



城下町の
ダ・デライオン

春日 歩

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PRESENTED BY
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January Introduction

The Sakurada family live a peaceful life in a normal Japanese suburb. They make friends, they date, they get part-time jobs, they do chores, they bicker, they laugh, and they're generally always there for each other. This is precisely the life that their parents: Souichirou and Satsuki Sakurada, wanted for them. There's just the small complication that Souichirou is also the king of this nation, making each of them a potential heir to the throne, whether they want to be or not.

Despite inheriting the throne while still in highschool, the King's feelings of isolation and love for his commoner wife Satsuki inspired a deep admiration for the lives of the common people. Which is why he insists that his family live in a normal house, going to normal schools, and making normal friends. While they don't always succeed in being "normal" themselves, the result is that the Sakurada family gets along quite well with the average citizen, creating an odd dynamic where the average civilian can converse with royalty as equals, while also idolizing them like local celebrities .

Serving the dual purpose of giving the kingdom a say in their next ruler, and to ensure that the king can keep an eye on his children, he has installed over 200 surveillance cameras throughout the Kingdom, streaming the day-to-day activities of the Sakurada family nationwide. Citizens will regularly participate in public polls gauging each candidate's popularity, which will eventually decide the next ruler.

You enter this Jump two years before the final election. You receive **1000 Poll Points to decide your starting history and capabilities in this world.**

Welcome to the world of **Castle Town Dandelion.**



February **Sakurada Family**

No matter how you slice it, this is a story about the past, present, and future of the Sakurada family. Each member possesses their own followings, strengths, weaknesses, as well as a unique ability that acts as a proof of lineage for all full-blooded nobility in this world. The immediate members of this family are as follows:

Father: Souichirou Sakurada [Male, 38] - The current king and father of the Sakurada family. Often alternating between a kind and competent ruler to an irresponsible and doting parent, it is Souichirou's desire to give his children the "normal" family life he never had. His special power allows him to perceive the emotions of others as auras.

Mother: Satsuki Sakurada [Female, 38] - The current queen and mother of the Sakurada family. Although born as a commoner, her ability to treat Souichirou as an equal made him fall in love with her and come to admire the lifestyle of commoners. In spite of her humble origins, she is no less respected than the rest of her family.

First Child: Aoi Sakurada [Female, 17] - The first daughter of the Sakurada family. Aoi is a soft-spoken but naturally brilliant child. Despite taking barely any action to improve her ratings, she always leads in the polls by significant margin, seemingly for no other reason than her raw charisma. Supposedly, her ability "Invisible Work" grants her enhanced memory and intelligence, but some have started to doubt this claim.

Second Child: Shuu Sakurada [Male, 16] - The first son of the Sakurada family. With a slovenly attitude and an even worse sibling complex than the rest of his family, he is very few people's first pick for king. However, in some ways he is the best pick for king. Even if his siblings have him beat in courage, wealth, or raw charisma, he is a natural leader, just like his father. His ability "Transporter" allows him to teleport.

Third Child: Kanade Sakurada [Female, 16] - The second daughter of the Sakurada family. Kind and polite in public, cold and calculating in private, though she does love her family deep-down. She is a prime king candidate in terms of economic finesse, with personal funds on-par with the national budget. Her ability "Heaven's Gate" allows her to create anything by sacrificing a proportional amount of her funds.

Fourth Child: Akane Sakurada [Female, 15] - The third daughter of the Sakurada family. Akane suffers from crippling social anxiety, causing her to despise her forced inclusion in the election. Ironically, she is by far the most heroic candidate, with a natural instinct to fight for justice like the flamboyant superheroes on TV. Her ability "Gravity Core" allows her to control the weight of herself or anything she touches.

Fifth Child: Misaki Sakurada [Female, 13] - The fourth daughter of the Sakurada family. Misaki is charming and competent in her own right, and always happy to help anyone who needs it. However, she is often overshadowed by her siblings. Additionally, she is unhealthily obsessed with her twin brother Haruka, but that's hardly unusual in this family. Her ability "All for One" allows her to split off seven clones of herself.

