



Welcome to the world of *Shinmai Maou no Testament*, a light novel series by Tetsuto Uesu. At first glance this world may resemble the modern one you know, but peer beneath the surface and you'll find a hidden history of gods, devils, and heroes lurking in the shadows. For centuries, human heroes have waged war against demonic invaders while the gods callously use humanity as a shield against their enemies. But a generation ago this war was brought to a sudden and unexpected end by the efforts of the newly-crowned Demon Lord Wilbert, who negotiated a truce and withdrew all of his forces from Earth.

Sadly, this peace would not last: though Wilbert was beloved by his people and earnestly desired peace, he fell ill and died after only five short years of rule, and his hard work was undone by his political rivals. But Wilbert's legacy lives on in the form of his daughter, Naruse Mio. Raised in secret in the human world by his most trusted aides as a normal girl ignorant of her heritage and even the very existence of magic, Mio awoke one day to discover she had inherited her father's vast magical powers as well as his many enemies. Her foster parents were cut down by an assassin before her eyes and Mio barely escaped with her life thanks to a timely rescue by the succubus Maria, an agent of Wilbert's moderate faction.

One year later, seemingly-ordinary high school student Tojo Basara discovers that his father has suddenly decided to remarry, and he has two little sisters to meet: Mio and Maria Naruse. Basara quickly discovers that the marriage is a ruse, but his erstwhile little sisters aren't the only ones keeping secrets: Basara and his father, Tojo Jin, are exiles from the Hero Clan, and possibly the only ones who can keep Mio safe from her enemies. Despite their deception Basara adopts Mio and Maria as his little sisters for real, vowing to protect them from anything that might threaten them... even if that brings him into conflict with his former clan, the new demon lord, or even the gods themselves.

You begin this jump roughly one month before Jin first encounters the Naruse sisters and decides to take them in, and you'll be here for ten years. Take this **+1000 CP** to help you prepare for this journey.

Location

Tokyo, Japan

The most iconic of Japan's major cities and home to the Tojou family for most of the story. This city needs no introduction, but the part of it most relevant to this story can be found on the suburban outskirts, where Hijigazaka Academy is found. The rest of the city is just a short train ride away. While Tokyo has its share of magical creatures and empowered humans, none of the three factions calls Tokyo its territory, leaving it a relatively safe neutral starting point. For now, anyways.

Hero Clan Village, Japan

Hidden deep in Japan's rural countryside, the home village of the hero clan and its surrounding territory is hidden under a powerful magical veil that hides it even from orbiting satellites. The land here is powerfully sacred and hinders any use of demonic power; any demons who begin here are strongly advised to leave *very quickly*, but non-heroes in general aren't especially welcome either.

The Vatican, Italy

The global headquarters of the entire hero faction, the Vatican is one of the holiest cities on Earth for what should be obvious reasons. The city's patriarch in this world is not his holiness the pope but Albareos, the Holy King, who is about as corrupt and vile as a man supposedly of the cloth can possibly get. Apart from the city's supernatural background it's largely the same as it is in our world, just don't go poking around in too many dark places lest you find secrets the church would kill to keep quiet.

Wildart City, Demon World

One of the larger cities in the underworld, Wildart City is the stronghold of Wilbert's moderate faction and probably one of the friendlier places for outsiders to visit. Lord Ramsas rules the city in Wilbert's absence, fending off incursions from the other factions and keeping the peace almost as adeptly as his predecessor once did. However his leadership leaves something to be desired in his citizens, who hold out hope that a leader as strong as Wilbert might arise to lead the moderate faction again.

Origins

All origins can be taken as drop-in options, gaining no new memories or background in-setting.

Observer

You're an oddity in this story, neither hero nor devil and maybe even someone who really shouldn't be here at all. Though this isn't your story you can make your presence felt all the same, manipulating events to your liking from the shadows or getting directly involved at your leisure. Your support will make or break the events of this story and help forge boys into men and men into great heroes or terrifying villains.

Hero

Despite the name the heroes of this world aren't very heroic at all, being more concerned with preserving the world rather than the people living in it. Perhaps you're a member of one of those clans or perhaps you're an exile who walked away from that life, but either way you've got the training and the power of a hero. The only question now is what will you use it for?

Demon

The much-maligned villains of humanity's secret history, modern demons are not the vicious hellspawn that their predecessors once were. Though some in hell still follow the old ways, many more would give up the war against man and god to live their own lives if their leaders would only give them that chance.

Age & Gender

You may freely choose your age and gender for no additional cost.

Discount Rules

Perks and items associated with an origin get a 50% discount off the listed price. All associated 100 CP options are free for that origin.

Perks
General

No Consequences Ever (Free)

For all the lewdness in this world there's an awful lot of contrived reasons to avoid going all the way, as it were. Aside from the normal risks of pregnancy and STDs there's additional supernatural risks like losing certain kinds of magical powers if you lose your virginity, and an unplanned pregnancy can be even more devastating than normal when you risk involuntarily donating your power to your unborn child. Thankfully you needn't worry about things like that. STDs may as well not exist, pregnancies only happen when you want one, and if anyone *does* get pregnant they'll have a perfectly normal and healthy pregnancy devoid of any mishaps or health problems, supernatural or otherwise. Whether your lovers find anything strange about skimping on protection or not is up to you, some people get a thrill out of playing dangerous games after all, but either way you won't need it to avoid any unwanted surprises.

God of War (300 CP)

In the entire history of the hero clans few names have ever gone down in legend like the name of Tojo Jin, the strongest of all heroes. A remarkable genius who earned his nickname as a teenager, in his prime the God of War was an invincible juggernaut who slew dozens of high-ranking demons, and was even said to be a match for the gods themselves. That same obscene talent for battle resides within you: you possess a mind capable of mastering the most complex strategies and fighting techniques and a body with almost limitless potential for growth. Your tactical genius is unmatched, allowing you to create multi-layered plots on the fly and rapidly adjust those plans to sudden shifts in the battlefield conditions. This same brilliance allows you to master new fighting techniques, learning in days or weeks what most will only manage after many years of training. You can even refine those techniques further than anyone else, gaining flashes of insight mid-battle that can lead you to whole new levels of power with any techniques you've mastered.

