



Monster Musume

Story: Monster Musume no Iru Nichijou or Monster Musume: Everyday Life With Monster Girls is a Slice of Life Harem anime featuring monster girls (and some guys) called Liminals that takes place in Japan. These Liminals remained hidden with the help of the various governments around the world until the modern times, and were only revealed three years ago as part of the Cultural Exchange Between Species Bill. These various governments are now trying to introduce millions of new citizens by having them stay with homestay families.

Intro: You'll be spending 10 years in this world. The date is a day before Ms. Smith takes Miia to Kimihito Kurusu's house on accident.

1,000CP (choice points): Your purchasing power for below

Origin: Your history in this world up until now. Your age is 1d8+17. You may spend 100CP to change your gender, and age within the rollable 1-8. Humans may be male or female, but Liminals work differently. Any origin may function as a Drop-In.

Foreigner (Free)

You're someone from somewhere else. Whether you're in Japan legally or illegally, you can probably get away with staying if you just keep your head low. The majority of Liminals in Japan seem to be from other countries.

Host (Free)

You'll be hosting a Liminal in your home, or at least you hope to be. Many a young man has applied to house one, and a surprising number of them will get to. There's standards and rules, but the main two are they can't ever go out on their own and you're not initially allowed to have sex with them. The latter will be changed relatively early on in your stay. You're otherwise an unremarkably average person.

MON (Free)

Monster Ops: Neutralization. Despite the ominous name, it's basically a bureaucratic organization, but a lot of its members do some degree of fieldwork. The Human side is mostly Cultural Exchange Coordinators, a sort of police social workers with special dispensation, and the Liminal side is more oriented with Liminal threats. Your role in this organization will generally depend on your race.

Black Lily (Free)

A relatively dishonest but beyond reproach organization that caters to Liminals. They buy Liminal parts for significant amounts of money, and are actively engaged in the consensual trafficking of Liminals from place to place. The president of the company is a kind but opportunistic man. You're either an employee of this company or someone that they smuggled.

Race Section: The main attraction. CP gained here doesn't count towards the limit.

Human (Free) - The true monsters! You know what a human is. The dominant species, with a population in the billions. They're generally a hot commodity for Liminals.

Liminal (Varies): What exactly a Liminal is hasn't actually been well-defined. Slimes are not generally considered them, and neither are objects animated by magic. Zombies being the result of a virus are of dubious categorization as well. Nevertheless, they and more are all lumped together here. While an extensive but not complete list is given for each tier, you are not actually limited to these. Your only limitations are what exists in mythology and culture relative to the given examples, and you can't knowingly buy a certain gender if that species doesn't have it. If by accident it happens, you'll just be a closely related but newly discovered species instead. Being a Liminal lets you freely change your gender as such. You may roll 1d6 for your race and potentially get a better one for free, or you can buy a high-tier one.

1. **+200CP** - This tier represents Liminals that have significant disadvantages by their mere existence. They might be extremely small or big, may have significant limitations on their acceptable environments, can only eat taboo things, might be a target for psychopomps, may occasionally emit dangerous conditions unwillingly, might be effectively stuck in place, could have weapons growing out of their body, and or they might just be an especially lesser version of another species.

Brownie, Dragonewt (Wyvern), Fairy (Fairy, Butterfly, Dragonfly), Ghost, Jack Frost, Kamaitachi, Matango, Mermaid (Lamprey), Mimic, Ogre (Gigantes), Slime (Rare), Treefolk, Zombie (Early Zombie)

- 2. +100CP** - This tier represents Liminals that are only moderately inconvenienced nearly everyday. They could be covered in slime, they might lactate frequently, they might not have humanoid hands or legs, they might not be especially attractive, or their environment might still be a concern to some degree.