Sixth Child: Haruka Sakurada [Male, 13] - The second son of the Sakurada family. An overly serious boy, though one who cares a bit too much about his appearance. He isn't particularly interested in becoming king himself but will do whatever he can to help his sister Misaki in her own campaign. His ability "Lots of Next" allows him to instantly calculate the various probabilities of different outcomes for any given situation.

Seventh Child: Hikari Sakurada [Female, 10] - The fifth daughter of the Sakurada family. An immature child who loves the spotlight. Her only interest in the throne appears to be the fame that comes with it. She'll soon start a secret career as an idol, where she'll discover her true calling and the joy of hard work. Her ability "God Hand" allows her to temporarily control the age of herself or other living beings.

Eighth Child: Teru Sakurada [Male, 6] - The youngest son of the Sakurada family. A sincere boy who admires how hard his siblings work and aspires to be someone his family can rely on. Due to his immaturity and... active imagination, he hasn't seen much support in the polls, not to say the Kingdom doesn't love him all the same. His ability "Limit Over" allows him to enhance his strength to superhuman levels .

Ninth Child: Shiori Sakurada [Female, 5] - The youngest daughter of the Sakurada family. A sweetly innocent girl is a beacon of kindness. Whether people, animals, or even objects, she holds empathy for all things. She is more mature than her brother Teru, but that's not a very high bar. Her ability "Soulmate" allows her to telepathically communicate with animals and objects as if they had human intelligence.

3 March Backgrounds

Choose age & gender freely. Only Commoners can be Drop-Ins.

Commoner - 0 PP

In recent years, the divide between royalty and commoner has become paper-thin. The result is a royal family that is far more in-tune with the kingdom's needs and an all-around friendlier atmosphere covering the whole kingdom. There's still some degree of a criminal element, but for the most part this town is as safe and pleasant as can be for commoners and nobles alike. If you still aren't content with the hand you've been dealt, or just want to play a bigger role in this kingdom's future, I suppose it's not impossible to ingratiate yourself with the Sakurada family directly.

Royalty - 400 PP

Nobility is your birthright. You are most likely another member of the Sakurada family, putting you in the running for the next king. Despite ostensibly being rivals, the members of this family are close to an often unhealthy extent. Despite realizing the responsibility on your shoulders, you've lived your whole life in the same living conditions as commoners, making you far down-to-Earth than one would expect a noble to be. Alternatively, you might belong to the royal family of a kingdom on good terms with the Sakuradas, in which case you may struggle to adapt to their lifestyle.



April **Skills & Abilities**

Discount two 100 PP perks free and two 200 PP, 400 PP, and 600 PP perks half-off. You can trade two discounts from a lower tier for one of the next highest tier, or one of a higher tier for two of the next lowest tier. Discounts do not stack.

Sakurada Integrity - 0 PP, Optional

You never find yourself lacking motivation to help those you consider “your people”. Seeing them living happy lives never fails to pass some of that joy down to you.

Idolatry - 100 PP

You have the makings of a pro idol. You possess enough natural talent to start a career with zero training, but you won't see your full potential unless you work for it. Your infectious enthusiasm has a way of bulldozing through the usual drama that plagues the entertainment industry, in order to form genuine relationships with your peers.

Heart of Justice - 100 PP

Protecting others is integral to your very nature, and that nature can allow you to act with unnatural decisiveness to protect those you care about. Whether it's the pursuit of a robber blowing away all your fear and anxieties, to using your power to create a complex barrier in a split second between your little sister and a speeding truck.

The Right Sibling For the Right Job - 100 PP

The strengths and weaknesses of your family members often complement each other. If one is strong then another is smart, if one is good at leading others then another is good at managing money. You are skilled at persuading your siblings to take on chores meant for you, if you can convince them you aren't the right person for the job.

Soft on Crime - 100 PP

Who in their right mind would become a criminal in a town covered in cameras? You, apparently. As long as you only commit petty crimes like purse snatching and get away with the initial act, official authorities have an impossibly hard time tracking the crime back to you, even if you were caught on camera in broad daylight without a mask.

