Senran Kagura Reddit version 1.0

By saiman010 *(with hanwen1234/ammy as editor!)*

Introduction:

Ah yes, Japan, the land of sexy busty kunoichi. Yes, very cliche I know, but hey, the upside is that you will have free eye candy everywhere you go.

Downside is that, well, there are these nasty creatures called Yoma that feed on the blood shed by Shinobi and it’s your duty (hopefully) to kill them and save humanity itself from these creatures. But don't worry, you are never alone here (probably) in this world. As Shinobi rarely work alone in this world you will have plenty of friends or comrades that will help you in this endeavor.

You’re headed for modern-day Japan where the existence of ninja is hidden from the public. There are three main affiliations that Ninja fall into: Good, Evil, and Independent Ninjas.

I know, it's kinda childish to call yourself either a good or evil ninja. But remember this is a series where it's entirely acceptable to only wear underwear as formal battle attire, and most of the characters here have breasts bigger than their heads yet can still do work associated with being a ninja. Even if said work is a bit more overt than you’d expect from ninja.

So here, take 1000 CP and have fun in this ecchi world.

Starting Location:

Roll 1d6 to choose your starting location. Alternatively, you may pay 50 CP to choose freely, whether it be one of the options below or somewhere else in the world.

1. **Hanzo National Academy**
A famous prep school which, having been founded in 1919, is nearing its 100th anniversary. One thousand students are enrolled in Hanzō National Academy
It is obviously named after the legendary shinobi Hanzō and dedicated to training good Shinobi. Only a small number of students actually take the shinobi training course, though, as the only people who know of the shinobi course's existence other than the instructor, Kiriya, and its students are the principal and vice principal.

2. **Hebijo Clandestine Girls' Academy**
An academy dedicated to training evil shinobi. Their creed is, "Where good accepts few, evil accepts all."
The school's management is made up of leaders from large corporations, so many of the evil shinobi who graduate from the academy end up working to increase those corporations' profits. The training is harsh, and it's not unusual for students to die, but Hebijo's reputation for excellence draws a never-ending stream of applicants.

3. Gessen Girls' Academy
The Academy was established during the Azuchi-Momoyama Period, so the students' families have all amassed immense wealth over the generations. As such, the facilities are particularly high-class, with an immaculate Japanese-style garden situated between the buildings.
Because of this and its specialization in training Good Shinobi, most of the shinobi originating from here are considered elites with unflinching commitment to justice.

4. Ninja Village(s)
A village deep in the countryside populated entirely by ninja. It could be Tohno Village, a place where retired good shinobi live and enjoy their days in peace or quiet, Or even the Goshin village where Kagura, the ultimate weapon for the Yoma, resides.

Whatever the case, the village you start as is mostly independent from the good or evil shinobi, while producing skilled shrine maidens that specialize in combating Yoma.

5. Mikagura Island
…Strange.
You seem to be on a tropical island but can't contact the outside world through any means. But for some reason you see fallen shinobi walking around as if it was normal.

Oh well at least it’s a beautiful island filled with fancy shops, a pretty beachline and… a winter wonderland theme park? With real snow…

OK, looks like you are in some weird dimension where each location may have its own climate. Either spring, summer, fall or winter. It’s a good vacation spot at least but clearly something is not right here, what with the actual dead walking around.

6. Free Choice
Lucky you! Select any location, even those not listed here.

Races:

In this world, you will choose a race for your entire stay. Don't worry about your appearance—no matter what race you choose, it will not detract from your looks in any way. In fact, it will only add more cute points as a Shinobi. And if you happen to choose a monstrous form, don't worry; as long as you don't do anything to make people fear you, most will leave you alone.

Human [Free]:

You are human and make up around 99% of the world's population in this world. There are no inherent advantages when choosing this race.

Elf [200CP]:
I see, so you’re one of the races that came from another world. You are now one of those fabled and beautiful elves that exist in media and fiction. Just like the elves of legend, you are well-versed in fighting within forests and near shorelines. Your agility and reflexes are far above those of normal humans, and you also have extra-sensitive hearing. Your race also has an unusual quirk of not wearing any underwear beneath your clothing.

Yoma [200CP]:
Born from the spilled blood of warring shinobi, you are a demon of battle. You should be nothing more than a beast with a taste for human flesh. But you seem different. It's as if you possess some level of intelligence. Unlike the rest of your brethren, you are one of the few Yoma that has the ability to think. Such a beast—you really are a terror to humanity. You have the natural instincts of a Yoma, focused on hunting humans in this world. Tracking, hiding, stalking, and striking your prey is what you're good at, even in the modern age of glass towers and speeding iron carriages. A predator whose prey is humanity. And looks like you're even more dangerous than we thought. You now have the ability to shapeshift into anyone you have consumed, completely concealing your nature as a Yoma. Now you can hide in plain sight, but don't let your guard down; a well-trained shinobi can still detect you.

Nekomata [400CP]:
You are one of the many species of Youkai that exist in this world, a Nekomata. Nekomata are a species of cat Youkai. As a Nekomata, you have heightened senses, with your sense of smell and hearing greatly increased. Your reflexes are as sharp as a cat's. You can shapeshift to hide and regrow your cat ears and tail to appear more human whenever you wish. You also specialize in using Senjutsu.

Wraiths[400CP]:
You are one of the many classifications of ghost that exist in this world. Wraiths are Ghost that drain the life energy of mortals to sustain their existence in the mortal world through kissing. Wraiths are incorporeal, allowing them to pass through solid objects. You can summon lesser spirits to entrap enemies, calling forth a multitude of ghost-like beings to hold down a foe. They also heal injuries quickly after attacks. Their outfit is tied to their health status and concentration, and will vanish if they lose concentration or are low on energy.

Pure Blooded Devil [400CP]:
Devils are beings that originated from the Underworld, created by the Original Lucifer using the body of his wife Lilith to form a military force to destroy God and his Angels. All Devils have enhanced physical abilities, such as superhuman strength, endurance, and heightened senses like sight and hearing. As creatures of the night, they can see clearly in the dark. Devils are able to fly using their bat-like wings, which can retract into their backs as if disappearing entirely. They also possess a passive ability called Language, which allows people to hear them in the language they're most familiar with, and vice versa.

Angels [400CP]:
Originating from Heaven, Angels are powerful beings who serve the Biblical God and possess the ability to inflict pain upon Devils, demons, and Fallen Angels due to their light-based powers. All Angels can utilize Light Power, which can cause severe damage to Devils and Fallen Angels. This power allows them to create numerous light-based weapons, such as spears, arrows, swords, whips of light, balls of light, and light rings. Angels also have the ability to fly using their feathered wings, which can retract into their backs as if they've disappeared completely.

Like Devils, Angels have a unique ability that allows them to communicate with different people from around the world without language barriers. They also possess enhanced physical abilities, including superhuman strength, endurance, and speed.

