



Love and Deepspace jump
v1.2
by PerfectlyNormalShard

In 2034, humanity received its first message from Deepspace. Although the transmission remained shrouded in mystery, it ignited people's curiosity to explore the universe and discover unknown civilizations. This is the origin of the epic tale known as the Deepspace Legend. Yet with the arrival of this cosmic message, creatures called Wanderers appeared and attacked humans. Thus, the Deepspace Hunter was born.

Take **1000 Choice Points** to fund your adventures.

Starting Location

Choose your Starting Location. Or gain +100 CP by rolling 1D6

Linkon City, Bloomshore district

An administrative division in Linkon City. While it's right next to the city center, it's as if time has stopped. It's a place with a very down-to-earth charm, where one can find tranquility.

Linkon City, Hunter Association Headquarter

Near the bench, where hunters go to get their tasks

Linkon City, whitesand bay

Whitesand Bay sits along the coast of Linkon Town. It is also popular for its resort area and art district.

Ancient Lumerian ruin

The remnants of an ancient civilization, now nothing but dust and ash, rather far from Linkon city, you need a few days of travel.

N109 Zone

A dangerous place where criminals roam unmolested, and where Syrus dwells.

Free Pick.

You are free to choose anywhere, even beyond these options, so long it is a recognized place within the game.

Age and Gender

You need to roll your age using $20 + 1d8$.

By default your gender is whatever you were previously but feel free to change it.

Origins *all can be taken as drop-ins, no official papers though*

Deepspace Hunter

You are a new recruit, one of the hunters tasked with keeping the city safe from wanderers. You can replace the Mc with this.

Lover from Beyond

You are not from around here, did you come from beyond the Deepspace tunnel? From the future? One thing is sure, love has dragged you here for a reason.

Lover from Myths

You are not from around here, did you come from the past? From an ancient civilization? One thing is sure, love has dragged you here for a reason.

Race

Human [Free]

You are a boring vanilla human, well as vanilla as an evolver is.

Philosian [100 CP]

You are from philos. Long after humans left Earth, generations living near an aether core changed your body, making it stronger and longer-lived like a Lumerian, though to a lesser extent.

Lumerian [200 CP]

It is said that their voice can kill, and that their scales are the most precious material, many legends circulate that the race that built the ancient Lumerian empire, is now all but extinct, all we know is that they are mermaid creatures whose power fluctuates with the tides.

Fiend [300 CP]

Long before humans arrived, ageless dragons ruled Philos, massive powerful flying fire breathing beasts, and you could be counted among their number, you are a dragon by nature, could fly with your wings and even hover, you could breathe and control fire, you can also adopt a humanoid form, with horns, a tail, and scales, you can manipulate the desires of living being, and devour souls willingly offered for a quick power up, even in human form you are stronger and more durable than humans, and partial transformations, but where you excel is you scale's defense, and your regeneration, which in dragon form can even regenerate a heart. However, if you lose your eyes, you lose your desire powers till they regenerate.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Preference adjudgment [Free]

Let's talk about the elephant in the room, this is an otome game, the mc is a girl, and all the romance targets are guys, from now on before entering a jump, you can automatically switch the genders, here for example, you can turn all of them into girls. Have fun.

gorgeous [100 CP]

Everheard of an ugly otome mc? An hideous capture target? Yeah me neither, whether its looks, smeel, voice. Prepare to steal hearts left and right.

Evol levels [+200 CP/0/200/400]

You are an evolver, and so possess an evol, an innate energy that only a few people possess. Evols are then categorized based on **Class** and **Level**.

-Psychic: Evols of this Class grant the Evolver psychic abilities

-Elemental: Evols of this Class allow the Evolver to control an element

-Simulation: Evols that can simulate a phenomena, usually gaining information

In terms of levels, it goes from C (the lowest level) to B, A, and then S (the highest level.).

You can obviously see the price range of these levels.

Aether core [600 CP](cannot take evol levels)

This is a Capstone Booster

A modified protocore, conferring it amazing and mythical abilities, firstly, your evol level is set to unstable, meaning it can vary depending on many factors like mood and will, going from nothing to beyond S class, secondly due to its unbound status with space-time, there is always a version of you existing across any time and space, although they are unaware of each other's existence, they are not you exactly, so dying will count as a chain fail, but once per jump or every 50 year, you can transfer your soul, memory etc. to the you of this time and space(don't worry, it's just an empty vessel going through the motion).