Lonely Eyes - 200 PP

There's no denying that you can be quite scary, and yet, others can tell and often reciprocate when you genuinely care for them or see them as equals in spite of any power imbalance. Your supernatural powers will never activate in any way that could compromise that friendship unless you consciously choose to, even if they're normally automatic, like reading their memories or commanding them against their will.

Super Doctor - 200 PP

Through a simple medical check-up, you are capable of appraising supernatural powers. While this won't tell you the exact mechanics, you can determine its function, conditions, side effects, and even its name. A misdiagnosis is possible with especially complex abilities, like confusing an ability that weakens the inhibitions with total mind control, but such cases are rare and can be corrected with additional tests.

Classless - 200 PP

Like the current queen, you are inexplicably capable of sidestepping any taboo or tradition that would impede your ability to form relationships across social classes. A noble could share a drink with the commoners, just as a commoner could be accepted as a king's wife with little resistance. Something about how you carry yourself can make basic mundanities seem more desirable than even the greatest luxuries.

Invisible Work - 200 PP

A talent so great that it might as well be a power. Like the eldest Sakurada, you possess perfect memory and recall. As handy as that on its own would be, you also receive a general boost to your intelligence. You may not match up to trained experts, but few college courses would cause you much difficulty to speak of. Also increases your ability to consider and think through the long-term consequences of your action.

A Small Sprout - 400 PP

At times, the smallest spark creates the biggest flames. Even simple gestures from you have a profound impact on others. Welcome someone into your everyday life, and before long they'll fall head over heels for you, get injured for someone else's safety, and they may devote their whole lives to paying you back. Interacting with you can even help restore lost memories, including those lost through supernatural means.

Benevolent Lie - 400 PP

Despite the saying, honesty isn't always the best policy. As long as your deception is altruistic in nature, those around you just run with it. Who would call out a college student for attending highschool classes to keep her friend company? If you ever need to help your sister face her anxiety by convincing her that it's impossible to recognize her in glasses, then the whole kingdom will start playing along that same day.

Meritocrat - 400 PP

Whatever position you find yourself in, you're never without the skills to back it up. If you're working your way up fair-and-square, you're able to use raw effort to quickly reach the same heights as those carried by personal connections. Even if you did receive your position through nepotism, you'll acquire most of the skills you would have developed by climbing your way up from the bottom practically overnight.

The Hero This Kingdom Needs - 400 PP

While charisma and talent are important traits for a ruler, a true king shines in times of disaster. Stop a bank robbery, divert a crashing blimp, catch a purse snatcher, etc. This doesn't make these incidents more common, just makes them happen in places where you can stop them. When you resolve these incidents, the press will always be in your favor and result in a significant boost to your popularity. Can be toggled.

Unexpected Candidate - 600 PP

Believe it or not, if events proceed as expected, the next king will be the unambitious Shuu Sakurada. Like him, with a single impressive public display of competence, you are able to completely flip your reputation overnight. In the future, if the top runner in some kind of election or competition were to drop out, the odds are bizarrely high that the votes meant for them will inexplicably be given to you instead.

Beloved Candidate - 600 PP

It would appear Aoi isn't the only person in this kingdom overflowing with charm. People seem to adore you just for existing. You could ask a total stranger to do a handstand in public, and there's a chance they'd do it simply because you asked. If you happen to be in the running for King, you'll likely be one of the top runners, even if you do no campaigning or public services and nobody knows your actual stances.

Practical Candidate - 600 PP

Bravery, kindness, honor, charm, those are nice and all, but at the end of the day it's money that keeps a kingdom running. You are a financial genius, perhaps even an equal to Kanade Sakurada. As a reminder, using nothing but her own skills managed to build up a personal bank account equal to the national budget by the time she was 16. That's not even accounting for money spent to use her power.

The People's Candidate - 600 PP

It's easy to forget what a miracle Souichirou pulled off during his rule. With enough effort, you can also completely rebuild the relationships between social classes. You can even emulate this kingdom's dynamic of royalty and commoners interacting as equals without changing the distribution of power. Your subjects and family members alike easily form intense emotional bonds among themselves (slightly higher risk of incest).

5 May **Royal Powers**

Exclusive to Royalty. Can only pick one. No discounts. While normally every royal's ability is unique, that isn't really an option here. Perhaps your ability was some kind of one-time power copy, or maybe it's just a very strange coincidence.

