

Who Made Me A Princess?



Welcome to the world of Who Made Me A Princess? As usual with the otome isekai genre, this is a fairly generic low-fantasy medieval world. Oh, but it's not actually an otome, or at least the otome bits take a backseat to the protagonist turning their dad from a psychopath into a caring father (who still happens to be a ruthless emperor). There's magic but there's little elaboration on it, and everyone halfway relevant is excessively hot as you might expect.

The story takes place in the Obelian Empire, where the current Emperor, Claude de Alger Obelia, has come to power not long before you enter this world, through the murder of the crown prince Anastacius. All things considered Claude is a rather cold and dangerous person, and they're known for their very bloody methods when dealing with problems. However, Claude does have a weakness of sorts; his daughter Athanasia, who he had with a dancer from another land, Diana, who died in childbirth (there's magical reasons for it but it doesn't really matter). Claude is currently very torn on the matter and has left Athanasia to be cared for by servants in what used to be the palace for concubines (before he had massacred all of said concubines). Athanasia herself, however, will remember her memories of a past life where she was an ordinary orphan from Earth, and recognizes her current world as the setting for a story she read. In truth she was in fact originally Athanasia, before dying in the original story and having a life in a normal Earth while processing her memories as a story she read, but this distinction doesn't really change anything from what it would've been if her original assumption of having been isekaid into a story she read was correct. Don't worry too much about it, Athanasia's past lives don't impact much before her actions thanks to her metaknowledge.

Initially Athanasia plans to avoid her father Claude and flee the capital with some valuables to live a quiet life, but a coincidental meeting with the Emperor derails those plans, and she slowly worms her way into Claude's heart as she pretends to be a sweet and positive girl. Her efforts bear fruit over the years, and she also befriends the original main character from the "novel", Jeanette, who is believed to be Claude's child too, but is actually the daughter of Claude's older brother the crown prince, and Claude's fiancée (there's a whole drama-filled backstory there). After many careful conversations, some magical mishaps, and dealing with the resentful lingering ghost of the first Emperor of Obelia, Aeternitas, Athanasia finally manages to achieve a happy ending of sorts, with everyone (except Aeternitas) alive and with a good relationship with one another.

You'll be part of this story now, or at least will live in this world for the next 10 years, just enough time to see Athanasia's official coronation as the designated crown princess. You start when Athanasia is 5 years old, when she has been scheming to escape the palace for a few years, about a month before she accidentally stumbles across her father. Depending on how you insert yourself into this story, you may have a large or small impact in the events to come. At the very least, given how tightly knit and small scale the story is, you'll have a firm impact just by existing among the cast, unless you plan to run away entirely to do your own thing. One last thing:

+1000cp

Good luck, and try not to get murdered by Claude.

Origins

First of all you have to figure out your place in this world. Pick one of the following. You may pick your age and gender within reason.

Royalty -0cp

You're part of the royal family. You'll have blond hair and jewel-like blue eyes, having the Jeweled Eyes perk for free. Unfortunately, Claude is very ruthless when it comes to securing his place in the throne, and has seen his brother bang his fiancée before (and he obviously killed his brother with his bare hands later too) so he does not give two shits about familial bonds and is actively bloodthirsty to anything he even vaguely considers a threat. Have fun not dying horribly. Perhaps being a child and doing your best to be cute and act innocently would be your best bet at survival, if you don't want to run as far away from the Obelian Empire as possible.

On the other hand, this gives you a very solid position of importance in the story, and you could even be Athanasia's twin sibling if you like. Hopefully you'll help her in such a case. Whatever your choice, you'll start the jump in the royal residences.

Nobility -0cp

You're a noble of some particular status, ideally something like a duke. If you're not an adult, you'll be the firstborn inheritor of whatever house you're a part of, unless you don't want to be. You could be part of the Alpheus house, for example, where Jeannette lives for a good part of the story, or be a noble from some other house. While you won't have a direct connection to Athanasia and Claude, not living with the psychopath of an Emperor does give a certain level of safety. You'll start the jump in whatever territory your family owns.