Devilukean [400CP]:
Originating from the depths of space, this alien species shares many similarities with devils, but with the difference that they don't have the capability to use magic at all. Instead, they possess superhuman strength, with their physical strength being pure brute force to the point where one punch can cause a shockwave and create a small crater on a wall without making physical contact with it. They also exhibit superhuman speed, being able to run 100 meters in 10.9 seconds. Their superhuman durability allows them to withstand heavy attacks with little to no injury, even internally, as demonstrated when one ate a particularly spicy sandwich without any noticeable effect. Additionally, their Devilukean tail can fire laser beams from the tip, and they possess a sonic scream powerful enough to clear an entire sky.

Goddess [600CP]:
Your body has a divine aura due to your extraordinary level of beauty and heavenly origin. Your beauty has been upgraded to an 11/10, and you now possess enhanced charisma, causing anyone to blush and drop their guard around you. Your body is immune to any form of degradation and aging. Additionally, your power can grow whenever you are acknowledged by others, with a more potent effect when recognized by people. Besides that, you have also gained enhanced physical abilities, such as superhuman strength, endurance, and heightened senses like sight and hearing, far beyond those of other races in this world.

Origins:

You may change your gender to female for free, and your age is 15+1d8 years. You may pay 50 CP to choose your age. You begin in your starting location with a letter containing instructions from either your client or your superiors. I just hope you are not stranded in enemy territory.

Independent / Shrine Maiden [Free]:
Oh look at you. You're neither good or evil but someone that walks the middle path of this world. Justice and profit mean nothing, nor does it matter who you fight with. No, you only care about one thing and one thing only; and that is to **hunt Yoma.**
You follow this philosophy as you dedicate your life to killing these vile creatures born from the negative aspects of the shinobi.
This Origin can be used as Drop-In.

Good Ninja [Free]:
Justice is your motto and mantra in life. Your sole duty as a shinobi is for the greater good of the people and to punish evil wherever it may come from.
You are most likely to come from a prestigious Shinobi family. Either from being related to a famous shinobi, coming from a family with a bloodline limit or even being adopted into one of either type. Whatever the case it might be you will mostly be taking one mission that helps and maintains order within the populace at a time.

Evil Ninja [Free]:
Look at what we have here, “evil” ninja. To be entirely honest you are what people first think of what a ninja should be. Someone who follows orders without question and will do any mission as long as you are paid.

Truly the ideal soldier.

A lot of backgrounds tend to lead up to this; either you come from the slums, a traitor, or even are simply the worst scum of the earth. The only thing that matters is that you have the skills to do your job, and the “loyalty” to see it through.

Monster [100 CP/Free for None Humans]:
You are not part of the human race, and your actions reveal a level of ruthlessness that transcends mere cruelty. In your pursuit of selfish desires, you have become something more than a mere antagonist. Your lack of empathy and your willingness to exploit any means necessary set you apart from the ordinary malevolence seen in others. Your methods are so extreme that they defy the moral boundaries even of the most nefarious individuals. You have committed to a path so dark and self-serving that it challenges the very definition of evil.

Regardless of your alignment with any specific faction or cause, your actions have placed you beyond the acceptance of even the most corrupt and ruthless ninjas. You have broken the sacred taboo by choosing to manipulate and employ the Yoma, as well as any other creatures that pose a threat to humanity, for your own twisted purposes. This deviation from accepted norms highlights your complete disregard for any form of restraint or moral constraint, marking you as a formidable and feared entity in your own right.

Perks:

Perks are discounted per origin and 100 CP perks are free if discounted.

General:

Welcome to Senran Kagura [Free]

Ok, when everyone of importance here is beautiful, being average looking may not actually be the best way to keep a low profile. That's why you are now at least a 8/10 in the looks department, not to mention a body with those trademark impossible curves that somehow don't hinder your work as a shinobi at all, despite the fact that your breasts and butt are probably bigger than a man's head.

Or you can be one of the few shinobi that have no chest at all. That happens.

It's your choice, and speaking of choices, pick one attribute that makes you stand out from other people. it could be being cute/kawaii, a hardcore badass, a stylishly cool gal. Anything, really. Pick one and your appearance will match it.

It's an Ecchi series after all… [Free/100CP]:

You are a shinobi and you will be stripped naked a lot. That's just how it is, because for *some reason,* any damage you take will be 100% absorbed by your clothes, eventually breaking them as if to reflect your status in a visually sexy manner. Because of this, as long as you are here being naked or partially naked in public won't bother you as much, and the taboo of being naked has been lifted from society's norms. You will get some perverted (or judging) stares from people but nothing more.

If you want to bring this perk to future worlds a payment of 100CP will be needed.

I Wear What I Want! [100CP]:
You have some good fashion sense. Any clothing that you think would look at you *will* look good on you. So much so that you have the freedom to wear any type of clothing into battle. Or public.

It can be a cute bunny pajama to very sexy lingerie, but people will just not question your eccentric choice of clothing. And as strange as it may sound, the clothing you wear will protect you as if you are wearing full plate armor. …of course, that's if you have the reserve of shinobi energy to maintain this protection, if not, well, say goodbye to that $200 piece of underwear.

Elemental Affinity [First is Free/200 CP Each]:
Every Shinobi in this world has the potential to use elemental attacks. For example, Homura uses the fire element, Asuka uses wind, and Yumi uses ice. Choose one element that you are naturally attuned to; it can be Water, Earth, Wind, Fire, Ice, Lightning, Light, or Darkness. The first element is free, but additional ones cost 200 CP each. Angels and Devils gain Light and Darkness for free, respectively. This doesn't count as the freebie they gained here.

Samurai Training [200CP]
You have been trained in the ancient class known as the samurai. You are proficient in the various arts of war, with your primary focus being on kenjutsu, the art of the blade. While this technique is traditionally associated with the sword, you have expanded its application to include unarmed combat and other weapons. As a result, you have mastered the use of the katana, bows, naginata, and rifles. Because of this, unlike most shinobi, you are one of the most proficient in weapon fighting when compared to your fellow shinobi.

Touki [200CP/Free for Nekomata]
Unlike most shinobi who primarily rely on Ninja arts or transformation states in battle, you have chosen to return to the basics of combat by unlocking your Ki, or Touki. Touki is the external manifestation of one's life-force, which wraps around the user as an aura. By harnessing this power, you achieve heightened offense, defense, and speed. Additionally, Touki allows you to damage others with even the slightest touch, defend against a wide range of attacks, and knock back foes with your aura.

Senjutsu [400CP/Requires Touki Discount for Nekomata]
You have mastered the art of using Touki to such an extent that you have unlocked the next step in its evolution: Senjutsu.

As a Senjutsu user, you possess the ability to sense the Ki and Auras of others, enabling you to track targets from great distances. This heightened awareness also allows you to see through illusions by detecting the flow of spirit or Ki in others.

Senjutsu is a powerful technique that can inflict internal damage by targeting an opponent's blood vessels and internal organs. By disrupting or severing an

opponent's Ki, you can cause direct damage to their spirit and life-force, potentially leading to their demise. The precision and invasiveness of Senjutsu make it exceptionally difficult to defend against. Additionally, you can use Senjutsu to disrupt the Aura of others, preventing them from using their abilities, or even forcefully putting them to sleep. Furthermore, Senjutsu allows you to extract curses and poisons from others by controlling their Ki, and it can be used to hide your presence to avoid detection.