Cinematograph - 0 PP

This ability originally belonged to Harry Rose, the king of a foreign country. With this, you are able to project a deceased person's soul into the mind of another, allowing them to converse with the soul. The target must know the person being projected. If their memory of the person is lost, the power won't activate until they remember.

Reading Emotions - 0 PP

This unnamed ability belongs to the current king Souichirou Sakurada. It is quite straightforward in its effects. Around every person you can perceive an aura. The color of this aura represents their current emotions, no matter how they try to hide them. You won't instantly recognize the color of an emotion you have never been exposed to.

Lots of Next - 100 PP

The ability of Haruka Sakurada. With this, you can effortlessly calculate the odds of different results for any situation. Such as who is most likely to win a competition. These calculations are always 100% accurate, even accounting for factors you have no way of knowing. This can only tell you what is likely to happen, not what will happen.

Repriceless - 100 PP / 400 PP

The ability of Angelica W. Rose, the princess of a foreign country. This ability allows you to reverse the time of a person or object to heal it. This power comes at the cost of your own memories. The difficulty of healing depends on how long ago the damage was sustained, how severe it is, and how well you understand the target's structure. While fixing a few broken eggs may just cost you a few minutes, restoring someone on the verge of death may cost a lifetime of memories. For an extra 300 PP, this version of the power demands no memories for use. Even in this instance, you are unable to revive those who are well and truly dead. Such is the weight of a life.

Soulmate - 200 PP

The ability of Shiori Sakurada. With this, you are able to telepathically communicate with any plant, animal, or object. They are able to respond and understand you as if they had human intelligence and awareness of their environment, though they never seem to see your ability to communicate as anything particularly strange. Getting them to comply depends on the target's personality and your own persuasiveness.

Limit Over - 200 PP

The ability of Teru Sakurada. With this, your strength is enhanced to superhuman levels. You can shatter a whole street with a stomp or jump clean over a skyscraper. Of note, this ability must be consciously activated. This is probably for the best, just so you don't destroy every single thing you touch. This does unfortunately mean that you aren't any more resistant to harm when this power isn't active.

God Hand - 200 PP

The ability of Hikari Sakurada. With a touch, you are able to increase or reverse the growth of yourself or any other living target. You could change a grown adult into a baby or grow a tree to the size of a building. Effects are automatically reversed after 24 hours, during which you are unable to alter them further. With practice, you can learn to reverse the effects of your power without waiting for the 24 hours to pass.

All for One - 200 PP / 600 PP

The ability of Misaki Sakurada. This ability allows you to split off seven clones from yourself. Each clone possesses personalities and talents influenced by one of the seven deadly sins. While they appear to be completely different, they are essentially subdivisions of your own mind. They don't possess any knowledge that you don't, nor can they come up with any ideas that you hadn't already. You can spawn and physically retrieve them into your body, you can communicate with each personality through a cell phone while fused, and while separate you're capable of short-range telepathy. By default their abilities are only equal to your bodymod. For 400 PP they possess all supernatural traits and abilities you do, with the exception of All for One itself.

Gravity Core - 400 PP

The ability of Akane Sakurada. This allows you to control the gravity of yourself and whatever you're currently touching. With this you can fly through the air, lift entire whales over your head without any effort, and even display superhuman strength and speed. While other abilities may have it beat at their specific specialties, this is a power with many strengths and virtually no drawbacks, unless you're wearing a skirt.

Transporter - 400 PP

The ability of Shuu Sakurada. This allows you to teleport yourself at will, along with whoever or whatever you're touching. This can be used over short distances as easily as long. There's no cooldown and it would seem you can teleport to pretty much any location you're aware of or have personally been to. It is possible to get careless when teleporting others, such as accidentally teleporting with only the other person's skirt.

Brave Believer / Absolute order - 500 PP / 600 PP

From a young age, Aoi was told her ability was Absolute Order, which forced a target into a trance where they would obey any spoken command from the user before losing all memory afterwards. It was later discovered that was a misdiagnosis, and her true power was Brave Believer. The effects are similar, with the exception that it can't actually force a target to do anything they don't want to on some level. It simply gives them a push to act on their own desires, essentially bypassing their inhibitions. They're still quite similar, so Absolute Order only costs 100 PP more than Brave Believer.

