

Taimanin GOGO! 0.1

By saiman010



Introduction:	3
Starting Location:	4
Race:	6
Origins:	9
Perks:	11
General	11
Demon Race[Unavailable to Humans]	13
Taimanin	18
Onmyouji	21
Magical Girls	24
UFS	28
Chinese Union	32
Power Sections:	36
Ninja Arts	37
Onmyoji Techniques	48
Magical Girl	53
Technological Enhancements	65
Bio Enhancement	73
Psychokinetic	82
Items:	90
General	90
Taimanin	91
Onmyouji	93
Magical Girls	97
UFS	101
Chinese Union	104
Companions:	107
Drawbacks:	108
Ten Years Later:	113
Notes:	114

Introduction:

Welcome, Jumper, to a world where demons rule the dark side and evil has corrupted human society, and where scantily clad female ninjas fall into porn logic, leading them to be captured and modified. Wait, something's not right here, based on that stupid upbeat title and picture at the beginning of this jump document.

Wait, this universe seems kinda off compared to the other Taimanin universe when you look at it closely. OK, it looks like the ridiculous outfits that most of the female characters wear here came from a hentai game and are still here. But is it just me, or do the main characters in this universe seem sillier and somewhat stupider? Like Igawa Asagi, who was once the strongest Taimanin in the other universe, seems to intentionally leave the security of her secret base in Gosha Village terrible on purpose so that daily raids by demons and other otherworldly creatures would be a frequent thing, so that students would have to keep their guard in check. Yes, you heard this right, folks: the leader of the Taimanin is this stupid in this world.

And it's a good thing, too, as from the looks of it here, the darkness and evil that envelop this world caused by demons is mostly gone. And is that Edwin Black teaching a homeroom class in Gosha Academy? The former leader of Nomad is teaching in this school as if nothing ever happened. And now Oboro is attacking daily with her organization called Nomad Remnant. And is that a giant Mecha Robot Sakura I see in her army ranks?

OK, nope, clearly using my brain here will only hurt me even more. But Jumper, if you still want to go to this jump, I won't stop you. So take this 1000 CP and good luck in this wacky and stupid world.



Starting Location:

Roll 1d6 to see in which city or location you start in this world. Or pay 50 CP to decide.

1.Amidahara

Once known as the Dark City, this bastion of sin was once occupied by demons, magicians, and the assorted slavers and scum of society. But after the peace forged between demons and humans was enforced, this once-abandoned city has been rebuilt with a single focus: to further the relationship between humans and demons so that peace can be upheld and maintained.

2.Goshu Academy

This unassuming countryside town is actually the training ground and headquarters of the Taimanin, a group of shinobi known for wearing attire akin to that of hentai and acting as enforcers of justice, dedicated to destroying the corrupting forces of demons. But that was mostly in the past. In this era of peace, most of the Taimanin are now just glorified bodyguards and defenders against the remnants of Nomad that still wish to cause chaos in the human world.

3.UFS Base

You start in one of the many UFS bases in Japan. Unfortunately, even in this era of peace between humans and demons, the war and friction between humans continue. The conflict between the UFS and the Chinese Union is still ongoing. These bases are among the most state-of-the-art facilities in terms of technology that humanity has achieved.

4.The Dark World

The Dark World is another dimension adjacent to the human realm. It is the original birthplace of all demons, and only a few humans have ever ventured into it in the past. This realm is a perilous place, filled with curses and magic. The Dark World is connected to the Human World through Demon Gates, which have become more numerous in recent times following the Peninsula Conflict, during which the human town of Amidahara was severely damaged. However, in this era of peace, both humans and demons have been entering both worlds cooperatively, as the peace must be maintained and preserved.

5. Gogyo Academy

This is the headquarters and training ground for Onmyoji. Unlike the Taimanin, who gained their powers from a mixture of human and demon blood, Onmyoji are sorcerers who can use spiritual energy to fight demons. The headquarters is located in Rokuhara, near Kyoto. It shares a somewhat friendly and absurd rivalry with Gosha Academy. With the threat of demons greatly reduced in this era of peace, their rivalry has taken on a lighter, more competitive tone.

6. Free Choice

You have the freedom to choose any of the locations described above or any other canon location within the Taimanin Universe.



Race:

Please choose one race as part of your origins. Your chosen race will influence which origins are available to you, as some origins may be unusable depending on your race. And those origins you can't join you can't buy any of their 100CP and 600CP perks.

1.Humans[+400CP]

You are one of the weakest and most numerous races in this universe, with no inherent advantages when it comes to battle. However, you still have the potential to gain power and fight back in this world. Due to your race's limitations, you cannot take the origins of Taimanin, as that origin requires some demon blood to fully join their ranks. Despite these limitations, you can still carve out your path and grow stronger through other means available in this world.



2. Hybrids[Free/200CP]

You are one of the many humans who, through their ancestry, have demon blood mixed within them. This grants you the power to use particles and supernatural abilities like the ninja arts, which give trained Taimanin their edge over demonic enemies. Even untrained hybrids are faster and stronger than any pure human. Most hybrids have very diluted demon blood, so their abilities are just above peak human.

For an additional 200 CP, you can become a half-breed, where one of your parents is a pure demon and the other is human. As a half-breed, your powers are significantly enhanced, and you receive one discount for every tier except the 600 CP one. within the demon race's racial perks, allowing you to unlock more of your demonic potential.



3. Demons[400CP]

Demons are any supernatural beings native to the Demon World, encompassing a wide variety of races, from orcs and goblins to elves, oni, and many more. Nearly all demons are much more powerful than typical humans, blessed with supernatural attributes. For example, orcs are stronger and tougher than human men, while oni might wield elemental magic or other unique abilities.

If you choose the demon race, you cannot select the Taimanin or Magical Girl origins. Taimanin require some human blood to activate their ninja arts, while all known Magical Girls in the Black Lilith universe start as humans. However, as a demon, you receive discounts on all perks within the demon race perk tree, allowing you to fully embrace and enhance your supernatural abilities.



Origins:

You may change your gender to female for free, and your age is 19 + 1d8 years. If you prefer, you can pay 50 CP to choose your exact age. You begin in your chosen starting location with a letter containing instructions from either your client or your superiors, informing you that you are either a new recruit or part of a transfer program. Any origin can be selected as a Drop-In, allowing you to step into this world without prior ties or memories, ready to carve out your own path in this era of peace.

1.Taimanin

Taimanin are Japan's modern solution to both demonic corruption and foreign interests meddling in their affairs. While most Taimanin operate as agents of the Japanese government, some are affiliated with other organizations like the UFS or the Chinese Union. In the past, Taimanin were tasked with dealing with everything from criminal syndicates run by demons to corrupt politicians. However, in this era of peace, most Taimanin now live a more carefree lifestyle, with their once-dangerous missions now replaced by more routine and less perilous duties.

2.Onmyouji

Before the existence of the Taimanin, the Japanese government relied on the powers of the Onmyoji—human exorcists and sorcerers capable of using spiritual energy to fight demons. These practitioners have a long history with the Japanese government, and their families have been battling demons for generations. Initially, the Onmyoji were considered obsolete when the Taimanin began to rise in prominence. However, they have now regained their significance in the current era, viewed as a more defensive option compared to the offensive Taimanin. Additionally, the Onmyoji have a specialized subgroup known as Vampire Hunters, who focus on eliminating vampiric threats within the demon ranks.

3. Magical Girls

It seems this universe has some intriguing elements, with evidence suggesting that magical girls exist. Interestingly, they still adhere to the law of heroines fighting in super erotic gear, reflecting the unique and often absurd style of this world. Whether this is fortunate or unfortunate may depend on your perspective, but it certainly adds an unusual twist to the dynamics of this universe.

4. Chinese Union

The Chinese Union opposes the UFS and is engaged in a constant Cold War with them, viewing the UFS as an oppressive force. However, the Chinese Union is also characterized by strong indoctrination and views akin to those of a police state. Their approach to technology differs significantly from that of the UFS; they focus on advanced biological enhancements rather than mechanical ones. The Chinese Union utilizes organic bioweapons, such as ghouls, clones, and genetic super soldiers, relying on biological means for their technological advancements.

5. UFS

Known as the United Federation of States (UFS), this faction is one of the largest in the world, with direct control over both American continents and indirect influence over significant parts of Asia. The UFS is currently engaged in a cold war with the Chinese Union. The primary strength of the UFS military lies in its use of mechanical enhancements and advanced technologies, including cyborgs, simple robots, exoskeletons, and futuristic firearms. These technological advancements give the UFS a formidable edge in maintaining its global power and influence.

Perks:

You will receive discounts based on your chosen origin, as usual. Additionally, you will get a free 100 CP discount.

General

Lilith Beauty[Free]

Just like many characters in this world, you have an appearance that turns heads. You start with a minimum attractiveness of 8/10 and have the freedom to choose any body shape you prefer. Given the hentai game influences of this setting, you can select a body type ranging from a loli-like figure, akin to Yukikaze, to a more voluptuous form with large, head-sized breasts, similar to Igawa Sakura. Additionally, as a bonus, your body will remain attractive at all times—sweat will enhance your appeal, and any dirt or filth will be easily washed away.

Chibi Art work[Free/100CP]

The default art style of this world is a chibi look, which emphasizes the comedic nature of the setting. You can toggle this art style on and off as you wish while staying in this world, allowing you to switch between the exaggerated, humorous chibi appearance and a more realistic style. While this feature is free for your current world, bringing this art style customization to future worlds will cost you 100 CP.

Parody world[Free/100CP]

The essence of this world's origin is that it serves as a parody of the mainline games. Here, the atmosphere is neither dark nor gloomy, demons are no longer a threat to humanity, and all conflicts are trivial and petty. Additionally, everyone's personalities have had their sillier aspects enhanced by 125%. This comedic essence is free while you are in this world. If you wish to carry this more silly, exaggerated tone into future worlds, you can pay 100 CP to keep this perk, and it will be toggleable as needed.

Hentai Armour [Free/100CP]:

In this world, skimpy armor is not only fashionable but also practical and fully functional. Regardless of the exposure, your armor provides complete protection depending on its type. Plate armor offers maximum defense against physical damage, while wizard armor provides significant elemental resistance. This perk comes free of charge during your stay in this world. Should you wish to bring this unique fashion sense to future worlds, it will cost you 100 CP. This ensures that wherever your adventures take you next, you can continue to enjoy the stylish and protective benefits of “armor”.

Comedy Recovery[Free/600CP]

In this world, much like in most comedy-centered series, you will feel the pain from any damage you receive, and it can't be ignored. However, no matter the extent of the damage or the comedic punchline, your body will quickly recover, and you can walk off the damage in mere moments—though the pain may linger for a few minutes. This perk is free while you're in this world. If you want to carry this perk over to future worlds, you can pay 600 CP to do so.



Demon Race[Unavailable to Humans]

Demon origin[100CP]

You are now part of the demon race. While half-breeds and hybrids only receive half or a tenth of the abilities and potency of the race you choose, you can select one race commonly found in the beginning areas of most JRPGs, such as pixies, slimes, elf, mermaids, orcs, etc. You now gain their basic abilities, physical features and weaknesses.

Not a Threat [100CP]

Demons sometimes possess very threatening features that make most humans wary of them. However, you have learned to appear non-threatening to most individuals. As a result, most people will leave you alone as long as you are not the aggressor.

Tougher than most Humans[100CP]

As a demon, your body is much tougher than most humans, granting you several advantages. You possess immense strength, making you far stronger than normal humans and particularly dangerous to civilians. You are immune to the Miasma of the Dark World, preventing demonization. Many demons have the potential to use magic, with the type of magic varying by species. Additionally, you enjoy a naturally long lifespan and quick regeneration, making you resilient and enduring.

Demonization[200CP]

You now have the ability to produce and manipulate the miasma from the Demon World through your body. This miasma, known for its corruptive effects, can transform other races into demons, altering their bodies and minds in the process. The transformation is gradual, taking weeks to fully convert a normal human into a demon. You also have the capability to control the physical changes, ensuring that the transformed individuals have a minimum attractiveness of 8/10 and enhancing their bodies to be even sexier.

Shapeshift [200CP]

Sometimes, being in demon form isn't ideal for every situation. You now have the capability to shapeshift to resemble a normal human. While in this form, you'll retain all of your demonic abilities and your strength will remain undiminished. This ability is perfect for strolling through the human world with ease and blending in without revealing your true nature.

Demon Knight[200CP]

You have been trained as a Hell Knight, one of the most powerful and noble positions in the Demon World. This training has granted you mastery in wielding melee weapons such as swords and spears, and you know how to use your demonic strength and abilities to enhance your weapon-based fighting techniques. While the practice of chivalry and honor is central to the knightly ethos, you can choose to disregard this aspect of your training if you prefer.

In addition to your combat skills, you have the ability to summon a magical blade. Your supernatural abilities are refined to complement your martial prowess, allowing for deadly combinations. For instance, you might use the song of a mermaid to enhance your movements while simultaneously debuffing your enemies' stats.

Ice/Fire Demon[400CP]

You are now part of either the Ice or Fire Demon Clan. Regardless of which clan you join, you gain complete immunity to the respective element of your clan. This means you are unaffected by any spells or attacks involving that element, regardless of their power.

In addition to this immunity, you have the innate ability to manipulate your clan's element with ease. This manipulation comes as naturally to you as breathing, allowing you to wield the element in various forms, from creating intense flames or freezing winds to shaping and directing them with precision.

You also gain the potential to cast some of the most powerful spells associated with your element. As a fire demon, you could unleash devastating infernos or control blazing fires with unparalleled mastery. As an ice demon, you could summon freezing blizzards or create intricate ice constructs with ease.

Furthermore, you are completely immune to extreme temperatures related to your clan's element. If you are part of the Fire Clan, you are resistant to extreme heat, ensuring that intense flames or volcanic environments cannot harm you. Conversely, if you are part of the Ice Clan, you are impervious to extreme cold, making you unaffected by freezing temperatures or icy conditions. This immunity and elemental mastery make you a formidable force, whether in battle or navigating environments related to your clan's element.

Witch[400CP]

You are now part of the strongest spellcasting race in the Underworld. Known for their high-level magic, this race hoards knowledge and grimoires, often training others to become witches and magicians. Driven by a fascination with knowledge, they collect information about the Dark World and occasionally shift their focus to the Otherworld.

The magical abilities of witches vary widely and include skills such as divination, crafting magical items or potions, summoning magical armor, casting curses, and creating magical creatures. Also hybrids and half witches will turn into young loli girls , for a short amount of time, depending on the moon cycle either during the new moon or full moon you choice and severely weaken them.

Vampire[400CP]

You now have achieved and become a vampire. Vampires closely resemble humans in many ways but are undead with cold skin and do not need regular food. They can drink blood to enhance their strength and accelerate healing, but it's not necessary for sustenance. Vampires can also create Ghouls by fully draining a target's blood, turning them into primitive servants.

They have access to a range of abilities, including transformation, illusion, and blood magic, alongside a highly advanced regeneration capability. Their self-healing makes them nearly immortal, with only special magical tools or Taimanin particles capable of killing them. Vampires' blood can heal others, but it may also result in demonization and transformation into vampires, potentially corrupting the soul depending on the vampire's intentions.

Despite their strengths, vampires have weaknesses. Especially for hybrids and half breeds as they lose half their strength in sunlight unless protected by magical artifacts.

Dragon[600 CP]

You are now part of one of the rarest and most feared denizens of the demon world: a dragon. Dragons are immensely powerful beings, often referred to as "God Killers" due to their ability to drive away gods to other worlds. With their incredible strength, they can effortlessly destroy mountains, and they possess an elemental breath of their choice, making them a force to be reckoned with. Dragons can also fly with their powerful wings, dominating the skies.

Despite their bestial appearance, dragons are highly intelligent and possess the ability to use transformation magic, allowing them to take on a more humanoid form. This enables them to mate with other species, creating half-breeds known as dragonfolk. These dragonfolk inherit much of a dragon's power, though only about a quarter of the full strength, yet they are still among the most dangerous demons in the Dark World.

Royalty[600 CP]

You have won the genetic lottery and awakened the powers within your bloodline, elevating you to the level of a demon lord among your kin. No matter what demon race you belong to, your abilities and powers have now reached the absolute peak of what your race is capable of achieving. Your stamina, magic, and endurance are monstrous, forged through countless years of battle and experience, making you a true master of your craft.

As a testament to your strength, you can go toe to toe with legendary figures like the Naga, Kaliya, the Incubus King, Kuroi Ryuuji, and the Queen of the Inferno, Astaroth. Furthermore, you have the authority to command any member of your demon race, and they will obey you as long as you remain stronger than them. To reflect your immense power and experience, 2,000 years have been added to your age.

Devil[600CP/Cannot be Discounted and Requierse Royalty]

You are now a Devil, also known as a god in the demon world, a being of immense power that surpasses even the strongest demon lords. Your abilities place you at the pinnacle of existence, with the capacity to travel between universes with ease. As a Devil, you are nearly invincible; conventional means cannot kill you.

When you traverse to the human world, you manifest an avatar—a significantly nerfed version of your true self. This avatar is necessary, as your full power would utterly destroy the human realm. Should your avatar suffer severe damage or exhaust its magical energy, a gateway to the Otherworld automatically opens, dragging you back and allowing you to regenerate. Once you've fully recovered, you can recreate the avatar and return to the human world.

Devils can assume any shape or form they desire, further adding to their mystique. Your power also grows with belief and faith in you and your abilities. Festivals held in your honor, or simply being active in the human and demon worlds, will make you more powerful.



Taimanin

Ninja Arts [Free Taimanin only]

You have now awakened your own unique special technique through the use of Taima particles, a power that is yours alone. Just like other Taimanin such as Shiranui with her control over water or Sakura with her mastery of shadow techniques, you now possess a nascent ability that will grow stronger with years of dedicated training. At the start of your journey, this power is quite weak, but with perseverance and experience, it has the potential to become a formidable force. To choose your ability, you can refer to the Ninja Arts section, where a variety of powers await your discovery and mastery

Taima Particles[100 CP]

As a Taimanin, your demonic blood grants you access to unique powers known in ancient times as "ki," but now referred to as Taima particles. These particles are the source of supernatural abilities for most of humanity in this world. Even an untrained human with access to Taima particles experiences a significant boost in physical attributes, allowing them to move faster, dodge bullets, and match the power of demons.

The true strength of Taima particles lies in their ability to counteract demonic powers. When facing demons, your abilities become even more formidable, as Taima particles enable you to easily slice through their bodies and neutralize their techniques. These particles weaken demons significantly, especially when your power level is close to or equal to theirs, giving you a distinct advantage in combat.

Night Activities [200 CP]

As a Taimanin, your missions often require prolonged endurance, whether in relentless battles or lengthy infiltration and observation tasks. Your body has been honed to possess remarkable stamina, surpassing even that of your fellow Taimanin. You can stay awake for several days straight without succumbing to fatigue and can engage in hours of intense combat without feeling the strain. Additionally, your recovery time is minimal, allowing you to quickly return to active duty with full strength after only a short period of rest.

Ninja Training [200 CP]

As a Taimanin, it would indeed be strange if you hadn't mastered the basics of being a ninja. Your body has been honed to perfection in battle, granting you superhuman strength, graceful dexterity, and the ability to leap across buildings effortlessly, even without relying on Taima particles. In addition to your physical prowess, you've also received training in various practical skills, including wilderness survival, weapon crafting, first aid, and weapon mastery. Please choose one close-range weapon in which you excel; this weapon can now be infused with Taima particles as if it were second nature to you, enhancing its power and effectiveness in combat.