Observer

Wheels Within Wheels (100 CP)

Subtlety is a must when dealing with supernatural forces, especially if you're also living among normal humans who run the risk of getting caught in the crossfire. That's why you've come to master the art of double-speak, masking conversations inside of other conversations and conveying information that only your intended audience will hear even when you address a large group. For example some sage advice about dealing with being unpopular at school could conceal advice on dealing with supernatural enemies. Your conversation partners can also employ this perk's effects while you're using it, following your lead and ensuring that they don't simply blurt out the details you're trying to keep hidden.

Hello Nurse! (100 CP)

Life in the human world requires marketable skills even if you're just visiting for a while, so you may as well invest in a useful career path. You have all the skills of a licensed medical practitioner with several years of experience in a wide variety of medical fields. Forget being a high school nurse, you could land a job in any department of your choice at the most high-profile hospitals in Japan if you wanted to. More importantly this education dovetails very nicely with any sort of healing magic you might be able to use, allowing you to apply those powers much more precisely and efficiently, as well as allowing you to treat ailments common to magical races such as demons or vampires.

Divine Radiance (100 CP)

There's an awful lot of good-looking guys and gorgeous girls in this world but somehow you still manage to stand out from the crowd. You're spellbindingly attractive both by the standards of normal humans and the many supernatural beauties in this world, blessed with features that anyone would call beautiful, cute, handsome, or whatever your choice is. You're even more impressive when the clothes come off, whether with bountiful curves or an awe-inspiring package, and merely being seen undressed can inspire all sorts of sinful desires in an audience, no matter how chaste and pure they might think themselves. You'll have no difficulties finding partners eager to explore such a fine physique.

Sensual Sensei (200 CP)

The youth these days keep finding ways to get into all sorts of mischief, whether they're fooling around on the school roof or picking fights with gods and demon lords. Someone has to step in and give them some proper guidance, and it may as well be you. You have a strange ethereal presence that calms the mind and makes it substantially easier to gain the trust and obedience of those around you, though it's not so effective against anyone actively hostile to you. Using this influence you can easily defuse arguments and calm tense situations with no more than a gentle lecture, and should you be in a position to give advice you'll find that your guidance will always be taken to heart by those who are willing to receive it.

Sleep It Off (200 CP)

When heaven and hell first went to war eons ago each side devastated the other so badly that both gods and devils were forced into a long-term hibernation until their wounds had healed. But heal they did, and now the gods are back and as strong as they've ever been. You're able to heal from injuries you receive at an accelerated pace simply by sleeping through the recovery process. Physical injuries and illnesses heal with only a day or two of rest, while magical or spiritual wounds take longer depending on the nature of the injury but no more than a week. Regardless, any injury or illness that doesn't kill you outright can be healed from with time and rest, even terminal illnesses, and by the time you awaken you'll be back to full health and even fully rehabilitated if necessary.

Secret Keeper (200 CP)

Everyone has things they'd rather be kept private. Why is that suspiciously goddess-like person hanging out on Earth? Why is she renting an inn for a weekend with a boy who's one of her students? What could they be up to? It really isn't anyone else's business, and now it will stay that way. Your secrets will *remain* secrets until you choose to reveal them, and any stray evidence is magically swept under the rug. Nobody blurts out your secrets accidentally, walks in on you at a bad time, or leaves incriminating evidence lying around for someone else to find. In short, so long as you aren't flaunting things it's all but guaranteed that your unmentionable behavior will remain unmentioned. You could hide yourself from supernatural beings and reveal yourself only by using your powers directly in front of them, or just have an illicit affair with an underage boy without anyone ever realizing.

Sacred Power (400 CP)

The strength of the hero clans is largely shackled by their need to remain in balance with the gods which grant them their powers. Failure to do so generates corruption, a dark miasma that poisons and destroys life and can only be cleansed by setting right the source of the corruption or by beseeching the gods of heaven for an intervention. Like the Ten Gods you also share in the power to cleanse and purify all forms of spiritual corruption, and your actions do not generate any such corruption even if you wield dark magic or similar powers. You can also grant a holy aspect to any magical powers you wield, giving them an edge against dark powers and beings like demons as you smite evil and cleanse the impure. This isn't to say that your actions are beyond reproach however: more than one god has mistaken this power for absolute *moral* authority until they were violently disabused of the notion. See that you don't make the same error.

Just Walk Away (400 CP)

Gods, demons, heroes, really all of this endless fighting is complete nonsense. All of these factions are only interested in their own selfish desires, there's no place for the likes of you in any of them, if you were even on their side to begin with. When you find yourself working for a group that you no longer want to be part of, you can just... *leave*. Cut your losses and get out. By doing so you'll be able to shed any baggage associated with that faction and its conflicts which might normally stick to you and continue complicating your life. Your former faction's enemies will no longer consider you a threat, and former allies will accept your retirement gracefully instead of treating you like a traitor or trying to pull you back in to their conflicts. Personal relationships are another matter and those you harmed directly don't give up on you so easily, but you can easily bow out of conflicts you no longer want to be a part of. Of course if you later decide to come out of retirement and get involved again on your own accord, this all goes out the window.

Immaculate Conception (400 CP)

Tojo Basara holds the unique status of having been born of three parents: his first mother, Sapphire, his father, Tojo Jin, and his second mother, Raphaeline, who carried him to term when Sapphire couldn't do so safely. This mixed birth helped create a hero with the potential of all three realms, enough to rival even the Ten Gods themselves. You share in Raphaeline's power over conception and birth, which allows you to safely transfer an unborn child between mothers, even to yourself if you are female. Any child born in this way is guaranteed to become magically-powerful as they grow, inheriting many of the powers that any of his or her parents may have possessed. In addition to this highly specific ability you also possess broad magical influence over fertility and childbirth in general, allowing you to bestow blessings of health upon a mother or fine-tune an infant's appearance and talents while they're still in the womb.