Deepspace hunter

Peak physicality [100 CP]

Training to become a qualified Deepspace Hunter is no small feat, as it requires rigorous physical and mental training. Thankfully your body more than qualify, you are combat ready

Fight synergy [200 CP]

All the training in the world won't save you if you don't know how to use it, luckily you are adept at using swords, twin pistols, claymores and staff, you also know how to fight as a team, covering your friends' weak spots.

Anhausen Class [400 CP]

The word *anhausen* is an alternate spelling of the Middle English word *enhaucen*, meaning "to lift, heighten, or raise up" or "to better or improve someone; to make someone better. Now you have some of those properties, you can use it to augment the power of your allies by a magnitude or more, it all depends on the bond you have.

Affinity [600 CP]

The bread and butter of this game, in your eyes, your life is like an otome game, you can feel the affection of your capture target, and what they like and dislike, it's like playing the game in VR, myth cards, ect. Additionally, your charm, from voice to manners to ideals and more, is very enticing, capturing their attention and slowly luring them into your orbits.

Capstone boost:

It would be nice if we had some background work already in place, no? something that lets you circumvent any personal wall? Well, that desire is reflected along your reincarnations, you can designate up to 4 persons, no matter their position in time or space, as capture targets, and your incarnations of those times, while having your perks and skills, will try to cozy them and prepare the road, having an advantageous background to tie themselves to them and having the personality that will connect you to them so that you remind them of your incarnations, once that love is sown, events will conspire to drag them into your time and space, all ready to seduce.

Lover from Beyond

Cold focus [100 CP]

You have a darker side, one you can call upon anytime, to focus upon the objective, and contemplate any possible way to achieve it, even the less scrupulous one.

Archetype embodiment [200 CP]

Submissive? Dominant? No type will shackle you, you can decide at will how to project yourself in term of personality on a dime, you decide the pace, and you decide how your partner can see you as.

Genius and savant [400 CP]

You need a special something if you want to compete with rival from the pasts, with all the myth, royal title and "magic", luckily, that would be the brain, you are smart, genius smart at something, enough to be recognized in your field by your peers.

Blessing from Deepspace [600 CP]

You are blessed, jumper, by the entities of the deepspace, or maybe it is something else? No matter, for what does this ability does is simple you can feel the cosmic energies of the universe, feel the flow of fate and evol energies, detect deepspace tunnels, protocores, buried treasures, places of intense memories, the frequencies of evolve, your fated ones etc.... if you focus your mind and listen to the winds of the cosmos, you will never be lost again.

Capstone boosted:

No longer just an observer you are, your aether core powers seep into your surroundings, through all your incarnations, first, you can send probs both in the past and present (not future unless you originate from that future), second you can open deepspace tunnels anywhere in the present or past, though their size, duration and distance in term of space and time depend on how much energy they have been channeled into, I recommend personal type deepspace, you are still somewhat human, second, you can have influence over wanders all similar mindless pseudo-creatures that live in space, the type of influence depends on the difference in power and energy used.

Lover from Myths

Learned [100 CP]

A niche benefit that comes with age is that you are old and wise in the ways of the world, at least when it comes to trivia. if the skill needed isn't complex, something that was widely used in the past, and relatively simple to know and use, you are probably adept at using or likely to know about it

Burning heart [200 CP]

Your heart burns for your loved ones, enough to boost your strength and evol past their limits, the more in danger they are the longer and harder this boost goes on, careful not to overdo it or the backlash could be painful, and long.

Blessed from faith [400 CP]

Be it faith or fate or your evol secret skill, but you got plot armor, well not you, but your beloved, not exactly plot armor or mc skills, but a much higher chance to survive tragedies catastrophe accidents, conditions, in short, no need to worry too much about losing her/him if you look away for a moment.

Call of Divinity [600 CP]

There are beings out there jumper, gods? Maybe, or being made from the flow of evol and the cosmic energies, one of them is bound to you, choose a concept, you have affinities with that and skills to match it, maybe you are bound to the god of the sea, and can call upon waves or good fishing, or catastrophe and sense the future disasters. No need for offerings.