Perks

Now comes the benefits you can purchase. Frankly, the story is relatively simple, so don't expect too much. You get one floating discount per price tier. Discounted perks are half-off, but 100cp perks that are discounted are free.

Exotic -100cp

As you can expect from a story like this, everyone is hot. With this, you're hot too. Definitely supermodel material. Of course, proper grooming is still important, as no amount of natural prettiness is going to help you if your hair is a mess and your face is dirty. Still, you're definitely up there in terms of looks, even by the standards of this world.

Domestic Worker -100cp

Sure, nobles have servants to do everything for them, but it can be useful to know how to do things yourself, such as when you've run away from home and are living as a fugitive. With this, you're very experienced at any domestic task that servants normally perform, such as cleaning, cooking, accounting, buying things while haggling, putting on elaborate clothing and makeup, and so on. This perk is not required if you picked the Servant origin, you're perfectly capable of choosing to be incompetent, or rely on your actual experience in such things. But hey, it's useful to get a whole load of experience at once, no?

Like A Fairy Tale -100cp

Maybe you'd like to get in on the romance part of things? Well, while this story isn't particularly egregious when it comes to love interests, it does have some romance. With this, you'll be about as lucky as Athanasia when it comes to love, which is to mean you'll have at least a few very good options when it comes to actually getting in a relationship. This carries no guarantee that your potential lovers will be fine with sharing, and please remember that not being decisive is going to result in some drama, but unless you really fuck up it's probably not going to be too much of an issue. Don't expect massive harems, but you can expect at least more than one love interest.

Jeweled Eyes -200cp (Free for Royalty)

I'll be honest, this is practically the entire reason I made this jump. Your eyes are rather peculiar, in that they look as if someone shoved gems into your eyes, with your irises and pupils replaced with the likeness of some gemstone of your choice. The default choice is blue sapphire eyes, the eyes of the royal bloodline of Obelia, but you can choose green emerald eyes, or red ruby eyes, or whatever gem you want. This is a magical trait, not a biological one, so while the trait won't dilute with the generations, a skilled mage can remove the particular mana associated with your bloodline to rid you of your jeweled eyes, turning them into normal colored eyes. Additionally, these eyes mark you as being of royal lineage, and this will continue to be the case in future worlds you visit. Try not to get killed by Claude.

Read The Book -200cp

As is usual with otome isekai stories, Athanasia has metaknowledge of the world and important characters within as if she read a novel (even though that's not actually what happened). With this, you'll have a similar amount of metaknowledge, tantamount to having read the source material of whatever world you go to. This of course comes with a warning that a story usually doesn't explain everything about how the world works, and if you read a very focused story you're outta luck when it comes to knowing things about the wider world. In future worlds you visit whose source material are videogames or something, it'll be equivalent to the knowledge of a casual player that didn't bother going for 100% completion and just focused on whatever the main story is. In jumps with no source material, or where the source material doesn't actually have a story, well, huh, I dunno. Fanwank responsibly. Just don't forget that it'll be too easy to derail the plot if you insert yourself into the story, but at least knowing important characters is gonna be somewhat useful regardless.

Scary Motherfucker -200cp

It takes a real piece of work to intimidate an entire kingdom. Just like Claude, you have that psychopath aura around you that makes everyone in the room treat you like a nuke waiting for an excuse to detonate. You may not necessarily actually be as violent as Claude was, but with the aura of intimidation you can put on people could be forgiven for thinking otherwise. This also comes with the minimum amount of willpower needed to murder people in cold blood and sleep like a child afterwards. Or maybe it's just a mental illness rather than willpower. Who knows? It's not as if most people are gonna be brave enough to mention the difference.

Veteran -400cp

The Obelian Empire had its fair share of wars in the past, even if the story takes place during peacetime. With this, you're a veteran of one of those wars. You'll have extensive combat experience, especially when it comes to fighting against people with some magical powers. Additionally, you're incredibly perceptive, to the point that even invisibility wouldn't be enough to sneak past you, unless you were laser focused on something in particular. Without overwhelming power or similar levels of combat experience, fighting you would be a rather suicidal prospect.