Power of the Gods (600 CP)

Creators of the world and founders of the Hero Clans, the gods tower over all other beings in this world, setting the power of heroes and demons alike to shame. You are one of these great creators, a bona fide God or Goddess. You are an ageless being immune to the ravages of time and you possess an immense amount of magical power, none more so than the authority you hold over your domain, the singular field that you are a god of. This is an idea or concept such as Reginleif's domain of fire. Any magic or other powers you have which align with this domain become vastly more powerful and are reinforced by your authority over them, making it impossible to harm you with those methods or even wield them effectively against you. The more narrowly you define the scope of your domain the more powerful it becomes, while very broad domains are much weaker, though still very strong compared to an ordinary magic-user.

Mystic Weaver (600 CP)

In the beginning the gods forged the world out of the ether, and when demons threatened to conquer the world of men they empowered human heroes with the magic of the gods and spirits to oppose them. Like the gods before you, you have the ability to conjure and weave raw magic into whole new forms, building systems of magical powers like those used by the Hero Clans from the ground up. The only requirement for you to build these systems is a source of power for them to draw from, such as a spirit who donates energy or the caster's own supply of magical power. Though you have a very broad ability to define the limits of this magic system, as it becomes more versatile and complicated the skill and power required to wield it to its full potential will also grow, though this can be mitigated by including esoteric requirements. Your immense skill with magical systems also allows you to dissect and reproduce spells cast by others so long as you're able to take time to examine them and have all attributes needed to cast the spell.

Blessings of the Divine (600 CP)

There's no reason to get your hands dirty when you have followers to do that for you. You have the ability to bestow your powers onto willing recipients, blessing your loyal followers with a portion of your strength and knowledge for their own use. For the duration of the blessing you lose access to whatever portion of your power you loaned out, but you may withdraw these blessings at a moment's notice, needing no more than a thought in order to do so. This includes any perks that you may have apart from this one. Blessing someone with this perk also allows you to take control of their bodies and minds, manipulating them like puppets on strings. Even whole crowds of your followers can be seized and controlled at the same time. An unwilling follower can reject your control, but doing so will cause them to lose your blessings.

Hero

Cool and Collected (100 CP)

Heroes are born to face danger and death so that others won't have to, and their training prepares them for that inevitability. You have a steadfast heart and can endure fear and pain without so much as a waver in your expression, much less your resolve. To your enemies and allies you seem unflappable even when you're actually panicking on the inside, but no amount of fear can stop you from acting decisively, whether in the middle of combat or in some other sort of crisis situation. Your strength of will is no less impressive, allowing you to shrug off the effects of mind control, drugs, and other attacks on your mind. Only foes who are far stronger than you can hope to overpower your will, and even then only with great difficulty.

The Sharpest Knife (100 CP)

Not everything is what it seems in this world of heroic devils and villainous heroes. Your enemies may try to hide their identities or mislead you into confusing friend and foe but they'll be hard pressed to pull the wool over your eyes. You're an excellent judge of character and your instincts are sharp enough that you get a distinctive feeling of *something's not right* whenever you're being misled, allowing you to easily see through falsehoods and discern friend from foe even in highly ambiguous situations. When you apply this skill to solving mysteries any pertinent information you've discovered sticks out in your mind, helping you connect the dots to uncover an enemy's true identity or discover their plans, though if you lack sufficient information you won't be able to fill in the gaps without investigating further.

Big Brother (100 CP)

Heroes are humanity's first line of defense against demons and other hostile magical beings, and with so much riding on their shoulders it's only fair that they be allowed a few harmless eccentricities, like having unusual tastes in romantic partners. You'll find that other people are much more tolerant and accepting of your relationships than is normal regardless of the age, sex, or number of people involved, treating them as none of their business at worst. You could date your little sister without anyone raising an eyebrow, or romance a whole harem of love interests with no more difficulty than other men would have managing just one partner, though if those relationships become harmful or abusive then all bets are off.

For Her Sake (200 CP)

How can you call yourself a hero if you can't even protect the people you love? You're a stalwart guardian of your friends and loved ones with a finely-honed sixth sense tuned to their safety, a mix of empathy and intuition which will help you guard them more effectively. As long as you're in line of sight of a person you want to protect you can immediately interpose yourself between them and anything that threatens them, all but teleporting across the distance between you to do so. If you're further away a sense of impending doom will alert you to their peril and guide you to their side in time to help them. This heightened empathy also helps you determine how to help them even when they're not in danger, whether they're in need of a shoulder to cry on, a gentle slap upside the head, or just some time to themselves.

Agent of the Divine (200 CP)

The powers of most heroes are closely tied to the gods and spirits who granted those powers, and a hero foolish enough to anger the spirits may even lose his powers entirely. But you're uniquely blessed among heroes, easily gaining the favor and blessings of gods and spirits and intuitively knowing how to remain in the good graces of such beings. To these beings you are akin to a favored child or dear friend rather than just one more worshiper among many. When your actions run the risk of angering any higher beings that you are familiar with you receive a mental warning or premonition of the most likely consequences of your actions. Should you choose to push through anyway however your benefactors are more easily mollified than normal, bestowing quests or other tasks which allow you to quickly repair your relations with them.

Love and War (200 CP)

A man who only knows how to fight is a poor excuse for a hero. Love and romance are no less essential to a hero's life than slaying demons and defending the innocent, but unlike many other heroes you're just as talented in the bedroom as you are on the battlefield. Whether you're seducing your partner into a first date or ravishing them into submission, your skill as a lover is second to none and you'll never leave your conquests feeling unsatisfied. From gods and demons to saints and heroes only those who very strongly dislike you are immune to your affection. Those who succumb to your charms find their hearts and bodies yearning insistently for your attention, to the point of being willing to tolerate the presence of other lovers in your life. All it takes is a few nights of partaking in the pleasure of your company to ruin your lovers for other partners entirely, save perhaps for the amorous attentions of their fellow harem sisters.

