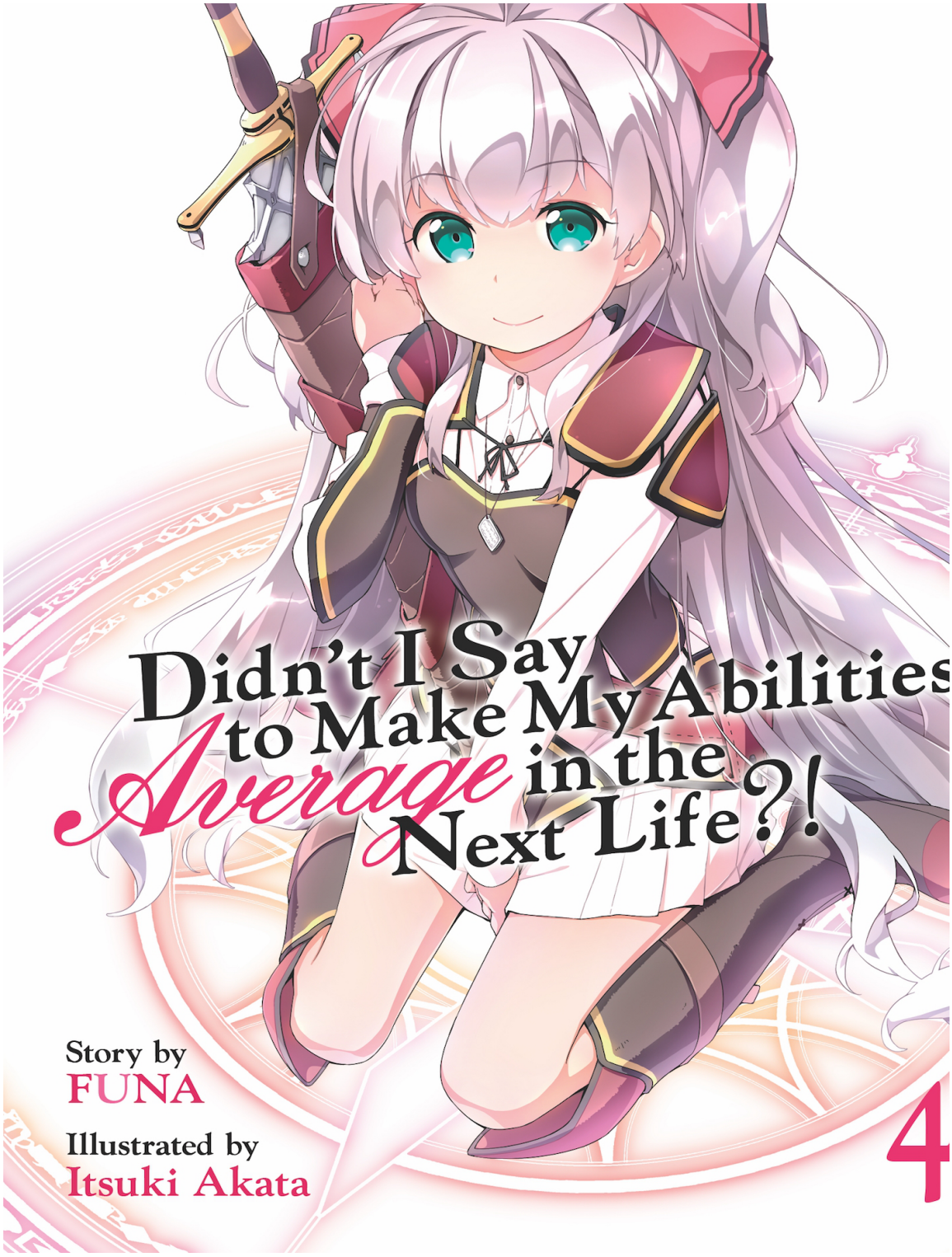

Didn't I Say to Make My Abilities *Average* in the Next Life?!

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By Sivartius v1

Welcome to a world of Excitement and Adventure. A world where a single driven individual can make a name for themselves, achieve fame and fortune, and even perhaps end up a member of the nobility. On the surface, this seems to be a world of fantasy and magic, with dragons and elves and wizards, with knights and fantasy medieval society. **Spoiler Alert!**...

…

…

It's actually a post-apocalyptic dystopia, with genetically engineered rogue superweapon/pets, genetically modified humans, and people genetically predisposed to be able to use forgotten left-over Clarketech, with a society that has regressed technologically and socially, completely forgotten it's history, and been forsaken by god.

But really, it's a story about a girl from modern Japan who was reincarnated here trying really hard to NOT live like an Isekai Protagonist, and failing miserably.

Gender

The usual thing, you can retain your gender from your last jump or have your original gender for free, or switch it for the other for 50 cp.

Time

You can start at any point from when Adel regained her memories of her past life, through when Mile enrolled in the Hunter's Prep School.

Location

You can choose your location from any place in this world that is described in the series for free, or accept the results of a roll and gain an additional 50 cp.

1. Eckland Academy: The second, and second most prestigious, academy in the Kingdom of Breland. It is mostly filled with the younger children of lesser nobility, as well as the children of second tier merchants. It even offers scholarships to very talented commoners, who can work it off with government service after graduation.

2. Hunter's Prep School: An experiment created by a powerful Hunter who was ennobled by the kingdom of Tils, the Hunter's Prep School is a Trade School which takes promising young Hunters and trains them how to be successful, allowing them to skip from F class to D, or even C class.

3. Gledmore Dwarf Village: A small village of dwarves. They are pretty standard fantasy dwarves, but they live above ground in a small village a ways from the nearest town. They are extremely proud, and can be somewhat unreasonable especially in their craftsman's pride.