Capstone boosted:

Never mind jumper, your aether core is divine in nature so to speak, drastically increasing your reserve, generation, and output of evol energies, ten times at least. second, you have an extra pocket that stores excess evol energies, from you, worshippers, or the environment to be used at latter date, third, you do not need to send it far or large distances to send power like a god to his priest, so the miracles cost less, lastly, you can call upon your powers to turn into a divine form that consume evol over time, this form drastically improve your evol and divine skills, and use once a year, the full reserve of energy to create a major miracle, anywhere any when(future doesn't count) the magnitude and reach in term of space and time depend on distance, how far back, and the amount of energies, for example, send a wave to destroy a small city or send rain to a desert in the past, warn your past self, it all depends on your divine type, evolve and will ect...

Items

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

General [Undiscounted]

Love and deepspace the game [Free]

the game, a computer(portable), charger, a mouse, what more to ask

Cozy apartment[100 CP]

If feels familiar, I mean it does look like the apartment of the mc, thought wether boyish or girlish is up to you.

Deepspace hunter

Beloved weapons [100 CP]

Twin pistols with ammo, a sword, a claymore and a staff, just what you need to start your job

Hunter license [200 CP]

You don't want to be arrested, do you? Well with this you have a cozy background and all the paperwork and excuses to work as a deepspace hunter, even a certificate, no friends thought, and since I'm nice, you either have a scooter, a bike, or a small car to navigate around

Deepsace treasure [400 CP]

It's a Gacha game(somewhat), need rare cards? New weapons, skins? Everything that could be gambled in this game is there, pray to your evol power and a deep space portal will send it to you or your place, it updates as you travel new worlds.

Lover From Beyound

hideout [100 CP]

perfect to hide your loot, or hide your enemies no.

blackmail [200]

Where did you get that? Damn, you have a nice stack of incriminating evidence for a lot of places and people of power, enough to trade favors and go where you usually cannot go. Though these are somewhat petty, don't expect to help against the government beyond having them leave you alone for a bit, or hire a few illegal surgeons.

Criminal organization [400 CP]

Wasn't Syrus supposed to have that? Well either you took his place or overthrew him, or a similar organization, but you got a few rough guys to help with your business, and two annoying henchmen(or women I don't judge) with evols to accompany you, mechanical owls not included.

Lover From Myths

Job certificate [100 CP]

Artist, doctorate, any paperwork that say yes, you work there, skill-wise though...

Nice mansion [200 CP]

A nice wooden mansion by the beach, a favorite of Rafael I heard

Royal title [400 CP]

Prince, duke, priest, anything of importance, one of them was slapped into you, maybe not an actual prince, but maybe a fallen one, you have a bunch of treasures and artifacts, and the training to be recognized as a noble.

Companions

Companions can purchase more companions.

Companion Import [200]

import a single companion into any origin and race for 200cp each, they get 600 cp each, to a maximum of four.

Canon Companion [100]

So you want to take any other existing character from this world. Well then, this option is for you.

Scenarios

Scenario [got to catch them all]

You came to seduce and seduce you will, you will not be allowed to leave until you have seduced all targets, finished the plot, and got them to declare their love. Marriage optional, harem optional

Reward

These four heartbreakers fill one companion spot, and you get them for free!

Drawbacks

The plot is King [+300 CP]

You may not leave the main plot alone.

Extended Stay [+100 CP]

For each purchase of this, your time here is extended 10 years. As much as your lifespan allows.

unlucky [+100 CP]

Better store some money for the expensive plate you WILL break.

Godly attention [+100 CP]

You have the attention of a god, they are a troll, harmless but annoying, expect a god of the sea to literally rain on your date.

naive [+200]

You are quite gullible.

Wanderer bait [+200]

You should stay in the city, it's safer for you.

Criminal bait [+200]

I hope you have a license, or somehow can defend yourself

Hunted [+400]

Someone somewhere is out to get you, and they have the organization to do that.

Heart problem [+400]

You have heart problems; this will affect your stamina.

Trust issues [+400]

You have trust issues, making it hard to open yourself to others, which is unfortunate in an Otome game

Tragedy [+600]

Somewhere, somehow, something will happen, maybe your grandma died? Either way, this will leave a mark, mentally at least, you are free to jump through time and space to avert it, but the damage is already done, and you won't remember this drawback.

No context [+600]

You forgot the plot, didn't you?.

Lockdown [+600]

You have no **Out-of-context** items, powers, or warehouse.

Decisions

You have three choices ...

Go to next Jump

Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

v1.0

Initial Template Creation