Star of Destiny (400 CP)

The gods imagine themselves the center of creation but the world turns on the choices of many, and none more so than you. Your story is one of those that have special cosmic significance, effectively making you a hero of enormous importance, a main character if you will, to any worlds you visit. You're able to replace whoever would normally hold that status if you wish, but either way you'll find events conspiring to shower you with opportunities to grow. Wise mentors take you under their wing, mighty guardians watch you from afar, powerful allies and beautiful women offer you their loyalty, and even your foes can be turned to your side on rare occasions. Curiously, these fated companions are almost always beautiful examples of your preferred gender, as if the universe were conspiring to turn you into a very particular sort of hero...

Cycle of Elements (400 CP)

A hero's spiritual powers align him closely with the elements of the world, both the classical forms of fire, water, wind and earth as well as the Chinese elements of metal and wood. You can passively exploit this elemental symbolism through a form of spiritual geomancy, allowing you to use even the most tangential elemental affiliations to strengthen yourself and weaken your enemies. Any powers related to water can become several times stronger not only by fighting near a body of water, for instance, but also by fighting in any region named after a body of water or one that is strongly associated with water, such as the area surrounding a waste treatment plant. Unlike most ordinary heroes this elemental power strengthens you and weakens your foes even if their powers would not normally be concerned with such things, but it will never weaken you or strengthen your enemies even when it would normally do so.

Clan Leader (400 CP)

Heroes are at their strongest whenever they band together, whether as a formal faction like the Hero Clan or as found families like the Toujou harem. You have the potential to found and lead such groups, blessed with great personal charisma and an affinity for forging powerful bonds with your allies, transforming them into something even greater than the sum of their parts. You make friends and forge lasting relationships quickly and easily, and you and your companions will gain great strength from your bonds with each other. Teamwork and combo attacks become intuitive in battle, your movements and attacks falling naturally into step with each other, and pooling your abilities into combo attacks is second nature to you and your allies. What's more, your leadership of these groups helps to bind your subordinates into powerful bonds of their own; former foes can easily bury the hatchet and become allies or something more with you to help them.

Mixed Blood (600 CP)

Even the gods fear the power of one born with the blood of the three realms. Much like Tojo Basara, there are... *unique* circumstances surrounding your birth in this world: you are a hybrid of the three races of this world, some combination of human, demon, divine, or perhaps draconic blood flowing in your veins. This unique heritage grants you phenomenal magical power and growth potential rarely seen in your kind, not least of which is the ability to fuse spiritual or magical energies of vastly diverse sources together into a single complete whole. Not only are you able to fuse holy and unholy magic or magic and ki or spirits of different elements together, but the effects resulting from these fusions are also many times stronger than they would normally be, possessing all the strengths of each component in the fusion. If you could fuse all five elements with the power of humans, gods, devils, and dragons, you could even become as powerful as the Ten Gods themselves. Further, this spiritual harmony is not disrupted by shifts in your elemental balance. Gaining new powers won't cause you to lose old ones as Basara has occasionally experienced.

Dragonborn (600 CP)

Unique among all the powers of the three realms, dragons are creatures of a higher order than any mere god or devil, and their immense power exists apart from the concerns of heaven and hell. Through some freak incident you've gained a dragon's power for yourself: maybe you killed a dragon and drank its blood like Tojo Jin, or perhaps you're a dragon's reincarnation, or even a true dragon confined to human form? Regardless, while your body is still that of a human your soul is that of a dragon, and you possess all the power of one. You have immense spiritual potential equal to a god or devil, and through training you may learn to tap into that power, gaining a variety of draconic abilities. The least of these is flight, allowing you to rule the skies merely by flexing your spirit, and with time you may learn to take on the form of a dragon either in part or in whole, but of much greater importance is Banishing Shift, the power to banish anything of physical or magical substance into the zero dimension, utterly wiping it from existence. At first you will only be able to use this power as a counter, but with training you can learn to unleash its full power as a devastating attack, or even annihilate conceptual effects with it, and there may be many other techniques waiting for a skilled master to unlock.

Master and Slave (600 CP)

Well now, this doesn't seem very heroic at all. Are you quite sure you're not actually a devil of some sort? Much like Basara you have an inherently lustful and dominant nature, and by ravishing your lovers you're able to arouse submissive desires within them and train them into loyal and *powerful* slaves. Any who fall for your charms and allow you to have your way with them will soon discover the pleasures of submission and by indulging those pleasures you can reshape your lovers however you please. You might rehabilitate an unrepentant villain into a well-behaved girl by punishing her misbehavior, or reward your favorite slave by tormenting her with pleasure until her body becomes erotic and hyper-sensitive. But such training also helps your slaves learn and grow at lightning speed, arousing their potential and unlocking hidden powers even if you have no special knowledge of their unique skills. An ordinary schoolgirl discovering her magic for the first time might be able to throw down with gods and demon lords inside of a year if she has you to guide and groom her into a worthy heroine. However such gains come at a cost: anyone you train as a slave becomes a slave in truth, searing loyalty and submission into their bodies and souls.

Demon

Devilish Demon (100 CP)

Demons have spent a long time at war with the human world and in that time they've learned many tricks to disguise themselves from humans and especially from the heroes who hunt them. You're a master of disguise, able to use a combination of magic and excellent acting to hide your identity, not only altering your appearance, voice, and mannerisms freely but even disguising any trace of supernatural power you may possess to those who can sense such things, allowing you to disguise yourself as a typical human no matter how powerful you may actually be. While it's not impossible (or even difficult, if you're careless) to see through this disguise it'll take some serious detective work to connect you to your other identities.

Super Serf (100 CP)

Like any feudal society hell has its lords and its servants and most don't have the good fortune to be in the ruling class. Worse, hell's rulers are prone to punishing or even disposing of their servants for minor failures like third-rate Saturday morning cartoon villains. But you're able to avoid such unfortunate fates simply by being too competent to be easily replaced. Not only are you exceptionally talented in one field of your choice, such as domestic skills or espionage, but your abilities in any field are more appreciated by your employers, earning you credit for your successes and forgiveness for your failures even from a boss who wouldn't normally be inclined to grant it. Just be careful that you don't betray your masters or suffer a long string of failures or you'll find that this uncharacteristic good will has its limits.