Protagonist Charm -400cp

Jeannette is a very sweet girl, and Athanasia manages to be just as sweet, enough to melt the heart of Claude and get him to cherish them. Now you share this trait as well. Firstly you're pretty good at acting, and very good at behaving like a sickeningly sweet person, with a demeanor that makes nearly everyone think of you as someone precious who needs to be protected. Of course, keep in mind that particularly icy people, such as Claude, might need years of effort to actually get through the walls in their heart, but with enough persistence even the most bloodthirsty and cold bastards would come to value you greatly as a person and soften their attitude towards you. The only question is if you'll manage to survive long enough to reach that point.

Forbidden Sorcery -400cp

For whatever reason, you've become quite skilled at dark magic. Unfortunately, this form of magic is infamous for very good reason, as even those who use it are inflicted with misfortune as they use it. This is manageable if you aren't too drastic with it, but don't get cocky or you might end up killing yourself or worse by accident.

As for what you can actually do, the most standard use is curses, such as draining people's health to make them sickly, or perhaps make them comatose. Interestingly, you can inflict such curses indirectly, such as laying the curse on an object someone else is carrying, so when they meet the target the curse is cast on the target while you're somewhere else entirely. You can also brainwash people and manipulate their memories, but this does negatively impact the target's health, to the point of breaking their minds and making them comatose if you use it too often (which might not be a drawback if that's what you want to do). You can also use it on yourself, such as deadening your emotions and removing your memories in case you don't want to deal with the grief of losing a loved one.

Additionally, when you die you can turn yourself into a specter, able to possess people who feel great resentment, jealousy, and other similarly negative emotions. In such possessions, the consciousness of your host will still be around, so if you work together with your host you don't necessarily have to control the body at all times. Keep in mind that you'll be vulnerable to exorcism and any magic that deals with spirits in this state though, which could lead to your actual death.

Royal Talent -600cp

If you're the ruler of a nation, it's only to be expected for you to be good at everything, right? Well, even if that's not normally the case, it definitely applies to you. You have immense, overflowing talent at everything you do, being quite good the first time you try your hand at anything and finding the process of studying hard and practicing to improve to be quite enjoyable and engaging rather than a chore. It wouldn't be strange for you to quickly learn how to properly handle a nation and lead it to prosperity even with less than a year of experience. Not to mention you'd become quite capable at magic and similar skills incredibly quickly. And while you do have to put in effort to improve, it'll never become a boring process. Why take breaks from training when training itself is fun?

Warlock -600cp

Well then, it seems that the wizard of the tower has a peer now. You. Whatever your background is, you've become a legendary master at magical arts, knowing basically any magic there is to know in this world, and finding any magic or supernatural abilities from future worlds you visit to be intuitive and easy to learn. You also have a decent amount of power, even if you're not godlike. It is worth noting that knowing how to handle mana and training your power makes you more resistant to aging, and while for most people this mainly manifests as staying in their physical prime for longer, you're powerful enough that you're completely ageless. You can also perceive mana directly, which is mainly useful for identifying wards and curses laid on people or rooms, as well as identifying magical bloodlines such as the royal bloodline of the Obelian Empire, and your perception is detailed enough that you could discern things that would go unnoticed even by skilled mages. As for what you can actually do, here's a mostly exhaustive list of magical feats shown in the story;

You could hide yourself and others, whether by becoming invisible, changing your appearance through illusions, or using mind tricks to make people focus on something other than you and whoever is with you. You could put people to sleep for a while, or teleport them across the continent (or to you from across the continent if you roughly know where they are). You could modify your own body to change your apparent age, from looking like a child to looking like an adult, and you could even make animate dolls to mess around with, which can be as simple as human-shaped pieces of paper that moves on its own to as complex as life-like clones of people that are indistinguishable from the real person. You could warm yourself up without needing a fire or warm clothes, although you could also conjure mundane objects such as whatever style of clothing you can think of, or more useful things such as seemingly legal currency or furniture, and you could also change people's clothing on the fly with little more than a sweeping flash of light. You could telekinetically control objects or people, on the scale of manipulating all the furniture in a packed room, and cast preservation spells to ensure an object doesn't decay over time, such as paintings or drawings. You could even dry yourself instantly, or make the flowers in a bouquet bloom all at once.