Heaven's Gate - 800 PP

The ability of Kanade Sakurada. This ability allows the user to bring absolutely anything into reality. The only catch is that the cost of whatever you summon is deducted from your personal bank account. It's anyone's guess where it goes. While it's technically possible to summon creatures that don't exist or technology that hasn't been invented yet, the cost of doing so is too great even for an entire nation to afford. Should you continue using your power after emptying your bank account entirely, the cost will be covered by removing pieces at random of past creations of this power.

June Companions

Jumper Fan Club - 100 PP, Free for this jump for Royalty

Even the least popular of the Sakuradas have a passionate fan following, and now so do you. Despite the usual unsavory stereotypes of obsessive fans, this fan club respects you and your desires. If you don't want a fan following in the first place, then they'll do what they can to keep their support a secret. If bought, this fan club will follow you into future worlds, growing as you rise in popularity. This is more of a phenomenon than a conventional companion, so they don't take up a slot and can't be imported.

Exchange Student - 100 PP+

With each purchase, you may import an old companion or create one wholesale. They receive 800 PP to spend. You can spend more of your own Pole Points to increase the stipend of every companion purchased through this option by the same amount.

Familial Ties - 100 PP

With each purchase, you receive a slot that can be used to take any native of this world with you as a companion. You can either leave the slot empty, allowing it to be given to whoever you can convince, or tie it to a specific character. This renders it unusable for anyone else but contorts fate to have you often meet the individual on good terms.

Personal Circle - 100 PP+, one purchase only

Whether your blood is royal or common, everyone needs friends. You are able to create a group companion of 3-5 close friends who all have great chemistry with you and can respect you as an equal regardless of any difference in social status. They receive 800 PP to share, which you can directly increase by spending your own Pole Points.

Loyal Servants - 200 PP, Discount Royalty

The Sakuradas don't rely on their servants for much more than security, but they are the anomaly in this regard. You receive a few dozen loyal bodyguards and maids. How loyal? You won't need to wipe your own butt if you don't want to, and they wouldn't even resent you for it. They count as followers and don't take up a companion slot.

7 July **Equipment**

Discount two 100 PP items free and two 200 PP and 400 PP items half-off. You can trade two discounts from a lower tier for one of the next highest tier, or one of a higher tier for two of the next lowest tier. Discounts do not stack.

One For All - 100 PP, Free with All For One

A seemingly normal cell phone that never seems to demand payment for continued service. Oddly, you're able to use this phone to communicate with any other identities currently within you. This could mean alternate personalities, spirits possessing you, avatars that aren't currently being manifested, or anything else of the sort.

Sealing Sigil - 100 PP

Normally, this is just a simple marker, but by using this to draw a vaguely mystical circle on someone's body, it becomes a "contract" with you. This has no actual power but will serve as a constant reminder of a vow they made to you and make them far more resistant to breaking it. May increase the risk of them developing chuunibyou.

The Draft - 100 PP

It is traditional in the Sakurada household to distribute chores by drawing lots. By all accounts, this is a mundane wooden cup. However, when using this to draw lots, it becomes completely immune to any form of tampering, scrying, or anything of the sort that would remotely impact the fairness. Outside of pure bad luck, of course.

Stuck-Up Stray - 100 PP

Even when they're messy, selfish, and all-around useless, it's hard not to love our cute fluffy companions. You receive a pet cat, dog, or similarly mundane animal. They don't have any particular talents, but even when they're being a pain in the neck, having them around has a way of making people's stress just melt away.

Comforts of Home - 200 PP

It may not be some grand castle, but all the same there's no place like home. This suburban Japanese home isn't particularly huge, but large enough for a family of 12 to live comfortably. The house is fully paid for, and nearby crime rates are unnaturally low, but other than that it doesn't possess any particularly outstanding traits.

Shopping Duty - 200 PP

A small convenience, but a welcome one. Whatever your current home is at a given moment, you'll always be within walking distance of a well-stocked grocery store. It doesn't offer anything particularly rare, but if you've ever had to live an hour away from the nearest grocery store, you'll be grateful this isn't more expensive.