4. Village of the Elves: Not much is known about this village in the forest, but it exists. While younger elves may leave to seek advancement, most of the older generation stays home. They also really like to gossip. Also, apparently all female elves are father-cons.

5. Ascham land: The territory of the Viscount Ascham in the Kingod of Brandel, and bordering the aggressive Great Empire Albarn. This land used to be well-governed and happy, but several years ago the Viscount and his daughter and heir were murdered by bandits under suspicious circumstances. The next day, her husband the New Viscount locked his daughter by Lady Ascham in a tower and brought in another woman to be his wife and her daughter to be his daughter.

6. Beast-kin Lands: We really don't know much at all about these lands, except for the fact that they exist. Given a history of genocidal wars, many humans dislike and despise beast-kin, and few beast-kin trust humans. Since few beast-kin can use magic it is a much smaller part of day-to-day life in these regions.

7. Ancient Ruins: Ancient ruins are dotted through the land from the many civilizations that have risen and fallen over the eons. Some are little more than ruins in our own world, archaeological curiosities but nothing more. Others are filled with Golems, and the last few scraps of working technology, the third redundant auxiliary of the 3rd redundant backup. If this one has golems and scavengers, hopefully you have some scrap metal you wouldn't mind parting with to bribe your way out.

8. Free Pick. You can start in any place described in the setting.

Origins

Hunter (Drop-In)

You have memories of a childhood as an orphan growing up as an orphan on the streets and in the slums. You didn't turn to crime (unless you so choose), instead doing dirty and unpleasant jobs, and working your way up until you were able to register with the Hunter's Guild at age 10. Gradually, you worked your way up through the ranks, and have now reached E or D rank. Alternatively, this can be the Drop In origin, with no memories or connections.

Noble

You are the 3rd or later child of a 2nd or 3rd tier noble house. Higher ranked nobles are likely to look down on you, but you will at least be accorded a certain level of acceptance. You are unlikely to ever inherit anything except your name, and are expected to either find a respectable way of taking care of yourself, or gain social connections to be able to marry or become a concubine of another noble or wealthy merchant. Perhaps you could make a name for yourself as a hunter? Alternatively, you could be the heir, spending every day preparing to take over the family responsibility of looking after a small farming community. Your future is secure, but you have very little freedom or free time. Heirs who do not show the proper attitude and skill can be disinherited and treated as a disgrace to be thrown out with nothing. Perhaps if you did well enough as a hunter, the King might give you a noble title of your own?

Merchant

Your family makes it's money in trade. Perhaps they own a small inn or store, perhaps they run a small trade caravan, or perhaps they are craftsmen. You can choose to be the heir, spending your time preparing to take your place as the inheritor, or be the 3rd or later child, with freedom but no security. Perhaps you could raise enough money as a hunter to start your own business?

Knight

Your entire childhood has been spent training as a melee combatant. From a young age you have admired knights and aspired to be one, whether serving a higher noble, or even the kingdom directly. Unfortunately, whether because of a lack of family connections, or because your family is ridiculously over-protective, you have not yet been able to secure a post as a knight. Perhaps if you showed what you can do as a hunter?

Mage

Magic has long been your obsession. Perhaps your parents were court magicians, or magician adventurers. You may not be the most physically fit member of your group, but that doesn't matter much when you can cast giant giant fireballs at anyone who angers you, right? Short stature and washboard chest optional but encouraged.

Perks

Sword Skills (100 cp)

You gain a level of skill with a chosen type of weapon equivalent to that of a fully fledged knight who specializes in that weapon. This can be taken multiple times, applying to a different weapon type each time.

Headpats (100 cp)

You are perceived as "Adorable". Nice people will go out of their way to be nice to you, and they are likely to give you Headpats. Does not work on genuinely evil people who WOULD hit an adorable child.

"**Average" Abilities** (600cp)(Capstone Booster)

This isn't actually your first life in this jump. You grew to be a teenager in a “modern” world, before giving your life to save a child that everyone else was ignoring who was about to die. Given that this child was a special existence created by god to advance civilization, god has decided to allow you to live again. He can't let you come back to life in your own world, but there's a world that has been abandoned by the gods, and he's decided to reincarnate you there. Whether due to misunderstanding, laziness, or deliberately interpreting your request to suit himself, he has given you “Average” Abilities. That is, every ability/stat is halfway between the weakest person in this setting and the strongest ever. For strength this puts you as half as strong as the strongest Ancient Dragon ever. For magic, this puts you at half the magic of god who created the nanomachine magic system.

Hunter

Inconspicuous (100 cp)

Sometimes you just want to be left alone to do your own thing. It's a good thing then, that most people generally consider hunters to be beneath notice, except when they are doing a job for them. At will, you can become essentially a “background” character. You're still there, and can get normal interactions that anyone could (buying things, people not running into you, etc), but no-one pays any attention beyond that. You essentially become “Villager C”. This doesn't work on people who are looking for you particularly and know who you are, but you could (for example,) walk through a city where you are a wanted criminal, and only those you've previously interacted with beyond “that will be 5 gold please” will notice. For the sake of this perk, abusing/antagonizing/commiting crimes against people counts as them knowing you if they saw you doing it, but simply being somewhere does not. Another example: you could walk through a crime syndicate's warehouse of illegal goods, and none of them would notice or remember, but if one of them saw you taking or leaving with some of the goods without paying for it they will notice and come after you. Walking through town with giant powerful weapons that someone could theoretically be legally allowed to personally own/carry, no matter how difficult or restricted will not be noticed or questioned, but in most societies walking around with a nuke or a severed head will most definitely be noticed.