Senjutsu also grants powerful healing capabilities, effective for both physical and mental conditions. It can relieve fatigue and even restore one's lifespan, though this healing method requires physical contact.

Magician [400CP/Free for Pure Blooded Devil and Angel]
You have now unlocked an ancient and powerful ability, originating primarily from the western nations of the world: Magic. This newfound power places you among an elite group of individuals capable of manipulating the very fabric of reality through intricate spells and arcane rituals. As a practitioner of magic, you possess the ability to create your own magical formulas for spells, allowing you to tailor your abilities to suit your specific needs and desires. The true beauty of your magic lies in its flexibility and adaptability—no longer are you bound by the need for verbal incantations. Instead, the power and preparation time are drawn directly from the magic circles you craft, each one a masterpiece born from the formulas you've meticulously designed.

At your current level, you have become adept at creating magic circles, complex symbols that channel and focus your magical energy. These circles are the key to your spellcasting, and with them, you can access an impressive array of abilities. You are capable of casting spells that can be found in most Dungeons & Dragons spell books, which grants you a vast repertoire of powers to draw from. This includes, but is not limited to, the ability to teleport across vast distances, wield devastating offensive spells, and summon protective barriers with defensive spells. Additionally, you have the rare ability to form contracts with monsters and supernatural entities, binding them to your will and summoning them when needed. These contracts expand your influence and provide you with powerful allies in your magical endeavors.

However, at this stage, your magic is focused on one primary specialization. You can choose between offensive magic, which grants you powerful attacks to decimate your enemies; defensive magic, which allows you to shield yourself and others from harm; or summoning magic, which gives you the ability to call forth beings and entities to fight alongside you or assist in various tasks. This specialization defines the core of your magical practice, making you incredibly potent in your chosen area.

Should you desire to expand your magical capabilities further, you can unlock additional specializations for an extra 200 CP. By doing so, you broaden your range of magical prowess, becoming a more versatile and formidable spellcaster. Pure Devils and Angels, due to their inherent connection to the mystical and divine, receive discounts on these additional specializations, allowing them to explore the full breadth of magical power more easily.

Honeypa Style:Flower of Balance Yin or Yang or Flash [200CP Each/incompatible with Compa Style]:
Now this is the core reason why most people play these series. The transformation sequences.

There are three fighting styles most used by shinobi in this world. First is Yin, or Frantic mode, the fun version where a Shinobi strips their clothes (yes, I am being serious), leaving them in their underwear, resulting in a considerable enhancement in speed and attack power. However, it is a double-edged sword, as it also incurs a significant penalty to defense.

And if you ask what would happen if you were already wearing an outfit like a bikini when using this…let's say your modesty will be barely protected. Don't worry, there will always be some cloth on you so you will never be fully nude (although the difference will be basically academic by that point).

The second is Yang or Shinobi Transformation, a technique where a manifestation of a shinobi's idealized appearance is conjured. The outfit acts as a shinobi's battle armor, and represents a warrior's motives, personality, and ideals, so large amounts of physical or psychological damage can destroy it, making it vanish into thin air.

This also presents another issue; some attacks could destroy whole buildings yet not harm the wearer as much, but particularly traumatizing attacks, even if they’re not as powerful, could knock even the greatest out of the Shinobi Transformation.

Regardless, it does grant you increased attack power; while not as much as Frantic mode, it also doesn’t decrease your defense directly.

Shinobi Transformation requires the use of a Scroll which can be hidden anywhere. Yes, even if you are completely nude, it will remain hidden until you use it. No, I don’t want to know where you hide it.

The last fighting mode is Flash. This fighting mode is somewhat esoteric as there’s actually no change on your outfit when activated. The main drawback to this form is that all of your ninja arts are sealed.

Why does this exist, then? Well, while in this mode you're able to more easily parry attacks, can do infinite air combos, and on top of that it cuts down on the time needed to master new techniques.

You can buy this perk multiple times, each costing 200CP, and because you're buying these abilities with a premium currency you've mastered the modes above, able to leverage the boons they give you to their fullest, and gain a mental wardrobe where you can edit what clothes appear when using either Yin or Yang (though you may find the customization on Yin to be *very* limited; you are just down to your undies in it, after all).

Compa Style [400CP/Discounted Goddess incopateble with teh Honeypa Style]
This is an alternative transformation technique that is popular among certain beings known as gods. Unlike the Honeypa Style, which is split into three different forms, the Compa Style has only one transformation form.

When activated, this transformation not only grants the user a new outfit—typically a skin-tight ensemble with a futuristic vibe and a dominant color theme—but also alters the user's body and personality. The physical changes usually result in a more mature and sexier appearance, complete with different hairstyles, new hair colors, and iris shapes resembling a computer power button. Personality-wise, the transformation often leads to a drastic shift, making the user more aggressive, mature, or calm, depending on their individual traits.

Beyond the physical and personality changes, this transformation significantly augments your physical abilities. While it may not boost your strength to the same extreme level as Frantic Mode, it compensates by offering greater protective abilities. However, unlike Shinobi Transformation, which results in clothing destruction after taking large amounts of physical or psychological damage, the Compa Style reverts your entire transformation if you're overwhelmed. Once reverted, you are unable to transform again for another two days as the damage you took was not fully absorbed by your outfit .

During this transformation, you also gain the ability to fly and hover just above the ground, thanks to the mechanical wings that sprout from your back. These wings not only enhance your mobility but also add to the futuristic, powerful aura that defines the Compa Style.

Ninja Arts [200/400CP, requires either Honeypa Style or Compa Style]:
Another benefit of harnessing Yin or Yang energy is the ability to use Ninja Arts: a powerful technique that allows you to summon a creature of your choosing to fight or assist you. This summoning can be partial, such as calling forth a bear's claw on your arm to strike at your enemies, or a complete summon where the entire beast is brought onto the battlefield. Unlike the creatures summoned through the magician's perk, these summoned beings are far more loyal to you, and their upkeep cost is significantly lower.

As a master of these Ninja Arts, you have the opportunity to choose one creature to be your familiar, a loyal companion that will serve you faithfully in all circumstances.

For 200 CP, your choice of creature is limited to mundane animals found on Earth, such as snakes, frogs, or perhaps a dog. These creatures, while not magical, are still formidable in their own right and can be used effectively in battle or other tasks.

For 400 CP, you can choose from a roster of more mythical and powerful creatures, such as Dragons, Giants, or even pure elemental beings. These beings bring immense power to your side, though the more complex and demanding the task you assign to your familiar, the more exhausting it will be for you. However, since you have purchased this ability with CP, you are granted a 100% affinity with your summoned creature, ensuring that it will never break out of your control.

Your bond with your familiar is unbreakable, making it a steadfast ally in any situation. Whether you choose a common animal or a legendary beast, this creature will be a crucial part of your journey, its loyalty and strength a testament to your mastery of the Ninja Arts.

Shinobi Ranks [Free/100/200/300CP]:
All shinobi start off as Shinobi Students when they first begin training at their Shinobi School of choice. You start off with the rank of Genin, the lowest possible rank and denoting you as a complete amateur in the Shinobi world.