Undercover Worked [400 CP]

You are now highly skilled in undercover work, thanks to your training at Gosha Academy. You possess exceptional acting abilities, allowing you to seamlessly blend into various roles and environments without arousing suspicion. Whether you're posing as a maid in a noble's house, a whore in the red light district, or a salaryman in a regular office, you can perform your role with just enough competence to avoid detection. Your ability to lay incredibly low and adapt to different situations makes you an invaluable asset in infiltration missions, ensuring that no one is the wiser to your true goals.

Teacher [400 CP]

You now hold a prestigious position at Gosha Academy, where you are entrusted with teaching the next generation of Taimanin. Recognized as one of the best instructors in the academy, you have an exceptional ability to take a class full of novices and train them to become skilled Taimanin in a shorter amount of time than usual. Your teaching methods are both effective and inspiring, making your students more obedient and easily influenced by your actions and values. Regardless of their origins or initial aptitudes, you ensure they are well-prepared for the challenges ahead, shaping them into the warriors the academy needs.

Top Taimanin [600 CP]

As one of the top members of the Taimanin organization, your skills now rival those of legends like Shiranui and Asagi. Your physical prowess and combat capabilities have reached an extraordinary level, making you a formidable force against any demon you encounter. Unless faced with an entity as powerful as a dragon, most adversaries will appear as mere small fry to you, thanks to your superior strength and agility.

Your mastery of Ninja Arts has also advanced significantly. The techniques you employ have been refined and enhanced to unlock powerful abilities based on your chosen Ninja Art. The true potential of these arts now depends on the creativity and imagination of the user, allowing you to develop innovative and devastating techniques. For instance, similar to how Rinko uses her space manipulation abilities to summon meteors from the depths of space and hurl them at her enemies, you can now harness and amplify your chosen Ninja Art to create extraordinary effects tailored to your strategic needs. This flexibility and power ensure that you can handle even the most challenging threats with ease and ingenuity.

Your Shadow [600 CP]

Deep within your soul, a powerful demonic alter ego resides, born from the potent demon blood coursing through your veins. This inner demon can be summoned at will, allowing you to transform into a fearsome demonic form. In this state, all of your abilities—both physical and supernatural—are significantly enhanced, enabling you to take on foes that far exceed your normal weight class.

While in this monstrous form, your strength, speed, and magical prowess reach new heights, making you a formidable force in combat. However, this transformation comes with a risk: you lose your rationality and become a ferocious beast. In this state, you are driven by pure instinct and aggression, posing a danger not only to your enemies but also to allies who might be caught in your path. This transformation grants immense power, but it requires careful management to avoid collateral damage and maintain control over your actions.

Onmyouji

Onmyoji Techniques [Free Onmyouji only]

You have now acquired the ability to cast magical formulas or Jutsu-shiki using a catalyst card. This approach typically requires more preparation time before a fight, making it less suitable for immediate combat situations. However, the benefit of this preparation is the ability to create large-scale spells more easily than with traditional Taimanin techniques. Additionally, you have mastered one of the five schools of Onmyoji, which provides you with specialized techniques detailed in the Onmyoji Techniques section.

Spiritual Energy [100 CP]

Spiritual Energy is a distinct form of energy used to combat supernatural beings. Unlike Demonic Magic or Taima particles, it is neither demonic nor particle-based. It enhances physical abilities slightly through concentration, grants skills to fight demons, and allows one to perceive and track spiritual energy from living things and its flow in space. Spiritual Energy has clear connections to spirits and gods. Unlike demonic magic, which requires demonic cells or miasma and carries the risk of demonization, Spiritual Energy does not have strong negative health effects and is more accessible for humans to use. Its also key for you to use Onmyouji Abilities and increase your ability to heal and create barriers.

Preparations [200 CP]

As an Onmyouji, you require more preparation time to be effective in battle. Therefore, you can now prepare all necessary spells and charms for your Jutsu-shiki in a minimum of 1 hour for very simple spells and up to 4 hours for the most complex Jutsu-shiki in your arsenal. Additionally, the catalysts you use are of the highest quality based on the materials available to you.

Cooperation [200 CP]

Unlike Taimanin, who can usually carry out their missions either solo or in teams of two, Onmyouji typically operate in teams of four or more. Because of this, Onmyouji place a strong emphasis on working in well-coordinated teams by default. As a natural at fostering connections with your allies, you excel in creating and maintaining these bonds, which significantly enhances your team's cohesion and effectiveness. In any group you are part of, you serve as the essential link that binds everyone together, reinforcing their collaboration and mutual support. Your ability to strengthen relationships within the team ensures that you work seamlessly as a unified and highly efficient unit.

Demon Expert [400 CP]

Unlike Taimanin, who possess Taima particles and the power to destroy buildings with sheer strength, most Onmyouji have invested countless hours in studying demons, acquiring an encyclopedic knowledge of their weaknesses and abilities. This expertise is not just theoretical; it's also practical. You have a natural talent for analyzing new opponents and swiftly identifying their abilities and vulnerabilities during combat. Additionally, your understanding of demonic behavior and flaws enables you to manipulate demonic politicians, detect weaknesses in demonic wards, and cure demonic curses or diseases.

Shikigami Summoning[400 CP]

You have completed a once-in-a-lifetime experience of forming a contract with either a spirit or a demon. Once the contract is established, the demon becomes the Onmyouji's shadow and guardian, with both sharing their lives. This means that if one dies, so will the other. In exchange, unique abilities are granted. The shikigami is represented by a human-shaped paper doll marked with the Onmyouji's fingerprint, which acts as a vessel. When a "Summon Spell" is invoked, the shikigami materializes in the physical realm.

The abilities of the shikigami depend on the nature of the entity with which you formed the contract. For example, if you contract with a nature spirit of water, your shikigami will have control over and manipulation of water. Conversely, if you contract with a demon, you might summon a beast-like entity with lower intelligence, such as a cerberus with fire-breathing capabilities and a keen sense of tracking, or a griffin that allows you to soar through the air as its mount.

Regardless of the nature of your shikigami, it will be powerful enough to face an Oni at minimum.

Exorcist [600 CP/ Requires Hybrid race]

It appears that you are not actually an Onmyouji, but rather what the West refers to as an Exorcist. These specialized demon hunters share similarities with both Taimanin and Onmyouji, as they utilize Spiritual Energy and Taimanin Energy in perfect harmony. However, there are significant differences between Exorcists and both Taimanin and Onmyouji.

Firstly, most Exorcists are trained to resemble demon knights in terms of weaponry, defense, and fighting styles. But instead of relying on traditional magic, Exorcists use something called Exorcist Arts. This technique involves the fusion of Spiritual Energy and Taima Particles to create the ultimate purification methods. As a result of this hybrid approach, Exorcists are incredibly powerful and can contend with even the strongest opponents, such as Asagi, the leader of the Taimanin, on equal footing.

Due to your hybrid fighting style, you gained access to the Ninja Arts section for free and gain a 200 CP Ninja Art at no additional cost. Additionally, you have free access to the Exorcist Arts section of the Onmyouji Techniques.

Vampire Hunter [600 CP]

You are now part of one of the most elite groups within the Onmyouji hierarchy: the Vampire Hunters. Vampire Hunters are Onmyouji who specialize in hunting and exterminating criminal vampires. Given the immense strength of the vampires who have violated the laws of the Vlad Kingdom, only the most powerful and proficient users of the Light elements—vampires' most potent weakness—among the Onmyouji can attain the rank of Vampire Hunter.

In your role as a Vampire Hunter, you are now on par with high-grade vampires, showcasing your exceptional strength and skill. This prestigious position not only marks you as a formidable adversary to the vampires you pursue but also earns you the respect and admiration of the law-abiding vampire citizens of the Vlad Kingdom. Your reputation among these law-abiding vampires improves significantly, as they recognize both your strength and the formidable nature of your role.

Magical Girls

Magical Transformation [Free Magical Girls only]

As a magical girl, you now possess a stunning transformation scene where radiant light envelops you, accompanied by a captivating theme song playing in the background. During this transformation, your clothes and hair undergo a dramatic change, allowing you to choose any style and accessories you desire. Rest assured, no matter how elaborate or impractical your chosen attire may be, it will never impede your ability to engage in battle, ensuring both style and functionality as you harness your magical powers.

In this world, the attire of magical girls often aligns with what would be typical in a hentai-inspired setting. You may choose to wear a super-tight skin suit that showcases your entire figure or an outfit with minimal coverage that just barely conceals sensitive and private areas.

In addition to the aesthetic transformation, your body undergoes significant enhancements, achieving peak human levels of strength, agility, and speed. You've also gained an identity-jamming ability, which helps protect your secret identity while transformed. This ability scrambles any attempts to identify you while you're in your magical form, ensuring that your true identity remains concealed from prying eyes.

Furthermore, as a magical girl, you will gain additional powers and abilities, which can be found in the Magical Girl section of this jump.



Mana [100 CP]

As a magical girl, your power comes from your own mana pool, setting you apart from the Taimanin and Onmyouji who rely on Taima Particles or Spiritual Energy. This unique source of power aligns you more closely with witches and magicians, resulting in a significant boost to your offensive magical capabilities. Your spells pack a stronger punch, making you a formidable force in battle.

Protected love Ones[200 CP]

In this universe, enemies often resort to underhanded tactics to defeat magical girls, with one of the most common being the capture and use of loved ones as hostages. However, you are now protected from this vulnerability. Your non-combatant loved ones will always be safeguarded, ensuring that they can never be harmed or used as leverage against you by your enemies. This protection allows you to focus on your battles without the fear of your loved ones being targeted or endangered.

Destiny [200 CP]

Your luck as a magical girl has significantly improved, making it much easier for you to find the people or items you need to advance the plot or complete your quests. However, it's important to note that you still need to actively search for those items and people; they won't simply come to you without effort.

Demon Slayer[400 CP]

Your presence as a magical girl now radiates immense power, making you a natural adversary to demons. The sheer density of your mana elevates your abilities, imbuing all your spells and supernatural powers with the anti-demon property. This unique quality makes you exceptionally potent against demonic entities. Additionally, you've gained significant resistance to any magic or attacks derived from demonic sources, including the formidable ninja arts utilized by the Taimanin.

Top Idol [400 CP]

As a Top Idol, you possess an irresistible charm and charisma that captivates audiences wherever you go. Your voice is enchanting, your stage presence is magnetic, and your performances are always flawless. Whether you're singing, dancing, or simply making an appearance, you command the attention of everyone around you. This talent extends beyond the stage, granting you the

ability to inspire and rally others to your cause with ease. Your influence is so profound that even in battle, your presence can boost the morale and fighting spirit of your allies, while demoralizing your enemies.

Dark Magical Girl [600 CP/Incompatible with Final Form]

Having been tainted by the miasma of the demon world, you have undergone a profound transformation, becoming more akin to a demon in both biology and essence. You have evolved into a Dark Magical Girl. In your new form, you retain a female humanoid appearance, but your connection to the demonic realm has drastically altered your powers and nature. With your costume becomes even more skimpy if that was even possible and it gives more an erotic vibe.

As a fully demonic creature, you have gained a natural affinity for dark elemental and chaos magic, granting you unparalleled power to unleash devastating spells and curses upon your foes. Your evolution has also granted you complete immunity to any form of purification, rendering all attempts to cleanse or purify your dark magic utterly ineffective.

Moreover, you can easily create dark monsters by harnessing the suppressed dark emotions of other magical girls. The power of these monsters depends on the strength of the magical girl used as the base and the depth of the dark emotions they were suppressing. These creatures are formidable, reflecting the repressed darkness within their origin.

Additionally, you possess a formidable resistance to all forms of magic, making you a nearly unstoppable force, even against the most skilled spellcasters. Your transformation also unlocks access to the Dark magical arts, which can be found in the magical girl section, further amplifying your power and influence in this dark and twisted world.

Final Form [600 CP/Incompatible with Dark Magical Girl]

You have reached the pinnacle of your power as a magical girl, unlocking your final form and achieving a state of ultimate magical prowess. In this final transformation, your costume has become even skimpier and more mature, often taking the form of a white wedding dress, which symbolizes both purity and your ascension to the highest level of magical girl status.

With this transformation, all of your magical powers have been further amplified. You now possess the extraordinary ability to fully heal individuals from excessive trauma, mending their broken minds with a depth of compassion and skill previously unattainable. Additionally, you can purify the deepest corruption from those who have been transformed into monsters, restoring them to their original human state, regardless of how long ago they were corrupted or the extent of their transformation.

Furthermore, your transformation has unlocked access to advanced Light magical arts, which are detailed in the magical girl section. These new powers will significantly enhance your ability to influence and protect the world, allowing you to wield light magic with unparalleled effectiveness and further solidify your role as a savior of this world.



UFS

Technological Enhancements [Free For UFS]

In the UFS, most active members undergo technological enhancements to their bodies to fight demons on equal footing. Not every member has access to the mystical and supernatural abilities that exist in this world, so these enhancements provide them with the necessary edge. As a result, you now have access to the Technological Enhancements section , allowing you to augment your physical and combat capabilities with advanced technology. These enhancements could include cybernetic limbs, neural interfaces, enhanced vision, or even integrated weaponry, all designed to improve your effectiveness in battle and ensure that you can stand your ground against even the most formidable demonic foes.

Calm mind[100 CP]

In a world full of chaos and danger, you possess a calm mind that allows you to stay focused on your tasks, making it significantly easier for you to complete them efficiently. This heightened focus also improves your accuracy when using guns, ensuring your shots are precise and effective, even in the most intense situations.

Weapon Training [200 CP]

You have undergone extensive training in the use of all high-tech weapons of the UFS, a process that would have otherwise taken you months or even years to master. As a result, you are now highly proficient with technologically advanced weaponry, including vehicles and drones. No matter how futuristic or complex the equipment, you will wield it with ease, ensuring you face no challenges when operating or engaging with cutting-edge technology in combat.

Commander [200 CP]

As a fresh graduate from an elite officer school, you have honed your skills in predicting enemy actions and outmaneuvering them on the battlefield. This tactical acumen is invaluable, especially when leading an army of slightly augmented humans who would be at a severe disadvantage in a direct confrontation with demons. Your ability to anticipate and outthink your opponents can turn the tide of battle, giving your forces a fighting chance even against overwhelming odds.

Keeping Things Hidden [400 CP]

You have become an expert in constructing UFS bases that remain hidden from both the general public and the Japanese government. Additionally, you possess the skill to design and build weapons, vehicles, and other military equipment that are undetectable to enemy forces. However, these advanced techniques come with a cost—finding the necessary materials for these projects is more challenging and time-consuming, making the construction process more expensive and requiring greater effort to achieve the desired level of secrecy and stealth.

UFS Tech [400 CP]

You now possess unparalleled expertise in the engineering and technological realms within the UFS, making you a master of all the cutting-edge technologies developed by the organization. Your ability to create prosthetic limbs goes beyond mere functionality; these prosthetics are so advanced that they perfectly replicate the sensations of real limbs, including touch, heat, and even pain if desired. This makes them indistinguishable from natural limbs to the user.

When it comes to vehicles, your skill set allows you to design and construct some of the most advanced machinery ever conceived. You can develop incredibly fast fighter jets that not only break speed records but also incorporate cloaking technology, making them invisible to both the naked eye and radar systems. Additionally, you can engineer drop-ships capable of stealth operations, motorcycles optimized for extreme performance, and armored tanks that can withstand the toughest battle conditions.

Your proficiency extends to creating futuristic equipment, such as AI-assisted aiming systems that drastically improve accuracy in combat, and advanced armor that offers unparalleled protection while remaining lightweight and flexible. You are also adept at designing and programming autonomous robots, ranging from tiny spider drones used for surveillance and infiltration to massive armored walkers like the 'Tempest,' which can dominate the battlefield.

Furthermore, your expertise with nanobots allows you to push the boundaries of human enhancement. These microscopic machines can augment physical abilities, increase cognitive functions, or even reprogram individuals into obedient soldiers. You are also skilled in crafting a variety of advanced weapons, including

high-voltage stun batons capable of incapacitating opponents with a single strike and powered exoskeletons that grant the wearer superhuman strength and endurance.

Full body Enhancement [600 CP]

Faced with the overwhelming power of nobles and demon lords, you made the difficult choice to undergo a transformation that would level the playing field. Through the advanced technology of the UFS, you have been reborn as a cyborg, with 90% of your body enhanced by cybernetics. These enhancements grant you incredible strength and durability, making you far more formidable than before.

Your cybernetic enhancements come with a variety of functions, each designed to maximize your combat effectiveness and adaptability in the most dangerous situations. Enhanced reinforced skeletal structures allow you to lift immense weights and withstand impacts that would shatter normal human bones. Your skin, now reinforced with advanced alloys and synthetic materials, provides you with armor-like protection against physical and magical attacks.

Integrated weapon systems are embedded within your limbs, allowing you to deploy energy blades, plasma cannons, or other advanced weaponry at a moment's notice. Your vision has been augmented with multi-spectral imaging, enabling you to see in the dark, detect hidden enemies, and analyze your surroundings with unparalleled precision. Your reflexes have been heightened to superhuman levels, allowing you to react instantly to any threat.

Your internal systems also include advanced life-support functions, ensuring that you can survive in extreme environments, from the vacuum of space to the depths of the ocean. Additionally, your cybernetic body is equipped with self-repair mechanisms, allowing you to recover from damage more quickly than any organic being. You also gained more possible abilities within the Technological Enhancements section.

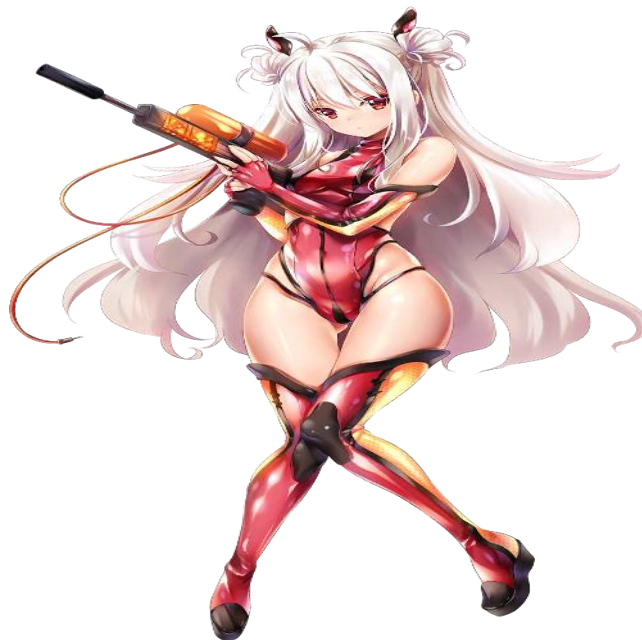
Magic Tech [600 CP]

This knowledge is indeed dangerous and carries significant risks, but with great power comes great responsibility. Magic tech offers unparalleled power, efficiency, and the ability to merge the best of both worlds—magic and technology. However, the cost to the world's mana and ecosystem is a dire consequence that must be considered.

Understanding the potential for destruction, it's crucial to approach this knowledge with caution and wisdom. The ability to replicate and enhance magical items through technology opens up incredible possibilities, but also requires a deep understanding of the balance between power and sustainability.