Hunter Ranks (200 cp)

Isn't it a pain when you can kill dragons, but the authorities insist that you have to stay at the level you are at now for 2 years before you can graduate from killing slimes? It's also humiliating when you try to help out some newbies, only for them to demonstrate they're 10x as strong as you. Now, your rank in any ability ranking system will be based on the powers you choose to make known, rather than some arbitrary limit. Also, you will be able to gauge the relative power level of others you encounter, based on any ranking system you've encountered or created. This will not take into account any hidden or sealed powers, just like it doesn't count powers you choose to hide or seal.

Hunter Requests (400 cp)

The main way a hunter makes their living is by fulfilling requests people make. From now on, wherever you go, there will be people who will make requests that are within the scope of your publicly known abilities, with rewards appropriate for the difficulty. You don't have to take these requests, but if you want to, you will have a kind of sense that will lead you to them. Note that while the rewards will be appropriate to what the givers knew, they do not have to take into account things they didn't know, and it does not stop others from making their own requests with ill intent. Your sense will not lead you to these cheaters, but it will not warn you of them either.

Body Strengthening (600 cp)

You've learned how to apply your magical power to strengthen yourself. You can make yourself stronger, or tougher, or faster. Basically, you can use magic to replace HP and Stamina, and can also use it to boost any of your physical abilities.

Capstone Boosted: **“Average” Body**

> Like Mile, your body is half as strong and tough as the strongest Ancient Dragon ever. Nothing can pierce your skin unless either you allow it, or it can overcome that level of protection, and so far even an attack by an Ancient Dragon did no noticeable damage. The amount of strength Mile has so far been able to demonstrate has been limited only by the strength of the item in her hand, or the strength of the ground she was standing on. Your strength, like hers, is subconsciously controlled so that you can interact with the world. You are also able to move extremely quickly. Also, now in each future jump your strength can update to half the strength of the most physically strong thing in the universe if you choose. It does not adjust downward unless you want it to.

Noble

Noble Demeanor (100 cp)

You've been trained in deportment since you could walk, and it shows. You have a way of standing, moving, and carrying yourself, that lets everyone know on a subconscious level that you are important and must be listened to. In noble societies, as long as you can dress appropriately (and you will always know how, it's just a matter of getting the right clothes), you will always be treated as a member of the ruling class until and unless you indicate otherwise. If there are multiple ruling classes, you know how to fit in with any of them. In many ways, this is the opposite of **Inconspicuous**. As a side benefit, you will generally be allowed entry into all but the most exclusive settings, and in establishments that allow those not of the highest rank entrance you will always be at the front of the line and receive the treatment due a rich noble.

Connections (200 cp)

In noble society, as in so much of life, it's not What You Know, it's Who You Know, and you know people. You find it simple to become friendly with people at all levels of society, and they are willing to do you favors, as long as you do them favors in return.

Mile Simulator (400 cp)

Sometimes you need to figure out what someone else has done or is doing, without access to direct information to tell you. For those situations, you have the ability to create surprisingly accurate mental simulations of their actions and thought processes. The better you know them, and the more you know about their circumstances, the more specific your answers will be. This is not a magical, or psionic, or technological ability, and is not blocked by anything besides a profound change in their nature (which will lessen how specifically you can predict, but will not totally invalidate it, so long as there is a bit of the old them still inside), as it is simply an expression of how well you know them, and so everything takes place within your own mind.

Paragon (600 cp)

They say that beauty is only skin deep, but skin deep is all many people care about. As a noble, you are the product of intensive training and selective breeding going back many generations. Given that, it would be a shame if you *weren't* somehow better than those around you. You are the perfect example of what you were bred and raised to be. As some nobles might say “blood

will tell", and yours says that you are simply better. You are a paragon of Nature and Nurture working together to create something.

Capstone Boosted: **"Average" Appearance**

> It is said that if you take a million pictures of a million people, and average them all together, you will create an appearance that is attractive to everyone. This isn't "A Face That Would Launch 1,000 Ships". It doesn't give the hot/sultry/sexy vibe. This is that perfect girl/guy next door attractiveness that can never be off-putting or fall into the "Uncanny Valley". It is the cute/comforting/relaxing/school idol type. Anything that can have an opinion will think you are attractive, even across species lines. You will always seem approachable, and good to be close to. No matter how your appearance changes, this effect will still apply. It also boosts your "pedigree" or "bloodline" in the sense of connections to nobility. Whatever your origin, you are innately a noble, of a social rank halfway between the lowest rank that is actually considered a part of the aristocracy and the highest noble rank in your nation. If you are a member of a society that doesn't possess an official aristocracy, they your position is among the unofficial aristocracy of wealth, privilege or reputation.

Merchant

Eye for Profit (100 cp)

Oh! Your money senses are tingling! You have an innate sense of the value of things, and what could make it more valuable. You always know what will sell, and where, and how. It won't tell you "This rock contains gold inside" unless you know minerals, but it will tell you "This rock is worth X amount to an ordinary store, and Y amount to a bank". Again, unless you have the appropriate background knowledge it won't tell you "This painting is a lost work by Piccasso," but it would tell you "This painting is worth $10,000 at the local gallery, or $1,000,000 to Lord Moneybags Artcollector".

Accurate Accounting (200 cp)

"In order to Make Money, you need to Spend Money." It's true as far as it goes, but as far as it goes is for amateurs. Merchants know that in order to make money, you need to know how much you already have, where it came from, and where and how much you're spending it.