Sinful Desires (100 CP)

Demons are the most accepting of their vices of the three factions, embracing their status as the outcasts of heaven. Knowing your inner darkness as they do, it becomes easy to see the same qualities in others. The base desires of other people are an open book to you, allowing you to easily see past any attempts to hide such things from your perception. You can tell with certainty when a heroic face hides a dark and sadistic heart, or when a tsundere is secretly a masochist hoping for someone (like you?) to pin her down and ravish her into submission. Even if a person has no conscious knowledge of their own desires you're able to see right to the heart of them and bring them into the open, teasing and tempting these repressed souls until their true nature comes bursting out of the closet and become impossible to ignore.

The Devil They Know (200 CP)

Demons have a bad reputation, not undeservedly so given their antagonistic history with humans, but that's no reason to be tied down by such things. It's a new age after all, with new enemies to fight and new allies to make, and if you're smart and savvy you can make new friends in unexpected places. You have a gift for finding common ground with those who really should be your enemies, whether because you're in opposing factions or because your objectives are at cross purposes with each other. Whatever the reason is, as long as you aren't being immediately hostile to your enemies you're able to call a truce on any larger conflict between you and engage them on neutral terms rather than antagonistic ones. Your foes may not trust you at first but that trust can be earned if you consistently deal with them in good faith.

Spirits of Darkness (200 CP)

Just as humans and devils clash with each other their spirits do much the same. The underworld's spirits of darkness are the roots of demonic power and interfere with the divine spirits of the human realm. This "dark magic" is a natural power of all demons and it colors all forms of magic that they employ. You have the ability to employ dark magic of many forms without suffering from the drawbacks that humans inflict on themselves for dabbling with dark forces. Whether it comes in the form of mental, physical, or spiritual corruption, you are simply immune to all negative consequences of using any form of dark magic, though not so much to having that magic wielded against you.

Cheeky Little Devil (200 CP)

My my, aren't you a cute little thing? So sweet and innocent at first glance but so devilishly lewd beneath that thin veneer. You're a tease and a flirt, an expert at using sex appeal and eroticism to manipulate and distract both your enemies and your allies, whether with flirtatious words or erotic acting or just a skimpy outfit that draws the eye and distracts from what the rest of you is doing. You can put this to devastating effect by seducing your victims into dropping their guards and exposing their weaknesses to you. Whether you're seducing a naive hero into trusting you when he really shouldn't or backstabbing a mortal enemy in a moment of distraction, falling for your charms may be the worst mistake your enemies could ever make. Of course those same charms also work quite well when your interest is perfectly genuine, allowing you to seduce and manipulate your way into all kinds of sexy fun!

Ancient Legacies (400 CP)

Much that once was is lost, for none now live who remember it. In the ancient history of the demon world are relics from the previous Demon God War, demonic swords and Heroic Spirits and all manner of other artifacts forged at the height of the conflict only to be lost or sealed away in its aftermath. That is, until you came along. You're a scholar of ancient magic and technology, able to piece together pieces of lost lore and uncover ancient secrets from even the most threadbare clues. Given even a single lead to go on you can find ways to reverse-engineer all sorts of lost technology, such as finding ways to refurbish ancient magical weapons and mass-produce them or even improve on them with modern methods. Of course the more resources you have to work with the less time it will take and the greater effect this perk can have, while having limited resources may limit you to only producing inferior versions of your discoveries.

Limit Breaker (400 CP)

Children are destined to surpass their parents, but first they have to live long enough to grow into their full power, and that can be a daunting challenge when they inherit vast magical power that they can't control. One solution is to seal that power away beneath powerful limiters, releasing it only when the need is dire. This process was done to you as a child, allowing you to seal away any of your powers and release them at will for a temporary power boost. While your limits are released you may also transform into a powered up state, perhaps gaining an adult body or growing impressive demonic features. This transformed state can only be used once every twenty-four hours and lasts for only a few minutes of intense combat or up to thirty minutes of less strenuous activity, but training can extend this duration. Sealed powers become 50% more effective for the duration of the transformation, but by expending your life force you may also transform into a third form, multiplying your power several times over at the cost of burning several years off of your lifespan. You may choose which of your abilities benefit from this perk at the start of each jump.

Succubus / Incubus (400 CP)

Among the races of demons succubi and incubi stand out from the rest, having a unique relationship with the sin of lust that no other demon shares even with other forms of sin. You're either one of these demons yourself or you have succubi ancestors in your family tree, and you derive many unique powers from your erotic nature. You're able to use magic to view and manipulate the dreams of others and feast on their life energy through sexual intercourse. Your sensual nature can also be used to bend any magical spells and effects you create into more erotic versions of themselves. For instance, your version of a master/servant contract might punish a disobedient slave with crippling pleasure instead of pain or death, while a fireball could be altered to burn only clothing or sear the nerves with pleasure while leaving the flesh undamaged. Lastly you have the Succubus's Baptism, a powerful pleasure curse unique to your race which can bring your foes to their knees with pleasure as intense as torture, and it only grows more powerful as you do.

Demon Lord (600 CP)

In all of hell only one demon can rule over the rest, so goes the law of the demon realm. In times of both war and peace your raw talent and capability is sufficient for you to go down in history as one of the great kings of history, equal to the likes of Demon Lord Wilbert or the most famous kings of the human world. The charisma that you possess is not the sort that makes friends or lovers, rather it is a tremendous force of personality capable of drawing the masses to your side to serve you and the ideals you espouse. In all other leadership skills you rank among the best in history, from politics and diplomacy to battle tactics and operational strategy, though in the field of battle you aren't an equal to the likes of the dreaded War God. Most of all your charisma causes the ideals you espouse to become infectious, allowing you to sweep up the masses whose loyalty you've earned and lead them into a future you envision without any significant resistance, though those of great willpower or more heroic qualities are not so easily affected.