For 100CP you are given the rank of Jounin. This is the average strength of someone that has taken at least 3 years of training within a Shinobi School. Unlike what you may have learnt elsewhere (*cough* Naruto *cough*), you are still considered a greenhorn in the shinobi world and still expected to only deal with missions linked to human conflicts.

For 200CP you are given the rank of Saijōnin. You are now a graduate of your school and have many years of experience fighting and killing Yoma. At your level fighting groups of any number of low level ninjas will be possible but will be very exhausting, and you have the capacity to face some mid-tier Yoma and survive.

For 300CP you are given the highest rank; Gokujōnin. You are the best of the best, the cream of the crop of your generation. Your abilities have risen to their peak and your stamina in battle is insane as you fight at full power for days at a time and suffer no ill effects either with shinobi or Yoma. But make no mistake while you still can improve your abilities have been soft-capped… unless you go for the Secret Ranks.

Secret Ranks [200CP Each/600CP]:
Unlike Shinobi ranks, these ranks don't actually directly increase the raw power level of a shinobi and a person can have multiple secret ranks. This is because these ranks define what specialization that you have achieved through your studies and deeds. Because it's not entirely known how many titles that actually exist and how to obtain them, you can decide on what you actually specialize in.

For example Gounin stands for a shinobi specialized in the usage of the lightning element. Or You could be a Kagenin, a shinobi that specializes in infiltration and information gathering (yes, that is a specific thing despite them being, you know, Ninja). The only rule that the secret ranks follow is that at the end of the rank the word -nin is attached. This can be bought multiple times.

There is a special secret rank, however, and that is the title of Kagura. If you buy this rank, costing 600CP, then congratulations! You are now the living apex of what a Shinobi is, having succeeded where many have failed.

The title gives huge prestige to you and your family, such that no matter what faction you follow they will see you as one of their leaders, and you have *earned* that title through blood, sweat, and tears; your skills and abilities make you almost invincible to entire armies of shinobi or yoma that are still lower rank than you. Your stamina and Shinobi energy reserves have been increased dramatically, too, empowering all of your techniques by a significant margin.

This is a capstone booster to all 600CP perks.

Independent / Shrine Maiden:

Complete Neutrality [100CP]

As an independent Shinobi you don't really care about the ongoing war between good and evil. Yoma are the only things you are interested in fighting directly. As long as you don't antagonize any faction within the same race as you, you will not be considered a threat and be overlooked as a potential threat. You also have a better time convincing the other factions to join you against threats that harm your species as a whole.

Witty Commentary [100CP]

Sometimes, staying on the sidelines and simply watching the battles between good and evil can get dull. That's why you've developed the knack for making entertaining and accurate commentary, keeping the audience engaged. You're now as skilled a commentator as legends like Howard Cosell or Ray Scott, able to introduce fighters, provide play-by-play, and announce winners with flair. Additionally, your voice is exceptionally clear, ensuring that everyone can understand your words, no matter your accent.

Miko [200CP]

Ah, the shrine maiden, also known as a Miko; a wholesome occupation that brings peace to the human soul. And occasionally featured in not-entirely-holy art.

That is now you, a maiden trained in the art of shintoism. This world's version of it, anyway. These include but are not limited to soul purification from Yoma corruption, barrier creation to hold in the Yoma, and Sealing techniques that negate the abilities of both yoma and Shinobi. You are also able to maintain and restore temples and any other deserted places of worship; after all, it wouldn’t do for a holy woman like you to not keep those sites up.

And as a bonus you are proficient with any one musical instrument.

Uneventful Days[200CP]
As an independent shinobi, you don't have a fixed income due to the limited nature of the missions you undertake. To supplement your earnings, you've become adept at securing low-level, entry-level jobs such as being a waitress or a store clerk. Additionally, you always manage to get the most convenient shifts, ensuring that you can easily fit in your missions, including those involving the extermination of Yoma.

Festival Creation [400CP]
Yoma are a danger to the human world. But who says that you can’t have fun while training to defeat them?

You now have the ability to choose an activity, no matter how nonsensical, and create a festival around it. People who participated in these festivals will gain either a hidden ability or technique to fight evil-natured creatures, a wish granted that is within reason (can’t be used as a power booster or to break the natural order of the world), or have grown in strength as if they were training hard for years.

The drawback here is that you can't actually participate in the festivals that you made yourself, or at least you can’t actually gain anything from the experience: You are, after all, the host. You also can only hold a festival once a month and the same festival can be held only once a year.

Genius [400CP]
You are one of the rare shinobi with a genius-level IQ, enabling you to create advanced high-tech gadgets that most shinobi in this world would never even dream of using. With your intellect, you can design and build a variety of cutting-edge devices, including tablets, smartphones, small robots, androids, and even giant mechs. However, the primary challenge you face is obtaining the necessary materials and equipment to bring your creations to life.

Yoma Killer [600CP]:
Shinobi and Yoma can never find peace. You understand this better than anyone else, and so because of this you have trained like a mad (wo)man to fight and completely eradicate them.

You now have an encyclopedic knowledge of every known Yoma in existence, alongside the know-how to utilize this knowledge on the field with perfection. Even if you are fighting a Yoma several times stronger than you, the odds of you winning will always be in your favor.

In future Jumps this knowledge will include any monstrous creatures that are a threat to your race.

Capstone Boosted: The Kagura
Looks like you are a Kagura now. No, not something that comes from your secret rank, this is something else entirely. You are now the perfect weapon against the Yoma, a unique being of which there is only one other in the whole world.

You can now freely adjust your body's age, allowing you to appear as a child or an adult at a moment's notice, and this new nature of yours drastically increases your fighting powers, making you almost unstoppable while fighting the Yoma or any other threat against your race.

Eventually.

Whenever you kill a Yoma or any other evil creature they will drop red orbs. These red orbs, when consumed by you, will increase your power level depending on the strength of the yoma you killed, gradually unlocking more powers along the way as well; teleportation, spatial manipulation, this is but a taste of what will all come to you as you consume more orbs.

There will be a limit on how much you can grow by consuming these orbs, but that limit isn't exactly low by any stretch. With enough time, only the greatest of shinobi could ever have the slightest chance to defeat you at your strongest, and Yoma? They will be like wheat before the scythe.

Just be careful and don't overeat.

Genetic Weapon[600CP]:
Your origin in this world was far from natural; you were created as a byproduct of a heinous individual's desire to craft the perfect weapon. Designed to be an instrument of destruction, your existence was intended to be lethal from the outset. However, you managed to escape from this malevolent creator and now choose to live according to your own desires. Here are the abilities you gained as their little lab rat.

Transformation Ability: This ability allows you to morph almost any part of your body into animate objects, primarily weapons or tools. This transformation is facilitated by nanomachines circulating through your body. While this power is versatile, its excessive use can overheat the nanomachines, leading to weakness and potentially causing you to lose consciousness.

Weapon Transformation: You can alter any part of your body into various weapons, such as blades, claws, or mechanical gauntlets. This ability also extends to creating non-weapon objects, including medical equipment. The adaptability of this power makes you highly effective in combat and in scenarios requiring a range of tools.