Moreover, you need to know how to get the same service for less, or greater service for the same amount. Fortunately, that's an ability you now have. In addition, you also can balance large ledgers by sight, doing all the math of double entry book-keeping in your head. You can also see in ledgers where and how money is being hidden, and are the natural bane of all embezzlers. You are the ultimate forensic accountant, able to discover who and what is being stolen simply by glancing through the ledgers, even if the person who composed the ledger doesn't know, and are able to automatically tell false records from true ones.

Hostile Takeover (400 cp)

Wars of coin may be less bloody than wars of swords, but they are even more ruthless. You are the absolute master of the “hostile takeover”. Where others see mighty bastions of commerce and global mega-corps, you see the million and one ways they have laid themselves open for the (financial) slit throat or disemboweling stroke. You have the business sense to take a small garage start-up, and build it into a dominating mega-corp. Moreover, your financial, business, and economic acumen will always grow so that is never less than the greater of your tactical or strategic ability.

Storage Magic (600 cp)

You have an undetectable pocket dimension with a holding capacity equal to a warehouse. It doesn't take up any magic to put things in or take them out, and you can always pull out whatever you want that you've put in there. This is miles beyond the greatest storage magic ever imagined in the setting, and enough that you are likely to be given a noble title and high court position simply from the logistical benefits if it becomes known.

Capstone Boosted: **“Average” Storage**

> Mile's 'Storage Magic' is not Storage Magic as it is known in the setting at all. It is in fact Dimensional Magic. She simply rips a hole to a collapsed dimension where time and space both have no meaning, and puts everything there. It effectively has infinite space, and no time passes while items are in there. What else can this do? We don't know. This has never been further explored in the setting, but perhaps you'd like to. Some of her friends who she gives access theorize that they can use it to instantly transport items between them, and even use it to teleport out of danger as long as one of them was far away and knew to pull them out, but so far it has yet to be tried. Fanwank something. I personally would count being stuck in a dimension with no time or space or reality at the end of a jump as being “dead” for failure conditions, so ask your benefactor and act accordingly.

Mage

Weighty Words (100 cp)

Don't you just hate it when you know the perfect answer, but no-one pays any attention. No more! You know how to phrase your words to show that you are an expert on the subject at hand. When you speak, people listen, because you speak with the authority of knowledge. Also, you are able to follow any technical (or technobabble) explanation or conversation, and can express them in words your hearers can understand. Words will no longer be a barrier to understanding, so long as you both can speak the same language.

Clever Casting (200 cp)

Being a great mage isn't just about casting the biggest spell possible (despite what a certain disciple of Explosion Magic would have you believe). It is about being able to cast effective, useful spells enough times to make a difference. You are an expert in making the best use of your magical resources. Eking out spells using less energy than others, and squeezing out more spells than your fellows. You know just how to get the very most magical bang for your energy buck.

Power in Extremis (400 cp)

Magic in this world is worked through impressing your thought waves on the invisible nanomachines. The strength of a person's thought waves are affected by many factors, including a genetic predisposition to thought wave projection, clarity of image, understanding of the phenomena requested, and emotional state. In times of intense stress, people can find their magic more effective. Now you can take that effect and apply it to all your supernatural abilities. When you are in a genuine emergency (not one you manufactured), you will find that your abilities are stronger and more effective, and that they require less internal resources to use.

Imaginative Magic (600 cp)

Magic in this setting is a matter of materialization of imagination. A mage visualizes the effect they wish (generally using chants to firm up the image, though most mages think the chant is what does the actual work), and then the nanomachines make it a reality. You have a great talent at visualizing, getting many more details included in less time. More than that, you are excellent at coming up with ideas for new magic, and new uses for existing effects. In any setting where new magic spells/effects can be created, you have an excellent aptitude for it.

Capstone Boosted: **“Average” Authority**

> In addition to her increased Intelligence, her overactive imagination, her physics knowledge from the Modern World, and the ideas from novels, videos and manga from the Modern World, Mile has another very significant advantage. Since magic is accomplished by nanomachines, individual beings have different levels of access and authority. Mile, and now you, possess authority level 5, half way between a person who is utterly incapable of using magic (0), and the most powerful of all gods (10). Even most Ancient Dragons (the most powerful race, magically as well as physically), only average level 3, and their current king is only at level 4. Your orders are given precedence over all others with lower authority, and you can strip any being of lower authority of the ability to use magic. In future settings where it is possible for supernatural powers to operate at different levels you will automatically be upgraded to half of the highest it is possible for any being or god to be if you aren't that powerful already, and can strip the powers from those beneath you. This carries over to all magical systems you have access to in which people can have different levels of access and control.

Knight

Style Sense (100 cp)

“Know Yourself, Know your Enemy, and you need not fear the result of 100 battles.” Unfortunately, you don't always have the opportunity to do research on an opponent before they attack. Fortunately, you have been trained from early childhood in the ways of combat. From seeing how an opponent stands, how they move, any visible weapons they carry, you can accurately deduce how they fight. You know their strengths and their weaknesses. You will need to figure out how to make use of that information yourself, but as they say, 'knowing is half the battle'.

Indomitable (200 cp)

Get up! The victor isn't the one who never faces a setback, it's the one who always gets back up. In a world of mages, monsters, and magic dragons, there are many warriors whose spirits are broken and who give into despair. Fortunately, that will never be you. Defeats are nothing more than setbacks which inspire you to improve and develop new methods, so that you will never face that again. You can be scared, but nothing will ever keep you from your chosen course. In addition, they say that you learn more from a defeat than a victory, and you find that when you encounter a genuine defeat (not something you or an ally manufactured), you will find that your growth increases tenfold, until you've developed to the point where you could win where you previously lost.

