

This adventurer girl has a bombshell body, is incredibly cheerful, and is really a closet pervert almost as thirsty and lusty as Rance himself. For example, her first thoughts upon meeting a beautiful princess would be "oh man, I want to motorboat those huge knockers she has so bad". Of course upon meeting you she felt something she had never experienced before, love. Having never been in love before she decided that the best thing to do is to make both of you happy how'd she'd be happy, by making a huge continent wide harem of all the attractive girls at your side. She will constantly push you (and any girls around you) towards the harem ending, having a talent for finding women to your liking and convincing them to share you with many more, as well as alleviating and addressing any concerns they might have so that the harem is stable and healthy. Despite her focus on lustful pursuits she is also a rather strong adventurer as well, having Swordsmanship Lv2, Magic Lv1, a level cap of 100 and great luck when it comes to avoiding danger. You will find out, after a little interaction, that for all her natural lewdness, she's actually a cinnamon roll with zero actual experience in terms of relationships or bedroom affairs. She comes with the perks "Perfect Rest", "Yeah, is totally him" and "A hero of justice".

As a child who grew up orphaned on the fringes of the Free Cities fighting everyday and night to survive while being looked down upon by everyone, it is no surprise that she so desperately chases after and clings to the love she was never given as a child. The sense of belonging and contentedness she gets when the her, the harem, and you just spend a night together both in bed and just relaxing with each other is something that not only would she never give up, but something she would charge alone against a Demon King to protect.

Battle Shadow (100cp/Free Adventurer)

This girl is cute as a button, has a puppy-like disposition, and wants nothing but to be at your side. She was training as a ninja until she got (really) lost and almost died of starvation, until you found and saved her life, after which she swore herself to you. A decent ninja, with Assassin Lv2 and Ninja Lv1, but her training is incomplete and she has a very ditzy personality making her prone to make silly mistakes. Her Level Cap is only 70 too. Her strongest point, however, is her loyalty to you, which to other appears almost mind bogglingly tight. There's nothing she wouldn't do for you, putting your wants before anything else, even her own needs. When it comes to your orders, her ditzy behaviour disappears and she becomes a top field agent. She wants to be recognized by the world as a great ninja, but constantly fucks up things when not in a mission directly assigned by you (although she always manages to return back to you alive). Still, she does come with the "Newtype", "New World Mind" and "a friend in need" perks.

She really appreciates that you helped her and it would mean the world to her if you let her stand by your side and not abandon her like her mentor, her family, and everyone else in her life has.... oh god please don't leave her, you're all she has left.

Horny Devil (100cp/Free LLA)

This beautiful woman is actually a powerful Devil. She has a rather cunning mind and is feared and respected by the rest of her kind. Unfortunately for her and fortunately for you she fucked up horribly and caused you to learn her true name, which means that she is now bound to do whatever you say, something that would cause a normal devil to despise you.... So why is it that she seems to enjoy being bossed around or 'used'? Order her to fight against her devil compatriots would see a devoted smile on her face while reminding her of her current state as the literal slave of a "mere human" would bring her to the brink of ecstasy, which makes you wonder if the fuck up may not have been as accidental as you first believed. Although she may act like a meek slave to you, don't be fooled, she has retained her power as a 4th tier devil as well as having a sharp mind and knowledge about how the other Devils and even the Dark Lords fight. A masochist to the core, her mind is both sharp and a fountain of knowledge after living for many centuries, and she also possess the perks "Rape and Plunder", "Balance x Balance" and "Sealing Magic" making her much more useful to you than just a bed warmer (not that she'd mind you disregarding all of her tactical skills and power to just treat her as your woman).

Knight's Blade (100cp/Free Helman Invader)