To mitigate the damage, you might need to develop safeguards, alternative energy sources, or technologies that can help replenish the world's mana. This could involve seeking out ancient knowledge, forming alliances with powerful beings who can aid in protecting the world's health, or even creating entirely new technologies that minimize or reverse the damage caused by magic tech.

In future worlds, careful planning and strategic use of this knowledge will be essential to avoid catastrophic consequences. If used wisely, magic tech could revolutionize your abilities and the world itself, but if misused, it could lead to the very destruction you're trying to prevent.



Chinese Union

Bio Enhancement [Free For Chinese Union]

Unlike the UFS, where technological advancements are predominant, the Chinese Union relies heavily on biological enhancements to empower their soldiers against demons. As a result, you now have access to the Bio Enhancement section of this jump. This allows you to utilize various biological augmentations that enhance physical and mental capabilities, providing you with powerful advantages in combat and other challenging situations.

Indoctrination [100CP]

As part of the Chinese Union, you've adapted to maintaining a low profile and diligently following orders. Now, whenever you commit to carrying out an order, you will always strive to complete it to the best of your abilities. Even if you fail, you will only face harsh scolding without any further repercussions.

Chinese Medicine [200CP]

The Chinese Union is renowned for its cutting-edge medical advancements. Because of this, you now possess the capability to recreate every type of Chinese medicine available, including future drugs and advanced hallucinogens and stimulants. This encompasses drugs that enhance stamina, fitness, and a range of other abilities, allowing you to replicate and utilize these sophisticated medicines with precision.

Corruption [200CP]

Corruption is a persistent issue across worlds, and you have a keen ability to identify traitors within the ranks of any organization. This includes enemies who may be willing to betray or ignore threats for personal gain. While the usefulness of these traitors can vary, you will nearly always uncover someone high enough in the hierarchy who can provide valuable intelligence.

Chinese Union Tech [400CP]

You now possess unparalleled expertise in engineering and technology within the Chinese Union. This includes the creation of bio-weapons, bio-enhancements, clones, and artificial humans. The technology you master is versatile and often utilized for various purposes, from creating loyal subjects for infiltration missions to more controversial applications such as the creation of sex slaves or the replacement of key figures in dire scenarios. The Chinese Union is recognized as a leader in cloning technology, capable of creating artificial demons and puppets, or fusing different DNA strands to produce specific abilities in demons.

Your expertise also extends to advanced brainwashing technology. This includes crude methods that completely erase original personalities, as well as more subtle techniques that manipulate behavior without the subject's awareness. For instance, the EVE chip is a sophisticated device used in virtual reality (VR) training environments to implant subliminal messages and guide choices in a way that feels natural to the affected individuals.

Additionally, you possess the ability to transfer biological abilities between individuals, including the highly specialized ninja arts of the Taimanin. This ability to manipulate and exchange biological traits adds a powerful dimension to your expertise.

In the realm of bioweapons, your knowledge is extensive, covering organic bioweapons like mutated humans, demons, or animals used in warfare and terrorism. You are skilled in the development of viruses that can transform humans and animals into zombies, as well as in creating genetically altered beasts with enhanced abilities, making you a formidable force in both the scientific and militaristic fields.

Head Hunting [400CP]

Unfortunately, unlike the UFS, the Chinese Union faces significant challenges in attracting individuals to join their cause due to a lack of the immense resources that the UFS offers. This limitation has led you to develop a keen talent for headhunting skilled individuals from other organizations and persuading them to defect to your side. Whether they are discontented with their current organization, feeling underappreciated, underpaid, or simply bored with their current role, you have a knack for identifying these disgruntled individuals.

Once you've identified potential recruits, you are adept at offering them compelling reasons to switch sides. Whether it's through promises of better compensation, more respect, or the excitement of new challenges, you have the ability to make them see the benefits of joining the Chinese Union. This skill in headhunting and recruiting allows you to strengthen your ranks with talented individuals who might otherwise have been overlooked, giving you a crucial edge in your ongoing struggle against the better-resourced UFS.

Artificial Creature[600CP]

It seems you weren't born naturally, but rather created in a lab to be the perfect warrior. Your body now contains the DNA of Taimanin, Onmyoji, and magical girls, making you a hybrid of some of the most powerful and skilled beings in existence. Because of this unique combination, you can choose one of these origins—Taimanin, Onmyoji, or Magical Girl—to have their perks discounted, besides 100 CP, one per tier. Additionally, you can unlock either the Ninja Arts, Onmyoji Techniques, or Magical Girl section for free, although you won't gain the bonus CP from the pseudo-origin granted here.

Your body has been further enhanced, granting you incredible speed, durability, and reflexes, far beyond those of a normal human. These enhancements make you a formidable force on the battlefield, able to outmaneuver and withstand attacks that would incapacitate most others.

Moreover, your body is equipped with organic weapons, such as powerful tentacles that can be manipulated to suit your needs.

Master Esper [600CP]

First discovered by the UFS through the study of espers, the UFS delved into understanding the function and counters to demonic magic, Taima Particles, or Spiritual Energy-based powers. A surprising byproduct of this research was the discovery of ESP, or psychokinetic powers, which remains a closely guarded secret. However, these secrets were stolen long ago by the Chinese Union. Due to their advanced knowledge in biological tampering, they have since begun to either recruit or create espers to further their own goals.

As a result of this clandestine operation, you have become a well-trained esper. You possess a unique power of your own, which can be chosen from the psychokinetic section below. Beyond this, you are a master of the abilities you've chosen, with a mind capable of handling the immense load that psychic powers impose, far beyond the capacity of the average esper.

Furthermore, due to enhancements made by the Chinese Union on your mind, you now have the ability to mix powers of similar origins, creating combinations that are far more powerful than the sum of their parts. This gives you a significant edge in both versatility and raw power, making you a formidable force within the ranks of the Chinese Union. Your expertise and training have honed your abilities to the point where you can manipulate and blend these powers seamlessly, maximizing their effectiveness in any situation.



Power Sections:

In this section, you gain access to a variety of abilities and modifications from the Lilith universe, including Ninja Arts, Onmyoji Techniques, Magical Girl powers, Technological Enhancements, Bio Enhancements, and Psychokinetic abilities.

The availability of these sections depends on your origin and specific perks you choose. If a section is not automatically unlocked, you can pay 200 CP to gain access to it. Humans and demons can still access the Ninja Arts and Magical Girl sections, even though these abilities are typically tied to specific bloodlines. In the Lilith universe, there are exceptions that allow humans to awaken these powers through various means.

Additionally, you receive an extra 500 CP for free, exclusively for use in this section.



Ninja Arts[200CP]:

The section contains the Ninja Arts that Taimanin use in this world. ***Taimanin origins have access to these arts for free, while other origins need to pay 200 CP to gain access.*** If you are a ***Taimanin and have the Top Taimanin perk, you receive 600 CP to use here.*** Any other origins with the ***Top Taimanin perk will receive 400 CP to use here.***

Most Taimanin in this universe can only receive one Ninja Art. Due to this ruling, if you have access to this section, you will receive one Ninja Art that costs either 200, or 400 CP for free. And for those who have the Top Taimanin perk you gain a discount on the 600 CP tier abilities. It is not impossible for someone to receive more than one Ninja Art, but it is incredibly rare. Common reasons for having multiple Ninja Arts include ritual arts, ability stealing, and power transfers.

200CP

Body Transformation Art

This Ninja Art grants you the ability to manipulate organic matter, specifically your own body or the bodies of your enemies. The extent of this power depends heavily on your skill and focus, with potential limitations on which body parts you can alter. You could grow or shrink various parts of your body, create extra limbs or body parts, or even generate entire clones of yourself. Additionally, you can modify the properties of your body within certain limits, such as changing the coloration of your skin, the length of your hair, or the hardness of your nails.

Barrier

You can create shields of particles around you that are painful to the touch for demons.

Stone Retreat

You possess the ability to freely manipulate stones, using them in various ways to enhance your combat abilities. You can gather stones to create powerful golems that fight by your side or form durable stone armor around your body, providing you with formidable protection. Your control over stones allows you to shape and wield them as weapons, shields, or even projectiles, making you a versatile and resilient force on the battlefield.

Explosive Fist

You have the ability to concentrate air into your palm or weapons, compressing it until the pressure reaches a critical point. Upon impact, this concentrated air explodes with tremendous force, creating powerful shockwaves that can shatter armor, devastate enemies, and cause widespread destruction.

Lightning Whip

You now have the ability to create a whip-like snap of electricity. People hit by it lose control of their limbs and muscles, resulting in their body relaxing. While it boasts strong offensive power, it is not well-suited for defense due to the nature of the weapon.

Fire Snake

You have the capability to summon flames and transform them into snakes that coil around your body, serving as both a shield and a weapon. These flame snakes can be used in various ways, such as forming a protective barrier of fire, launching themselves at enemies to burn and constrict them, or spreading out to seek and attack multiple foes simultaneously. This versatile ability allows you to adapt to different combat situations, combining offense and defense through your mastery of flame manipulation.

Morning Star

You can use light reflection on water to create illusion effects. This ability allows you to manipulate reflections to deceive and mislead others by altering what they perceive through the water's surface.

Water Slime

You can manipulate water and move it into a target's lungs through any opening, effectively drowning them. This ability allows you to control water with precision, using it as a weapon in combat situations.

Scarlet Deathblast

You can now store Taima Particles in bullets or cartridges, allowing you to fire enhanced bullets with strength far exceeding the norm.

Puppet Art

You now have the ability to control puppets using Taima Particles. The capabilities of the puppets you control depend on how you construct them and the quality of the materials used.

Wind Shooter

You are able to charge your weapon with air and shoot it with deadly force for ranged attacks. You can also make bullets invisible, enhancing the firing performance with the wind.

Taima Meditation

You now have the power to see into the future and sense the emotions of your future self. However, this ability is not all-knowing and comes with many limitations

Mountain Echo

You can control sound echoes, allowing you to project your voice into someone's ear from a distance and vice versa. Additionally, you can muffle all sound around yourself or concentrate sound to create a loud noise directly into someone's ear. This ability provides you with versatile options for communication and disruption in various situations.

Seeing Through

You now possess the ability to see the position and stance of hidden opponents or analyze wounds and bodily conditions. This technique allows you to see through walls and shields, giving you a tactical advantage in both combat and reconnaissance.

Skiping Heaven

You now have the ability to run at high speed for extended periods by harnessing wind that emanates from various parts of your body. This wind aids in your movement, particularly excelling in instantaneous acceleration. For short bursts, you can move with the speed and agility comparable to a racing motorcycle, making you exceptionally fast and agile in both combat and evasion.

Rashomon Jutsu

This ability increases your physical strength, resistance, and perception. When activated, tattoos on your body begin to glow. In this state, you can stop bullets with your bare hands. As a short-term strength enhancer, your defense is high enough to block even hits from armed Oni.



400CP

Beast Art: Tamer

You now gain a deep connection to a demonic beast or spirit, which can be summoned at will, regardless of the creature's typical aggression or temperament. This bond allows you to call upon this powerful entity whenever you need it, using its strength and abilities in battle or other situations.

This ability overlaps with insect-controlling arts, where multiple demonic insects are used for attacks. Another version called Visage Art also exists, which involves fusing with a spiritual entity to cause a transformation. This transformation is similar to other forms of transformation but with the added influence and power of the demonic beast or spirit you are connected to. Choose any of the variations above, and you can buy this ninja art multiple times to gain the other variations.

Light Art

You gain the ability to generate blinding and damaging light beam attacks. These attacks often require additional tools but can shoot high-level laser beams or illuminate the dark. Light abilities combine well with modern technologies, allowing you to create shields that protect against attacks with blinding light or charge close-combat weapons, enhancing their range and attack power. Additionally, you can solidify light into constructs and weapons for various applications.

Wood Art

You can control the growth of plants, allowing you to manipulate vegetation at will. This includes the ability to wield an empowered wooden blade, which is stronger and more durable than any metal. While your primary focus is on physical combat, your plant manipulation also grants you some healing abilities, as you can grow specific medicinal plants to aid in recovery.

Leaf Art

You now have the ability to conjure and scatter leaves to conceal your appearance. These leaves can be used to create camouflage clothing that is as durable as your Taimanin suits, providing both protection and stealth.

Additionally, the leaves can be weaponized, capable of cutting enemies in half with their sharp edges

Rain Art

You can create localized rain by manipulating the air around you. This rain can have various effects depending on your intention. If desired, the rain can corrode and rust objects, weakening metal and other materials over time. Alternatively, you can infuse the rain with healing properties, allowing it to mend wounds and restore vitality to those it touches.

Metal Art

You gain the ability to move and manipulate metals in their many forms. This includes alloys, allowing you to create armor, transform parts of your body into metal, or produce metal bullets for tools and gear, providing you with infinite ammunition. You can extract metal from blood or dust particles, though this often requires you to carry it with you. If you choose to specialize in a specific type of metal, your control over it will be orders of magnitude better than that of a general metal art user.

Ice Arts

You have the ability to control and create ice and cold. You can first generate an ice field with a radius of about 10 meters around you. This field acts as a defensive barrier. You can also create an Ice Shield, an ice wall that immobilizes and neutralizes anyone who comes into contact with it. Additionally, you can use Ice Bloom to create blades of ice as weapons, capable of freezing enemies from a distance. Some of the ice formations might even resemble flowers.

Expansion Art

You can control the size of objects by using special letters written with your Taima particles. This ability allows you to enlarge or shrink items, but it cannot be used on enemies stronger than yourself.

Mind and Thought

Your jutsu is activated when you cut the body of an opponent with your blade. Instead of causing physical wounds, it severs their hostility and defiance. The strength of this effect is proportional to the depth of the wound you would have inflicted. A shallow cut dulls the opponent's will, while a deep, potentially fatal cut

can completely break their resistance, making them accept any request without resistance.

Explosive Art

This art allows you to change everything you touch into an explosive. While it primarily transforms objects into bombs, its strategic applications are vast. You can use it to create explosive traps, arm yourself with explosive projectiles, or even turn parts of the environment into hazards.

Mist Art

When activated, you can use the surrounding moisture to generate and manipulate mist of various shades, robbing enemies of their vision and concealing yourself. If liquid chemicals are prepared in advance, it is possible to create a mist that contains the ingredients of those chemicals. This technique has many applications, such as slowing down enemies by infusing the mist with poison or paralyzing agents, or neutralizing enemies in a confined space by sending anesthetic mist through small gaps or ducts.

Poison Art

You now know Poison arts. Poison abilities come in multiple forms, with some overlap. Users can turn their own blood into a toxic fluid, and spreading poison through wounds or self-inflicted injuries can be lethal. Depending on the user and their specific Ninja Art, the toxins can be so potent that they spread involuntarily in a thin haze, complicating social interactions for some. Others can control their poison more effectively. The poison's composition and its effects on others can vary, potentially causing physical and mental erosion over time or killing someone within seconds.

Invigorate

This healing skill involves placing your hands on the affected area and applying pressure to heal wounds and stop bleeding. It enhances the natural healing process by activating target cells, allowing for visible and rapid recovery of simple wounds and even larger injuries. Additionally, this skill can temporarily boost physical abilities by strengthening cells.

However, there are limitations: if used continuously for more than 10 minutes, it risks overloading the target's cells, potentially causing cellular death.

600CP

Suction Seal

This ability allows you to capture a target by pulling them into a small container, effectively sealing them away. This can be particularly useful for neutralizing threats or imprisoning enemies. The specifics of the containment—such as the size, durability, and magical properties of the container—will depend on the nature of your abilities and the type of container used.

Beast Art: Transformation

You now gain the ability to partially transform into a single animal of your choice, gaining the associated abilities of that animal. This transformation grants you additional muscle strength and attributes relative to the animal, making even small or seemingly harmless animals dangerous due to the enhancement of their abilities.

For example, if you choose an animal with claws, you'll be able to cut through steel. If you select an animal with healing abilities, you can heal your own limbs within a few minutes. The abilities and enhancements are far superior to those of the normal animal.

You can only transform into one animal, so choose wisely from options such as dragons, snakes, octopi, rabbits, reindeers, foxes, fish, eels, or cats.

Void Arts

You now have the ability to manipulate space in various forms, particularly through "leaps." This power allows you to perform teleportation, moving yourself or others instantly across distances. You can also manipulate objects by teleporting them or cutting through space itself, ignoring enemy armor and defenses. Additionally, you can distort the air to create vacuum slash attacks, using the manipulation of space to generate powerful offensive techniques.

Star Art

You have the ability to bend time to increase your speed and manipulate gravity. This power allows you to bend projectiles and dodge attacks by warping space around you. Additionally, you can materialize neutron weapons by compressing matter with gravity. These energy constructs, which take the form of swords and shields, can reduce anything they touch to atoms. However, stabilizing the

"Neutron Star" consumes a great deal of physical energy, limiting you to materializing it for a maximum of about six minutes per day.

Constellation Art

By walking in the shape of the constellations of the twenty-eight Chinese zodiac signs, or in other words, by taking special steps, you are able to perform various techniques. In order to perform some of these actions, you will need to dance the constellations. Here is a list of the known techniques in this Constellation Art.

- **Hoshijuku:** The power to take the life energy of others and make it one's own allows you to drain the vitality of a target, converting it into energy that can heal, restore stamina, or even increase your own power.
- **Willow Inn:** You now have the ability to summon deformed vipers that spit venom. These vipers can be conjured at will, each with unique and twisted appearances, reflecting their supernatural origin. The venom they spit is highly corrosive and toxic, capable of paralyzing or even dissolving enemies on contact.
- **Kabe Yado:** You are now able to wrap yourself in protective wards that negate bad luck and repel harmful magic. These wards create a barrier around you, shielding you from curses, hexes, and any form of negative supernatural influence.
- **Inameboshi:** You now have the ability to perform a technique that allows for instantaneous movement over a short distance of about 50 meters.

Wave Art

You gain the ability to manipulate energy wavelengths, a versatile power that lets you interact with various natural energy sources, absorb them, and release them in the form of multiple attacks. This Ninja Art often manifests physically as a guardian figure, typically composed of a metallic substance. The composition of the guardian can be influenced by the user's thoughts—distracted or stray thoughts could alter its form, turning it into something unusual like chocolate, for example.

The guardian is capable of wielding energy in various forms, such as casting light blades or unleashing powerful energy blasts, but it primarily prefers to use its fists in combat. It can either move independently or be controlled directly by the user's thoughts. This ability also allows you to absorb "natural" energy, such as geothermal energy from the ground or bioelectric energy from a forest. When in environments rich with "land natural" energy, this Ninja Art can supply the guardian with enough power to rival even noble-level demons on its own.

Sun Art

According to an old record at the Taimanin Library, a Taimanin who manifests and masters this power would emit heat comparable to that of the sun. Your Yang Art produces both heat and sufficient UV to tan skin, blinding with luminescence and shooting small fireballs. While you can increase the output of your art, it is risky for you and anyone within your immediate surroundings.

Evil Eye

This is not a single Ninja Art, but an umbrella term for multiple different abilities with similar activation, often shared by the Fuuma clan.

You choose how your eyes will change—either in color, glowing red or gold, or in some cases, additional eye symbols may appear on the forehead. Some versions require the user to close their normal eyes. To use the effect, vision often can't be broken or is required at least to activate the ability. Since there are many different abilities an evil eye can manifest, choose one from the list below to see what you can get.