Bullywug, Centaur (Dairy), Dragonewt (Ryu-jin), Fishfolk, Gargoyle, Harpy (Harpy, Land Animal, Poultry, Raptor), Holstaurus, Honey Bee, Honeypot Ant, Lizardman, Mermaid (Eel, Fresh Water, Shark, Siren, Tropical), Monoeye, Non-Flying Insect, Pan Faun, Paper Dancer, Pixie, Slime (Slime, Green, Pink, Red), Yeti

- 3. Free** - This tier represents Liminals that are roughly comparable to Humans either because they're mediocre, or because their strengths are balanced by enough weaknesses. They might be physically capable but have awkward bodies, they might just be human-adjacent with animal features that don't really advantage them, or they might just be a lesser version of something greater.

Animal Ears (Catgirls, Etc), Centaur (Centaur, Heavyweight, Lightweight, Pegasus, Unicorn), Cerberus, Devil (Pseudo-Succubus), Dragon (Quetzalcoatl), Dragonewt, Empusa, Flying Insect, Goblin, Halfling, Harpy (Owl, Phoenix), Hydra, Jackalope, Jorogumo, Lamia (Lamia, Echidna, Jormungand, Medusa, Melusine, Sea Serpent), Monoeye (Cyclops), Mothmen, Minotaur (Minotaur, Catoblepas), Ogre (Ogre, Oni, Troll), Satyr, Scorpion, Scylla, Slime (Queen), Sphinx, Succubus, Vampire Bat, Triclops

- 4. 100CP** - This tier represents Liminals that are just straight better than Humans. They might be able to fly, they can have some sort of supernatural but niche power, may be functionally ageless, could just be inhumanly skilled, might be physical powerhouses, or could be especially strong but with many weaknesses.

Angel, Baku, Centaur (Nightmare), Clay Golem, Devil (Lesser, Greater), Dwarf, Elf, Griffon, Killer Bee, Kobold, Leech, Lemur, Manticore, Orc, Tengu, Vampire, Were (Furries), White Tiger, Tetra Arms

- 5. 200CP** - This tier represents Liminals that are openly powerful in one way or another. They might be able to dodge anti-tank rounds, could expel or manipulate an element with limited control and alter their environment just by being there, they could have immense potential, they might regularly produce extremely valuable resources, they might be a perfect shapeshifter, or they might be immortal and exceedingly durable but vulnerable in some way.

Arachne (Arachne, Small, Long Legs, Large), Devil (Baphomet, Elder), Dragon (Dragon, Huang Long), Dryad, Honey Bee Queen, Honeypot Ant Queen, Living Doll, Monoeye (Backbeard), Nine-Tailed Fox, Shapeshifter, Yuki-Onna, Zombie (Frankenstein's Monster, Jiang Shi, Zombie)

- 6. 300CP** - This tier represents Liminals of incomparable power. Beings that can generate infinite earth (Gnome), fire (Salamander), air (Sylph), or water (Undine) while effortlessly controlling it in over a mile of themselves, with effort even changing its composition enough to birth life, and being ageless. They might be a book that can transfer the minds of others into itself, trapping them in a manufactured looping world the size of a town while altering their body and mind with only a few limitations, and may project a solid artificial body to deal with the outside world. They might be an ageless cryptid (Hasshaku-Sama) who can limitedly shapeshift, make others desire them, always know where their love is, and even eat souls. They might be able to paint masterpieces, step into them as if the window to a new world, and even bring things out or into them. They might be able to tell when someone is going to die, can reap souls, teleport around or even to the afterlife, and be ageless themselves. They might even be one soul in two Kobold-like bodies (Orthrus). They could be one of the weakest races but with no weaknesses, and have the ability to easily grow into a kaiju if enough of some common resource is around (Black Slime). They could be ageless, require no upkeep, and control electricity (Flesh-Golem) or be divinely favored (Mummy).

Gnome, Grimoire, Hasshaku-Sama, Living Painting, Psychopomp (Anubis, Banshee, Hel, Dullahan, Grim Reaper, Shinigami), Orthrus, Salamander, Sylph, Slime (Black), Undine, Zombie (Flesh-Golem, Mummy)

Starting Location: Roll 1d8 for your location. You may spend 100CP to change your location within the rollable 1-8. What you do from here on is up to you.