This regal, charismatic gal is a peerless warrior and a great tactician who has won Helman many battles, a captain of her own regiment, first in the line to become a commander, and one of the pillars behind Helman's invasion of Leazas. Boasting Leadership Lv2 and Spear Combat Lv1 as well as a Level Cap of 100, she is someone to be truly feared on the battlefield. However, behind the proud warrior and dedicated patriot facade she has put up lies the heart of a hopeless romantic, who is desperately waiting for a 'prince' to sweep her of her feet (or for her to sweep the charming prince of his feet). When she meets you however her heart started beating uncontrollably and emotions stronger than anything she has ever felt started to rise in her chest, there was no doubt in her mind that this was the fabled love at first sight she had always heard (read) about and that you are the prince she has been waiting her whole life for. If you are Helman She will put herself under your command (even when you are her direct inferior). If you are opposing Helman then a sort of "forbidden love" (the best king of love in her mind) scenario will take place. Whenever you fight Helman she will be there, arranging it so that the two of you can meet and clash again and again eventually leading to her eventually outright defecting to your side, deciding that you are more important to her than her country (or anything else, for that matter). A matchmaker obsessed with romantic cliches and corny pickup lines. Has the perks "More Than a feeling", "Revolutionary" and "Bait and Bait" to help her prince shine even brighter.



Scenario

-The Fall of Leazas-

You can take this if you want, is not necessary. Taking the scenario, however, let's you finish the jump early.

Drop In

Thou are but a wanderer to this lands. A person without past, but with a present, and a future that can't be determined yet. Unlimited possibilities lie ahead of you. Choose any of the Goals & Rewards from the other origins. Reflecting your nature as a wildcard in this story.

Adventurer

Perhaps the easiest route for this play. Your objective here is to participate in the 7th Helman-Leazas war, but not any kind of participation. You need to be a decisive factor in how the invasion ends. Be that you choose a side or that you go alone, your contributions must be on the greater side of the scale. While you don't need to take the spotlight as much as Rance or Maris Custard would, people recognizing your role on it is essential.

As a Reward for your brave actions, you will be granted a new Skill Level 1 of your choice. It may not look like much, but I'm sure someone of your experience will be able to understand the advantages of versatility.

Leazas Liberation Army

Simpler than the last option, at least in paper. You are a member of the Leazas Liberation Army, and as such your objective is clear. To kill of those damned invaders and drive them of your motherland. To complete this scenario, you must take the head of at least one of the enemy commanders and kill a sizeable amount of Helman soldiers. As well as making sure they military is weakened enough to not try this again for a good while.

The royal crown of Leazas won't let your accomplishments go unpaid, and will grant you a lavish castle fully equipped and with a full staff composed of beautiful maids. The castle may follow you in future jumps, as well as the maid staff, thought them aren't well suited for much more than taking care of the chores and 'taking care' of your needs.

Helman Invader

You know what. This whole ordeal is a pain in the ass, there are Dark Lords around, lack of manpower to actually maintain power in the place and Prince Patton is kind of crazy. Still, you are a loyal warrior of Helman and you will be damned if you can't prove your worth here. Also a great opportunity to gain power, women, money and some decent food for once. Your goal now is simple enough. Take Leazas, crush the opposition and deal with those traitorous Dark Lords. Because fuck them, no one but the prince is stupid enough to trust in those guys.

If you get to do it, the higher ups will reward you with a small fiefdom in the newly conquered place, for you to do as you please. After the jump ends, it can follow you through jumps or become a warehouse attachment. Furthermore, your whole regiment has decided that you are a better leader to follow around. They can take a single slot as companions or become followers, they are your men, so you get to decide.

Dark Lord

Let's get some things clear. Humanity is a mess. They are a selfish bunch without any unity and overall powerless to stop the Dark Lords. It's a fucking miracle that they haven't driven themselves to destruction yet. It's probably because the current Demon King "Little Princess" isn't doing jack shit, Kayblis is crazy and Hornet is a bitch. Still, that does make things easier for you. It's time to teach that vermin where they actually stand. Your mission this time is a little difficult. You are to find, unseal and heal the ex-Demon King Gele. Which means getting her to the peak of her power once again. Not a very difficult task, honestly.

Successfully completing this scenario will grant you a single, but powerful thing. The very same ex-Demon King Gele. She took a shine to you and decided to follow you around as a companion. Cuddly, clingy and loyal to you, she's also ruthless, extremely deadly, intelligent and powerful, she was the most feared Demon King and basically enslaved humanity as a whole. However, she used to be a sweet and kind person at the start of her life. Maybe you can revive that part of herself?

Drawbacks

Want more points? Take as many drawbacks as you want then.

Canon Continuity (+0cp)

Normally, any jump from this series is set in parallel universes, so the setting remains the same. This changes that, assuring your actions affect and are affected by your actions in other Rance jumps. Hope you didn't piss off anyone too powerful.