Anime Training (400 cp)

Run 5 miles dragging a tire stacked with heavy weights. Spar while jumping from pole to pole over a lake. One finger push-ups and meditating balancing on one foot under a waterfall. There are a lot of training methods that have been imagined, that are frankly ridiculous. But ridiculous training is required to produce ridiculous results. For you, and for those you train, the training methods seen in anime, manga, and light novels are not only possible, they produce results that should not be possible. Through your training, a person's limits can be broken and reshaped to make the impossible possible, and get the results that are shown in those sources.

Godspeed Sword (600 cp)

Strength can match strength, and power can match power, but few things can match speed. Speed can be turned into strength, it can bolster defense, or it can direct power. However you managed it, you've managed to unlock the secrets of “True Godspeed Sword”. You've surpassed Maevis, and can move and think 5x as fast as a normal hunter. Very, very few things can even begin to react to your movements and attacks. As a kindness, the stress on your body from using this has been greatly reduced, but it still uses your body's food energy reserves, so it can't be kept up indefinitely, and if you use it regularly you're likely to find yourself with a very big appetite.

Capstone Boosted: **True Godspeed Sword EX**

> If a person's body and mind are up to the task, strength can very easily be turned directly into more speed. Your body's toughness is such that the physical wear from using this is negated, and its energy needs are reduced, but you're still likely to be an anime level big

eater. You can move and think at a multiple of (5+the number of jumps you've been to). Just make sure your non-CP purchased gear is tough enough to stand up to this. Mile had a habit of destroying swords until she made her own.

Gear

A hunter without any gear is simply a corpse that hasn't stopped moving yet, and Mile and her friends have a tendency to pick up souvenirs wherever they go, so feel free to do the same. Here at the official Jump-chan Souvenir Booth, we've collected some of the best ~~sweat-shop produced gimcracks~~, ahem: high quality momentos for you to take with you.

Undiscounted

Pauline's Unlimited Merchandise Pack (50 cp)

Here is a copy of every piece of “Average Abilities” merchandise ever produced, in Japanese and your language. Every light novel, manga, and anime episode, and if more are created in the future they will be added. Signed original cells from the production of the manga and anime, figures, pillows, key chains, everything. Even a few things that have never been made, like well-bound printed copies of the web novel are in this handy crate. Everything will be forever in mint condition, and even if you decide to take an item out of the packaging to appreciate it, it can return to store-new condition at any time.

'Average' Merchandise (50cp)

Three sets of published stories of your chain, in manga, light novel, and anime form, along with a copy of each piece of merchandise for yourself and each of your companions. This is a single copy of each item, but perhaps it will help you pass the time, or just look good in your bedroom, or in a trophy room.

WWMD Bracelet (50 cp)

A small colorful bracelet with the letters WWMD (for What Would Mile Do) on it. Allows you to temporarily forget all adult concerns or concerns for consequences.

Japanese Fractured Fairytales (50 cp)

A series of books re-telling various fairytales and plots of novels/manga/anime, but slightly cracked, as if the teller couldn't quite remember them right.

Home Mailbox (50 cp)

A mailbox in your warehouse. It allows you to send and receive letters with people in previous jumps and your home world. Don't worry about time being frozen; it just works

Nekomimi Headband (50 cp)

Putting on this headband with animal style ears (your choice of animal), causes it to meld into your head until the ears appear to be a natural part of your head. They also make you look young and adorable. Can be removed at any time.

Lattice Barrier Talismans (200 cp)

A set of 10 paper talismans. Each lasts for 10 minutes. These are able to withstand a 50 MT nuclear blast. They renew every month. The barriers do not move once activated, and de-activating them prematurely still uses them up.

Ancient Ruins (200 cp)

A huge underground complex that you can place where you choose, though it is intended to be placed in a mountain. The complex once housed a major manufacturing center and space launch facilities, but all the equipment is ruined. Perhaps you can rebuild it?

Space Resource Extractor (300 cp)

A space station designed for asteroid mining. The equipment is timeworn and non-functional, but is in much better shape than any earth-based ancient facilities. Perhaps a tech-savy jumper could get them working again? The materials vaults hold 100 tons of each type of rare mineral found in this setting, and 10,000 tons each of more common minerals, but these do not refill on their own. If you want more you'll have to mine it.

Hunter

Ham Bone (100 cp)

This bone is the perfect favorite snack for animals and beasts of all types, and makes them notably more friendly toward you. Once they've had their fill of chewing on it, they will be fine leaving it with you, where it will be unchanged, except for tiny tooth marks. It also makes people who discover it in your belongings more likely to make mistaken guesses, which make you seem a subject of pity and compassion. Of course, to an absolute monster of a person that might make you a prime target, but perhaps you like turning the tables on that kind of person?

Recommendation (200 cp)

In this jump this takes the form of a recommendation to a 2nd tier educational institution or a hunter academy. You will be able to attend with no worry about tuition, and with all the amenities that paying students receive, and all necessary learning materials. You will automatically receive a middle of the pack passing grade on any entrance test without having to take the test, though you may choose to take the test in order to try for a better grade. In future jumps you will be able to use it on any educational and/or training institution where actual training/learning is the main draw, but not ones where the main draw is the social connections that can be made and the prestige of the name. (So yes to MIT, but possibly no to many Ivy League schools.) You effectively have a full ride scholarship which provides for all textbooks and materials, but not anything else not provided by the institution. So you only get living quarters if the institution has dorms and/or arranges living arrangements for exchange students. If there's a cafeteria you have access to it, and if you have to pay you are charged student rates, but you only get free food if other students do. You get all textbooks etc, and access to the library, but don't get free ownership of manga unless they're required for one of your courses. The same goes for laptops

and other electronics, vehicles, power equipment, weapons, etc. This can be used twice per jump.