1. **The Neighborhood** - Suburbs in the Kanto region of Japan. Located relatively close to anything of note, including the protagonist of the series.
2. **24-Hour Supermarket** - A strip mall of sorts slightly further away than the corner store most people will go to. The shops are all locally run, and the people are especially kind.
3. **Warehouse District** - A seemingly abandoned part of town that has industrial-sized refrigeration storage. Most of it is unlocked, and freely accessible.
4. **Sports Club Kobold** - One of many investments by the Kobold Corporation. Operating internationally, this location hasn't quite opened up yet.
5. **MON Branch** - The local Cultural Exchange relocation agency and peace keeping office. They can help you with most things you might need if you're a Liminal.
6. **Coastal Beach** - A taxi ride away from everything else, it's mostly peaceful. It will sooner than later be one of many places where people witness a kaiju.
7. **Black Lily Office** - A large glass building that houses the Black Lily research and processing facility. You can easily find work here as a Liminal.
8. **Free Choice** - Maybe it really is fate. Choose any of the above.

Racial Perks: Discounts are always 50%. Every race has something special.

Darling Face (100CP) (Free: Human) - You have a face for almost every situation! A face of overwhelming obliviousness, as it would happen to be. You'll rarely ever be called out for having the wrong expression at the wrong time, unless that was your plan to begin with. Colorless spiral eyes are optional, and no one will question them.

Human Ears (100CP) (Free: Liminal) - With help from the governments around the world, Liminals broadly stayed hidden for literally thousands of years. While Humans by far did the heavy lifting, this helps with that. You now have the remarkable ability to hide as much as half of your body in plain sight. A Mermaid in a skirt could hide their tail indefinitely, or a Centaur could hide their horse half behind a small wall. Regardless of specifically how, you excel at hiding your inhuman features pretty much forever.

Monster Maker (200CP) (Discounted: Human) - Some Liminals aren't born, they're made. Some of those were with forgotten magics, but some of those were with cold, hard science! You are now a medical doctor and trained surgeon. This won't let you make monsters by itself, but you should have everything else you need to make Flesh-Golems with some study and investment!

Blood Moon (200CP) (Discounted: Liminal) - The full moon does not discriminate, except for when it does. Only some Liminals are affected by it, and since there's no way to know which ones, there's this. You cannot be compelled against your nature, and no part of you still attached can be used against you. Your razor hands won't cut when you don't want to, your flaming hair or freezing feet won't cause you issues, and even magical brainwashing will at worst leave you acting as you normally would.

Tournament Stud (400CP) (Discounted: Human) - There are Liminal cultures that involve one Human man making love to the entire species. The most prominent features expected of this man are strength and endurance. You are now built like some hero out of legend, a veritable wall of muscle standing at least a foot taller. You could take a punch to the jaw that sends you through the air and get straight up, and then dish it out all night long. There should be very few Liminals that can now match you in physical combat, or in the bedroom.

Adult Riddles (400CP) (Discounted: Liminal) - To say that some Liminals have warped expectations of Human society is putting it mildly. Some in particular think robbing the cradle is generally accepted. It actually is to a degree, with some dating high schoolers openly, and some talking about doing so to middle schoolers. Wherever you come from, you can now get away with similar taboo relationships. Not everyone might approve, but nothing will come of it.

Myth Maker (600CP) (Discounted: Human) - What must be a relatively tiny subset of humanity somehow globally managed to keep the broader existence of Liminals a secret for basically forever. Tens of millions of beings, if not well over a hundred million at least living in parallel societies, and some of which had full-fledged kingdoms. Some information got out of course, and is why so many myths existed. You are now one of these myth makers, having an unbelievable level of skill at global cover-ups with mere thousands of people. The best part is you don't even have to organize the whole world. Whenever you go to cover something up, other people in similar positions of power to yourself from all over the world will do the same if you wish. If you're a majorly ranking member of a government, almost anything can be nearly completely hidden indefinitely.