Some less utilitarian spells would be things such as laying protection spells on rooms or people to automatically shred anyone who attacks whoever is warding with hostile intent, or to make a specific designated person burn and bleed if they touch the warded target. You could turn yourself invisible, and listen to what people are saying from far away or in different rooms of a building. You could also conjure ice spikes to throw at people or immobilize a target, and make wards to defend against possession.

Of course, pretty much all these examples could be done as easily as flicking a finger, although more powerful magic that requires focus is primarily things like blasts to attack people, strong enough to shred flesh and break stone, as well as barriers and wards to protect yourself from attacks of such level. There's also things like conjuring large people-sized fireballs.

Just keep in mind that your mana pool is not large enough to cast magic with impunity. Even as the most powerful mage alongside Lucas, you'll have to be economical with how you cast magic or you'll end up having low levels of mana for multiple days. Of course, taking the form of children does reduce mana costs to some extent, but ultimately the story wasn't too detailed on the matter of mana logistics beyond the fact that it very much is an issue to keep in mind, especially so in cases of maintaining a magical effect for prolonged periods of time. You're not a god, just powerful.

On another note, you don't strictly have to cast spells directly. You can lay whatever effects you like on items, setting them to cast the effect when worn or the like, such as enchanting a ring to change someone's eye color when they wear it (although the one case of it shown was remarked to make the wearer's eye feel uncomfortable if they wore the ring for too long). You could also make a bunch of scrolls that teleport the people that tear them to a predetermined location, for rapidly summoning people even without knowing their exact location.

You can teach magic to others, of course, although this involves extensive academic study and occult research. In terms of aesthetics, when magic isn't as subtle as a few dim motes of light it generally involves magical circles and the like, fairly generic as far as magic aesthetics goes. Of course, if someone isn't a master of magic their spells won't be as useful, such as conjured objects vanishing after a day or facing great difficulty in making properly life-like dolls and the like.

As a final note, you can also use your magic to emit a sort of pressure on those around you, which is only really effective on those who are very weak compared to you. It's not of much use beyond being intimidating really.

A Second Chance -600cp

Athanasia, in truth, got a second chance at life, rather than simply being someone from Earth who got isekaid into a story. With this, you get a similar benefit. Once per jump or century, whichever comes first, when you die you'll instead regress to a moment where you were still in the early part of your childhood, likely around 3 years old if you're a normal human. This may place you before your normal entry into the jump you're in, in which case the jump timer will be paused until you reach the point in time where you had originally died. Depending on what you bought for the jump in question, you may still have access to everything you bought in that particular jump, or only regain it as you grow up and live your life again, but OCP will always be accessible. Keep in mind you'll likely have to do things like training your body or raw power again. It's certainly nice to have another chance at life, no? When in doubt, fanwank responsibly.

Items

While there isn't much of note in terms of objects in this story, there are some things that can be offered at least. You do not get floating discounts for items.

Noble Wardrobe -0cp

Otome isekai means fashion, so why not get some fancy outfits of your own? Here you have a big wardrobe filled with all kinds of very fancy clothing, from the modest to the excessively luxurious, to the casual and skimpy. If any clothing from the wardrobe gets damaged or dirty, just leave it in the wardrobe and next time you open it it'll be good as new. Don't wear the same outfits too many times in a row, that's probably considered gauche or something. Or do, who cares about what others think?