- **Mermaid's Sapphires Eyes:** This eye ability sucks the life energy out of anything the user sees with their right eye and uses it as their own energy. When the life energy is taken away, the target is said to turn into a monster-like creature, often resembling a half-fish.
- **Deadly Gaze:** This eye confuses the enemy into thinking their injury is fatal no matter how mild it is. This thought affects the body and actually takes effect, worsening the injury.
- **Circle Motion:** These eyes allow you to absorb any type of kinetic energy and discharge it through your arm. This means you can stop blades and

bullets, reducing their movement speed to zero. The absorbed energy is stored and then released in the form of heat.

- **Freezing Eye:** Any object you see with these eyes is hit by intense cold, instantly freezing it. This can be nearly lethal to those who are too weak to withstand the freezing temperatures.
- **Mirage:** You can now cast illusions on anyone who makes eye contact with you. This ability allows you to manipulate their perceptions, creating opportunities to attack or avoid crises. However, this art is ineffective against individuals with more Taima Particles than you.
- **White Light:** You can now slow down everyone within your field of vision when this ability is activated. The effect is powerful but only lasts for a few seconds, and while it's active, you cannot move. Teamwork might be necessary to fully exploit this advantage.
- **Takeover:** Your eye ability allows you to hijack an enemy's eyesight. When they look into your eyes, they will see what you want them to see, and some of their memories will be erased and replaced with your own will.
- **Clairvoyance:** You have the ability to separate your vision from your physical body and send it to any location you choose, effectively allowing you to sneak into any place. This is a form of astral projection, where floating orbs around you serve as visualizations of your eyes in their out-of-body state.
- **Attractive Eyes:** Your eyes can compel people to obey you for one minute and create illusions of their deepest desires. This ability combines both psychological influence and illusion, making it effective for both control and manipulation.
- **Avici:** When people observe your eyes, they are overwhelmed with negative emotions and pain. This can break a target's mind and potentially lead to their death. However, there is a risk of this ability backfiring, and it cannot be used multiple times in a row.

Onmyoji Techniques[200CP]:

The section contains the Onmyoji Techniques that Onmyoji use in this world.

Onmyoji origins have access to these arts for free, while other origins need to pay 200 CP to gain access. If you are a Onmyoji and have the Vampire Hunter perk, you receive 600 CP to use here. Any other origins with the Vampire Hunter perk will receive 400 CP to use here.

Gogyo:

As an Onmyoji, you will be trained in one of the five main schools of Onmyoji magic, collectively known as the Gogyo. You will receive tutelage in one school of your choice for free as long as you have access to this section. Should you wish to explore additional schools, each additional school will cost 400 CP. Mastery in any school you purchase will be granted, elevating your expertise to the highest level within that discipline

Wood School

In this magic school, you, as an Onmyoji, have mastered spells primarily designed to protect your body from demons and to enhance your physical strength. These techniques are focused on fortifying your defenses, making you more resilient to supernatural threats, and boosting your physical capabilities to better withstand and combat dangerous entities. The spells you learn here ensure that you can effectively defend yourself and maintain a high level of combat readiness.

Fire School

This is the most offensive school that Onmyoji study. In this school, the focus is on casting spells specifically designed to attack and purify demons. The techniques learned here are powerful and can effectively destroy both people and objects, making them crucial for aggressive combat scenarios and purification missions.

Earth School

This school emphasizes the art of summoning and maintaining shikigami in the present world. By mastering these techniques, you become one of the foremost shikigami practitioners in Japan. The focus here is on perfecting the intricate rituals and methods required to bring powerful spiritual entities into your service and ensure their continued presence and effectiveness. This training enhances

your ability to control and utilize shikigami, making them highly effective allies in combat and various tasks.

Metal School

This school has its roots in alchemy and is primarily concerned with the destruction and reconstruction of materials. It focuses on creating and manipulating magical items that Onmyouji may need in their battles against demons. Mastery of this school enables you to craft powerful artifacts and enhance existing materials, equipping you with essential tools and weaponry for combat and protection.

Water School

This school is primarily focused on enhancing the healing capabilities of Onmyouji. It centers on techniques that harness the power of life to both weaken demons and heal individuals. By mastering this school, you gain the ability to effectively use life energy to mend wounds, cure ailments, and bolster your allies' health, making you a crucial asset in both battle and recovery.



Sub Techniques:

Here are some sub-techniques known to be used by Onmyouji.

Elemental Magic[200CP/ Light Element is Free for Vampire Hunters]

Spells that harness and manipulate the fundamental elements such as fire, lightning, water, light, and darkness. Choose one element that you now fully control and master as a bonus spells using your element of choice will take less pretime and mana to fire. These can be used for both offensive and defensive purposes, allowing the Onmyouji to create powerful elemental attacks or protective barriers.

Anti-Demon Barriers [200CP]

You now can make Magical constructs designed to weaken demons or people who enter, create impenetrable barriers, seal objects, or serve as cover and disguise. Barriers can be employed to protect entire rooms or buildings from intrusion and can be tailored to specific defensive needs.

Seals[400CP]

Techniques that can seal the power of a demon or parts of their personality, effectively neutralizing their abilities. These seals can also place a demon into a state of stasis, rendering them immobile and unable to act.

Familiars [400CP]

This technique allows the Onmyouji to temporarily bind lesser beings—such as animals, humans, or demons—to their service. Unlike Shikigami, which are powerful entities summoned for combat or significant magical tasks, Familiars are considerably weaker and primarily serve support functions. They are often employed to perform mundane tasks, assist with everyday duties, or provide minor magical aid.

Soul Embodiment [400CP]

This advanced technique enables the Onmyouji to create and control living machines or golems by imbuing them with a soul. By infusing these constructs with spiritual essence, the Onmyouji brings them to life, allowing them to act as sentient beings. These living machines or golems can perform a wide range of tasks, from carrying out complex commands to engaging in combat.

The process involves crafting a physical form—often a golem or a mechanical construct—and then using a powerful ritual or spell to grant it a soul. The soul provides the construct with consciousness, allowing it to make decisions, respond to stimuli, and exhibit unique personality traits. The strength and abilities of these constructs depend on the Onmyouji's skill and the quality of the soul used.

Soul Exchange [600CP]

This forbidden technique allows the Onmyouji to exchange their own soul with that of their Shikigami to gain enhanced power. The process involves a mystical ritual or spell that trades the Onmyouji's soul with that of their Shikigami, temporarily merging their essences. This exchange can grant the Onmyouji significant boosts in strength, magical abilities, and other attributes, making them more formidable in battle.

However, Soul Exchange is fraught with profound risks and dangers. The most significant risk is the potential loss of the Onmyouji's soul, which can result in permanent death or spiritual dissolution if the ritual is not performed correctly. Additionally, the exchange can create a severe imbalance in the Onmyouji's spiritual and physical state, leading to unpredictable consequences.

Exorcist Arts:

This section is accessible only if you have acquired the Exorcist perk. The techniques described below are exceptionally powerful and can greatly enhance your abilities as an Exorcist. You will receive one Exorcist Arts for free, and any additional techniques will cost an extra 600 CP each.

Coup de Grâce

This unique ability combines the power to remove the sensation of pain associated with death and the capacity to heal severe injuries. When used in conjunction with a weapon that burns and purifies, such as one imbued with holy flames, it becomes particularly effective against demonic beings with rapid regeneration or humans who have been transformed into zombies.

Armed Holy Light

You can now generate an aura of light that imbues weapons and armor with extraordinary power. When equipped by ordinary humans, these enhanced weapons and armor grant them the strength and abilities equivalent to well-trained Taimanin. This aura boosts their combat effectiveness against demons and other supernatural beings, elevating their physical prowess and resilience to a level that allows them to fight on par with specialized warriors.

Sacred Flame

You now possess the ability to create and sustain a holy flame that is highly toxic to demons. This flame inflicts severe damage and burns away demonic energy. However, when touched by non-demonic entities, including hybrids, the flames can be adjusted to heal rather than harm, providing restorative effects and rejuvenating those it touches. This dual nature of the holy flame allows you to target demons effectively while also offering support and healing to allies.

Magical Girl [200CP]:

The section contains the Magical Girl abilities that these heroines use in this world. ***Magical Girl origins have access to these abilities for free***, while ***other origins need to pay 200 CP to gain access***. If you are a **Magical Girl and have either Dark Magical Girl or Final Form perk**, you receive 600 CP to use here. Any other origins with the **Dark Magical Girl or Final Form perk** will receive 400 CP to use here.

Theme:

In the magical girl community, each magical girl's powers and abilities often revolve around a specific theme that defines their capabilities and areas of strength in battle. This theme determines how your powers function and what aspects of combat you excel in.

You will receive one theme of your choice for free. However, if you wish to incorporate additional themes into your form, each extra theme will cost you 300 CP. The chosen theme will guide the nature of your magical abilities and provide you with unique advantages tailored to that theme.

Summer

Your theme follows the hot summer season, and as a result, your transformation outfit will resemble a swimsuit, aligning with the theme's aesthetic. This theme provides you with significant advantages while fighting near or in water. Your swimming abilities are enhanced to an exceptional level, allowing you to move swiftly and efficiently in aquatic environments. Additionally, you have gained the ability to breathe underwater, making you equally adept both in and out of the water.

Valkyries

Your transformation outfit is inspired by the attire of ancient female warriors from the northern regions, known for its full coverage and modest design compared to other magical girl outfits. This armor provides superior protection and is particularly suited for close-range combat. With this outfit, you excel in melee weapon encounters and benefit from enhanced durability, making you one of the most well-defended magical girls in this setting.

Advance Tech

Your magical girl powers draw from modern advancements pioneered by the United Federation of States (UFS). Your transformation outfit closely resembles the standard gear worn by UFS soldiers, featuring a skin-tight suit complemented by metal tentacles extending from your back. As a magical girl with this theme, you possess a versatile skill set, excelling as a jack-of-all-trades. While not specializing in any one area, your well-rounded abilities allow you to adapt to various combat situations effectively.

Flowers

Your powers are inspired by a floral motif, giving your magical girl outfit a sophisticated and mature design, reminiscent of classic, elegant lingerie. This attire enhances your proficiency in healing, particularly in mending wounds and restoring damage to natural environments. Your magic excels at revitalizing both people and the surroundings, making you exceptionally skilled in support roles and environmental restoration.

Music[Free with Top Idol Perk]

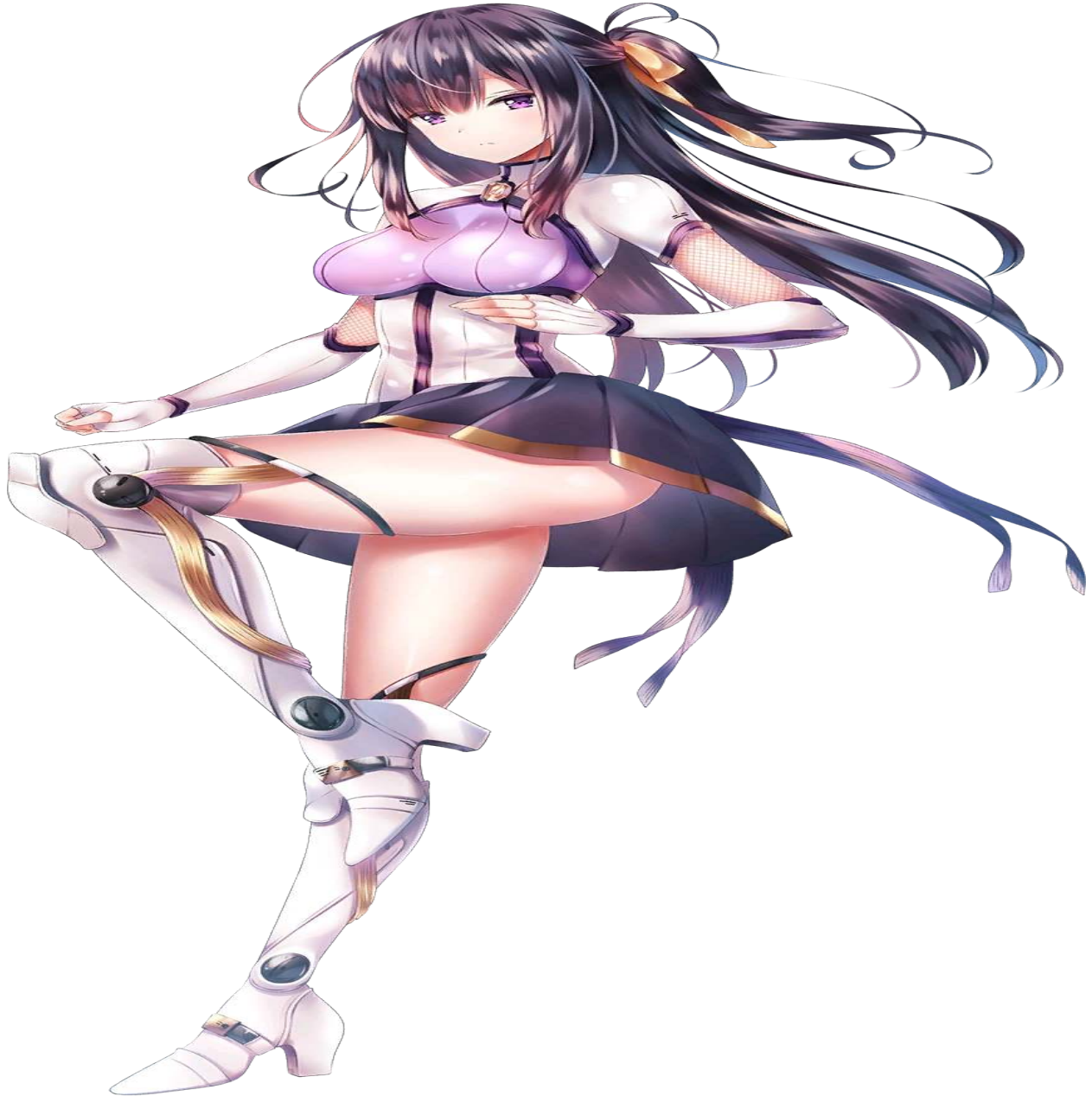
Infused with the power of music, your magical girl outfit now resembles the glamorous attire worn by Japanese idols, albeit with a more revealing touch. This transformation enhances all of your support and music-based abilities, making you exceptionally adept at using music to boost allies, manipulate emotions, and influence battles with rhythm and melody. Your powers now radiate with a vibrant, energetic flair, solidifying your role as a dynamic and charismatic figure in any confrontation.

Sweets

Your outfit now embodies the most revealing and risqué style among the magical girls, featuring minimal clothing that is designed to evoke the essence of sweets and confectionery. Adorned with creams and frosting, it exudes a playful yet provocative charm. This theme bestows upon you exceptional proficiency in mid to long-range attacks, utilizing the sweet-themed powers to deliver potent and enchanting offensives. Your attacks, infused with the essence of your theme, can disrupt and break through enemy defenses before reaching their optimal hardness and temperature, making you a formidable force from a distance.

Beast

You now embody one of the cutest magical girl themes available. Your transformation grants you the ears and tail of an animal of your choice, adding a charming and whimsical element to your appearance. Despite this adorable aesthetic, your new form is incredibly strong and durable, making you one of the most resilient magical girls. Your enhanced physical attributes ensure that you can withstand significant damage and maintain your effectiveness in battle, combining both cuteness and formidable strength in your magical girl persona.



Class:

Here, you will decide which fighting styles and weapons you will conjure up as a magical girl. The themes you select above will determine how effective you are in each class, and the weapon you conjure will also align with the theme you choose. You will receive one class for free, and you can pay 300 CP if you wish to acquire multiple classes.

Attacker

In your magical girl form, you become a highly offensive force. Your skills and abilities significantly enhance both your physical and ranged attacks, making them more powerful than usual and reducing the mana required to use them. You are also proficient with swords, allowing you to combine your potent offensive capabilities with precise and effective melee combat.

Berserker

As a magical girl who channels your rage into battle, you stand out for your extraordinary strength and endurance, surpassing what is typically expected of magical girls. Your combat style is characterized by a raw, powerful approach, excelling in the use of heavy and impactful weapons. You are particularly proficient with axes and hammers, leveraging their massive weight and force to deliver devastating blows. Additionally, your fighting skills extend to powerful hand-to-hand combat, where you rely on your enhanced physical strength and durability to overwhelm opponents.

Bombardment

This class specializes in long-range attacks, where your primary strength lies in using energy-based weapons to engage and destroy opponents from afar. Your combat style involves harnessing powerful energy beams and projectiles to strike enemies at a distance, allowing you to control the battlefield without needing to be in close proximity. You are particularly skilled with weapons such as cannons, rocket launchers, and staffs, which enhance your ability to deliver high-impact, ranged assaults.

Counter

Your fighting capabilities are centered around countering and evading attacks, making you the fastest magical girl in combat. Your agility and speed allow you to dodge enemy strikes and maneuver around the battlefield with exceptional

finesse. Your primary strategy is to identify and exploit critical weaknesses in your opponents, aiming to end battles as swiftly as possible. Your weapons of choice include spears and scythes, which complement your hit-and-run tactics by enabling precise and powerful strikes from a distance or in close quarters.

Defender

You now possess the greatest defensive capabilities among all the classes. Your ability to create barriers is exceptional, allowing you to form protective shields with ease. Your body is incredibly resilient, making you the toughest of all magical girls in terms of physical durability. In addition to your defensive prowess, you are proficient in crafting various types of shields, enhancing your ability to guard against both physical and magical attacks.

Gunner

Your class specializes in medium to long-range attacks, focusing on maximizing the accuracy of your shots to ensure that no magical bullets are wasted. You excel in precision, making your attacks highly effective and efficient. Proficient in all types of guns and bows, you can expertly handle a wide range of ranged weaponry, ensuring that each shot hits its mark with deadly precision.

Healer

As a magical girl, you are highly proficient in healing and purification magic, excelling in restoring individuals to their original forms and curing them of corruption or injuries. This makes you a valuable asset for restoring and protecting others. In addition, you are skilled in wielding staffs and knives, which complement your magical abilities by providing versatile options for both offense and defense.

Musician/Singer

As a magical girl in this support class, you have the unique ability to summon a musical instrument or create and play music to aid your allies. Your primary role is to enhance your team's effectiveness by providing buffs, debuffing enemies, and controlling the flow of battle through the power of music. Whether you summon an instrument to perform magical melodies or use your music to influence the battlefield, your contributions are vital in turning the tide of combat and ensuring your team's success.

Other Powers:

Magical Girls in the Lilith universe have access to a wide variety of powers that blend traditional magic with combat-oriented abilities. Here are some of the types of powers they might possess. Each cost 200CP unless stated otherwise.

Weapons [Free]:

As a magical girl, you now wield a powerful weapon of your choice that you can summon at will to aid you in battle. It could be a mighty sword, a mystical staff, or a dazzling wand. You also have the ability to import one weapon of your choice, allowing you to customize your arsenal according to your preferences and combat style.

+50CP Add Another: You now possess the ability to add or import another weapon that you can summon at will, further expanding your arsenal for combat. This can be bought multiple times.

Forcefield [Free]:

As a magical girl, your outfit may lack defensive features because of how revealing it is, but now you possess a protective barrier surrounding your body, mitigating damage inflicted upon you during combat. This barrier remains active until you consciously or unconsciously deactivate your transformation, providing you with added resilience and safeguarding you from harm while you utilize your magical abilities to protect your town.

Bind [Free]:

You have acquired the ability to cast binding spells on enemies, effectively restricting and hindering their movements during combat.