Monster Arts (600CP) (Discounted: Liminal) - Monsters are monsters, except when they're not. You have now been trained in jousting, archery, fencing, swords, shields, various martial arts and more to an absurd degree. Some of your feats would include, being so skilled with a sword that you can totally destroy the wall of a house almost instantly, shearing a sheep completely in a single movement with two sickles, and slicing swarms of bees out of the air while only getting stung once. You can optionally forgo all of that to instead be able to wield six swords with two hands. Your six-sword style will be comparable to the already mentioned in addition to deflecting bullets.

Origin Perks: Discounts are always 50%, but otherwise free is free.

Winsome Teaser (100CP) (Free: Foreigner) - Female Centaurs in this world essentially hire beautiful men to turn them on so that they can tolerate getting fucked by ugly Centaur males. You are one such beauty, being comparable to a certain fictional knight who did nothing wrong. This also lets you know one other language of your choice to a fluent degree.

Professor Newhire (100CP) (Free: Host) - The best way to learn something is to already be good at it. You're naturally a cook worthy of royalty, and your sewing ability lets you easily alter clothes. You're no slouch when it comes to doing laundry either. You could easily be a really good housewife.

Coordinating Werecats (100CP) (Free: MON) - Someone has to take responsibility around here, and it might as well be you. You now work well with groups, knowing how to command a situation, and how to execute plans with a team. You're a natural Coordinator.

Monster Report (100CP) (Free: Black Lily) - You've familiarized yourself with every known monster species in this world. You can discern what they are from a glance, what conditions they thrive in, and usually how they function. Your total field experience is unmatched. If you discover new monster species in the future, this will quickly apply to them as well.

No Shame (200CP) (Discounted: Foreigner) - You very well may come from a culture where it's completely normal to not wear clothes. Given that this is a Cultural Exchange, who are people to tell you to dress? You may now get away in almost any scenario with being completely naked. You won't be punished, and simply be asked to dress at worst.

Master Milker (200CP) (Discounted: Host) - Working on a farm has taught you many things about yourself, and the foremost of those is that you're really damn good at milking things. It could be udders, but other things like tails or tail-shaped parts are also completely valid. In fact, you're so good at this that if you ever milk a Liminal, word will get out and you'll have requests to be milked. With repeated milking, you might even cause boobs to get bigger. I mean udders.

Warm Aura (200CP) (Discounted: MON) - You'll be dealing with a lot of excited but nervous Liminals, and sometimes the victims of one thing or another. It helps to have a disarming air about you, and now you do. You can now give off the air of a doting parent whenever you wish. Even the most stalwart harem protagonists or tsundere little girls would falter under your affection.

Directing Traffic (200CP) (Discounted: Black Lily) - You can't be called a human trafficker when you're not moving Humans! There's multiple groups kidnapping Liminals to sell for profit, but there's at least one that only moves willing participants. Much like these fellows, you're a master class in getting products from one place to another. Something about your being at the head of operations just makes things go smoother than they otherwise would. You should only lose product due to direct interference and never just chance from now on. Once you have it, it's yours.

Royal Mode (400CP) (Discounted: Foreigner) - Some people are just born with the divine right to rule, and now you're one of them. You're an important person, and can at any time exude an aura of royalty making all near you recognize your authority. This can be turned on and off, but why would you ever turn it off? This god-like charisma may even make some people kneel just from your presence. This sheer magnetism also makes others see you as more attractive than you are, improving both you and your clothes appearance in their eyes.

Unremarkably Average (400CP) (Discounted: Host) - You've got it, the Japanese charm that makes girls weak. A kindness here, a smile there, and before you know it, you have a harem. If you're more of a shut-in, a girl might be delivered to your house, or maybe one crashes into you at a crossroad when coming home from the store. Whatever's the case, you attract your preferred sex through pure luck. Whatever harem you inevitably create will entertain themselves together when not with you.

Secret Agent (400CP) (Discounted: MON) - The Cultural Exchange on the surface has been basically seamless, but below the surface there has been some cracks. Since Humans can't hurt Liminals or vice versa, task forces of both have been created to deal with any threats. You've now been trained as one of these. You know your way around basically all types of guns, can fight using a handful of martial arts, and are capable of expert information gathering, including breaking and entering. You're also a special agent if not a Drop-In, thus afforded greater legal authority and protection, and could walk around with a gun without getting into trouble.