Hunting Ground (400 cp)

For your convenience, Jump-chan has provided the title to a piece of uninhabited land approximately 30 miles on a side. This land is mostly forested, and largely rugged, or even mountainous, and is filled with dangerous wild creatures from this and other jumps you've been to. To be present in this area a creature’s entire personal territory must fit within the area, and the more powerful and ferocious animals will be very rare, but it is self-replenishing over time. Even if you kill everything here it will eventually come back, within at least 10 years.

Hunter's School (600 cp)

Here we have a technical educational center. By default it is set up to train new hunters, but you may choose to change it for any practical skill or group of skills you can teach. This is the equivalent of a technical school, turning out people who are trained and specialized for a certain profession or group of related professions in a two year timeframe, but is heavily geared to the practical rather than the theoretical or social. It is a recognized educational institution wherever it is placed, but can only be placed either where you are a citizen, or where a non-citizen could run an educational establishment. At the start it is equipped to handle a maximum of 100 students, but perhaps with your help it can grow. It starts with four buildings; a boys dorm, a girls dorm, a teacher dorm, and a class building with six classrooms, as well as an open practice yard.

Noble

Noble Clothes (100 cp)

No matter how “rustic” a noble is, on occasion they need to dress the part. These clothes are always the height of noble fashion, and you need never be looked down on for wearing the same thing every day, since you have a closet full, and they change gradually as styles change. These are the kind of clothes that scream VIP. A noble's clothes are their armor in the arena of social combat, and in that arena these are Triple S rank gear. They let everyone seeing it know that you are someone important who they can't afford to offend. Think of this as the kind of signal that even the Xianxia Rich Young Master would know you were too important to mess

with (as much as for a Rich Young Master from another family), so long as you knew how to wear it appropriately.

Invitation (200 cp)

In your possession is a gilt-embossed engraved invitation, with your name on it, and permission to bring up to eight companions. To what, you ask? Why to everything! If you (or someone you give this to), take this invitation to any event that has invited guests, you will find that your name is on the guest list, along with the permission to bring eight others. Do you want to go to the Queen's birthday party? Done. That hot new concert that's been sold out for months and even the scalpers can't get tickets to? No problem. The hyper exclusive auction that you have to win three tournaments and have a personal recommendation just to meet the guy who decides if you're worthy to meet the guy who might sell you an invitation? Already done. This doesn't tell you when or where the event will be held, or even that there is an event. That's something you need to find out on your own. It also doesn't give you entrance to events that don't have guests, like the clandestine meeting of a secret cabal of demon worshipers or anything like that. But if it is an event that has guests, and you can get to when guests are supposed to arrive, then you're fine, and if a 'normal' invitation would provide transport then this one does as well. This is reusable, but if you manage to cause enough of a problem to get yourself put on the ban list it won't help you into those events any more.

Noble Manor (400 cp)

A noble who sleeps on the streets is not much of a noble. Fortunately, Jump-chan has you covered. This item takes one of two forms, and you can buy it again to get the other. Both are luxurious mansions with 10 “family” suites, 10 to 20 “guest” bedrooms or suites, room for around 30 servants in significantly less comfort, with a stable, a coach house for storing wagons and carriages, a large ballroom for holding parties, a grand dining room, a smaller 'family' dining room, five or six smaller 'salon' living rooms, a kitchen large enough to prepare food for everyone, and which also serves as a gathering place for the servants, cellars, including a large pantry and a wine cellar, and a large attic for storing things. The first form is a country manor, which will be two to three stories tall, and also have a small attached farm/large garden, an extensive lawn with perhaps topiary, mazes, or other attractions, a small landscaped wood, and a pond. It has a gatehouse at the entrance to the property, which probably houses the gardener, and possibly a guard. The second form is the Townhouse mansion, It will occupy significantly less ground space, but will likely be taller, possibly six stories tall. The yard will be smaller, but it will be completely fenced in. The driveway will be at least long enough for a carriage to pull in, unload passengers, turn around, and leave.

Each additional 100 cp will add half again the interior space, or half again the exterior space, or add a secret passage in the walls, or add a secret tunnel in the cellars, or add a fully equipped dojo, or add the equivalent of modern conveniences such as plumbing, internal heat and air conditioning, and kitchen appliances all powered by magic.

Noble Lands (600 cp)

You have a noble title that grants you approximately 150 square miles of land. This land is mostly farms and small villages, but it has a town. You start as a Baron, and have the right to raise an independent military force and even appoint a few knights, although you will be expected to support them, and knights are not cheap. You do receive revenue from taxes, but most of it will be taken up with running your lands. Spending 100 cp will give your lands some kind of local specialty. Perhaps it grows some kind of local spice, or has good supplies of timber, iron, or coal, or has great fisheries, or shipyards, or makes great wine: some mundane product or service that makes your area more profitable than usual. For 150 cp you have a smaller supply of a more precious resource, such as gold, silver, or a type of gemstone. For 200 cp, you can upgrade your title and lands, first to Viscount, with approximately 400 square miles of land, then an Earl with approximately 1,000 square miles of land. The increased size and title also provide an increase in prestige, and military forces, and finances. Or you can spend 150 cp to double the area of your territory.

Merchant

Figures (100 cp)

Someone seems to have set up a production line providing you with a supply of merchandise based on you, your companions, and your adventures. These include models/figurines, clothes, and all kinds of other goods, all produced to the highest standards in jump. In future jumps the merchandise will continue to update. You can put them on the market and boost your revenue and fame, or keep them all for yourself.

Endless Spices (200 cp)

Japanese reincarnators all seem to be extreme foodies. Now you can be too! By reaching into this fancy satchel with a clasp shaped like a knife & fork, you will be able to pull out a box filled with a spice of your choice, There is no limit to the amount of boxes you can pull out and use, but you can only sell a maximum of 1 ton each type of spice per month.