Mantle of the Demon King (600 CP)

The ancient lords of hell once fought on equal ground with the Ten Gods, and though those ancient kings are long gone the power to strike at the face of heaven still rests within their descendents, waiting for the perfect heir to emerge once more. You carry one of these ancient bloodlines within you, a unique power akin to the Gravity Magic wielded by Demon Lord Wilbert and his daughters, or perhaps even that same power if you count yourself as one of his descendents. This power breeds true in your own descendents, allowing you to pass it down to any of your children. In addition to this you have an enormous talent for magical power and spellcraft of all varieties entirely separate from your inherited power. With training and dedication you could easily hone this talent and forge yourself into one of the most powerful and versatile spellcasters in the world, absorbing and mastering magical knowledge of all sorts and bending the world to your merest whims. And that's before you combine your unique gifts with the spells you've mastered, taking your power higher still, even into the realms of the Ten Gods.

Beast of Lust (600 CP)

There are demons and then there are monsters, the darkest and most depraved souls in all three realms. Like Zolgia and Belphegor you are a creature torn straight from the pages of the Hero Clan's most twisted tales, a monster who feeds on lust and devours the souls of his victims, consuming their life and power to add to his own. In your hands sex becomes a powerful weapon, a tool which you can use to destroy your enemies and reduce them to broken shells of their former selves. By forcing unwanted pleasure onto your victims you assault their sense of self, battering down the walls of their minds until all that's left of them is a broken husk. A strong will can hold out against such torture for a time but even great heroes can't last forever, and once a person has broken you're able to feed on their vital essence, consuming any special powers they possess and taking them for your own in ways that even the most powerful succubus in all of hell can't imitate.

Items
General

High School TxT (200 CP)

This high school is a replica of Hijirigasaka Academy, and while it may seem totally ordinary at first glance you may want to look elsewhere if you want a normal highschool life. This school is a magnet for students and staff with strange backgrounds, special talents, and supernatural powers: many students have arcane blood somewhere in their family tree, to say nothing of the ones who are actual demons or vampires, and who knows what the heck is up with the school nurse and the rest of the staff. Sheer coincidence will lead the school to draw in transfer students and new hires with similar abilities, all of them potential allies worth recruiting and training for whatever endeavors you might get up to. These new recruits will also tend to be unreasonably attractive members of your preferred gender, and the school management turns a blind eye to any unseemly behavior that happens on school grounds, whether between students or staff members. Whether you attend the school as a student, teach, or even run it from behind the scenes is up to you.

Observer

Teacher's License (100 CP)

It would be pretty irritating to have a perfectly good identity ruined by something as banal as paperwork. This item is a folder full of official documentation supporting a fake identity, useful to drop-in jumpers or those who want a second identity for whatever reason. These documents are robust enough to withstand close scrutiny by government officials or any others who might wish to investigate your affairs, and even supernatural investigators might be deceived into thinking you an ordinary human if that's the impression you want them to have. These documents will also update themselves every jump to give you an ordinary background including any certifications that your perks or skills allow you to qualify for, like official medical licenses, college degrees, and so on.

A Lady's Favor (100 CP)

It's common custom for heroes to receive blessings from patrons or admirers before heading off to battle. This piece of cloth is a bandage or a handkerchief that conceals a potent tracking enchantment, allowing you to monitor the status of whoever holds it from a great distance away. Giving it to a person allows you to monitor that person's health and wellbeing no matter how far away they move, and you can keep tabs on them even if they vanish into another dimension or behind a barrier. It can also be used as a targeting device for some types of spells, allowing you to support the bearer from a great distance or even teleport directly to their side if you have those sorts of abilities. It's also charmed to resist battle damage and can't easily be destroyed should your ward ever come under attack.

Quiet Getaway (200 CP)

Nestled in a scenic location is a particular resort, a very nice five star kind of place famous with the locals. What those locals don't know is that you've become the owner of this resort as well as its employees, who accompany you as followers and maintain the grounds in your absence. The staff are some of the best to be found in the service industry and will cheerfully cater to your every whim as well as those of any guests you bring with you. By default the resort manifests as a traditional Japanese inn, though it can take many additional forms more appropriate to future jumps. Apart from being an excellent source of income you're also able to reserve the whole building for yourself whenever you want a fancy vacation.

A Flock of Sheep (200 CP)

Humans are strange creatures prone to believing all kinds of wild stories. Like this lot, a small cult of men and women who are convinced that you're a god or goddess and insist on worshipping you. They'll never lose that blind faith and loyalty and will happily do your bidding no matter how unreasonable your orders might be. While they're only ordinary humans (if exceptionally attractive ones) they're highly receptive to any blessing you may be able to grant them, even passing them down to their children unless you choose to withdraw them. In the short term they're useful as a mortal cult, but with time and effort you could raise them up into being your own fanatically-loyal version of one of the Hero Clans.

A Crime Against Nature (400 CP)

Hidden far away from any prying eyes is a secret facility containing profane scientific devices, products of mankind's drive to uncover the secrets of creation by any means necessary. The technology contained in this lab is capable of interacting with supernatural powers, such as cloning or genetic engineering that can copy a strong hero or enhance the powers of suitable test subjects, even altering their genetics and giving them powers they weren't born with, such as magic native to gods or devils. With sufficient investment of time and resources you could create artificial heroes with unnatural powers like Shiba Kyouichi, however the costs of such experiments are extremely high and deeply unethical, prone to driving your creations mad with power if they aren't monitored and controlled very closely.

A Good Book (400 CP)

One of the best-kept secrets on Earth is that the gods aren't really any more benevolent than demons are where humans are concerned, they just have a better PR department. This tome is useful for recruiting a host of followers to your side: within its pages are stories about yourself and your adventures or those of your companions, either pulled from your previous adventures or invented out of whole cloth. These tales are framed as morality plays and philosophical texts making convincing arguments for a reader to worship and obey either yourself or another being of your choice. The more time that a person spends reading this holy text the more convinced they become of the rightness of its contents and the harder it becomes to dissuade them from following you or your patron. Any copies of this book will also retain these benefits. You are, naturally, able to quote any passage in this book regardless of whether you've read it or not.