Betting Red (400CP) (Discounted: Black Lily) - Many a business has made risky investments on Liminals, and none that we've seen have failed. Some have had to make adjustments, but they've overall been successful. The most successful ones are outright selling parts harvested from Liminals be it wool, milk, or honey. Selling these is of course illegal, but there's loopholes for that. You will now find that the riskier your business ventures, the more likely they will be to succeed. You could get away with selling the mentioned products by simply owning a farm as cover, even if you were tacitly admitting to your deeds in advertising. Human trafficking would be as easy as forging fake visas.

Terminal Power (600CP) (Discounted: Foreigner) - Death has many helpers in this world, and sometimes those helpers are biased. Once per Jump, if you were to die in such a way that you can't be brought back to life, you will instead be

resurrected as an undead of some sort. You'll most likely become a Zombie in this Jump, or potentially a Flesh-Golem if already a Zombie.

Achilles Heal (600CP) (Discounted: Host) - It is not an exaggeration to say that some people in this world are built different. Besides all the monster parts, that is. You're one of these people. Whether it's an actual blessing, ancient monster hunter's heritage, or having been literally dipped in the River Styx, you are just remarkably hard to hurt or keep dead. Getting repeatedly kicked in the head by a horse or crashing straight through a metal fence, wouldn't even meaningfully hurt you. Having your neck snapped, being lethally poisoned, or literally having drowned to death is something you can just sleep off. A sword slice that can cut clean through a person and two guns would barely bite into your arm, and you would heal perfectly from that injury.

Managed Bureaucracy (600CP) (Discounted: MON) - One day, out of the blue, the governments of the world revealed that not only did monsters exist, including Angels, Demons, Devils, Ghosts, and more, but that many of these would be moving in with select individuals. This has generally gone off without a hitch. Partially due to people like you. You have an unbelievable ability to settle disputes out of court, even if one side is clearly guilty like assault or generations of rape, and are additionally capable of getting away with abuses of power with little to no consequences. You could sanction excess violence or frequently shirk your duties and nothing be the worse for it. Things just manage to tend towards peace when you're heading them. If you ever find yourself in a position of power, you could do some serious good just by being there.

ANM48 Fan (600CP) (Discounted: Black Lily) - The biggest band in Japan right now is a Liminal idol group with 48 members. Every song they've released has topped the charts, and they currently hold the position for the most number of consecutive hits. They all can sing, dance, and present themselves in an endearing way. In addition to knowing everything about them, you can do these things as well. Your talent for playing a single instrument of your choice, your singing, and your dancing is just beyond the ability of literally the best in the world.

Racial Items: Race associated. Similar items can be imported into like. Business properties are staffed by humans that count as followers. You will find a similar property that's also yours in every Jump you go to from now on. Discounts are always 50%

Remodeled House (100CP) (Free: Human) - A relatively normal house that you own. Only exceptional in that it's automatically rebuilt to accommodate the **Homestay Option** and or **Fated Meeting** you can choose in the Companions section. Potentially being very large or exceptional, depending on what you pick. By default, it's a three-bedroom, one bath house in **The Neighborhood**.

Independent Activity Pass (100CP) (Free: Liminal) - Liminals are not allowed to just go wherever they want. They must instead apply for a special pass to roam around or even work a job. While these are normally on a case-by-case basis, this is a sort of universal pass that allows you to theoretically work or be wherever so long as you're legally allowed in the country you're in. This updates each Jump for the country you start in.

Childhood Trophy (200CP) (Discounted: Human) - A first place trophy nearly as large as a boy. It comes with either the TRPG Monster Musume which is a D&D allusion with monster girls, several decks of Mongirl Duel cards that is a Yu-Gi-Oh! allusion, or one video game console of your choice and several games for it. Whatever you pick, you won that trophy in relation to it, making you the best in your region, or put differently you're at least the 8th best in Japan. If you pick the TRPG or Mongirl Duel, you can see "visions" of the cards or roleplaying game like a hologram projection while participating in it. These visions are not viewed as weird by the participants, and enhance the experience.