The Future of Safety - 200 PP

Created by Kanade's power, this massive wall is made of a shock-absorbing polymer that won't be invented for another 20 years. This could bring a speeding semi-truck to an immediate halt while barely denting it. You only receive a single, heavy wall. If you want to make more of the material, you'll need to reverse-engineer it yourself.

Jamming Glasses - 200 PP / 400 PP

If it works for Clark Kent then it'll work for you, probably. This pair of glasses has an odd effect of making everyone around you pretend as if they can't recognize you. They totally can, but they'd sooner make a scene by running away at full speed than risk breaking the illusion. For double the price, these glasses actually function as intended, making it so others are unable to recognize the wearer. The glasses only work when worn by the owner and are less effective on those aware of their function.

Extra Eyes - 400 PP

It would seem you and Souichirou have similar ideas of how to ensure the safety of your people and loved ones. You may choose as many or as few of your properties as you'd like to cover in enough surveillance cameras to cover every major public space. You can choose to keep the recordings for yourself or even stream them on national TV. You can even choose specific people for the cameras to specifically keep an eye out for.

Royal Treatment - 400 PP

The Sakuradas are mostly content living in their tiny suburban home, but isn't it nice to let yourself actually feel like royalty every now and then? You are the owner of a massive castle. You can either just use this as a normal home or fortress, but if you happen to be the head of a kingdom or empire, you can easily make all necessary arrangements to make this castle the core seat of power for your entire operation.

Plastic Beach - 400 PP

All the fun of the beach, with none of the security risks. From the inside, this is a beautiful private beach where the waves are always soothing and the sun is always shining, as long as you don't run into the walls. In reality this is just a massive metal box sitting in a parking lot designed to perfectly replicate the illusion of a beach. If you'd prefer, this can instead be designed to simulate a mountain onsen resort at nighttime.

Stardom - 400 PP

Being born into royalty isn't the only way to become a star in this kingdom. You are the CEO of a decently sized idol agency. You'll see the company making a profit regardless of whether you're stereotypically exploitative of your talents or treat them like actual human beings. Your scouts have an uncanny skill for discovering unpolished gems, those with the talent lesser agencies would completely overlook.

Miracle Cure - 600 PP, Special discount*

The creation of future medicinal technology so advanced that attempting to create it with Heaven's Gate may bankrupt the kingdom and might fail to create it anyway. This simple pill is a true cure-all. Any disease, injury, poison, disorder, or deformity, anything short of death can be instantly healed with just one pill. You receive a bottle of six pills that are restocked every ten years, or at the start of each jump.

*To account for the impossibility of this item's existence, this can only be discounted by sacrificing two 400 PP item discounts.

Personal Budget - 1000 PP, Special discount*

Seems Kanade wasn't the only financial genius around these parts. Through either your own brilliance or obscene dumb luck, you possess a perfectly secure bank account containing funds on-par with the national budget. Assuming this Kingdom's finances are on-par with the Japan you might be more familiar with, that's over ¥112 trillion Japanese yen, or around \$746 Billion USD. As a final bonus, should you possess any abilities that demand mundane currency to function, you can somehow "wire" them into this account so they can extract the cost wirelessly from your account.

*The only way to discount this option is by giving up all other item discounts.

Dandelion - 2000 PP, Requires Power & Advent of the Stars, Special discount*

The secret hidden underneath the Sakurada castle. A terminal that acts as a bridge between the Sakurada family and the power of the stars that gives royalty in this world their power. By activating this terminal, you are able to receive all the powers of every past generation of Sakuradas, in the form of a suit of armor.

*This power is not to be trifled with. In addition to requiring you to change this world into one based on tragedy and endless war, the only way to discount this item is by giving up everything. You must refuse the right to receive any kind of discount on any other purchase throughout this entire jump. I hope this power was worth the sacrifice.



August Drawbacks

No drawback cap.