Magic Missile [Free]:

As a magical girl, you possess the ability to unleash powerful energy blasts upon your enemies, channeling mystical energies to manifest destructive projectiles. With precise control and focus, you can direct these energy blasts towards your adversaries, inflicting significant damage and overwhelming them with magical force.

Flight

With the power of hope and dreams, you have the ability to fly as long as you have the mana to sustain it. Your flight is graceful and unwavering, limited only by your magical reserves.

Doppelganger

You have gained the ability to create a clone of yourself with magic, albeit one significantly weaker, possessing only around 50% of your power. This clone can serve various purposes, whether in combat as a distraction or additional ally, or in your civilian life to serve as a placeholder when you need to be elsewhere without causing concern. With this capability, you can effectively manage your responsibilities as a protector while minimizing disruptions to your daily life, ensuring that both your town and personal affairs remain safeguarded.

Elemental Fury

You have become one of the few magical girls proficient in elemental magic, having trained extensively in attuning yourself to a specific element. Choose one element that you have trained and attuned to. It can be Water, Earth, Wind, Fire, Ice, Lightning, Light, Dark, Holy, or Chaos. This can be purchased multiple times.

Purification Shot

You have unlocked the ultimate ranged attack: the ability to unleash the ultimate purifying attack. By charging energy and performing cute poses, you can unleash a powerful energy beam capable of purifying any monster weaker than you and inflicting significant damage. However, caution is advised, as some powerful enemies may possess the ability to deflect or resist this attack.

Sewing

You now possess the unique ability to summon a needle and conjure up infinite threads. This versatile power allows you to either sew your enemies together, immobilizing them and rendering them helpless, or use your threads to create magical clothes. Initially, these clothes provide minor effects, but as you become more adept at your craft, you can create garments with increasingly powerful effects. These magical clothes can enhance the wearer's abilities, provide protection, or grant other beneficial effects, making them invaluable tools in both combat and support roles.

Near Death

You have selected a last-ditch ability that activates when you are near death, serving as a powerful safeguard against imminent demise. In times of extreme peril, this ability kicks in, amplifying the potency of all your other abilities exponentially. The closer you are to death, the more formidable your powers become, reaching unprecedented levels of strength and effectiveness.

Nirvana

You've gained the extraordinary ability to permanently kill immortal beings, overcoming their inherent resilience and ensuring that they cannot return from death. This power grants you the capability to deal decisive, irreversible blows to foes who would otherwise be immortal or regenerate from injuries.



Dark Magical Arts:

This section is accessible only if you have acquired the Dark Magical Girl perk. The techniques described below are exceptionally powerful and can greatly enhance your abilities as a Dark Magical Girl. You will receive one Dark Magical Arts for free, and any additional techniques will cost an extra 600 CP each.

Sin of Pride

You gain unparalleled mastery in one field of your choice. No matter how skilled others are, you will always be the best in this chosen area. Your abilities in this field are unmatched, and only someone with comparable or greater expertise in this specific area can rival your skills.

Sin of Envy

Your magic grants you the power to absorb and gain the abilities of those you envy. When you absorb someone's abilities, you can adapt and use their skills or powers against them, providing you with a strategic advantage in battles or situations. This ability allows you to leverage the strengths of others to enhance your own capabilities.

Sin of Wrath

When you are angry, your magical powers intensify by orders of magnitude. You can choose one element—fire, water, wind, or lightning—imbuing your attacks with this element when enraged. Your strength, speed, and resistance are significantly enhanced by your fury, allowing you to unleash devastating offensive attacks fueled by your anger.

Sin of Sloth

You have gained the ability to induce lethargy and paralysis in your enemies, causing them to become sluggish and significantly less effective in combat. This ability can make it difficult for opponents to move, react, or attack efficiently. Additionally, your own energy regeneration is greatly enhanced, allowing you to recover quickly from physical exertion or injury. This rapid recovery ensures that you maintain peak performance during extended battles or strenuous situations, giving you a strategic advantage over your opponents.

Sin of Greed

Your inherent greed grants you the power to effortlessly accumulate and control wealth or resources. This ability enables you to gather, manage, and utilize material assets with ease. When you possess valuable items or magical artifacts, your abilities are significantly enhanced, as you can harness the power of these resources to bolster your own strengths. The more wealth or valuable items you accumulate, the greater your enhancements, providing you with substantial bonuses to your abilities, combat effectiveness, and magical prowess. Your greed thus becomes a powerful tool, turning material wealth into a source of strength and advantage.

Sin of Lust

Your lustful energy grants you the power to charm and seduce others with remarkable ease. This ability enhances your capacity to manipulate or influence those around you, making it simpler to gain allies or sway enemies to your side. Your alluring presence can be used strategically to distract opponents, create advantageous situations, or secure favors. Additionally, you can harness this seductive energy to amplify your own powers, boosting your abilities and effectiveness in various situations. Your charm not only influences others but also fortifies your own strength, making you a formidable force both socially and in combat.



Light Magical Arts:

This section is accessible only if you have acquired the Final Form Perk. The techniques described below are exceptionally powerful and can greatly enhance your abilities as a Final Form Magical Girl. You will receive one Light Magical Arts for free, and any additional techniques will cost an extra 600 CP each.

Commandment of Reverence:

You develop a profound sense of respect and reverence for the sacred and divine, granting you immunity to curses and negative magical effects. This heightened sense of reverence increases your ability to dispel or resist dark magic, providing a strong defense against malevolent forces and enhancing your capability to protect yourself and others from harmful magical influences.

Commandment of Integrity

Your personal integrity and honesty are amplified, making you nearly impervious to deception and manipulation. Your own attempts to deceive others are less effective, and you gain an enhanced sense of morality and ethical clarity. This perk helps you navigate complex situations with greater insight and ensures that your actions align with your values and principles.

Commandment of Rest

You gain the ability to regenerate and rejuvenate rapidly, allowing you to heal physical and magical injuries more quickly. This also increases your resistance to fatigue and exhaustion, enabling you to maintain high levels of activity without suffering from adverse effects. Whether recovering from battle or long periods of exertion, you will remain in peak condition.

Commandment of Honor

Guided by an unyielding sense of honor and respect, this boosts your reputation and influence. It makes negotiations easier and helps you gain trust and maintain strong relationships with allies and neutrals. Your actions are viewed with greater respect and credibility, enhancing your ability to lead and interact positively with others.

Commandment of Obedience

You gain the ability to command and influence others with greater authority. Your orders and directives are more likely to be followed, and you can exert control over those who might otherwise resist or challenge you to certain degree. This perk enhances your leadership capabilities, making it easier to direct and manage others effectively.

Commandment of Justice

Your heightened sense of justice and fairness allows you to detect and correct wrongs more effectively. This perk enhances your ability to judge situations accurately and administer fair outcomes. Whether dealing with legal matters or personal disputes, you will be able to ensure that justice is served and balance is maintained.

Commandment of Faithfulness

Your loyalty and commitment to your values and allies are unwavering. This ensures that you remain steadfast in your beliefs and relationships, reducing the likelihood of betrayal or disloyalty. It enhances your dedication to your cause and strengthens your connections with those you care about.



Technological Enhancements [200CP]:

The section contains the Cybernetics that exist in this world. ***UFS origins have access to these abilities for free***, while ***other origins need to pay 200 CP to gain access***. If you are a ***UFS and have Full body Enhancement perk***, you ***receive 600 CP to use here***. Any other origins with the ***Full body Enhancement perk*** will receive ***400 CP to use here***.

If you have the Full Body Enhancement perk, you will receive some free or discounted enhancements. They will be marked with this * symbol. Where * will be discounted and ** will be free.

100CP

Bionic Organs

You now have the ability to replace any organ in your body with advanced cybernetic versions. These organs are more durable and efficient than the originals, providing enhanced functionality and resilience. You can purchase this enhancement multiple times. The only organs that this does not affect are the skin and brain.

Bionic Senses **

Choose one of four senses: sight, hearing, smell, or taste. Whichever you choose, that sense will be augmented to a level far beyond normal human capability. If you choose sight, your vision will be enhanced with multi-spectral imaging, enabling you to see in the dark, detect hidden enemies, and analyze your surroundings with unparalleled precision. If you choose hearing, your hearing becomes so sensitive that you can use a special form of echolocation to see in the dark and underwater, and you can easily hear whispers from across a hall. If you choose smell, your nose becomes as powerful as an elephant's, allowing you to detect even the faintest scents. If you choose taste, you'll be able to detect even the smallest trace of blood in water. You can purchase this enhancement multiple times, and the only free bionic sense you get with the Full Body Enhancement perk is the sight enhancement.

Interface Port

In the palm of your hand, there is now a retractable spike that can morph itself into any type of port, allowing you to access and interface with any computer

system. Information gained from these computers is filtered and translated into a format easily understandable by your mind.

Metal Tentacles

You have the ability to add long metal tentacles protruding from your back. Each purchase grants you two tentacles that you can control with ease, just as if they were your natural limbs. For an additional 50 CP, you can add or import weapons into these tentacles to increase your firepower.

Bionic Nerves

Your nervous system has been upgraded, allowing signals to be sent thousands of times faster than usual. This enhancement significantly increases both your reaction time and thinking speed, enabling you to reach conclusions much faster and react to them with incredible efficiency. In critical situations where a split second can make all the difference, this upgrade proves invaluable.

Targeting system

Within your optic nerve now resides a micro-cogitator that enables you to mark a target and track them, even highlighting their footsteps when they've run off, allowing you to locate them no matter where they go. This enhancement also increases your accuracy by assisting in adjusting your aim and showing you precisely where to strike an enemy.

Enhance Memory

You now have a chip implanted in your mind that rewires your brain, allowing you to perfectly recall your memories with ease. Your ability to retain and access memories has been greatly enhanced, giving you an almost photographic memory.

Vocal Implants

Your vocal cords have been replaced, allowing you to amplify your voice to an immensely powerful and otherworldly range. And you can also create a sonic scream at will. With this ability, your voice will always carry, ensuring your words are heard no matter the chaos around you.

Radar

You now have a radar system implanted into your body, which is not visible from the outside. This radar has a range covering a small city and allows you to easily locate living beings or mechanical objects within this range. It provides a general idea of where to find specific individuals or items. However, anything that jams radar signals or uses active shielding will be more challenging or even impossible to detect with this system.

Jammer

To protect your augmentations from being hacked or forcibly turned off, you now have a jamming system integrated into your body. This system prevents third parties from accessing or interfering with your technological enhancements, ensuring that your systems remain secure and functional at all times.



200CP

Bionic Limb**

All four of your limbs have been cut off and replaced with potent cybernetic versions. Each of these cybernetic limbs can be enhanced by imbuing them with weapons, which can be added for 50 CP per weapon either from this world or importing them. Even without any additional weapons, your limbs are powerful enough to destroy boulders with ease.

Dream Diver

The UFS has successfully replicated a succubus's ability to enter and influence people's dreams. With this augmentation within the brain you can now delve into the dreams of others, allowing you to manipulate, gather information, or even communicate with them while they are dreaming. This ability opens up new avenues for intelligence gathering and psychological influence.

Internal battery *

You now have a powerful internal battery that powers the mechanical parts of your body. While most would need to recharge every 24 hours, your battery now lasts at least 1 year before requiring a recharge.

Energy Absorber

You now have the ability to absorb mana, Taima particles, and Spiritual Energy-based attacks through the palms of your hands. This allows you to neutralize and harness these energies, converting them into power or using them to bolster your own abilities.

Energy Converter*

You now have the ability to convert any supernatural source into fuel for your mechanical parts, including mana, Taima particles, and Spiritual Energy. Although you will still need to recharge your battery occasionally to prevent leakage, if you've purchased the Internal Battery, it now acts as a secondary tank for you to draw power for your abilities.

Dermal Armour**

Your skin is now reinforced with advanced alloys and synthetic materials, giving you armor-like protection against both physical and magical attacks. This

enhancement ensures you're well-defended in combat, making it much harder for enemies to harm you.

Auto Repair**

You now have tiny nanobots circulating within your bloodstream. These nanobots assist in healing minor injuries and accelerate the natural healing process of your organic parts. Additionally, they begin to slowly repair any damage to the mechanical parts of your body, ensuring both your organic and cybernetic components are maintained efficiently.

Magnetic Field

You can now activate a powerful magnet within your body at will. This magnet allows you to control metallic objects, attracting, launching, and interacting with them much like Magneto from the X-Men, though at a slightly reduced power level. Additionally, you are immune to any form of magnetism, ensuring that no magnetic force can affect you or your equipment.



400CP

Invisibility

You now have a cloaking device that renders you invisible to all forms of detection, including magical, scientific, and other forms of surveillance. This device ensures you remain concealed from any method used to locate or identify you.

Hacking*

You now have a chip implanted in your brain that allows you to hack and control any futuristic technology via Wi-Fi. This includes robots, other people's augmentations, and even advanced weapons, all of which can be turned to your advantage and brought under your command.

Jetpack*

You now have a jetpack installed on your back or legs, enabling you to soar through the sky with impressive speed temporarily . This allows you to navigate the air and land effortlessly. However, be aware that using the jetpack depletes your internal battery more rapidly, so manage your energy usage accordingly.

Skeletal Reinforcement**

With this augmentation, you enhance your strength by coating your bones with alloys and metals. This metal layer provides exceptional protection while maintaining the flexibility of your joints, ensuring that your movements are unhindered. This advanced protection makes you nearly unbreakable, allowing you to withstand significant impact and endure through greater challenges. This upgrade truly embodies the essence of strength, blending durability and resilience for superior performance.

Synthetic Muscles*

By integrating metals into your muscle tissue, you can achieve a remarkable enhancement in strength. This augmentation allows you to wield heavy weapons with ease and significantly increases your durability. The added metal reinforces your muscles, providing not only greater power but also improved resilience, making you more formidable in combat and able to endure greater physical stresses.

600CP

Machine Assimilation

You now possess the ability to consume or ingest machinery, allowing you to assimilate their components and augment your existing implants to even higher levels. This can enhance your technological features and capabilities, providing you with more advanced functionalities.

Supernatural Booster

The UFS has discovered a crucial part of the brain responsible for controlling and utilizing supernatural abilities. As a result, scientists have implanted a chip into this area, significantly enhancing your proficiency and control over your powers. This chip not only boosts your effectiveness in using your supernatural abilities but also provides you with superior control, making one of these uses of those abilities.

Drones*

You now have 5 orbs floating around you that automatically attack enemies you designate with laser beams. These orbs provide both offensive support and additional protection, targeting and neutralizing threats with precision.

Aegis Shield*

You now possess the ability to summon a solid holographic shield from your arm, capable of completely negating all supernatural abilities encountered in this world and future worlds. Because the shield has no physical mass, it is incredibly easy to deploy and maneuver, providing seamless protection against magical and supernatural attacks.

Upgrade Jetpack [requires Jetpack]*

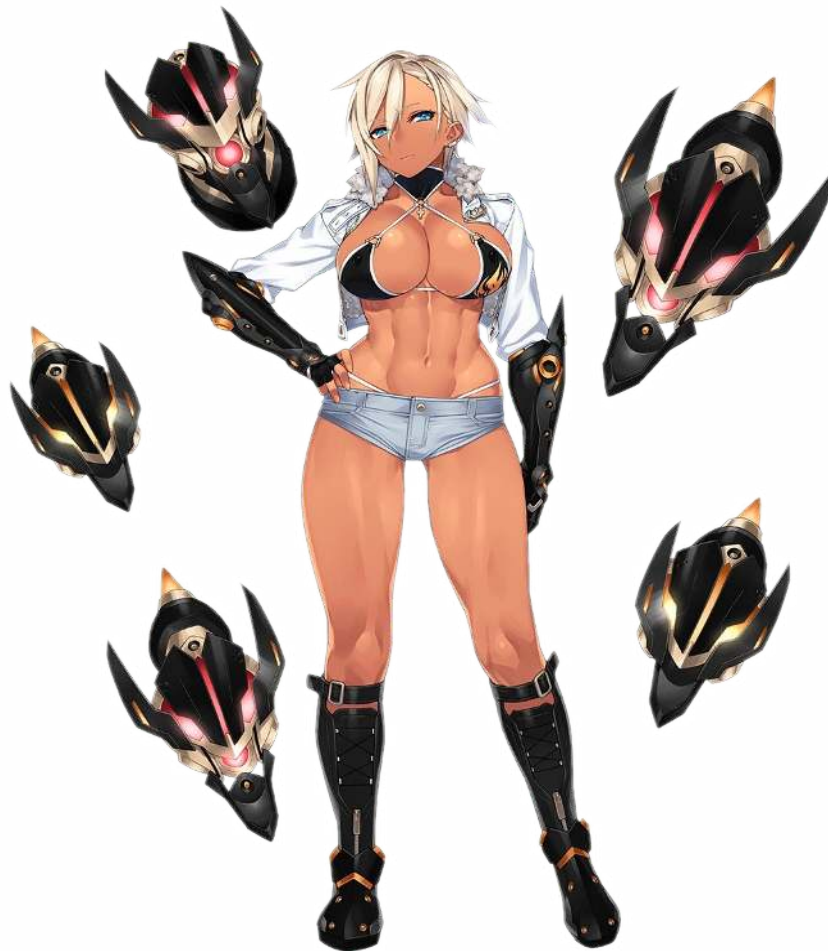
Your jetpack has been upgraded to a summonable device that attaches to either your back or hips, providing you with true flight capabilities. You can now soar freely through the sky and maneuver effortlessly in midair. Additionally, you are equipped with a magical shield that protects you from elemental forces while flying, ensuring your safety and stability during aerial maneuvers.

Universal life support**

Your body has been extensively modified to the point where you no longer require air, water, or sleep to sustain yourself. While you can still engage in these activities for pleasure, they are no longer necessary for your survival. However, you still need to recharge your internal batteries to maintain your life signals and functionality

Pocket Dimension

You now possess the ability to open and close a pocket dimension with the capacity of a small airplane hangar. This pocket dimension allows you to carry and store items with ease, as time within it is frozen, preventing any decay or deterioration of stored objects. However, it is important to note that no living creatures can be placed inside, as there is no air when the dimension is closed. This feature provides you with a secure and efficient means of managing equipment and supplies without concern for environmental factors.



Bio Enhancement [200CP]:

The section contains the Bio Enhancement that exist in this world. ***Chinese Union origins have access to these abilities for free, while other origins need to pay 200 CP to gain access.*** If you are a **Chinese Union and have Artificial Creature perk, you receive 600 CP to use here.** Any other origins with the **Artificial Creature perk will receive 400 CP to use here.**

If you have the Artificial Creature perk, you will receive some free or discounted enhancements. They will be marked with this * symbol. Where * will be discounted and ** will be free.

Stats Boost**[100CP/200CP/400CP]

Since you have been enhanced with bio-augmentations, there are five areas that can be augmented: your Muscle, Agility, Speed, Toughness, and Stamina. Each of these can be enhanced through bio-augmentation, with three levels of augmentation available for each area. You can choose how to distribute these augmentations to improve your general stats. These stats are before other factors are put in like training and other supernatural abilities

Additionally, if you possess the Artificial Creature perk, you will receive the 200 CP version of this augmentation for free, and a discount on the 400 CP augmentation if you wish. giving you a significant boost in one of these key areas without any additional cost. These enhancements will greatly improve your physical capabilities, making you more formidable in various combat and endurance scenarios.

- **Muscle:** Your raw physical power has been amplified.
 1. **100CP:** You would possess incredible strength, allowing you to carry a moose with ease and destroy logs with just a bit of effort.
 2. **200CP:** Your augmented strength enables you to flatten treelines while running and flip tanks with ease. When you charge at an opponent of similar mass, a solid hit from you can easily break bones, demonstrating the sheer power and force at your disposal.