Cultural Trappings (200CP) (Discounted: Liminal) - Some Liminals have it rougher than others. Some don't have hands, some don't have bones, and some are just inseparable from their cultures. Whatever this item ends up being, it is designed to either make your life easier or to represent your culture's most prominent features. Lamia's have specialized poison recipes and a tail massager, Centaurs have training weapons and armor, Mermaids have amphibious wheel chairs, Harpies have night vision goggles and slide-on mechanical hands, vampires have an artificial blood recipe and coffins, and those boneless Leeches could have an exoskeleton compression suit. Either which way, this comes with sleeping pills for nights when it's the full moon in case your species would be affected by it.

Interspecies Law Book (400CP) (Discounted: Human) - Who doesn't love pouring over decades of litigation to sway the public opinion? Don't walk away! This newly minted book not only comes with all the experience of a practicing Human Rights Lawyer, and the updating certificates to prove it, but also the equivalent for Liminal species as they are within Human society. The book will also update to include other species in future worlds as they are relative to Humans.

Good PR (400CP) (Discounted: Liminal) - There's just something about your race that people really like. Lamias being associated with snakes have luck, Mermaids might be the bounty of the sea or beauty, Spiders could be associated with fate. Whatever you are, expect a wave or two of perspective-shifting PR to change how a significant number of people see those of your race. This can be applied in different Jumps, but only once per.

Ministry Office (600CP) (Discounted: Human) - Japan in the real world has roughly 20 Ministers, with one of those being the Prime Minister. In this setting, there's at least 21, having a position just for Liminal relations. That person is now you. In addition to now being one of the 21 most powerful people in Japan, you also get this nifty office. You get a discretionary budget of a lot, but how you allocate it is up to you. You can now fundamentally influence Human-Liminal relations in Japan. In future Jumps, this will be an equivalent position, but you can use this to successfully run for said office if you abdicate the responsibility and change your mind.

Monster Kingdom (600CP) (Discounted: Liminal) - While most prominent countries have gotten rid of their monarchies, many Liminal groups have not. Whether you're one of the many Mermaid queens under the ocean or otherwise, you now rule a small country of at least thousands, potentially tens of thousands of your like Liminal species. These species might be the exact same as you, or they might be a lesser species if you're significantly powerful. While an especially small country, the architecture can be grand even by the standards of Humans, or literally some furnished caves underground. This country is fully recognized as legal, and so you as its ruler. It is completely self-sustaining with maybe the exception of breeding males, depending on your species.

Items: A thing or a bauble. Located wherever that would make sense. Business properties are staffed by humans that count as followers. You will find a similar property that's also yours in every Jump you go to from now on. Discounts are always 50%

Unlimited Coffee & Coffee Ice Cream (100CP) (Free: Foreigner) - A small icebox and coffeepot that has replenishing instant mix coffee and coffee-flavored ice cream. Anything taken away is immediately refilled the next time it goes unlooked.

Budget Job (100CP) (Free: Host) - It really doesn't look good on a Host's application to not have a job, but you can solve that with this. In this and future Jumps, you now have some sort of job that's within your skill set. Maybe you're a doctor, a lawyer, or maybe you just work at a convenience store. It will never be greater or lesser than one of those. It has extremely flexible hours, and you will at least be on the books even if you don't go.

Suitcase Rifle (100CP) (Free: MON) - You now have a solidly built suitcase-like gun that can quickly fold out with a push of a button. The specific gun is up to you, but no greater than an anti-tank rifle and no smaller than a hunting rifle. By default it's loaded with tranqs, but comes with a magazine of actual bullets. Should you use the ammo for it or it be destroyed, you can find a replacement or ammo thereafter in your Warehouse.

Forged Certificate (100CP) (Free: Black Lily) - Many a Liminal has made it into Japan because of these. You now have a card proving that you can live in Japan, and frankly any other country. Besides that, it can generally be used as an acceptable form of ID in this or any other Jumps.

The Sofa (200CP) (Discounted: Foreigner) - Three fluffy cubes with colors that you'd prefer. They are without a doubt the most comfortable seats you've ever sat on, feeling comparable to a deep massage. They are indestructible.