Bro/Siscon - +100 PP, Can't be taken by Drop-Ins

What do you and the members of the Sakurada family have in common? An unhealthy obsession with your own siblings. You often alternate between pervy, overly protective, and overly dependent on their approval when it comes to your siblings. Others will inevitably find this gross, and some may even try to use it to manipulate you. Taking this ensures you have at least one older or younger sibling.

Old Regrets - +100 PP

As nice as it is to be there for those in need, the hero doesn't always get to walk away unscathed for their efforts. You sustained an incurable injury to your leg that prevents you from running or similar intensive use of your legs. You'll generally be quite slow if you don't have some method other than walking to get around. Your inability to keep up with others may take its toll on your motivation in other aspects of your life.

Power of the Stars - +100 PP

Like young Teru Sakurada, you have an overactive imagination, to put it nicely. You wear eyepatches and bandages for no reason, pretend to have demons sealed in your arm, and take everything way too seriously. That's right, you are a grade-A chuunibyou and a constant source of second-hand embarrassment for everyone around you, even if they don't have the heart to try and snap you out of your delusions.

Salaryman Work Ethic - +100 PP

Not even royalty are immune to Japan's self-destructive work culture. You are the worst kind of workaholic. It'll be hard not to get so caught up in your work that you end up neglecting your family. Even if you do manage, your tendency to neglect your own health for the sake of work could leave you so ill that people might start to wonder if you'll ever recover. Even when that happens, you rarely learn your lesson for long.

Camera Shy - +200 PP

Like the adorably anxious Akane, a kingdom full of cameras is the worst Hell you can imagine. You suffer from extreme social anxiety, paired with the worst luck imaginable for being forced into situations that are either actively humiliating or force you to interact with strangers. This anxiety is built on crippling guilt and self-doubt from childhood trauma rooted far too deeply to resolve without significant time and effort.

Priceless - +200 PP

It's unlikely you're part of the Sakurada family, but if you were you must have spent a significant part of your life in a foreign kingdom. You completely lack any semblance of common sense or the most basic knowledge for functioning in modern society. How to wipe your own butt, the meaning of different stoplight signals, and the concept of money as a whole, are all things you'll need to figure out from scratch.

Crime Doesn't Pay - +200 PP

Once again, is this really the right kingdom to start your criminal career? You are the quintessential example of criminal scum. If the constant compulsion to commit crimes of one kind or another wasn't bad enough, everything that comes out of your mouth while committing said crimes is so cartoonishly malicious it's as if you were spat out of the Earth for no other reason than to make the people who stop you look heroic.

Big Father is Watching - +200 PP

It would seem that Souichirou's overprotectiveness has reached all new heights and somehow nobody stopped him. There are far more cameras than before, and they're no longer limited to public spaces. Bathrooms are pretty much the only places free of cameras. Also, for some reason you have been added to the people the cameras are programmed to look out for, even if you aren't in the running for king.

That Time of the Month - +300 PP

Like all those in this world with special powers, yours have a tendency to go berserk for 24 hours once every month or so. For you, this is far more extreme and extends to your powers from other worlds. During this period, they'll be harder to control in general and can activate at random if you're careless. Keeping them all under control will demand all your attention, and the consequences for losing focus could be disastrous.

An Empty Doll - +300 PP

You don't know why everyone is so mean to you, and hopefully you never will. You are missing the majority of your previous memories. Whatever happened in your missing past compels those closest to you to treat you with unprompted cruelty. Should your tormentor die, it will be revealed that they truly loved you, and had genuinely good reasons for treating you in such a way, which will devastate you mentally.

Withering Away - +300 PP

You have contracted a deadly disease beyond the means of modern technology to cure. Nothing you brought from other worlds will help, nor will any royal powers from this world. Should you spend a kingdom's worth of wealth on medicinal technology, you'll just barely manage to keep yourself alive to the end of the jump, but with the pooled resources of multiple kingdoms, it would be possible to develop a true cure.

Advent of the Stars - +300 PP

Against all logic, Teru Sakurada's delusions were completely spot-on. During the election for the next king, an enemy nation assassinates the current king. This leads to years of war between kingdoms that eventually takes the lives of every Sakurada aside from Teru and Shiori. Is it really worth it? Had you not taken this, the kingdom would be peaceful and happy. Is all that worth giving up for a few extra points?