One Moment in Time (600 CP)

The gods are the rightful masters of the universe and if they wish to bend the laws of time and space to their convenience then who is anyone else to stop them? A powerful barrier has been raised around the limits of a single home or property that you own, and within the limits of this barrier time flows differently. You may choose whether this barrier is active or not but while it's active time progresses at a snail's pace, compressing the events of a year within the barrier into one day outside of it. Moreover this barrier makes the property all but impossible to find even by the most advanced supernatural senses, making it an ideal place to rest and recover after a battle gone horribly wrong, as well as train yourself up for round two.

Divine Sword Georgius (600 CP)

One of the strongest weapons in the Vatican's arsenal, Georgius is the divine spear once wielded by the legendary Saint George, though it's capable of reforming itself into other shapes such as a rainbow sword of four colors. This mythical weapon commands the power of four elements: fire, water, wind, and earth, which the sword's wielder can command as deftly as any sorcerer but without need for incantations, even combining these elements freely and allowing for such powers as weather control and conjuring meteors. But its greatest secret is available only to the most peerless warriors who can master Georgius's power, allowing the wielder to combine the power of all four elements to create a facsimile of the Banishing Shift technique, albeit an inferior one that can only interfere with physical matter rather than time, space, and spiritual power.

Hero

Bachelor Pad (100 CP)

It may look like a perfectly normal suburban home but just like its owners there's more than meets the eye to this bachelor pad. For starters it's much larger on the inside than it first appears, with enough space for a large family to live comfortably and a backyard large enough (and heavily-warded enough) to serve as a training ground without disturbing the neighbors. The house is also loaded with enough magical defenses to turn a home invasion into a suicide mission, so no matter what sort of magical craziness might be going on in the world it'll think twice before trying to follow you or your family home. Of course the crown jewel of the dwelling is the master bedroom, a den of debauchery with a bed and attached bathroom large enough for a whole harem to pile in together for all kinds of sexy fun. Don't worry too much about making a mess, the housekeeping practically takes care of itself, both figuratively and literally.

Wedding Rings (100 CP)

What better way to cement your bond with the man or woman of your dreams than with a magical symbol of holy matrimony? Much finer than any ring you'll ever find in a jewelry store (although it can also come in other forms, like a collar or a magical tattoo), this ring is a perfect match for any lover you might choose to bestow it on, as if it were made specifically for them. It even comes with a magical enchantment which repels potential rivals for your beau, effectively staking a claim and broadcasting loud and clear that she's not available, and while it won't protect her against villains who'd simply force the issue. Curiously, once you give this ring away to a lover you'll find a new one in your possession, but what use could you possibly have for multiple rings?

Spirit Weapon (200 CP)

The standard armaments of a hero, spirit weapons are magical weapons forged for a hero's use using the power of a god or spirit. Your spirit weapon is a melee or ranged weapon such as a sword or bow which you can summon and dismiss at will along with spiritual armor, usually a gauntlet on your dominant hand. Each weapon has magical and elemental strengths, and you may customize your weapon by aligning it with one of the five elements (fire, water, earth, metal, and wood) and giving it a magical specialty, both of which increase the weapon's power when its specialty or element are in play. A narrow specialty, such as proximity to a fixed physical location or a rare sort of plant (such as Sakuya's alignment to Mount Fuji and sakura trees) could draw out extreme power capable of slaying gods under the right circumstances, while a broad alignment produces a weaker but still very significant power boost under the right circumstances.

Spirit Gauntlet (200 CP)

Distinct from the weapons wielded by warrior heroes, spirit gauntlets are designed for magic-users who call on the power of the spirits to perform magic. But most heroes don't need to worry about losing their hard-earned spirit contracts every ten years, which is why this gauntlet allows you to call on any spirits or other beings you have contracted with at any point in your chain, summoning their power even from far-off universes without issue and augmenting your ability to wield that power, even in realms that lack spirits of their own. Like the spirit weapon you may summon and dismiss this item at will and use it as a powerful focus for any magical spells you might have regardless of whether they function on spirit magic or not.

Get Off My Lawn (400 CP)

Heroes have spent most of their history waging wars, purges, and witch hunts against demons and others who covet the human world, and they've gotten very good at guarding their territory against their enemies. Like a dragon in man's shape you've claimed an area roughly the size of a small city as your territory and you're supernaturally-attuned to this area and any magical features it may have, such as ley lines or other places of great power. Tapping into such powers is swift and simple, and tearing them away from enemies who try to use them against you is equally simple. You're also instinctively aware of enemies who intrude on your territory, and it takes minimal effort to hunt them down regardless of their efforts to hide from you. Should you acquire other regions besides this one you can also apply its effects to those areas.

Dark Spirit Gem (400 CP)

A rare artifact only found in the demon realm, this black spherical gem contains the essence of a powerful but benign demonic spirit. Possession of this gem permits the wielder to command other dark spirits as if they were a demon, allowing spirit mages to wield their magic unimpeded in the demon realm. In addition, the gem's spirit rewards those wielders who embrace their darker natures as demons do, allowing a user to draw more strongly on its power by indulging in their base desires. A heroine could draw on this power by embracing a forbidden relationship and the associated carnal desires rather than refraining from them. So long as the spirit remains pleased it will augment your spells with its own power, granting them a dark element that makes them effective at disrupting divine magic.

Hidden Village (600 CP)

Deep in the mountains of Japan is the village of the hero clan, a secret fortress responsible for raising the next generation of heroes and serving as headquarters for defense against supernatural threats. Before now this would have been the only such village in Japan, but by purchasing this item you've acquired a second village which you have direct command over. Your village is well hidden beneath a sacred barrier that conceals it from detection, whether with supernatural senses or orbiting satellites, though residents and authorized visitors will have no difficulties with it. This barrier also contains a powerful sacred power that suppresses demonic energy of all sorts, cutting in half the power of any demon who dares to set foot on this sacred ground. The village itself is well-equipped for training and supporting a force of heroes and their families, around fifty of which make their homes here and join you as followers. Those who fall in the line of duty will automatically be replaced by new recruits by the start of the next jump.