Almost Daily (200CP) (Discounted: Host) - You've come into possession of a camera. This one however is not just any ordinary camera. In addition to being mostly indestructible and of extremely high quality, you'll find that every twenty-four hours for five days a week, there will be a single thirty second video of each of your companions. This video will include their most notable activity for the day. On the seventh day, another video summarizing what exactly they were doing

and why will appear on it. If you happen to lose it, you'll find it later that same day.

Hermit Crab (200CP) (Discounted: MON) - A hermit crab that can talk, but that only you can hear. He is very enthusiastic, and can give you vague tidbits of information on what might happen next in the near future. He doesn't age, and counts as a follower.

Virtual Idol Setup (200CP) (Discounted: Black Lily) - Liminals have relatively quickly entered various markets around the world. Perhaps due to being isolated from Human society technologically, streaming content is not one of these avenues. Despite the culture of people watching a character that looks like one thing but it is another, if you make your avatar look like an idolized version of yourself, you will find significant popularity when using it. If you're a Liminal, have **ANM48 Fan**, and use an idealized avatar, you can quickly become the biggest streamer in the world.

Extraspecies Gym (400CP) (Discounted: Foreigner) - Humans are not the only ones who can get stronger by working out, most Liminals can, too. Designed for all sorts of species to use it, it contains everything that a high-class gym would reasonably expect to have but with areas and machines for virtually anyone. It's also quite large, being multiple stories tall.

Lucky Shrine (400CP) (Discounted: Host) - Culture isn't rational, and thank the gods for that! You now own a Shinto-style shrine, the modest house near it, and other small sundry buildings. The shrine itself isn't for a specific deity, but people associate it and the property with luck. There's a donation box people give money to in exchange for imagined blessings.

Open Bar (400CP) (Discounted: MON) - Most bars are small and cramped, but not this one. This high-class joint is spacious but cozy, shaped in such a way as to have plenty of alcoves and privacy. Located in a red-light district, all sorts of people come to it, but it generally avoids any rowdiness.

Commercial Boat (400CP) (Discounted: Black Lily) -- You can't be international if you don't have the means. Whether you want to start moving cargo under a contract or already have a business to use this with, you now own a new, roughly 150-foot cargo boat. The boat itself has been fitted for Liminal passengers. All the licenses to use it for such are included, and they update for each Jump. It comes with a

relatively sized warehouse on the water, but that has a big door in case you want to flood your Cosmic Warehouse to bring it with you. Modern boats basically drive themselves, and this one will require little maintenance beyond diesel and oil.

Hotel Castle (600CP) (Discounted: Foreigner) - One of the Mermaid monarchies of this world has built a giant hotel with literally a stone castle at the top. A significant portion of the overall building is filled with water, various traps, and even piranhas. You now have one equally outrageous building of comparable design made especially for your race. Humans might have a simple hotel with pitfalls and guard dogs, but something else might have spikes that fall from the ceiling and magma in the basement.

Hot Spring Resort (600CP) (Discounted: Host) - A beautiful getaway rebuilt for all types of Liminals. The water comes entirely from a natural source, and is further heated or cooled for a broader selection of species. While it comes with all the amenities you might imagine, the real blessing of this place is that it acts to bring couples together. If you held dating parties here, the overwhelming majority of people would leave with a strong relationship. It's still within the Kanto region, but by default nowhere near the canon other one.

Construction Company (600CP) (Discounted: MON) - From simple renovations to building new houses, pools or gyms, bars or even a whole stadium, a lot of architecture has popped up in the last three years to cater to Liminals. You now have the number to a lightning-fast construction company capable of this and more. They could build an entire new section of a house with a nearly bottomless pool in less than a day, or refit the entire home in three. A stadium might take some real time, but nobody can do it faster. You do have to pay them, but hey, you work for the government. This item continues to work outside of this Jump.