Hair Manipulation: Your hair can be controlled and reshaped into various forms, from weapons to large constructs like fists or dragon heads. It can also be solidified into metallic objects, providing you with additional versatility in both offensive and defensive situations. This ability allows you to create a wide range of constructs, though you use it less frequently in combat.

Body Transformation: You can change your body size and physical features, enabling you to appear more mature or adjust specific attributes, such as increasing your breast size. This transformation capability allows you to modify your appearance to suit various needs or situations.

Partial Animal Transformation: You have the ability to grow animal-like features, such as feathered wings or a fish tail with gills. These transformations enhance your combat capabilities and swimming abilities, providing you with additional advantages in different environments.

Attire Transmogrification: You can temporarily alter your clothing, such as changing a Gothic outfit into a cute dress. However, this transformation is not permanent and will revert after a certain period. This ability allows you to adapt your appearance for specific situations or events.

Capstone Boosted: The Darkness
It seems the scientists who created you had a final, dark surprise in store. They implanted a protocol known as "Darkness" into your system, turning you into a formidable weapon of unparalleled destruction. When activated at will , this form exposes around 90% of your body, leaving only minimal private areas covered.

In this form, your abilities are significantly amplified, and you gain several new powers:

Limitless Transform Ability: The Darkness form represents the ultimate expression of your transformation powers, eliminating all limits and transforming you from a mere anti-personnel weapon into an anti-City threat.

Matter Manipulation: You gain the power to control physical matter by applying your transformation abilities to it. This includes manipulating water and solid materials, such as creating giant hands or statues from earth and controlling water to solidify or reshape it.

Energy-Based Weapons: You can construct weapons made of pure energy, further expanding your offensive capabilities.

Good Ninja:

Fun and Fluffy Days [100CP]:
Being a Shinobi is hard, that's why you should enjoy your time with your friends and allies. Now no matter what the setting of the world you go to you will always find ways to enjoy the small things in life. Like eating a cake while a zombie apocalypse happens.

Or going on a Yuri-filled date even though the rest of your allies were captured by the enemy.

Diligent Student [100CP]:
As a member of the good shinobi faction, you have to adhere to numerous rules and regulations. To tackle this responsibility effectively, you've developed a strong sense of diligence and time management. Your commitment to training and studying reflects your serious approach to mastering both the physical and theoretical aspects of your role. This meticulous attitude helps you stay on top of the complex guidelines and ensures that you’re always prepared to meet the high standards expected of you.

Healing Presence [200CP]:
Well, aren't you loved by everybody? No matter who you are or where you come from people will tend to gather around you. You just have that sort of aura that makes people trust you. Not only that, whenever you are around people, little by little any past trauma they might have will begin to heal somehow. This will take some time, however; at minimum it will take 3 years before that wound can fully recover.

Sensor Type[200CP]:
As a shinobi, you have honed your sensory abilities to a remarkable level. Your skills allow you to anticipate the appearance of Yoma within your city, even if they manifest outside your direct line of sight. Through diligent practice and extensive training, you've mastered the art of detecting the subtle signs of Yoma activity. This advanced sensory capability enables you to sense their presence before they fully materialize. Your sensory range extends over a radius of approximately 12 kilometers, providing you with a comprehensive awareness of potential threats in your vicinity.

Inspirational leader [400CP]:
When you give orders people listen, when you are there the group works like a well oiled machine. As long as you work as a group the effectiveness of your moves will increase based on the number of allies you have in that one battle.

Not to mention the longer your allies fight together the closer and well coordinated they become. Three genin might have a chance of defeating a Gokujōnin with the right amount of teamwork.

Nobel Birth [400CP]:
You are now part of some noble family of shinobi found in this world you could be a sibling of Asuka or Yumi or you could be the last member of your clan.

Regardless with your noble heritage, you have the privilege of learning from the finest shinobi instructors and accessing the most comprehensive texts on shinobi arts. This background provides you with unparalleled opportunities for growth and refinement in your skills. Your potential is nearly limitless, allowing you to push the boundaries of what's possible in your training and abilities.

The Power of Friendship [600CP]:
Yeah, this trope is also prevalent in this series. Inevitably so, one might say.

As long as you have someone you want to protect or save from the bottom of your heart, then you will find a way to do so. This does not bend reality or stretch plausibility, but instead gives possible solutions with your current skills and abilities to use and save your allies. Just remember you can still fail if you're not careful.

Capstone Boosted: Justice will Prevail!
Of course. Looks like your love for your friends isn't the only thing that gives you strength; your ideals work just as well. Choose one ideal you follow; it can be Justice, Evil or even Love. As long as this ideal is threatened and you are being pushed to the edge, you can enter a special mode called Super Frantic mode. Where you strip *completely* naked (no strips of cloth to maintain an illusion of modesty this time), but gain a power boost similar to something like a Super Saiyan (at least when comparing your normal and Super Frantic states). You have no defense at all in this form so one hit can knock you out or even kill you. But with the power to destroy mountains and fight beings on the level of gods on somewhat even ground, a little bit of risk should be worth it when your dream is on the line.

Training Montage[600CP]:
Sometimes, strategy and guts alone aren't enough to defeat one's enemies—sometimes, a training montage is essential. That's why, whenever you and your close friends embark on training camps or engage in intensive training sessions, the effectiveness of your training is significantly enhanced. Your presence as the central figure of your group ensures that your training is 30% more effective. This boost in effectiveness is due to your role as an inspiration to your team, motivating them to push their limits and improve. Whether the objective of the training is focused on shinobi skills or something as unexpected as pastry making, your influence ensures that the training yields impressive results.

Capstone Boosted: There Is No I in Army
It seems your ability to inspire and lead extends far beyond just your close friends. Now, your presence significantly impacts the effectiveness of entire armies. When you lead or train a large group, whether it's for combat preparation or other skills, your influence ensures that the training is 60% more effective. This enhanced effectiveness means that every training session under your guidance yields greater results, making you a key asset in preparing and improving the skills of even the largest groups. Your presence acts as a powerful catalyst, boosting the morale and efficiency of those you train.

Evil Ninja:
Emotions are Unnecessary [100CP]:
Well looks like you've finally thrown away those useless emotions, huh? Perhaps that is for the best in this line of work, for having sympathy or a conscience in this line of work can be fatal. You are now able to freely shut off and turn on your emotions at will. After all, it may be useful on the mission but you still want to enjoy that hot bun right after.

Bad Luck[100CP]:
Your presence now causes your targets and enemies to experience minor forms of bad luck, akin to the superstition surrounding black cats. This aura of misfortune affects their efforts and decisions, leading to small but significant inconveniences and mishaps. Whether it's a misfired shot, a missed opportunity, or an unexpected slip-up, your mere presence seems to create a ripple effect of bad luck, making it even more challenging for your enemies to succeed against you.

We are Evil So We Lie! [200CP]:
Lies and deception are a key factor to survive in working in the dark side of humanity. You are now proficient at lying on the spot, able to tell believable tales in order to get your way. Want to kill a target but some goody two-shoes are blocking you? Spin a tall story about how the person they are protecting is actually a corrupt official and have them do the job for you.