Adventurer Inn (400 cp)

Or another actual business. Being an adventurer is a proverbially unreliable occupation, but if you own your own business then you are a respectable member of society. At the base price, this is a small independent business, such as a small inn, a smithy, a small bakery or restaurant, or a moderately successful peddler. For an additional 100 cp you can add some special attraction (hot springs, a unique type of food, etc). You can also spend 100 cp to make it a regional business, with branches in neighboring cities, for 200 cp it becomes a national business with branches spread throughout the country, or for 300 cp it becomes an international concern with branches spread through many nations.

Inter-Jump Exchange (600 cp)

Attached to your warehouse is a window to a counter that serves as a bank for CP for both you and your companions. Save it up to spend on future jumps.

Mage

Wizard's Staff 100 cp

A staff, weighted and reinforced to use in combat, that enhances all your supernatural and magical abilities

Nano Capsule 200 cp

Bottle of twelve physical and supernatural temporary booster pills. One doubles, two quadruples but causes light damage, three octuples but causes serious damage, four boosts 16x but is likely to kill a person. Each lasts 10 minutes. Bottle refills at the beginning of each month.

Golem Unit 400 cp

A team of eight stone golems, four iron golems, and two mithril golems

Nanomachines 600 cp

You can choose to have the nanomachines from this world populate other jumps. You get to choose the requirements and protocols they operate on, and how they determine if they answer people's calls.

Knight

Light Armor 100 cp

A set of armor that is light, but does not cover everything, however the pieces of this one are completely unbreakable by any means. An undersized breastplate, plus shin and arm guards. The armor can't be pierced, but enough force will still send you flying and probably injure you.

Reforged Sword 200 cp

A sword that is unbreakable by any means. It can never rust or blunt. It also acts as a wand, helping to direct and focus your magic.

Dojo 400 cp

Choose what martial arts/weapons are taught. Upgrades: 100 cp each to add special training areas (waterfall that releases logs, pool with a bunch of posts to hop from, shrinking platforms, floating platform, etc), 200 cp for more fantastic/magic training areas (floating platforms, pool of lava, ect), 200cp each for a replenishing supply of golems or monsters to fight.

Knight Corps 600 cp

An order of 100 knights who see you as their commander. Upgrades: 100 cp for top notch thoroughbred trained warhorses, 200 cp for semi-magical mounts like Unicorns, 300 cp for

significant mythical mounts such as Pegasi, 400 cp significant magical combat mounts like Wyverns or Griffons.

Companions: Coming Soon

Import/Create

50 cp for 1 or 200 cp for 8. Each one gets 700 cp to spend.

Recruitment

100 cp for someone who isn't Mile, an Ancient Dragon, or god. 200 cp for Mile or an Ancient Dragon

Drawbacks: Coming Soon

Setting Toggle (0cp)

Choose whether you are in the setting of the Web Novel, the Light Novel, the Manga, or the Anime, or some blending composite.

Standing Out (100 cp)

I hope you like being noticed. No matter what you do, people will always see and notice whenever you would least want them to. Rush through the morning and leave with mismatching socks? Everyone on the road and at school notices. Do something that should be impossible? Expect to make national headlines. Fart in a restraunt? Maybe all the heads turning will create a nice breeze.

"Average" Common Sense (100 cp)
Like a certain aristocrat turned hunter, you make people wonder if you were dropped on your head as a baby. You have a hard time telling the difference between fiction and reality, have almost no filter on your mouth, and can never seem to read the mood. Are people having a tearful reunion? Sounds like it's the best time to start shouting about how much you love animal eared kids. A non-jumper non-companion needs directions how to accomplish something? You have the perfect plan, all it requires is for them to use some of their CP.

Self-Proclaimed Rival (100 cp)

Why can't we all just get along? One of your colleagues or fellow students seems to have decided they are some kind of shonen protagonist, and that they can only progress by defeating you. They may not be a serious threat to you, but no matter what you do they Will. NOT. Give UP! If you ever manage to escape/convince/kill them someone else will choose to make you their rival. Also, people will get upset and blame you if you kill or injure your rival, or if they are mentally damaged.

Talent Hunted (100 cp Incompatible w/ Underestimated.)
It's good to be appreciated, but there is such a thing as too much of a good thing. For some reason, no matter how hard you try to hide your abilities there will be lots of people who think that recruiting you is the secret to success. They won't try to hurt you, or do anything that they think might make you too angry, but emotional blackmail; ("look at all these poor children who look up to you. I'm sure you aren't the kind of monster who would break all their hopes and dreams.") is completely fair game. Unfortunately, you find yourself having difficulty resisting said emotional blackmail.

Underestimated (100 cp) Incompatible w/ Talent Hunted
Sometimes it can be nice to be underestimated, but it can get really old really fast. Whether because you look so young and innocent, or because someone else always gets the credit for your accomplishment, or for some other reason altogether, people will have a really hard time taking you seriously. Try to warn the town about an impending monster stampede? "Why what an imagination the child has!" Want to get that high paying job taking out the nest of wyverns? "Sorry kid. That's a job for a *real* team of hunters. It's much too dangerous for a newb." Even if you manage to prove your capability people will quickly forget or rationalize it away.

Miser (100 cp)
There's being frugal, and then there's this. You are extremely reluctant to part with any money you could possibly avoid. Why sleep in a nice, safe, comfortable inn, with nice fresh food when you could camp in the forest overnight and eat whatever you can scrounge. Surely the monsters won't attack while you're asleep. Why should you buy a new sword? Sure your current one is old, cracked, dull, and to small for you, but swords cost money. It will be a real effort to bring yourself to spend money, and you will vehemently object to those around you spending money "unnecessarily", unless it's to buy something from you.