3. **400CP:** Your strength has reached an absurd level, allowing you to pulverize massive granite stone formations simply by hurling yourself into them. You can also pin down monsters the size of elephants with just one arm, showcasing your overwhelming physical power.
- **Agility:** Your flexibility and reflexes have been enhanced, allowing for incredible agility and precision.
 1. **100CP:** You can easily cling to walls, perform backflips, and leap dozens of meters. Regardless of your body shape
 2. **200CP:** You excel in a three-dimensional approach to movement, allowing you to easily attack opponents from above or below. You can perform acrobatic stunts and aerial somersaults with ease.
 3. **400CP:** You now have the ability to fight effectively in any orientation, including upside down. You can also curl yourself into a ball and spin rapidly with ease.
 - **Speed:** Your speed is extremely high.
 1. **100CP:** You are able to run several dozen meters per second, allowing you to cover vast distances in a fraction of the time it would take an ordinary person.
 2. **200CP:** You are easily capable of traveling hundreds of meters in seconds, whether you're flying, running, or swimming.
 3. **400CP:** Your top speed is extraordinary, allowing you to travel as fast as a speeding bullet.

- **Toughness:** Your durability is exceptional, enabling you to absorb significant amounts of damage and continue fighting without faltering.
 1. **100CP:** Your muscles and skin are extraordinarily tough, making you impervious to bullets and other forms of physical attack of the same level.
 2. **200CP:** Your skin has become both tough and flexible, making physical attacks ineffective against you. You are now more resilient than even the strongest adversaries
 3. **400CP:** Your skin and muscles are now as tough as diamonds, rendering both physical and magical attacks ineffective against you.
- **Stamina:** With enhanced stamina and durability, you can sustain high levels of physical exertion for extended periods without significant fatigue.
 1. **100CP:** You can fight continuously for an entire day without succumbing to exhaustion, maintaining peak performance throughout.
 2. **200CP:** You have become highly efficient in conserving stamina during battle, reducing the energy expenditure of your other spiritual abilities by 20%.
 3. **400CP:** Your stamina is nearly limitless; you can fight at full power for several days without experiencing any fatigue or penalties.

100CP

Extra Body Types**

As your body has been modified, you now have access to a simple transformation that you can use in battle. You can choose between three forms: a multi-legged form, like that of a centaur, horse, or spider, which grants you enhanced stability and strength when attacking; a snake-like body that makes it easier for you to stealthily hide and escape from dangerous situations; or a form with multiple arms, where your coordination and dexterity are significantly increased, allowing you to perform complex maneuvers and handle multiple tasks simultaneously. This transformation offers you tactical versatility, adapting your physical abilities to the demands of combat.

Projectiles**

You now possess a specialized organ in your arms that allows you to shoot bone fragments at your enemies. These fragments can pierce through flesh and armor, making them a deadly weapon in close or ranged combat.

Breath Elemental

You now have the ability to unleash a powerful elemental breath attack from your mouth, choosing from a range of elements including Water, Earth, Wind, Fire, Ice, or Lightning. This ability allows you to harness and project the raw energy of your chosen element, devastating your enemies with a focused blast.

Natural Weapons**

Your body now produces natural weapons that originate from within, such as bone claws that protrude through your fists or powerful, reinforced claws. These weapons are a direct extension of your body, making them incredibly strong and effective in combat. The augmentation can be acquired multiple times, allowing you to enhance and customize your natural weaponry further, adapting it to different combat situations or increasing their lethality. Only the first three Natural Weapons here are free for the ones that have the Artificial Creature perk.

Corrosive Sweat

Your sweat is now corrosive by nature, making any contact with your skin potentially dangerous over time. This corrosive quality can gradually break down materials and harm opponents who come into contact with you, adding an extra layer of defense in combat and increasing the threat you pose to enemies.

Venomous glands

You now have venomous glands either in your mouth or integrated into any natural weapons you've acquired, making wounds inflicted by them especially lethal. This venom can cause severe pain, debilitating effects, or even death, depending on its potency, adding a significant advantage in combat and enhancing your ability to incapacitate or eliminate foes.

Paralyzing glands

You now have glands, either in your mouth or integrated into any natural weapons you've acquired, that secrete paralyzing venom. This venom does not harm the victim but induces a short-term paralysis.

Sleep Gas

You produce sleep gases that you can exhale from your breath. When inhaled, these gases cause the victim to fall asleep for a few hours, provided there are no strong stimuli to wake them.

Sticky webs

On the palms of your hands, you now have the ability to shoot very sticky spider webs. These webs are incredibly useful for tying people up, creating traps, or swinging between buildings, giving you enhanced mobility and control in various environments.

Flashing

Choose one part of your body, and now, at will, you can make it flash like a flashbang, blinding everyone around you.

200CP

Stretching**

Your limbs can twist in any direction and extend up to nearly three times their original length. This applies to all your limbs as well as any natural weapons you have acquired.

Body Ballooning

Your body has the ability to inflate to over twice its usual size by activating an organ within. This expansion enhances your physical presence and can provide additional strength or protection.

Environmental Adaptation

Choose any biome, such as tundra or desert. You are now immune to the harsh conditions of that environment and can thrive in it with ease.

Immune System**

Your body's immune system has been significantly boosted, making you immune to most mortal diseases.

Rapid Metabolism**

Your metabolism has been enhanced to operate twice as fast as before. This requires more food intake than normal, but in exchange, you are more agile and alert.

Aquatic

You now have enhanced swimming speed in water and are a natural in aquatic environments. This includes features like a tail, gills, and any other body parts that support your semi-aquatic lifestyle.

Wings

You have been given wings that allow you to fly with ease. The wings are large and their shape, including whether they are feathered or not, is up to you.

Explosives

Choose one part of your body. You can now make that part explode at will. The chosen part must be something that can regenerate, such as your hair, claws, or bone fragments

Burrowing

You can burrow through dirt, sand, and stone as fast as you can normally move. This speed is enhanced by your enhanced speed.

Strange Food

You can consume an alternative source of nourishment, such as oil or rocks. Select one form of unorthodox food, and you can replace your normal dietary requirements with this substance. A large enough amount of your chosen food will temporarily enhance your various powers.

Tentacles**

You possess a set of 12 powerful tentacles, each one capable of performing tasks with remarkable precision and strength. Among them, one serves as your primary appendage, more dominant and versatile than the others. These prehensile tentacles can easily pierce and destroy obstacles, such as armor, hide, or other barriers, making them formidable tools in combat. Whether you need to grab, crush, or manipulate objects, your tentacles excel at the task, granting you both offensive and defensive advantages in various situations.



400CP

High Speed Regeneration**

Your body now possesses the ability to quickly regenerate from any wound, provided you have the necessary energy. By significantly depleting your energy reserves, you can achieve near-instantaneous recovery from even the most severe injuries, allowing you to bounce back from damage with remarkable speed.

Wind Manipulation *

Your body now generates a wind barrier around you that deflects and bounces most non-magical attacks away. Additionally, you have the ability to create small tornadoes capable of lifting boulders and causing significant destruction in your surroundings.

Crystallization

Your body now has the remarkable ability to generate hard crystals at will. These crystals can be shaped and utilized in a variety of ways, offering both offensive and defensive capabilities. You can cover yourself in these crystals to form a durable, protective armor that shields you from physical attacks and harsh conditions. Additionally, these crystals can be fashioned into sharp projectiles, powerful weapons, or sturdy shields, depending on the needs of the situation.

Metalmancy

You possess the ability to manipulate raw metals and minerals found in the environment, allowing you to create a versatile, blob-like substance. This substance can be controlled at will, coating your body to form protective armor or being shaped into various weapons and tools. The malleable nature of this metallic and mineral blend means you can quickly adapt it to suit different combat scenarios, whether it's forming sharp blades, blunt instruments, or even shields.

Vibration Manipulation*

You now have the capability to vibrate any part of your body at high frequencies. These vibrations make your attacks extremely difficult to block, as the rapid oscillations allow you to slice through materials and armor with ease. Whether it's your fists, feet, or even your entire body, the intense vibrations enhance your strikes, enabling you to cut through defenses and inflict significant damage.

600CP

Titanic*

You possess the incredible ability to grow to titanic proportions, reaching the size of a small kaiju with a maximum height of 60 meters. This transformation is under your complete control, allowing you to gradually increase or decrease your size at will. The growth and shrinkage process is smooth, giving you the ability to adapt your size to the situation at hand. When in your colossal form, your strength, durability, and presence are vastly amplified, making you a formidable force capable of dominating the battlefield

Perfect Chimera*

You have become the pinnacle of what lab-grown chimeras aspire to be. Now, you possess the ability to perfectly harmonize every form and biological ability you've acquired, seamlessly integrating them into a singular, perfected form. This form allows you to retain all the powers and abilities of your various forms without any diminishment or interference between them. Additionally, you gain all the resistances of the races you've acquired traits from, without inheriting any of their weaknesses.

Elemental Form*

Choose one of the following elements: Water, Earth, Wind, Fire, Ice, or Lightning. At will, your body can transform into a pure elemental embodiment of the chosen element. In this elemental form, you gain complete immunity to all physical attacks and are impervious to the chosen element's effects. Additionally, you can unleash devastating and nearly unstoppable elemental attacks, wielding the raw, apocalyptic power of your element with unmatched ferocity.

Monster Core*

Your body is filled with redundant organs, ensuring that you will never die, even if half of your main organs and head are missing, as long as the monster core in your body remains functional and intact. This core, about the size of a tennis ball, can move around your body, allowing you to eventually regenerate from even ashes. Additionally, your capacity to use both mana and spiritual energy has increased by 5 times your original ability.

Psychokinetic [200CP]:

The section contains the Bio Enhancement that exist in this world. ***All origins need to pay 200 CP to gain access.*** If you are a **Chinese Union and have Master Esper perk, you receive 600 CP to use here.** Any other origins with the ***Master Esper perk will receive 400 CP to use here.***

Level:

Each esper possesses a level of power that determines their capabilities, starting from Theta, the weakest classification, up to Alpa, the highest and most formidable level ever recorded. If you have the Master Esper perk, you automatically gain Beta-level esper powers for free. And any upgrades levels is discounted for them.

Theta [Free]

At the Theta level, you possess the weakest esper abilities. Your powers are limited to manipulating and levitating small objects, such as spoons and forks. At this level, your abilities are primarily useful for performing minor magical tricks or illusions.

Epsilon [100CP]

At the Beta level, your esper abilities have begun to show greater potential. You can now affect the environment around you, including conjuring small fireballs or instantly freezing small objects with ease. While the damage caused by these powers is still minimal, they can be quite useful in combat situations and demonstrate a clear improvement from the Theta level.

Delta [200CP]

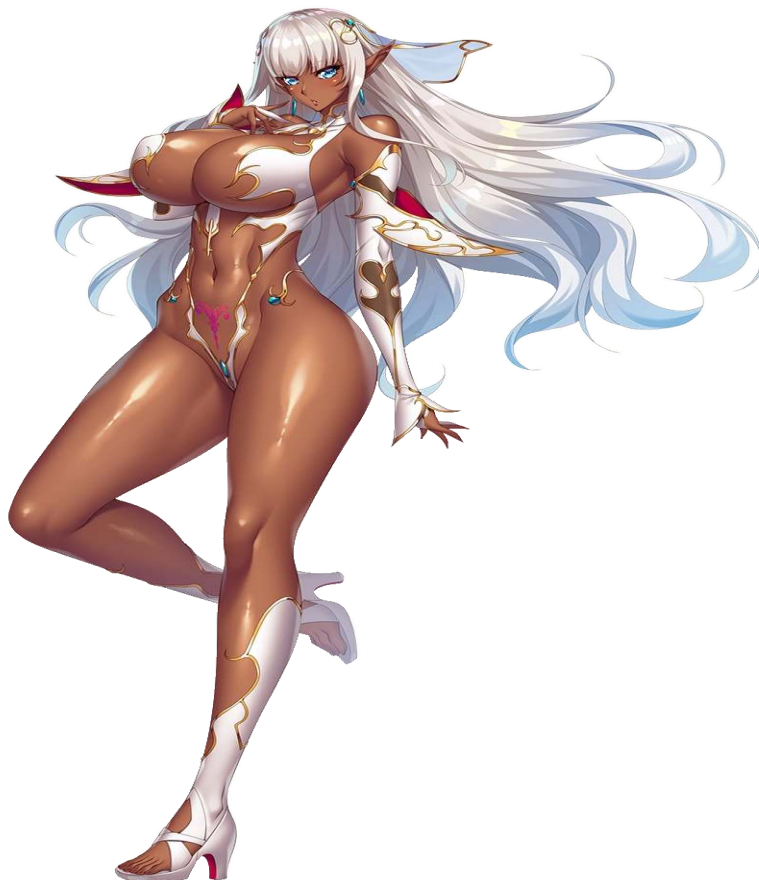
At this level, your esper powers have expanded significantly. You can now easily blow cars off the road with your abilities and have developed a small resistance to powers of demonic origin. This marks a notable increase in your power and versatility, allowing you to handle more formidable challenges and threats.

Beta [400CP]

At this stage, you have achieved full control over your esper powers, making you a significant threat to most non-named characters in the verse. Your abilities have reached a level where you can effortlessly destroy tanks and detect demonic creatures with ease. This mastery over your powers greatly enhances your effectiveness in combat and detection, establishing you as a formidable force.

Alpha [600CP]

Your esper powers have reached their peak, allowing you to wreak havoc on a city with ease. You can eliminate low-level grunts effortlessly and engage most named characters on equal footing. However, opponents of demon king level, such as Asagi, Edwin Black, or Astaroth, remain formidable and pose a significant challenge. Your control and strength in this state make you a top-tier esper, capable of influencing the battlefield and handling high-stakes confrontations.



Esper Disciplines:

All espers naturally gravitate toward certain disciplines based on their personality, life experiences, and upbringing. Choose one discipline for free, and any additional disciplines can be purchased for 200 CP. Those with the Master Esper perk and part of the Chinese Union receive a discount on all esper disciplines purchased here.

Pyro/Cryo/Eleckinesis

You now have the ability to control one of the three most common elements that espers can manipulate. Choose either fire, ice, or electricity as your primary element. You can purchase this discipline to gain control over the other elements if desired.

Basics

You have gained proficiency in several of the most passive and common abilities an esper can acquire. You now possess Telekinesis, allowing you to move objects with the power of your mind; Telepathy, enabling you to communicate with others mentally over any distance; Clairvoyance, granting you the ability to see distant or hidden things; and Precognition, allowing you to predict future events with increasing accuracy. These abilities provide a versatile range of psychic powers that can be invaluable in both everyday situations and intense confrontations.

Anti-Demonology

You now possess a discipline that the UFS has been researching extensively. Your esper ability allows you to negate any supernatural power that comes into contact with your own. However, this power is limited to negating abilities of individuals who are below your power level.

Technomancy

With your mind, you now have the ability to control and power up machines telepathically. This power differs from hacking skills as most machines will be unable to resist your esper abilities. The types of machines you can control depend greatly on your esper level: Theta-level espers can manipulate devices like laptops or computers, while Alpha-level espers can control and power larger machines such as mechs or industrial equipment.

Biomancy

An esper ability that stands as one of the most dangerous powers when misused. You now have the power to reshape the bodies of your enemies, allowing you to either kill them or heal your allies. But that's not all—this ability also lets you buff your allies with your ESP. While these effects work effortlessly on allies, using it against enemies requires you to be stronger than them to have a chance at destroying them from the inside.



Other ESP powers:

Because Espers have only recently been discovered in this world, here is a list of the other disciplines that are still in development. Due to this, these abilities are mostly in their infancy, meaning that there is a lot that could go wrong, but also much that could be learned about this new power source.

200CP

Misfortune Bringer

Some battles in this world are won simply due to the enemy's unfortunate circumstances—like weapons jamming at the worst possible moment or supplies not arriving when needed. With this ability, you can now manipulate the luck of your enemies, causing them to experience more bad luck than usual.

Energy Drain

As an esper, there are times when you wish to absorb the life force of someone to restore your own. You've gained a dark affinity for this, making it easier to feed on the release of psionic potential from whoever has the misfortune of catching your eye.

Reflection

With your abilities, you can now easily reflect any supernatural attack back at its user, as long as the attack is significantly weaker than you.

Musical Talent

Whenever you sing or play musical instruments, your songs have the subtle ability to make people fall in love with you unconditionally. The longer they hear your music, the stronger their bond with you will become, deepening their affection and loyalty over time.

400CP

Jealousy

You are a very jealous person and have gained the ability to spread the feeling of envy to those around you, particularly individuals with supernatural powers. This envy clouds their minds, driving them to relentlessly hunt down the objects of their jealousy until either the hunter or the prey meets their demise.

Mind Scrambling

You can channel your psionic powers to invade people's minds, breaking them from the inside out and extracting every secret they possess. Be warned, the person you do this to will be left in a vegetative state from that moment on

Mind Leash

You now have the ability to control people's actions by manipulating the release of dopamine in their brains through your psionic powers. When they do things you want, you can trigger the pleasure centers of their brain, making them feel happy and more inclined to follow your commands.

Pest Conjunction

For some reason, your mind is filled with the image of bugs and pests that bring you immense disgust. Due to your strong aversion, your mind starts to conjure up these creatures in reality, allowing you to share your feelings of revulsion with your enemies, causing them to feel the same intense disgust and discomfort.



600CP

Portal Creations

You now have the capability to bend space and time, allowing you to transport people and items with ease. At the lower Theta level, you can create a portal that allows one person to pass through at a time within a range of 300 meters. At higher levels, such as Alpha, you can create large portals through which entire armies can move between the human and demon worlds.

Center of Disease

In the past, you were afflicted with a deadly disease, one of the most painful experiences of your life. The memory of this suffering has left a lasting impression on you, and now, as a result of this trauma, you have gained the ability to choose any plague or disease from this or any other world you've encountered. You can now conjure and spread the symptoms of these illnesses to those around you at will, inflicting the same agony you once endured.