Well, just be careful. As with all stories, if it's too absurd and without any basis, then it may just not work.

Not A Suspect [200CP]:
Despite being a significant threat, people often overlook or underestimate you. This could be due to your seemingly adorable appearance or an inexplicable tendency for others to forget your presence. This trait proves remarkably useful for your missions as an evil shinobi, allowing you to move unnoticed and execute your plans with less resistance or suspicion. This skill of being easily forgotten or underestimated provides you with an edge in achieving your objectives and navigating through various situations with greater ease.

Master of Espionage [400CP]:
In this day and age most information is stored in cyberspace, and is thus mostly encrypted so the most critical pieces are almost impossible to crack.

But for you, it's just another day in the office (or field, or bedroom). No matter how difficult a piece of technology is to hack, you've got the skills to do it in a matter of minutes, gaining control and stealing any information on it without tipping anyone off. But that's not all you can do with this; you are also able to create dangerous chemicals that are odorless and tasteless even to shinobi. The effects are up to you; it can be aphrodisiacs (if you're feeling particularly trollish), cause instant death, or even turn people into giants.

Wait, what?

Fighting Dirty [400CP]:
In battle, you view fairness as a mere illusion, seeing it as a choice between being the killer or the killed. This perspective has made you a master of underhanded tactics. Your expertise in playing dirty allows you to outmaneuver both experienced shinobi and groups. You use psychological warfare to disrupt your enemies' focus and strategies, and you're skilled at executing surprise attacks and assassinations that bypass defenses. This combination of mental manipulation and tactical surprise makes you an exceptionally formidable and unpredictable opponent.

Elemental Mastery [600CP]:
Looks like you have mastered your element. *Really* mastered it, to the point where you can imbue your eyes and hair with your element. As a result of this supercharge, your elemental attacks have been boosted greatly and as a bonus your element now ignores any resistance the target may have.

Yeah, that's it. Pretty simple.

Capstone Boosted: One with the elements
Holy…Right. Now you've reached an even higher stage of elemental mastery as you now have reached a new type of transformation called Elemental Awakening. Here your elemental attacks have increased further than ever before, and you become capable of creating weapons from your element. Not to mention your elemental attacks now take significantly less energy to perform by the sheer virtue and nature of you completely merging with your element.

Fighting Alone [600 CP]

The scars of civil war have deeply affected you, teaching you that only you can truly rely on. This harsh reality has shaped you into a lone wolf, where your power and stamina significantly increase the more you are outnumbered. On the battlefield, this transformation turns you into a formidable force, allowing you to face and overwhelm entire armies with unparalleled ferocity and skill.

However, this increased power and stamina come with limits. Despite your enhanced abilities, you are not invincible. Recklessness and overconfidence can lead to serious consequences. It's essential to balance your formidable solo prowess with caution and strategic judgment. Knowing when to strike and when to retreat is crucial for maintaining your survival and effectiveness in battle.

Capstone Boosted: One Army Machine
About that part of you being not invincible, that is a lie as now no matter what happens in battle as long as you fight alone your body now has no limit on the stamina as you can now fight for days without the feeling of fatigue piling up and that your attacks now cut through any defense like wet paper. Also, your body will only shut down when your head is blown off or all of your key organs are gone.

Monster:

Presence Of A Beast [100CP]

You are a beast in both body and mind. Whether you decided to throw away your sanity or were a beast from the start doesn't matter. What matters is that you are now incredibly intimidating to everyone around you, and they know better than to mess with you.

I am hungry [100 cp]:

As a creature of this world, your insatiable hunger compels you to hunt and kill humans. You have become an expert at locating your prey, and you've perfected a method to satisfy your hunger. Whether by chasing them down as they flee in terror or by silently ending their lives as they sleep, the fresh blood of humans is the most nourishing sustenance your body craves.

Camouflage [200CP]

It's one thing to conceal yourself in the shadows, but becoming entirely invisible is far more advantageous. With this capability, like several other monsters in this world , you possess the talent to render yourself completely unseen. Even to the trained Shinobi.

Striking From The Blind Spot [200CP]

Dealing with interruptions to your energy harvests from bothersome Shinobi has been a persistent challenge. However, you've now developed a skill that lets you turn this to your advantage. Through careful observation and strategic calculation, you've mastered the ability to identify the optimal time for your hunts. Once per day, you gain insight into the precise moment when all the Shinobi in a city or town will be fully occupied, rendering the populace defenseless against your predation. With this knowledge, you can strike with confidence, ensuring a successful and gruesome hunt. This skill isn't restricted to Shinobi; in future worlds, you can use this perk to target any enemy faction you choose from the beginning of your jump.

Curses Creations [400 CP]:

As a monster, you've grown weary of being limited by physical constraints and are now in search of inventive ways to obtain the blood you crave. With this new ability to create lethal curses, you hold a powerful tool for executing your targets in gruesome ways. You can craft your curses to elicit the most extreme and disturbing reactions from your victims. Whether it's driving them to commit suicide or inducing them to leap from buildings, your curses are designed to cause maximum chaos and suffering.

Each curse you cast ensures a rich harvest of human blood, allowing you to savor the essence it provides. No one is safe from your dark spells, as you continuously seek out new victims to subject to your horrifying schemes.

Humanoid Form [400CP]
Excuse me, what the fuck? Your form's almost human like, and you can speak…this is an utter abnormality. How is this even possible and…how can you carry a human child?

You have gained a human form that drastically increases your fighting power as now your intelligence has soared not that of a mere beast but of a seasoned warrior. Not only that, you now can mate and conceive a child with humans, creating horrid beings called halflings. In future Jumps, you can reproduce with any race you encounter, ignoring the normal biological limitation.