Homesick (100 cp)
Absence makes the heart grow fonder. You are regularly overcome with nostalgia for the world you originally came from, and everything you encounter leaves you longing for the version you used to know. Any hint of an element from that world being present in this one, (like a food you used to enjoy, or clothing styles you used to wear will cause you to go to extreme lengths to acquire them.

Spoiled by Comfort (100 cp)

Hunters may like to go exploring, but you are a connoisseur of the finer things in life. You refuse to sleep on the ground, instead demanding a four poster canopy bed with down quilts. A meal roasted on an open spit cannot compare to a 5 course meal prepared by a private chef. And why would anyone drink water when the world contains fine wines and delicious teas? In short, you are obsessed with personal comfort and refuse to do without.

Blasted Scavengers (200 cp)
During this story Mili would give the Scavengers permission to leave their territories and gather metal from other areas, unintentionally allowing them to plunder human settlements. Whether that happens or not, and despite any attempts to avoid or destroy them, you will find that they are constantly attempting to claim anything metal in your possession or under your responsibility. They can tunnel through solid rock, and can cut through metal. If your Warehouse is vulnerable, they may even try to loot it as well.

World of Cardboard (200 cp)
Many jumpers are extremely powerful, both physically, and supernaturally. Taking this drawback turns off the safeties on your physical strength, both natural, and through any perks. If you take it again, this also applies to any supernatural abilities you may possess.

Bandit Bait (200 cp)
To be honest, every single country so far shown in this setting has a serious problem with bandits. Now you do too. Bandits and thieves attack or attempt to rob you everywhere. They rarely have anything of any value, and even their slave value will be unusually low.

Monster Magnet (200 cp)
Aside from bandits, the largest threat in this setting comes from monsters that fill the abundant wilds. Unfortunately, you seem to attract them. You may think this is a good thing, especially if you are a hunter, but it doesn't turn off, and the monsters are smart enough to attack when you are unprepared, for example sleeping, eating, or butchering a previous group of monster.

Family Obligations (200 cp)
I don't know what your relationship was with your family in your pre-jumping days, but in this jump, your family has expectations for you. They have things they expect you to do. Things that aren't what you would want to do. Unfortunately, you can't just ignore them. Aside from the fact that being seen to let down your family would have serious social consequences, you feel indebted to them. Perhaps you can work out some kind of compromise?

Pernicious Publishing (200 cp)
Someone seems to be publishing a very popular series of stories obviously based on your life. What's worse is that they got a whole lot of it wrong in ways that are either embarrassing or inconvenient. And no, you don't get any royalties or perks.

Cinderella Clone (300 cp)

There are bad childhood. There are horrible childhoods. And then there's you. Child Protective Services is not a thing in this world obviously, and you're stuck. Your age is adjusted to ensure that you are a minor and legally under the control of your parents. If you want an idea of how bad it is, it's based on Mile's life before regaining her memories. For a reminder, her father murdered her mother, and used her as a slave. They also forbade her from ever telling anyone her true last name on pain of death, and sent her out as a child without so much as a spare pair of underwear, or a penny to her name. And that's not all they did. That's just the highlights.

Scheming Nobles (300 cp)
While in story there are a few really decent nobles, there are far more that play the 'evil scheming aristocrat' role to the hilt. Unfortunately those are the ones you keep running into, and into who's plans you keep getting mixed up. Now, they're amped up to 'Game of Thrones' level. Good luck.

Obligatory Power Lockout (300 cp)
Pretty simple. All your perks and powers from out of jump are removed for the duration of the jump..

Obligatory Item Lockout (300 cp)
Pretty simple. Access to your Warehouse, and all of your out of jump belongings, are locked out for the duration of the jump.

Thought Wave Emission Disability (300 cp)
Spoiler alert! In this setting 'Magic' actually works on Clarketech. The way it works is that your thought waves are picked up by hyperadvanced nanomachines that do your will. Some people emit more thought waves than others, reaching more nanomachines, and thus working more powerful 'magic'. Others, like you now, emit few to no thought waves, thus their desires are not picked up by the nanomachines, and so they can't work magic. Unlike most you do not emit any thought waves at all, and cannot even use body strengthening magic by ingesting nanomachines.

Public Enemy (400 cp)
One of the major nations of the setting views you as a dangerous criminal that must be imprisoned or killed.

Demon Lord (500 cp)
Despite having a bad reputation, in this setting demons are not innately evil. That said, they are very powerful. For some reason they see you as an enemy, and will send agents to kill you.

Ancient Dragon's Ire (600 cp)
The race known as the Ancient Dragons is insanely powerful for the setting. A single one of low to average strength could destroy the most powerful human nation easily. Many groups worship

them as literal gods. Fortunately they have no interest in ruling the ‘lesser races’ and are isolationist. Unfortunately, every one of them demands your death.

Beware the Nice Ones (600 cp)
Did you hurt her friends? Maybe you called a flat-chested child? (Don’t do that, by the way.) Somehow Mile absolutely hates you. She’s determined to see you die, but not immediately. No. First she needs to utterly destroy you mentally, emotionally, and physically. And she’s surprisingly creative. NOT recommended.

Apocalypse Now! (600 cp)
While this looks like a standard fantasy world from a Japanese Light Novel, it is in fact a post-apocalyptic dystopian realm. This world used to be extremely advanced, but every once in a while it gets invaded by endless armies from another dimension. Unfortunately, in your lust for CP, you’ve moved the hands of the doomsday clock far forward. Why would you do this?!