Memorial Stones -100cp

These are small magical stones that can hold up to 30 seconds of a recording, or can hold still images as well. They're quite high-definition too, definitely more accurate than paintings, and you can view their contents by holding the stone and focusing on it. It may not be as convenient as a modern camera, but hey it's something. You get a batch of 10 and another ten every month, unless you don't want to receive another batch if you have too many and don't feel like using them.

Palace -200cp

Or, well, palaces plural really. With this you gain ownership of a massive estate with half a dozen buildings that could be considered palaces or manors in their own right. They're quite luxurious and filled with fancy and expensive furniture as you might expect from high nobility, and mercifully comes included with plenty of servants to manage and keep it clean for you. Don't worry about their salary, that's all taken care of and you won't have to worry about it even if you go broke. Why would one person want to own so much land and so many buildings? Who knows.

Excessive Wealth -300cp

Even among nobility, you're unreasonably rich. "Buy out entire high-class stores on a whim" level rich, almost definitely on par if not somehow richer than the royal family. This is probably from multiple assets that act as sources of income, or maybe the money mysteriously appears with all paperwork filed out to make it perfectly legal. You can certainly lavish whatever love interests you have with all the gifts you could care to think of. Or maybe spoil your children with more luxury than the kings of some nations ever see in their lifetime. This also comes with a sizable contingent of subordinates, knights and maids that are very skilled at what they do to both make you more money and protect your assets. Try not to get them killed. Or killing them yourself.

Branch of the World Tree -600cp

Now this is something truly special. Looking like a pale tree branch that glows with a holy light, this was (probably unwillingly) taken from the World Tree that holds this world together. It's filled with immense amounts of mana, enough that if absorbed it would make someone ageless, and it is even holy enough that it purifies any curses or dark magic you smack with it. If you absorb the mana you'll be able to wield the holy energy like normal, so don't worry about consuming the branch and becoming unable to stab it into curses to get rid of them. What would you do with so many World Tree branches anyway? Plant another World Tree? That's probably not how it works, maybe? It's not as if anyone has had the opportunity to test what would happen before, as the World Tree generally isn't keen on having its branches torn away and there's only one person irreverent and powerful enough to actually take a branch by force.

Companions

But hey, being alone isn't very fun, is it?

Friend Group -100/200/400cp

If you already have some Companions you'd like to take into this jump, this is the option for you. For 100cp you can import up to 2 Companions, 200cp affords you up to 4, and 400cp affords you up to 8. Each Companion gets 600cp and can get up to 200cp more from drawbacks. You can also use this option to create Companions to your specifications if you feel like it.

New Friends -0cp

But perhaps you've grown attached to one of the characters of this world? If so, you simply need to convince them to come along with you, and they'll become Companions for free. This may be surprisingly difficult to do though, as pretty much all the canon characters are either very attached to the Obelian Empire, or very attached to characters who are very attached to the Obelian Empire. You could probably get Athanasia to jump ship with you if you get to her early on at least? Given how things turn out later though, that seems like it'd be rather mean-spirited.

Drawbacks

If you want more cp, you can inflict some suffering on yourself for more. There's no limit to how much cp you may gain from drawbacks, save perhaps that there's only so many drawbacks to begin with.

Servant +100cp

You're not part of the nobility. Or maybe you are but have a particularly low rank. Either way you're a servant in some noble house, such as the Alpheus house, or perhaps even one of the servants of the royal family. You can be a knight or a maid, whichever you choose. While this does give you a solid position in the story, you'll probably end up in a supporting role at best, as servants are supposed to obey the orders of whoever they serve. You'll start the jump in the residence of whoever you serve, and this functionally replaces your origin.

Shining Solo +200cp

Family? Love? Pfft, you don't need all that, you're fine on your own. Or at least that's what you believe. You have the attitude of a lone wolf now, by which I mean you're a rather solitary and antisocial person. On top of that, seeing other people being happy and enjoying their time with friends and family will make you seethe with jealousy, even if you refuse to admit it. It'd take a few years of work and plenty of self-reflection to admit that love and friendship aren't all that bad after all.