Soul Destruction

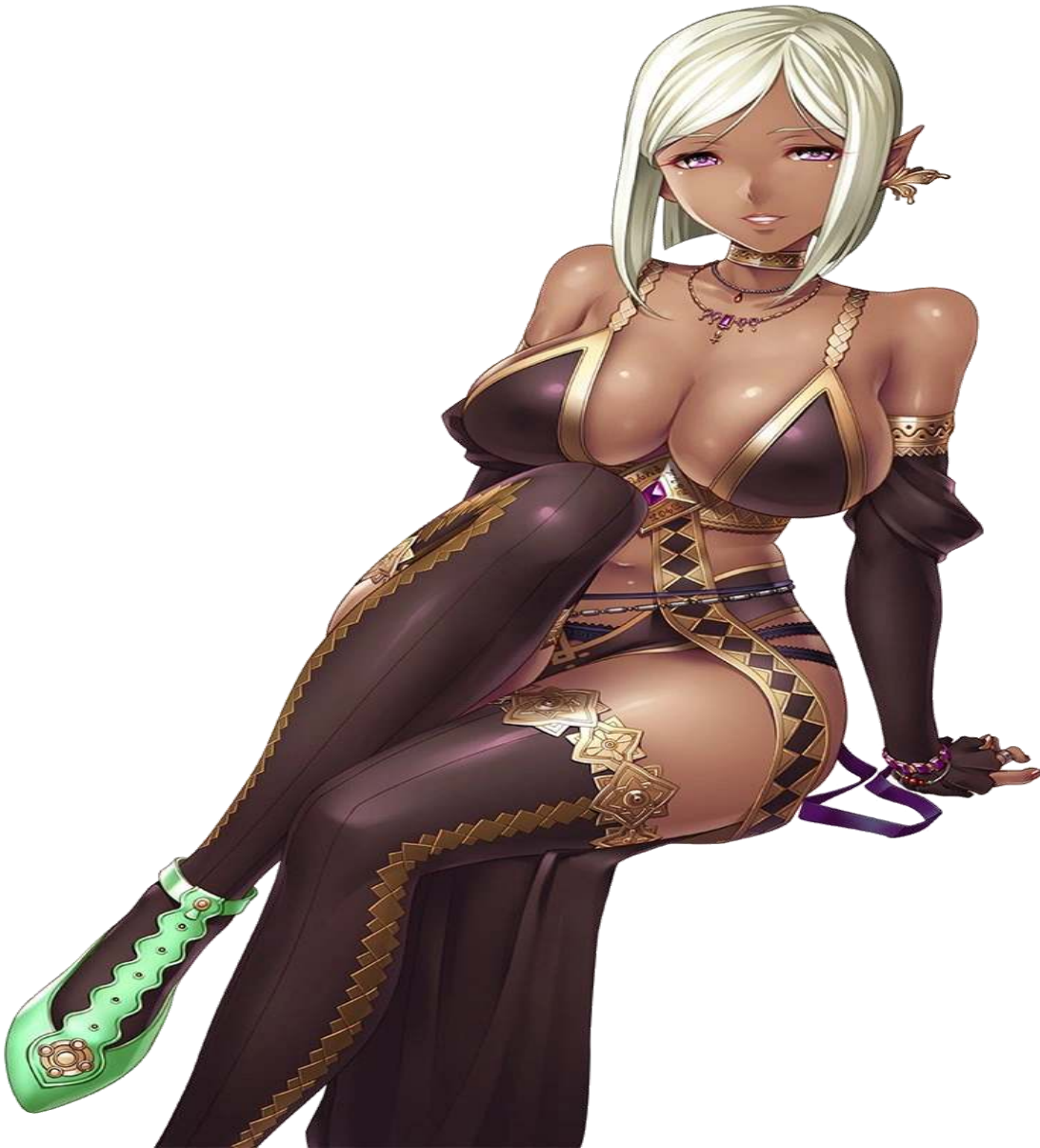
Regardless of how powerful your opponent's body may be, their soul is usually much more vulnerable to attacks. You now possess the ability to destroy the soul of any opponent who is weaker than you.

Call Of The Outer God

You now possess a unique connection to a being from another world, granting you the ability to wield a mysterious form of magic known as "Tentacle Magic." With this power, you can summon and control tentacles of unknown origin, manifesting them to serve your will. These tentacles are loyal to you, ensuring that they will never betray or act against your interests. Whether for defense, attack, or other purposes, this otherworldly magic adds a versatile and enigmatic power to your abilities.

Persona

Through the power of your mind, you can summon an alter ego of yourself into the world. This being serves as a powerful conduit for your abilities, amplifying any supernatural powers you channel through it. However, this comes at a significant risk: any damage inflicted upon your alter ego directly affects your mind and psyche. While this double-edged sword offers immense potential for destruction and power, you must wield it with caution, as the consequences of harm to your alter ego could be severe.



Items[+400CP]:

You will receive 400 CP to be used in this section. Also, all items are discounted based on your origin, and you can import similar items to the same items

General

Lilith Outfits[Free/200CP]

You now have one outfit that screams it originated from a universe that uses hentai logic as its base. Even in a world where everything is much sillier, this outfit really fits, as everyone here is beyond stupid. So, if you want to wear skin-tight outfits with high heels but still be good in stealth missions, or prefer an outfit that only covers the bare minimum of your sexy body, that's also fine. This outfit, when destroyed or worn out, will conjure a new one in your wardrobe. For 200 CP, you now have a wardrobe filled with these hentai-themed outfits that you can freely import and use in the field, and no one will question why you are wearing a bunny outfit in a full war zone.

Gag Weapon[Free]

You now have a weapon of your choice that looks absolutely silly when used in battle. It can be a stop sign, a bunch of meat skewers still hot from cooking, or even a paper fan. These weapons are fully functional in your hands, but man, don't you look silly.

Tent [Free]

You now have a comfortable tent that will allow you to survive the elements with ease. Additionally, animals will instinctively stay away from your tent and food, making it easier for you to survive in the outdoors.

Taimanin

Ninja Gear[100CP]

In your possession, you now have a set of items that would be typical for a ninja like yourself. You have enough shuriken, smoke bombs, kunai, caltrops, explosive notes, ninja wire, and other simple gear to last you for the next 10 years.

Mask[100CP]

As a ninja, having your identity revealed during infiltration missions can be challenging, especially if you are wearing provocative outfits on the battlefield. To address this, you now have a mask that covers only half of your face but is equipped with advanced technology to conceal your identity. This mask effectively hides your distinct hairstyle, body shape, and any other recognizable features, including your unusual outfits that might not be typical for ninjas in other worlds. With this mask, you can maintain your anonymity and blend into your environment more effectively, even when dressed in attire that stands out.

Anti Demon weapon[200CP]

You now possess a weapon of your own choice that significantly amplifies your ninja arts. This weapon also features anti-demon properties, allowing it to be highly effective against demonic entities.

Futuristic Ride[200CP]

You now have a futuristic motorcycle that operates on your Taima particles rather than traditional fuel. Thanks to this unique energy source, it can reach speeds of up to 400 km/h. The motorcycle features cloaking functionality, allowing it to become nearly invisible when needed. It is designed to ride on walls with ease and is equipped with an array of weapons, grappling hooks, and an adamantium body, making it incredibly durable and difficult to destroy.

Ninja Beasts[400CP]

Choose any beast you'd like to infuse with your Taima particles. Whether it's as small as a mouse or as large as a bear, the infusion process will enhance the beast significantly. The Taima particles will increase their intelligence, making them highly loyal and powerful, especially against demons. Additionally, their

physical abilities will be greatly amplified, turning them into formidable allies in any battle.

Dojo[400CP]

This training area is an excellent place for you to hone and enhance your abilities. Here, your focus is sharper, and the growth of your skills accelerates significantly compared to other locations. The environment is specifically designed to maximize your training efficiency, ensuring that you make the most of each session.

Gosha Academy II[600CP]

Both the Japanese government and Igawa Asagu herself have granted you full control of another academy dedicated to training and recruiting Taimanin. As the principal of this prestigious institution, you now oversee a comprehensive facility designed to cultivate top-tier operatives. The academy is equipped with cutting-edge training facilities, an advanced hospital ward for medical care, a secret underground laboratory for research on mission-related discoveries, and a team of skilled staff to manage and support the academy's operations. This role gives you the authority to shape the future of Taimanin, ensuring the highest standards of training and preparedness. In future worlds you can change on what your school teaches and what class of warriors it will train.

Taimanin Clan[600CP]

You are now the leader of a medium-sized clan of Taimanin, commanding a formidable force. Your clan includes 20 fully awakened Taimanin ninjas, each possessing medium-level strength, capable of handling demons below the noble class with ease. Additionally, you have 100 ninjas who have awakened their ninja arts, suited for more mundane tasks such as transportation and reconnaissance.

As the leader, you have the authority to shape the composition of your clan members to suit your strategic needs. This includes deciding on their gender, body type, and even the design of their Taimanin uniforms. You can customize their appearance and gear to align with your vision for the clan, ensuring they are both effective and cohesive in their roles.

Onmyouji

Onmyouji Gear[100CP]

You now possess a comprehensive set of items commonly associated with Onmyouji practitioners. Among these is the Ofuda , a talisman inscribed with prayers or spells, crucial for protection and ensuring good fortune. These amulets are versatile: they can be placed on doors to ward off evil spirits, carried on the person for personal protection, or used in various rituals to repel malevolent forces. Another essential item is the Kagura Suzu, a ritual bell used in Shinto ceremonies. This bell helps drive away evil spirits, purify spaces, and invoke divine presence, making it a key tool in maintaining spiritual cleanliness and focus.

Additionally, you have the Onmyouji Staff, a staff or walking stick often inscribed with protective charms and symbols. This staff serves multiple purposes: it focuses magical energy, represents authority, and provides physical defense. The Ritual Paper is specially prepared for ceremonies, used to write prayers, create talismans, or perform rituals, and plays a significant role in divination and spiritual communication. The Inuhariko , a small charm typically shaped like a dog, is used to protect children and homes from illness and harm. Finally, the Yin-Yang Mirror , engraved with Yin and Yang symbols, helps to reflect and dispel evil spirits and energies, providing an additional layer of protection. Together, these items equip you with a robust toolkit for various spiritual and protective practices.

Seaweed Paper[100CP]

You now have an unlimited supply of seaweed paper, which serves as a perfect substitute for payment or upkeep costs for any summoned creatures or familiars you might acquire in this world. This versatile seaweed paper can be used in place of traditional offerings or fees required to summon and maintain your magical allies. Whether for establishing a new familiar or for ongoing maintenance, this seaweed paper will ensure that you can manage your supernatural companions without concern for conventional costs or resources.

Sacred Text[200CP]

You now possess a collection of several holy texts, which may originate from Shinto traditions or Abrahamic faiths in this world. These texts are imbued with sacred power and have the unique ability to purify any form of corruption caused by demons when read aloud. In addition to their purifying effects, reading these texts aloud also heals those who hear them and imparts inner peace to all who engage with their words. Whether used for spiritual cleansing or personal comfort, these holy texts offer a profound source of protection and tranquility.

Incense [200CP]

You now possess a collection of incense made from wisteria flowers. When burned, this incense effectively repels all forms of demonic magic in the vicinity and is toxic to most demons, though only the most powerful can withstand its effects. Additionally, this incense acts as an excellent bug repellent, particularly against demons and mixed-blood entities. For these creatures, the incense induces extreme nausea and severe headaches, making it a potent tool for both protection and deterrence.

Temple [400CP]

You now have full control over a temple, which can be based on either Shinto or Christian traditions. This temple is protected by a barrier that wards off demons and evil spirits, ensuring a safe and sacred space. Individuals who utilize spiritual or holy energy will find their reserves replenished much faster while resting within the temple. Additionally, the temple provides a source of income through a shop that sells charms with customizable effects of your choice.

The temple also features a special room in the back where a holy guardian can reside. Depending on the type of guardian, such as an angel, the temple gains unique abilities. For instance, if an angel occupies the space, the temple will have enhanced powers to purify and exorcise possessed individuals, further solidifying its role as a place of spiritual refuge and strength.

Sealing Scrolls[400CP]

You now possess a scroll containing a highly complex spell, once used by your predecessors to combat the demons of this world. The spell written within allows you to seal or permanently banish a powerful demon from the human world. To date, no demon banished using this technique has ever returned. However, be aware that this powerful spell imposes a severe toll on your body. Frequent use of the spell can be extremely detrimental to your health, potentially leading to severe consequences or even death. Exercise caution when employing this spell, as its strength comes at a significant cost.

Longinus Weapon[600CP]

You now possess one of the most powerful and sacred weapons an Exorcist can hold. Choose any weapon type you prefer, and regardless of your choice, a cross will be built into the middle of its body. Embedded in this cross is a fragment of the legendary Spear of Longinus, the spear that pierced Jesus Christ. This sacred relic imbues your weapon with extraordinary abilities. With this weapon, you are now capable of fighting noble-class demons with ease. Additionally, any techniques that use Spiritual or Holy energy will have their effects bypass any resistances when targeting demons.

Branch Of Section Four[600CP]

You now command a branch of Section Four from the Japanese government. This division is responsible for handling various tasks, including gathering intelligence, apprehending criminals, and dealing with traitors both within the country and on an international scale. While the primary focus of Section Four has traditionally been on such matters, the unique situation in Japan, where demons have established peaceful coexistence with humans, has shifted their role. Your branch now operates at the intersection of human and demon relations, working to ensure that this delicate balance is maintained.

Your branch's responsibilities include acting as a liaison between the Japanese government and the demon communities residing in Japan. This involves managing and facilitating interactions to ensure harmonious coexistence, addressing any issues that arise, and preventing conflicts. Your organization will be tasked with maintaining a comprehensive database that includes detailed information on both legally and illegally residing demons in Japan. This information is crucial for making informed decisions and implementing effective strategies to uphold the peace between humans and demons.

In addition to its liaison role, your branch will work on policy development and implementation strategies to support this peaceful coexistence. This includes formulating guidelines, conducting negotiations, and providing support to both human and demon communities as needed. The goal is to create a stable and secure environment where both groups can live together harmoniously, thereby ensuring that the complex dynamics of this coexistence are managed effectively and sustainably.



Magical Girls

Cute Mascot[100CP]

As a magical girl, you now have a loyal mascot accompanying you on your adventures. This mascot could be a fairy or a more artificial entity, depending on your preference. Regardless of its form, this companion will assist you in several ways: it can help locate monsters, alert you to significant events in your life, and provide general support during your quests.

In future worlds, this mascot can be upgraded to offer additional functionalities. By considering them as an accessory when importing, its capabilities and roles can expand as needed, enhancing your adventures and providing even greater assistance.

Merchandise [100CP]

As a magical girl with an affinity for cute things, you now have a collection of any cute merchandise that exists in this and any future world. When you enter a new world, you can choose one cute merchandise collection, and you will immediately gain the entire collection. This allows you to surround yourself with adorable items that bring joy and comfort wherever you go.

Yuri Charm[200CP]

You now possess a charm specifically designed for a world where hentai elements and yuri themes are prominent. This charm has a unique ability to attract magical girls or other mature enemies within its effective range. Regardless of the nature of your interactions or advances, this charm ensures that those within the charm's influence will be drawn to you and will not reject your attempts to engage with them.

Family Wealth [200CP]

You are now part of the top 10% in terms of wealth. Every month, you will receive an automatic deposit of \$1,000,000 into your account. This steady income ensures that you have the financial freedom to indulge in any luxury or investment you desire, without worrying about monetary constraints. You are now part of the top 10% in terms of wealth.

Mystic Grimoire [400CP]

An ancient tome filled with powerful spells and magical knowledge. This grimoire enhances your spellcasting abilities, allowing you to learn and use advanced magic that would otherwise be beyond your reach. It includes rare spells for both offensive and defensive purposes, and can also be used to enchant weapons and items, making them significantly more powerful. The grimoire is a valuable resource for any magical girl looking to expand her arsenal and increase her magical prowess.

Hell Gate [400CP]

You now possess a magical portal that grants access to other universes and the demon world itself. This device is likely what transported you to this universe initially. With this portal, you can easily traverse between worlds, whether you're exploring different dimensions or navigating the demon realm.

Be cautious when using this portal, as other universes may present unique dangers or situations that differ significantly from your current environment. These alternate realities could be more perilous or erotically charged, so exercise care and prudence in your travels.

Philosopher's Stone[600CP]

You now possess a magic stone imbued with an almost infinite amount of demonic energy. When consumed and absorbed by a magical girl, this stone has two significant effects. First, it transforms her from a magical girl into a fully-fledged magical woman, enhancing her beauty and attributes to such an extent that any straight man would be mesmerized. Second, the stone dramatically augments and increases the power of all magical or mana-based spells, making the user one of the most formidable magical girls in existence.

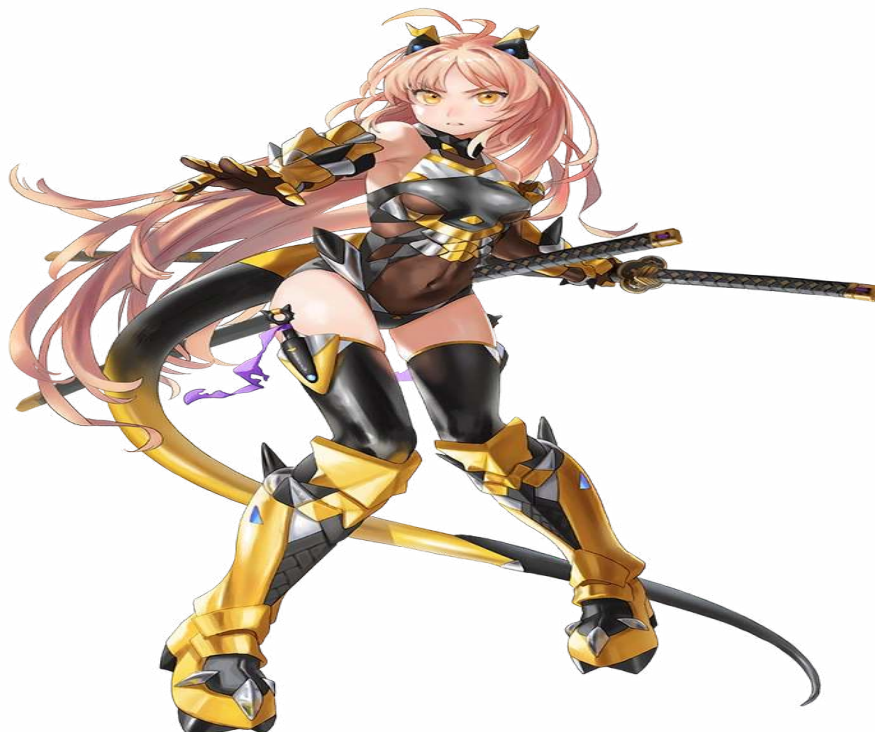
In addition to these transformations, the stone has an intriguing secondary function: it continuously absorbs demonic energy from within the user, purifying their body from corruption over time. This ongoing process ensures that while the stone enhances the user's magical abilities, it also protects and cleanses them from any demonic influences, maintaining their purity and strength.

Dragon Artifacts [600CP]:

You now possess one of the most powerful artifacts ever created for a magical girl. These artifacts were crafted from draconic beings of this world, and they not only possess sentience but also feature a unique ability specific to their color. Choose one artifact from the list below:

- ***Grendel The Defensive Dragon:*** This artifact features an annoying yet excessively positive personality within it. This vest is adorned with scales from one of the hardest dragon kinds, significantly enhancing your durability and endurance to the highest possible levels. As an added bonus, it will also teach you to fight more efficiently in hand-to-hand combat using magic.
- ***Yamata no Orochi The Poison Dragon:*** This artifact, fashioned as a naginata, possesses a laid-back and chill personality that occasionally makes annoying dad jokes on the side. The blade of this naginata is coated with venom that taints a victim's soul unless treated immediately. Only a few spellcasters or institutions possess the means to cure this poison, with other magical girls being the primary group capable of doing so.
- ***Niðhöggr The Rage Dragon:*** These twin brass knuckles contain the spirit of a dragon with a tsundere personality, constantly expressing annoyance at being chosen, often calling you an "idiot" in the process. Despite its attitude, this artifact possesses incredible power. It grants you the ability to be revived once per jump if you die, and anything the knuckles touch will begin to rot away instantly.
- ***Aži Dahāka The Devil Dragon:*** This wand contains the spirit of a cowardly dragon that always finds excuses not to show itself. Despite its timid nature, the wand has a fascinating ability—it can copy any technique it sees and allows you to use it. However, the copied technique will only be at 1/10th of the original caster's power. On the bright side, this artifact can store up to 1,000 techniques, giving you a vast array of abilities at your disposal.