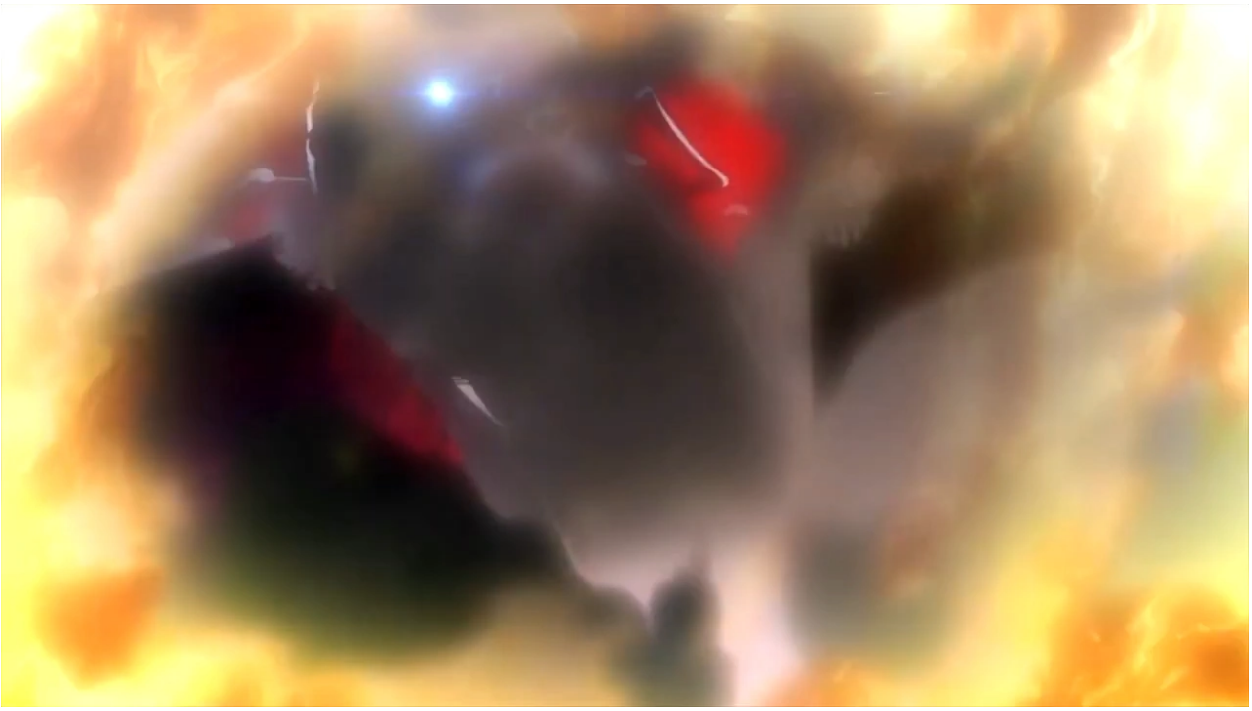
Giant Beast [600CP]:
Well, looks like the Shinobi here are fucked if you're here. You are now a Giant monster the size of an ancient Japanese castle. You also gain the following effects because of your size; Demonic Possession (the ability to control people's souls, in case you're unfamiliar), the ability to revive yourself once per jump or every 10 years, a gigantic increase in power and defense, and a regeneration ability potent enough to regrow any lost limbs.

As this would obviously be rather unsubtle and run counter to attempts at remaining under the radar, you can transform into a more "normal" size and shape as you please.

Capstone Boosted: Shin:
What fun. Humanity may be screwed…After all you are the rival of Shin. The Origin of the Yoma, its king. You are now the size of the moon and your strength is absurd to the point that if your enemy has not reached the rank of Kagura any attacks on you would just phase through like it was nothing.

But that's not the only thing that makes you humanity's greatest threat. That would be your ability to endlessly spawn any Yoma in existence. These creations are completely loyal to you and will hunt down any human to feed your hunger. Just be warned Humanity will take notice of your existence and will make preparations to fight you. So tread carefully because if you are sealed away in this jump it will count as a chain failure.

No, you cannot transform back into something more normal-sized until *after* the jump is over; can’t have you sneaking away that easily.



Items:
General:

Shinobi Weapon [100CP]
Did you seriously think you were going in without a weapon? Well, some gals get away with it, but do you really want to risk it?

Choose any weapon you can think of as your shinobi weapon. It can be a scythe, old bolt action rifles (with a goddamn axe for a bayonet), chakrams; even a bag filled with candy is viable here somehow. No matter what you choose it will be a deadly tool of war in your hands and an excellent conduit for your elemental attacks. You may import any weapon into this.

Wardrobe [200/400CP]
Well, looks like you have some fun clothes here. Looks like we have some sexy lingerie, swimsuits, skin tight Taimanin suits (thank your lucky stars this world ain't something even worse), or even meido outfits. These are a few examples of what clothes you can have in this wardrobe. The only limitation is that these clothes don't have any abilities, but if damage ends up destroying them, they will reappear in the wardrobe. And as a bonus there seems to be updates with clothes that match the fashion sense of future and past world in your jump.

It's when you pay 400 CP here is where things become interesting. The wardrobe gains another function, that of sacrificing any clothing/armor you have to it to gain something more suitable for this world. For example, you have armor that is resistant to thunder damage. Then you sacrifice that armor, and now you can get a bikini with lightning resistance or even a school uniform with that property. Just to let you know this Item can't be used to simply multiply items or their effects. Think of it as a skin that your armor now has.

Independent / Shrine Maiden:

Shrine [100CP]:
Well, you are a shrine maiden after all. Taking care of one is literally part of your job description and title. It has a barrier that protects it from the presence of Yoma, and it gives you a source of income as there is a shop that sells charms with effects of your choice.

Sealing Scrolls [200CP]:
Looks like you found this ancient scroll used by your ancestors to fight the Yoma. Written in this scroll is a technique to seal, or to use the correct term, permanently banish the yoma or similar evil creatures from the human world. So far no yoma that was banished by this technique has ever returned. This technique deals a heavy toll on your body, though, so be careful. If used too many times well you won't be breathing much (or at all) after.

Festival Props [400CP]:
Well, if you're going to make a festival you will need some materials and props. Here is a stash of items that will help you in setting up the festivals you're planning.

Depending on what festival you're doing the stash will update to meet your needs. Want to throw a birthday party sure the stash is filled with items fit for a birthday; confetti, party poppers, even the customary hats and cakes. Want to host a jet boat race? Now you can be sure you have the paperwork to use the waterways, audio equipment, and the several jet boats that you can lend to the participants. The only limitations are that you can only use this stash once a month and must not be used to actively harm another individual. After the jump, this stash will be stored as an attachment to your warehouse.

Hidden Island [600CP]:
Ahh. a beautiful island out in the middle of nowhere; looks like you hit the jackpot. This wild and untamed island is perfect for cultivation and building projects. Not to mention as long you're here on this island you are completely cut off from the rest of the world.

If you want to be completely off the grid, here is the place to be. And, hey, isn't that a friend of yours? An old….and *dead* friend?

Yup, here on this island it's possible to interact with the dead, even beyond jumps. The dead are identified by the halo on top of their heads and can never leave the island, nor can they somehow be resurrected here.

If you have people you want to meet again this is a good place to start.

Good Ninja:

Snacks [100CP]:
Yatta, you have snacks!!!

Ahem. It refills everyday and can be any type that you like. Just don't eat too much and get fat, okay? The waistline can get a bit chubby like that.

Super Ninja Scroll [200CP]:
This scroll contains the ultimate technique. It will be very draining to use, with the power to match, and at the beginning can't be used more than once every few days. But don't worry, it also contains a manual on how to train to reduce the negative side effects.

Unfortunately it will also take you several years to reach this point. What is it specifically? Up to you.

Generation Wealth [400CP]:
Looks like you came from a prestigious bloodline. Your family is utterly loaded with extra cash, enough to give you a mansion of your very own design. It comes equipped with a pool, a training dojo and even servants that will take care of the place.

Just remember, they can't be imported as companions and have next to no battle potential.

Jumper National Academy [600CP]:
You are now given control of a prestigious school that has several thousand students. You can decide the emblem, gender ratio, curriculum and uniform of your school. But that's only on the surface as the school hides a training facility for shinobi. The ninja training course is a program meant to raise the next generation of shinobi, as I'm sure you're familiar with now. This school is fully staffed with competent individuals that can teach both the normal and shinobi students.