Plot Magnet +200cp

If you're not confident in your ability to stay relevant to the plot, with this you'll gain a guarantee you'll be in the epicenter of events one way or another. Given that things get a bit dangerous a few times, you'll have to be careful, but it's definitely possible to survive if you actually put in effort. A lot of effort. And probably also keeping your mouth shut for the most part when you're with Claude.

Emotionally Constipated +400cp

This goes a bit beyond being antisocial. You're so emotionally scarred and constipated that you've ended up as kind of a psychopath, just like Claude. You'll be a very cold person and will be tempted to lash out at the slightest grievances, although you probably have the discipline to not kill everyone who so much as breathes in your general direction. Still, you'll end up resorting to very bloody methods first and care about those around you never. It would take years of work to stop yourself from brooding and learn how to enjoy life for once.

Innocence +400cp

While being optimistic is all well and good, there's such a thing as being too trusting of others. Just like Jeanette, you're rather naive and tend to think the best of people, to the point you'd think nothing of some stranger on the street approaching you and asking you to follow them into a dark alley. Hopefully you have someone to watch over you and protect you, because you're not gonna be able to protect yourself particularly well. Even with some years of work, you'll still find trusting people to be your first instinct regardless of the situation. Of course, if you do end up suffering due to this, it'll hurt all the more due to your naivete, and you'll be easily traumatized by terrible circumstances.

Dark Misfortune +600cp

It seems you've used too much dark magic in the past. It sticks to you like spiritual tar, causing you frequent migraines and noticeably worsening your luck in everything you do. Worse, it'll get slowly worse over time, until about 8 years in where you'll start to slowly die and fall comatose for days every now and then. You'll have to look for a solution to this, such as finding someone who somehow happens to alleviate the curse in your presence long enough to survive until the jump ends, perhaps seeking the World Tree to purify the dark magic in you, or maybe becoming skilled enough with magic that you can remove the curse in your soul yourself, or perhaps finding someone who is already that skilled (pretty much just Lucas who will not help without good reason) and getting them to remove the curse for you. If you don't find a solution, you'll die only a few months before the jump is over.

Prepubescent +600cp

Congratulations, you're a child! Unfortunately, unlike simply choosing to be at an early age, in this case you are properly a normal child, about 5 years old. All power of any kind that you possess has been externalized into what is called a divine animal, or holy beast. It's essentially a normal animal, kinda looking like a dog with weirdly-colored fur, which has a personality loosely based on yourself. It also likes you a lot, and likes to cuddle and be pet, which is a rather big issue because coming in contact with it makes your power flow back into your body in a way that brings no benefits and simply harms you. If you come into contact with it too much, you'll end up damaging your health to the point of fainting and spitting blood.

Unfortunately, you can't simply send it away, as if it dies then all of the power contained in it will flow back to you at once, killing you instantly and ending your chain on the spot. So you'll have to keep it where you can supervise it but avoid touching it as much as you can. Thankfully, when you reach about 15 years of age, in the last year of the jump, you'll finally be able to accept your power again, and the divine beast will dissolve as you finally regain all the power contained within it properly, without harming you. You'll have less than a year to make use of the power you lost, hopefully it's enough to do whatever you want to do.

Eternal Resentment +600cp

What the hell did you do? For some reason an ancient specter hates you specifically, to the point their hatred for you is the reason they still linger in this world instead of passing on to the afterlife.

They're quite skilled in black magic and relatively subtle in their scheming. You won't know who they'll possess or how they'll attempt to get you killed, but if you keep your eyes open and have a way to deal with spirits you might be able to deal with them permanently. Just keep in mind that they're a relatively powerful mage on top of being a master of dark magic. Hopefully you've got ways to deal with people being brainwashed or cursed. They'll definitely try to curse you more than once after all, and they'll likely resort to brainwashing people close to you.

Notes

While the jump is mainly based on the manga (because I can't be bothered to read the novel), it does change the story as part of the adaptation. You may freely choose whether you're in the novel or the manga continuity.

When in doubt, fanwank responsibly.

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