Advanced Materials Lab (600CP) (Discounted: Black Lily) - It's generally illegal to sell parts of Liminal species, with the government considering it trafficking. Luckily then, you have a completely aboveboard research lab and material collection center to instead receive donations at. For money. It comes with a company dorm, and receives enough turnaround that it can provide a high stipend to anyone who participates. This setup can easily become the cornerstone of a larger operation.

Companions: Friends new and old come with you to enjoy some Slice of Life. Companions may not purchase others or take drawbacks.

Homestay Option (100CP) (Free: Host) - A friend to join you along the way?

Sure! Here you will get one companion for free. You may import or create a single companion with a purchase of this. While you have general free will over the personality of new companions, their race will hold them to some stereotypes. They get an origin, whichever race they buy or roll for, their free perks, their free items, and 300CP to spend on whatever.

Fated Meeting (100CP) - It is purely by chance that the protagonist of the series becomes a Host for Miia, and then every subsequent girl. You may designate someone already here to be a companion, and upon doing so will become destined to meet them. This meeting can vary wildly from them just being dropped off at your house, literally running into them, or them literally falling out of the sky onto you. This meeting will ultimately leave them with a favorable impression of you. If at the end of the Jump they want to, they may leave with you as a companion.

Drawbacks: 600CP can ultimately be acquired here, but all may be taken. They shall be removed in 10 years time, or on death. They supersede other choices.

Size: Small (+100CP) - You are now the owner of small sexual organs. This is not a terribly complex drawback, you have noticeably small genitalia. That's it.

Curious Stares (+100CP) - It's not every day you see a Liminal walking down the street, or at least people think so about you. No matter how much time passes, people not in your immediate life just cannot get used to you being around.

Uncultured Swine (+100CP) - You really just don't know how humans and their society function. You can still learn, but don't be surprised when you make a fool of yourself. A centaur might eat astroturf, a mermaid might Jump into a chlorine pool, and you might even believe some anime is real.

Pure Boy (+200CP) - You're now the stereotypical sexless Japanese protagonist. You could have a harem big enough to fill up your house or even town, and fate will conspire to make sure you don't get laid. You'll still get cock teased.

Fantastic Life (+200CP) - What a wonderful life you live! Grinding away at work, coming home to your family, and doing it all again tomorrow! Your outside perks, items, companions, and Warehouse are all locked out until the end of the Jump. Enjoy your Slice of Life.

Dangerous Species (+200CP) - Some Liminals are less liked in this world due to their diet, behavior, or even just stereotypes. Whatever race you are is now amongst these. It will be harder for you all in society, and there's a chance you'll be kicked out of Japan. If you're a Human, it's possible the whole Cultural Exchange just collapses.

Mass Immigration (+300CP) - The reality of introducing millions, potentially tens of millions of radically different people and cultures around the world is broadly handwaved. It's now not. Expect economic issues, Human women protesting the competition, and increased crime.

On the Brink of Death (+300CP) - Throughout your time here you will be put into dangerous situations several times a day. These situations would normally end your life, but won't actually permanently physically hurt or kill you. Almost drowning, almost being beat to death, almost being suffocated to death. It'll get annoying after awhile.

Three Steps (+300CP) - Some of the Liminals in this world are not especially intelligent, and now you're one of them. You often speak in broken sentences, forget what you're doing after a few steps, and won't even be able to remember your lover's name. You can still learn things and react to your surroundings, but book learning is off the table. This doesn't change your personality, but you'll likely be very different in the meanwhile.

Endgame: You've survived for 10 years, but what now?

Marriage? (Stay) - Maybe you've started a family or something, but this world has its own charm to it. You stay.

Back to the Snakes (Go Home) - A world full of so many monsters sends you home screaming. You go home.

Polt Approved (Move On) - Ever onward! You move on.

Notes: Clarification.

1. Liminals get their racial form that they can switch to after 10 years.
2. **Forged Certificate** was added for people who are a **Drop-In**. If you're a Liminal with a history in this world, you can generally expect to be either in processing or already have a certificate.
3. Wanking helps.
4. **v2.1:** Updated **Myth Maker** to clarify it's not constantly on if you don't "wish" it. Clarified what an **Orthrus** is. Fixed some typos.