- ***Crom Cruach The Cool Dragon:*** This crossbow has a personality that tries to act and say cool things, but it always seems to miss the mark. Despite its awkward charm, the crossbow possesses a powerful ability—it shoots bolts of magic arrows that drain the stamina and magic of your enemies, leaving them weakened and easy to capture.
- ***Apophis The Darkness Dragon:*** This artifact takes the form of a crown and has the edgiest personality out of all the dragon artifacts. Despite its intense attitude, this crown grants you the ability to manipulate and control the shadows around you. The darker the area, the more powerful your abilities become, allowing you to command the shadows with increasing potency.
- ***Samael The Tempting Dragon:*** This artifact takes the form of a scythe, and its personality is likely the most perverted, constantly making comments about your or your allies' battle attire. Despite its lewd nature, this weapon grants you the power to spread the Curse of the Dragons at will. When you strike with this scythe, it inflicts a curse that slowly corrupts and destroys the soul and body of dragons and their kin, making it a fearsome weapon against such foes.



UFS

Charging Chair[100CP]

You are now given a very comfortable chair that serves multiple purposes. This chair is designed to connect to your body, providing maintenance and recharging your implants' battery while you sleep. In addition to maintaining your implants, the chair also charges other devices like your phone and tablet, ensuring everything is ready for use when you wake up.

Advance Weaponry [100CP]

Choose any weapon you want to use, from a simple slingshot to the most advanced assault rifle. These weapons will come with some sort of technological upgrade that even demons will be wary of your attacks. This could range from a sword made of pure plasma that can cut through flesh and metal alike, to a gun that creates an electric current, transforming it into a railgun-like weapon when fired. Just remember, the more powerful and advanced the weapon is, the heavier and bulkier it will become.

Exoskeleton [200CP]

You are now gifted with a simple augmentation that any UFS agent could be given: a power suit. However, your power suit is one of the latest models reserved for higher-ranking members of the UFS. This suit not only provides ergonomic structural support but is also powered by a combination of advanced cybernetic technologies, allowing for enhanced limb movement, increased strength, and superior endurance. Additionally, the suit is equipped with flight capabilities and an array of weaponry, including guns and missiles, that would make any pyromaniac blush with envy.

Hidden Stash [200CP]

You now have a secret stash of ammo and other essentials hidden around your starting location in every world you visit, as well as in your warehouse. Whenever you're running low on ammo, fuel, or any other essentials during prolonged fights, you can easily stock up from these hidden reserves. This ammo stockpile includes ammunition for all weapons and mechs that you may collect throughout your adventures, ensuring that you're always prepared for any situation.

Weapon Factory [400CP]

You have been given a factory that allows you to do two crucial things. First, it enables you to create all sorts of weapons that the UFS (United Federation of States) is known to use in warfare. This includes their high-tech weapons, vehicles, drones, cybernetic implants, and all associated ammunition. Second, the factory also has the capability to create cyborgs with the various faculties and enhancements that the UFS might require.

The materials for this factory are automatically delivered at a fixed rate in every world you visit, ensuring a steady supply of resources for weapon production. Additionally, you have the option to enter the R&D (Research and Development) department to explore the possibility of creating weapons using foreign metals from other worlds, such as vibranium from the Marvel Universe.

Super Jet [400CP]

You are provided with a jet plane that can effortlessly traverse the globe in just under seven hours of nonstop flying. This advanced piece of technology is essential for rapid deployment, allowing you to be dispatched anywhere in the world as needed, with the UFS having control over the majority of its operations.

Military Base [600CP]

You are now in command of a base located near your starting location, which can be situated anywhere in Japan if you begin in the Demon World. This base is hidden from the Japanese government and can be positioned in various ways—whether underground in an abandoned factory, submerged underwater, or even as a mobile fortress equipped with cloaking technology. The choice of location and configuration is up to you.

The base is staffed with dedicated agents who will maintain and operate it, ensuring it remains secure and functional. These agents are highly loyal to you and are integral to the base's operations. The facility is incredibly fortified against both physical and cyber threats, whether it remains stationary or is on the move. Additionally, a task force is stationed on-site, ready to protect your headquarters from any form of attack.

You have full control over the composition of your task force, including their gender ratio and individual power levels. Each soldier's capabilities, training,

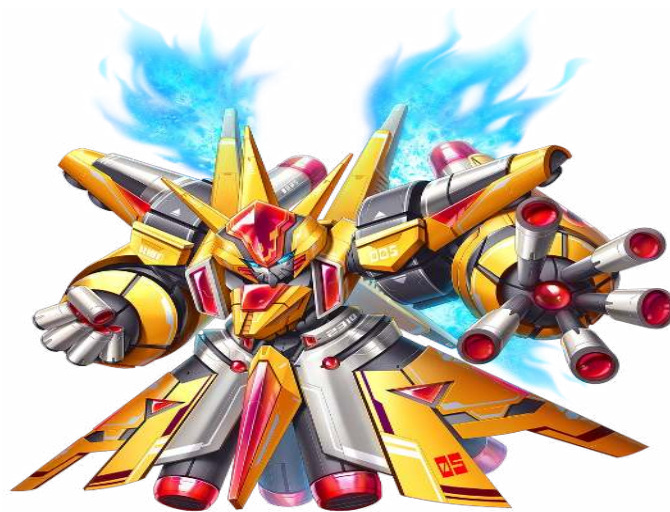
weapons, and augmentations will influence the overall size of your task force. Note that the more powerful each soldier is, the fewer individuals you can have in the task force, with a minimum of 31 personnel allowed.

Giant Mecha Robot [600CP]

It looks like the UFS has entrusted you with one of their most prized assets—a giant robot designed for high-stakes operations. This humanoid robot is a testament to advanced engineering and your creative freedom. You have complete control over its design, from a sleek, minimalist look to a bold, intricate anime-inspired appearance that would impress even the most seasoned mecha enthusiasts.

The robot comes equipped with a suite of standard features and weapons. It includes a swarm of drones for versatile combat and reconnaissance missions, a comprehensive arsenal of missiles, and hidden rifles that fire high-velocity projectiles. Its combat capabilities are further enhanced by energy swords that extend from its hands, two powerful laser cannons mounted on its shoulders, and armor made from a unique, high-strength alloy. This alloy is reinforced with multi-layered energy shields, which minimize damage from all but the most devastating attacks, reducing the damage significantly

Additionally, the robot is equipped with accelerators on its legs and back, enabling it to achieve flight when fully powered. This feature allows for rapid deployment and maneuverability in aerial combat scenarios



Chinese Union

Food Synthesizer [100CP]

You now possess a state-of-the-art food synthesizer, capable of creating a vast array of delicious and nutritious meals in mere moments. This advanced device ensures that you can satisfy your increased caloric needs without having to consume an overwhelming amount of food. Whether you crave a hearty meal or a light snack, the synthesizer delivers perfectly balanced and appetizing dishes tailored to your specific dietary requirements. This not only helps you maintain optimal energy levels but also ensures that you can enjoy high-quality food without the hassle of traditional meal preparation.

DNA Bank [100CP]

You now possess an extensive collection of demon blood samples, encompassing every known species from the Taimanin world. This invaluable repository of demonic genetic material provides you with a potent resource for a range of applications. You can use these samples to create clones of the demons, develop hybrid creatures that combine demonic traits with other entities, or engineer highly augmented soldiers for the Chinese Union.

Herb Garden[200CP]

You now have access to a vast greenhouse brimming with a diverse collection of rare and exotic plants, each with unique herbal properties. This expansive garden is perfect for cultivating ingredients for medicines and potions, providing you with a rich resource for your alchemical and healing needs. Additionally, you possess the capability to transplant plants from other worlds into this greenhouse, ensuring they will thrive alongside the existing flora. This allows you to integrate a variety of otherworldly plants into your garden, expanding your range of medicinal and magical resources even further.

Orphanage [200CP]

You now manage an orphanage fully funded by the Chinese Union. While it appears to be a benevolent establishment dedicated to caring for children, it harbors a hidden agenda. The orphanage serves as a covert screening facility to identify children with demonic bloodlines and potential esper. Many of the children in this orphanage possess demon blood, with some even having rare and powerful lineage, such as vampires and dragons.

Medicine Lab [400CP]

You now have access to a state-of-the-art medical laboratory, equipped to create and experiment with advanced drugs and treatments. This facility enables you to develop powerful medications that can cure most diseases and craft performance-enhancing drugs designed to significantly boost soldiers' capabilities, allowing them to engage demons beyond their normal weight class. The lab is also equipped for rigorous testing and refinement, ensuring that the drugs are both effective and safe for use.

Beast Farm [400CP]

You now have access to a facility specifically designed for breeding and raising the monstrous creations of the Chinese Union. This expansive farm provides ample space for these mutated beasts to roam freely, whether they have legs, wings, or tentacles.

The farm is equipped with state-of-the-art barns to shelter the creatures and monitor their health closely. It includes a sophisticated food synthesis system capable of producing a diet tailored to their needs, whether it consists of demon body parts, human meat, or other nutrients. Additionally, the facility features a harvesting system for when the monsters are ready to be culled, allowing you to efficiently collect and process their parts for use elsewhere in the world.

Cloning Facility[600CP]

You now have access to the premier cloning facility provided by the Chinese Union. This advanced facility allows you to clone and create various demons from the world, as well as develop chimeric hybrids combining demons or between demons and humans.

The facility's cutting-edge technology ensures that all clones and hybrids are significantly stronger than their original counterparts, with their power surpassing the sum of their parts. The DNA used is meticulously purified and combined to enhance only the most beneficial traits, such as maximum mana capacity and the ability to shoot hellfire, while eliminating any negative genetic defects, like weak lungs or missing heart parts. For humanoid clones, you have the flexibility to modify physical attributes extensively, allowing you to create fully female forms from originally male DNA, with attributes ranging from exceptionally mature to modestly undeveloped. All creations from this facility are exclusively loyal to you.

Hospital [600CP]

You are now the director of a hospital that, while appearing to provide affordable healthcare to the community, serves a far more covert and critical purpose. Beneath the surface, this facility operates as a highly specialized base for two primary functions: awakening individuals with potential for both ninja arts and esoteric abilities, and creating formidable super soldiers through advanced augmentation techniques.

The hospital is equipped with state-of-the-art technology and research facilities designed to forcibly awaken latent ninja arts and esper powers in candidates with a remarkable 95% success rate, significantly higher than similar facilities. This rigorous process ensures that only those with the highest potential are selected for further training and enhancement.

Additionally, the hospital is a key site for developing super soldiers through the infusion of demon DNA into their bodies. This process results in individuals with extraordinary abilities and enhancements, tailored to serve the Chinese Union's strategic needs. These super soldiers are subjected to extensive training and augmentation, ensuring they become some of the most powerful and loyal operatives available. All individuals undergoing these experimental procedures are guaranteed to be unwaveringly loyal to you, with no risk of rebellion or defection.



Companions:

My Old Team 50

You may import companions you have brought with you, 50 CP each, or 8 for 300CP. Each one gains a free background. and 600 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them each an additional 200.

My New Team 100

Sometimes having friends would be nice. Buying this once will allow you to add any allies you've made here as companions. You may buy this multiple times.



Drawbacks:

You are limited to +2000 Cp from drawbacks.

PG 13 [+0]:

I understand your sentiment. To better align with a more modest setting while still enjoying the unique aspects of the world, the elements of this world's powers and fashion sense have been adjusted to reflect a more restrained, shonen manga style. This adjustment maintains the engaging aspects of the setting but reduces the emphasis on overtly provocative imagery, creating a more balanced and less distracting environment.

18+ [+0]:

Really? Alright. The setting just became a lot more lewder, if that is even possible, than it already was, as the bands of light used to conveniently hide the private parts of the human body are now removed and you have a full view of said bodies, and other such fun stuff is no longer prohibited. Hope you have fun with this.

Supplement [+0]:

Not exactly the most in-depth of places, so you can use this jump as a supplement for other jumps. The CP here can only be used in this jump, and vice versa; this includes extra CP from drawbacks.

Stripped A lot [+100CP]:

It seems like you'll find yourself getting stripped quite often, either due to your antics or perhaps because the universe has a peculiar sense of humor. To make matters more interesting (or embarrassing), you'll now exclusively wear the most flamboyant and outrageous underwear available. This ensures that whenever you do get stripped, your fashion choices—or lack thereof—are on full display for everyone to see.

Time Extender [+100CP]:

You have the option to extend your stay in this world. For every 100 CP you take from this option, you can add another 10 years to your stay. The maximum CP you can gain from this drawback is 800 CP.

Disliked by Dogs [+100CP]:

It seems that one animal of your choosing in the animal kingdom has taken a rather unfavorable stance against you. Whether it be mischievous squirrels that delight in disrobing you at every opportunity or overzealous dogs that pursue you relentlessly, leaving you drenched in their drool, you find yourself facing daily encounters with these vexing creatures. Despite your best efforts to avoid them, it appears that these animals have made it their mission to inconvenience you at every turn, adding an extra layer of challenge to your daily routine.

Side Character [+100CP]:

It seems you have a rather forgettable presence, as people tend to overlook you unless you're directly in front of them. This can make it challenging to make a lasting impression or to be noticed in social situations or interactions.

Hikineet [+200CP]:

Looks like you're a shut in. Going outside is a pain. You'd rather stay inside your room and play video games. Unfortunately you need to go outside, and some busybody will always try and get you to leave your room every day. You hate being outside your room and your complaints will be ignored. I hope you don't go stir-crazy...

Amnesiac [+200CP]

You find yourself in a state of amnesia, devoid of memories from your past jumps. The experiences and knowledge you've accumulated are lost to you, leaving you in a state of uncertainty about your identity and purpose. As long as you remain in this jump, your past will remain shrouded in mystery, making it difficult to discern your true self and your place in the world

Scary Movies are Stupid [+200CP]:

It seems like you have a habit of watching scary movies every month, which has an interesting side effect: you gain a new phobia related to a place or type of creature each month. This means that every time you watch one of these movies, you're likely to develop a fear of something new. The upside is that you can typically overcome these phobias within a month, although it's a continuous cycle as new fears replace old ones over time. It definitely adds a unique element to your life, keeping things suspenseful and perhaps a bit nerve-wracking!

Low On Magical Energy . [+200CP]:

In a world where magic reigns supreme, you've been struck by an incurable ailment that compromises your capacity to use your supernatural abilities, reducing your spellcasting efficiency to just 70%. Despite your innate magical abilities, this affliction weighs heavily on you, forcing you to adapt and find alternative ways to navigate through the challenges that lie ahead

Tragic life [+200]:

You're destined to experience a cycle of hope and despair throughout your time in this world. Despite forming close bonds with those around you and considering them family, tragedy will inevitably strike, leading to their gruesome demise either at the hands of the gods or due to your own negligence. Each loss will plunge you deeper into despair, creating a profound sense of misery and guilt for your perceived failures. This cycle of hope shattered by tragedy will repeat itself year after year, casting a shadow over your entire experience in this world.

I Don't Need My Brains [+300CP]:

I will not mince words, you're an Idiot with a capital I. Using your head is impossible except for headbutting. Even simple math division and multiplication would be considered a college level skill for you and you are definitely too stupid for that.

Rival [+300 CP]:

Wow. You have a rival and that person is the exact opposite of you in several areas. Mostly in personality and ideology as a person but the most vexing part is that you will not be able to defeat him/her alone for the first 8 years of your stay here. They will also stand in the way of you and your goals as much as possible, which is to say nearly every damn time. I hope you have a strong group of friends to help you here because boy you need it.

No Powers[+300 CP]:

You find yourself in a jump where outside powers and your warehouse are off-limits. You must rely solely on your own abilities and resources within this world, facing its challenges and trials without the aid of external assistance.

Playgirl [+300CP]:

It seems that you have a rather complicated situation on your hands. Despite not having any recollection of your actions, you frequently wake up beside different women, much to your dismay. What's worse is that these women claim to have been seduced by you and demand that you take responsibility for your actions. Many of them hold significant power and influence, making it possible for them to force you into marriage if they so desire. If you do find yourself forced into marriage, your chain breaks. If you're still unmarried at the end of the Jump you can take all of the women with you for free.

You're In Debt [+400]:

It sounds like you're in quite a predicament with that debt! Whether it was due to interference from magical girls' magic or accidentally damaging priceless artifacts, owing such a large sum can be daunting. Ten years might seem like a long time, but with determination and careful planning, you can gradually work towards paying it off. It might be challenging, but think of it as an opportunity to learn financial discipline and responsibility. Good luck tackling that debt! Because if you fail the jump will end.

The Cursed Clone [+400]:

You have been cursed with a clone. Sharing all your abilities within and beyond the jump, they are as formidable as you are. However, their intentions are malevolent—they seek to bring you endless misery by targeting your companions and undermining your interests with a malicious grin. With cunning and agility, they evade your strategies, always slipping away to fight another day. This torment will persist until the final year of your journey, a constant thorn in your side.

Your personal demon [+600 CP]:

It seems fate has dealt you a harsh hand, condemning you to a relentless cycle of defeat and suffering at the hands of everybody. No matter how valiantly you struggle, every attempt to triumph over them ends in bruises, pain, and tears. They thwart your plans, dismantle your schemes, and leave you broken time and again, pushing you to the brink of despair.

For eight long years, this pattern persists without respite. You endure humiliation, setbacks, and the bitter taste of defeat. It feels as though victory is an impossible

dream, a distant glimmer that taunts you from afar. Yet, amidst the darkness, a flicker of hope emerges in the ninth year. By the ninth year, the possibility of defeating them and finally achieving your long-awaited revenge becomes tangible.

Targeted [+600CP]

seems you've caught the attention of a powerful faction in this world. You must choose one faction from the origins as the instigator of their aggression towards you. Throughout your entire stay in this jump, they will continuously send squads of magical girls, Taimanin or Demons to your doorstep, armed with potent equipment and magic to counter your abilities.

At the end of the 10-year period, the leader of the faction will personally confront you in battle, having ascended to near godhood. This final showdown promises to be the most challenging trial you've faced thus far, testing your strength, wit, and resolve like never before.

You can take this drawback multiple times, gaining the wrath of additional factions. The maximum CP you can gain from this drawback is 1200 CP.

Everyone Want you [+1000CP]:

It seems you've found yourself in quite a precarious situation, becoming a prime target for every organization in the world due to your unique ability to produce pure energy while driven crazy by the antics of the world's citizens. This has made you an invaluable asset in their schemes for domination and power. Now, every corner of the globe is teeming with groups seeking to capture and imprison you, using all means at their disposal to exploit your abilities.

This constant threat means you must remain vigilant and always on the move to evade capture. Each Independent organization will deploy their resources — from spies and mercenaries to advanced technology and magic — in relentless pursuit of you. The consequences of capture are dire: imprisonment that last a year will end in jump breaking. If the targeted drawback is purchased, the factions affected will immediately deploy their most formidable units against you. These units will be exceptionally powerful and will not be killable until the final year of your jump. This means that you will face ongoing and intense opposition from these top-tier enemies throughout your time in the world.

Ten Years Later:

Go Home: What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

Stay Here: This world does have a certain... allure, hmm? Don't worry, we won't judge. Add 1000CP as a bonus.

Move On: Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.

Notes:

1. Never imagine that I will make another 100 page jumps. I really need to stop doing that.
2. This is a much idiotic and SFW version of the Taimanin Universe from the long defunct Taimanin GOGO mobile game. Which Was a shame as the story was beyond stupid and over the top.