September **A Fair Election**

At least for the start of your time here, everything surrounding the Sakurada family will in some way tie back to the impending election to decide the next king. You've decided that you should play a more direct role in this kingdom's future.

The nature of your involvement depends on your origin. As a royal, you will be a candidate for king yourself, and must ensure that you win. As a commoner, you must use what little time you have to form a romantic relationship with one of the Sakuradas with the promise of one day marrying into the family directly. You must also ensure you play a pivotal part in helping them win the election.

Should you succeed in the above goal, rather than staying for ten years after the start of the jump, your stay will be extended to ten years after you or your candidate properly ascend the throne. You must ensure for that time that the people experience no less peace, happiness, and prosperity than they did under Souichirou's rule.

Should you succeed in all that, then your reward will be the kingdom itself and all those within. It will follow you between worlds as a property. The Sakuradas may be sad to cut ties with their foreign allies, but at the end of the day it is their own people's happiness that must always take priority.

Additionally, all members of the Sakurada family, whether by blood or marriage, may be imported into future jumps either individually, or as a single group companion.

Even when up against the superpowered Sakuradas, considering your nature, can it really be said that your victory in the election was fairly won? Clearly you don't think so. By taking this, you rob yourself of all perks, powers and any other advantages beyond your own memories and whatever you purchased in this jump.

Should you lose, this restriction will be lifted immediately at the conclusion of the election. Should you or your candidate successfully win the election, then you'll be working under this restriction for as long as you or they remain in power.

Considering the nature of this challenge, the reward could be considered quite ironic. For succeeding, both you and your spouse, if you have one in this world, will permanently acquire the mark of true royalty, regardless of which one of you is actually nobility by blood. This makes it so your offspring and direct descendants will each develop their own unique supernatural powers.

Powers can be endlessly varied, and heritage seems to play no role in what powers one develops. Powers can grow stronger with time and experience, but it is impossible for powers to completely change or to acquire completely new ones. One thing to be wary of is that every power has a period at least once a month where they will go berserk. This can be mitigated by maintaining focus on keeping the power under control but lapses in concentration can result in the ability triggering at random. This period usually just lasts a day, and if multiple people with powers are in a close vicinity, they are more likely to experience this period at the exact same time. By the time you've reached adulthood, you should have enough experience living with your power by then that these instances become minor irritants at worst.



November **Ending Options**

Common Luxuries - Go Home

Your time here has left you craving simpler times. If the Sakuradas don't have to give up their simple human relationships just because they're a little powerful, why should you? Your Chain ends and you return to your original home.

Royal Struggles - Stay Here

Even now that things have settled down you aren't quite comfortable leaving this world quite yet. If just one town can be so bright and interesting, who knows what other secrets this world holds. Your Chain ends as you choose to remain in this world.

Familial Bonds - Move On

It's been fun, but with the election over and everyone returning to their own separate lives, it's about time that you did the same. Maybe you'll be leaving your family behind, maybe you'll be taking them with you. Either way, your Chain continues on.

Jump by **Gene**

The manga translation has been on hiatus since 2019 and is unlikely to pick back up since it stopped not long after the content covered in the anime. I worked with what I had, which wasn't much.

I don't remember if it was ever stated outright, but it's implied that royal powers get stronger with practice, such as when Hikari managed to remove the 24 hour limit on God Hand so she could just reverse the effects whenever she wanted.

Brave Believer is never mentioned in the anime, making it one of the very few differences with the manga. Feel free to decide for yourself whether it's a thing in your version of the jump or if Absolute Order was always Aoi's real power.

If you don't take the depowered scenario, your children won't naturally be born with unique powers, even if you were a direct descendent of royalty in this jump.

We're never told exactly how often powers go berserk. Once a month is literally just me guessing because I'm pretty sure it's meant to parallel the other kind of period girls go through, putting aside that it happens to males too.

Naturally, you can't use Miracles Cure to negate Drawback-inflicted conditions like the disease from Withered Away.

I don't think we're ever given a name for the kingdom. You'd think it'd be "Dandelion" since that's the name of the series, but there isn't much else to indicate that.