Rance ga shinda! (+0cp)

The green-wearing adventurer, who somehow became a hero, this could have been his story. But is not, because he is dead. You could try to take his place, or leave this to sort itself. I will accept whatever you decide.

->Artificial Heroics

What is this? You say you were the one who 'heroically' resolved the scenario of Rance 01? Well, if you took over rance place in 01, then kanami goes to you for help. Hope this is what you wanted. Because is what you get.

Sexless (+100cp)

You know what? Sex is overrated. With that belief in mind, you have sailed into this world. You're now averse to all things vaguely sexual and completely hate the idea of intercourse. This is merely a mentality that you adopted, so you can regain your senses... with tons of help and time. Don't expect to get laid anytime soon.

Masked (+100cp)

What do you mean you're not a devil? Well, tough luck, buddy. Because you are bound to one of their shittiest rules, if anyone ever figures out your true name they will gain control over you in the same way humans can take control of devils. Hope you have a good alias.

Mimic Enemies (+200cp)

Well fuck. I hope you weren't too enthusiastic about go dungeon diving. Because they are now filled with mimic enemies waiting for you and your companions. They have the same powers and perks that you obtained from this world, but some 'bosses' will have some of your powers from other places. At least they give tons of exp.

Loveless (+200cp)

Gahahaha! No one likes you! Well, maybe that's an exaggeration. People can like you as friends or be pleased with your presence, but it will be difficult. You can still fuck some, but don't expect any romance with others here. Companions are not affected by this.

Hated (+300cp)

Being disliked is something a little sad. Being disliked by people with power and money is dangerous. But you are disliked to the point that some country wants you dead and has issued a very good prize for your head, as well as contacted as many friends as they could to do the job. Feel free to take this up to 3 times and choose which country from: Helman, Leazas and various Free Cities.

Useless (+300cp)

Holy shit, man. You're incompetent at everything. Fighting, cooking, fucking, etc. You even walk funny. I really hope you have some loyal and nice companions to do things for you, because you aren't fending off for yourself during your time here.

Always sleepy (+400cp)

I will keep this simple. You're a goddamn narcoleptic. You just fall asleep and keep at it for hours, you will be sleeping for at least 12 hours a day and you can't actually control when you will lose consciousness. Try to not be out much, it could get dangerous.

Lolified (+400cp)

Damn son. How did this happen? You are a loli/shota version of yourself. Well, looking younger is not that bad, but it seems like your powers have been shrunk alongside you. They will come back to full power in time. But until then, I recommend for you to not get in fights with anyone too powerful.

Dark Dominion (600cp/Can't be taken with Dark Lord Scenario)

The previous Demon Lord Gele managed to release herself from imprisonment early, got to her max level by killing a lot of people in her wake and is now leading the demons against Leazas and the world in general. This is a very bad thing for everyone. If she gets the chance, she will kill Miki and become a Demon King once again, bringing the world to a new era of enslavement and torture for humanity. Why would you choose this?

Final Choice

You did it, you survived 10 years in this place. I'm not lying when I say that it is quite the feat. But, what will you do now?

Gotta Go Home

Tired already? Well, this place does have the ability to wear down everyone in it. Indeed, it was a fun ride, jumper. Go back home with everything you have gained until now. Just don't forget about me.

Stand On The Horizon

...uh? You want to stay here? How unexpected. But then again, it's probably because of that trait that I selected you. Go on your merry way. I will take care of your business at earth. As a last gift to a good friend.

My Glorious Days

Duh' Of course you want to keep going! Let's prepare to the next tort- I mean, let's prepare for the next adventure!

Notes

Companions you purchase can be fated to you if you want.

Feel free to change your age and gender at the start of the jump. I always forget that.

Made by Ricrod.

Special thanks to Pucelle for all the help. This jump wouldn't have been possible without your help. You're the man, the bro, the legend.

The pics in the OC companions is not necessarily how they look, I just wanted to put cute girls.

If you do take a scenario (and complete it) you can choose to end the jump early. Be just after you finish and get your reward or a little later.

Dark Lords have various advantages. They have the invincibility field which can negate all "attacks", they are agelessly immortal, possess a great boost in power compared to most and can create Apostles. There are several ways to defeat them though, from battling with another DL, using something that isn't a direct attack or a weapon that can bypass the I-Field (Like Chaos, Nikkou or Escudo).