Evil Ninja :

Steady Missions [100CP]:
You are given a laptop. On it there is a special app that gives you a list of missions that you can take for some extra cash or to make a name for yourself. In the beginning you will be given only low rank missions but as you continuously prove yourself, better and more numerous tasks will become available.

Beats starving on the streets or trying to take odd jobs you aren't prepared for.

Elemental Scroll [200CP]:
Pretty simple, really. This scroll is special as it gives the user the option to permanently add elemental attacks to their normal attacks. The element(s) you get will be the same one(s) that you have an Elemental Affinity for.

Tools of the Trade [400CP]:
As a shinobi working with the shadows, you will need some extra tools to do your job. You are given smoke bombs, Kunais, shurikens, bomb tags, guns, bullets, poisons, and a mask that hides your identity.

Not every ninja can get away from places without a vehicle, and lucky you, you also get a vehicle of your choice, whether it be airborne, seabound, or land-based, that is completely invisible to radar, or any sort of detection. Perfect for a quick getaway.

Corporation [600CP]:
You are now the CEO of a multi million dollar company. Choose what your company specializes in. Your company can be left alone and it will still give you a profit. It also has a R&D department that you can use to research any field of your choice. The success and failure of your research will depend greatly on how you contribute to that project with either material or knowledge from previous or future jumps.

And don't worry, your side projects, no matter how catastrophic, will not affect the rest of the company. That is shockingly common elsewhere.

Monster:

Disguise Kit [100CP]:
A monster in human lands needs to hide their more monstrous features. Therefore, this mask will help you in that endeavor. When you wear it you transform, and gain a human form that hides the unnatural aura of Yoma. Hide in the human world without any worries. Just be wary of more inquisitive shinobi.

Scroll of Creation [200CP]:
This scroll contains the knowledge on how to create Yoma with the blood of shinobi. The Yoma that are created through this process are loyal to you and have the abilities and aspect of the original shinobi the blood came from. Therefore it's better for you to collect blood from strong shinobi if you want more effective machines of war. Curious how that works out.

Portal to the Yoma World [400CP]:
You have a ring that, when used, is able to create a portal to the world of the yoma. This is useful for you as you can quickly travel anywhere in the human world by using this ring as a shortcut. In future jumps you can use the ring to enter other worlds in the same universe and ignore any negative effects that may come from entering those worlds.

Yoma Weapon [600CP]:
Well, that's interesting.

You now have a weapon made from the flesh of another Yoma. This weapon is also sentient and completely loyal to you. As long as you wield this weapon you will be a beast on the battlefield even if you are a complete novice.

The more blood this weapon drinks the stronger it becomes, and it also gains abilities based on the blood it drinks.

…Yes, you can import another weapon into this. It'll gain all the boons. Don't ask me how.

Companions:

My Old Team [50 CP]:
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 (200 CP):
A shinobi is nothing without their friends! Buying this once will allow you to add any four friends or allies you've made here as companions. This includes any canon character (yes, even New Wave girls) but anyone stronger than you will likely be unwilling to carry the party, as it were. You may buy this multiple times.

Drawbacks:

Rule 63 [+0]
Well then… looks like we are entering a world where instead of focusing on the Kunoichi but instead the *shinobi*. If you want to see bishonen ninjas ripping each other's clothes off, be my guest.

18+ [+0]:
Really? Alright. The setting just became a lot more lewder 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.

A Complex [+100CP]
Well, you have a complex about…something. Maybe it’s because you're flat while all of your friends have those lumps of fat on their chest. Maybe you're insecure about coming from the slums. Either way your friends will make slight remarks about this, and not necessarily playful ones, for the rest of the jump.

Too Much Fanservice [+100CP]
Uhhh…

How do I put this? The rate of you being stripped naked has been increased expenationaly. Expect to be left in your birthday suit every other day. I hope you have a backup set of clothes…or are fine being in Frantic Mode more.

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…

Please Let Me Hide My Face [+200CP]:
You have a problem with showing people your real face. You can remedy this by wearing a mask and still function like a human being, but you should still expect to lose your mask every day at least once and at the worst possible timing.

And I forgot to mention when you lose your mask you're completely useless?

I Hate Being Poor [+300CP]:
And unfortunately, looks like the fortune gods hate you. No matter how much money you make you will lose most of it through either scams, careless spending or just from sheer bad luck.

But look at the bright side, you'll at least have enough money to rent a crappy apartment and eat one meat bun everyday.

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.

My Nemesis [+400CP]
Wow. You have a rival and that person is the exact opposite of you in several areas. Mostly in personality and ideology as a shinobi but the most vexing part is that you will not be able to defeat her alone for the first 8 years of your stay here. She 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.

A Perverted Magnet [+400CP]:
I apologize, but damn, you are really in a bad situation as a group of powerful shinobi have found you beautiful so they want to grope your body 24/7. Good luck at escaping them as no matter where you hide, where you run and how many you defeat, they will always come back more perverted than ever.

The Yoma Invasion [+600CP]:
Oh, cock. This is bad.

You've entered a timeline where the Yoma have invaded the human world en masse, and so humanity is on the brink of destruction. You need to save this world from their vicious attacks. Just remember the only way to stop them is to kill Shin, the originator of the Yoma. So good luck in killing a Yoma the size of the moon. If you are a Yoma then the opposite has occurred, with the first Kagura launching an attack and destroying your world.
Have fun.

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. Wood, fire, earth, metal, and water are the actual lore elements given in the story. But there so many different exceptions given by the games that I decided to list every element that has appeared in the 3ds, ps, and mobile games.

2. In the games not every Character has a summon creature as when using Ninja arts. Like Murasaki she summons big blobs of darkness when her arts are activated

3. Festival Creation is something i add because of some of the crazy game play styles that Senran kagura series has added and justified them with the destruction of Yoma or similar purposes. Like in senran kagura Peach beach splash where you play an Epic water gun fight to honor a water god. All while shooting water at cute girls

4. For Yomas that took Giant Yoma with Humanoid shape they gain the ability to freely grow in size with the smaller the size the more human you look while the bigger you become the more eldritch you become .

5. I took many liberties when making this jump as there are many differences in setting and lore between the different games

6. The supplement was added because of the sheer amount of crossovers that the senran kagura series have.like withe Neptunia series, Queen's Blade, To love ru, dead or alive and many many more.

7. This jump is my attempt to update a jump made by SoftAnon !!pnhSfPlXt15

8. I will make updates to these jumps based on the feedback I receive and please be patient this the first jump I finish making and English is not my first language.

9. Note from hanwen1234/Ammy: Hi, I'm the beta to the doc. I needed to rewrite a lot of the jump. Unlike saiman,

I’m not ESL. Thanks for having me!

10. Note from hanwen1234/Ammy: Yes, R18+ probably does what you’re thinking. Please lewd responsibly.

11. Upgrades to version 1.0
    - Increase ages limit from 12+d8 to 15+d8
    - Increase the font size to 13
    - hanwen1234/ammy did not edit this version but will keep him as a editor from previous versions out of respect
    - Remove and rearrange pictures to be more pleasing for the eyes.
    - Adding Races
    - Remove Yoma as an Origin and made it into a full race
    - Added Monster Origin in Yoma place
    - Add perks to all origins