Brynhildr (600 CP)

A sacred treasure and cursed blade once guarded by the hero clan, Brynhildr is an immensely powerful blade forged from the soul of a legendary valkyrie. Superior to almost any other spirit blade possessed by the hero clan, only very special heroes such as yourself are worthy of wielding Brynhildr at all, much less unlocking her true power. Like any spirit blade Brynhildr can be summoned and dismissed by her wielder at will but she can also consume the souls of those she slays, sealing them within herself. With training you may learn to wield any unique powers those souls possessed as though they were your own. If even this much power proves insufficient to defeat your enemies, Brynhildr is also able to revive you from fatal wounds once per jump, healing your injuries but driving you into an uncontrollable berserk rage to defeat whatever enemies threaten her wielder.

Demon

A Black Card (100 CP)

An ultra-premium credit card normally reserved for wealthy VIPs, this black card has a practically limitless balance as long as you're willing to keep your spending limited. Whether it's backed by the demon gold of a noble house or the inheritance you got from your dead parents the contents of this card are sufficient to ensure you never go hungry even if you suddenly find yourself homeless and on the run. The card's credit limit and balance are effectively "yes" so long as it's reserved for minor purchases such as food and other necessities. Once a month it can accommodate a larger purchase like a computer or expensive furniture or a payment on a house, but attempting to go over this limit will result in the card being declined.

Devilish Key (100 CP)

A large key that matches a lock included somewhere on your outfits, this odd magical accessory is able to interface with your powers, such as dramatically unlocking your seals when using the **Limit Breaker** perk. There's no real mechanical benefit to this aside from looking neat, but unlike a similar key that Maria has this item can also interface with any other powers you have, effectively allowing you to alter the cosmetic appearance of your transformations - you might gain different hair colors, different hair styles, changes to skin or eye color, wardrobe changes, glowing eyes or tattoos, and even minor shapeshifting like changing into a younger or older body are all possible through the use of this item.

Succubi's Toybox (200 CP)

My my, what have we here? It seems someone's been out shopping at the kinds of stores only adults can visit and they've brought home a motherlode of perverse playthings. This item is a gigantic treasure chest that's full to bursting with all kinds of adult goods, from lewd toys and accessories to sexy costumes and underwear to collections of ero-games and manga. There's even a cake in here for some reason, as well as some minor magical items like a video camera that can capture and record a person's dreams on film. In short, this item contains everything you could possibly want to spice up your sex life or just cause a bit of mayhem by leaving your belongings in strategic places.

Sheila's Medication (200 CP)

Demons are no strangers to managing difficulties with excess magical power to the point of even having medication for such things. This bottle of such medication is a mix of red and blue pills designed to help manage problems with particular powers, such as magic that's difficult to control. The blue pills are able to suppress your powers, making them much weaker but also much easier to control safely and eliminating any risk of losing complete control of them. The red pills do quite the opposite, making your abilities much stronger but also much harder to control. In particular, red pills are useful in breaking down mental blocks preventing you from using a power that you should have access to by brute-forcing your way through it. Each pill lasts 12 hours per use, but do try not to overdose, you won't like the consequences one bit.

Heroic Spirit (400 CP)

One of the ancient weapons buried after the last great war, heroic spirits are giant humanoid weapons of mass destruction, demonic siege weapons many stories tall which are used against cities and fortresses. In addition to being strong enough to rip buildings off their foundations and similarly difficult to physically harm, each giant is armed with a powerful magic laser capable of punching through all but the strongest defenses in the three realms. This particular giant has also been upgraded by Luka's research, allowing it to deploy an anti-magic barrier that destroys any hostile spells or magical creatures that come within a few meters of it, though it can only maintain this barrier for a maximum of thirty minutes before needing to power down. Further research may be able to extend this duration or upgrade the giant in other ways.

Maid Brigade (400 CP)

Servants may be a dime a dozen to a sufficiently-wealthy noble but you'll be hard-pressed to find a more loyal and competent workforce than these six demon maids. Each one is an expert in housekeeping and can be counted on to keep even vast estates in perfect order without need for oversight from you. They're also Great War veterans with substantial combat skill in various fields; one is a mage, another is a sniper, a third is a ninja, and so on. Though individually their power is only average and they lack unique abilities, between the six of them they make an extremely capable bodyguard squad who will gladly lay down their lives for you without question. They're also exceptionally attractive and all of them are open to other kinds of master-servant relations if that's what you're into. Should you wish you can import them in future jumps as a group companion, taking up a single companion slot. Perk and item purchases can be split between them at reduced power or assigned to individuals at your choice.

Demon Lord's Estate (600 CP)

An estate worthy even of the king of hell himself, this palatial mansion and surrounding grounds is one of the finest places to live that a demon could ask for. Not only is it a high-class manor of the finest sort, it's also extremely well-fortified against invaders or assassins, armed to the teeth with security systems and fortifications for defenders to take advantage of. Those foolish enough to assault this place are liable to find themselves in the estate's dungeon, either a traditional prison or a "playroom" suited to demons with rather more degenerate pastimes. Either way it suppresses the powers of its captives, ensuring that none of its prisoners have any hope of escape without outside assistance. But perhaps most importantly is the mansion's network of spatial tunnels, magical hidden passages which criss-cross the grounds and allow you (and only you) to teleport freely around the grounds. This network also extends out to other homes or properties you might own, allowing you to move freely between any of them.

Demon Sword Loki (600 CP)

The demonic sword commanded by demon lord Leohart, Loki is known by many names and every one of them bears its own unique ability. From enhancing the sharpness of its blade with magic to cleaving open dimensional barriers to allowing its wielder to teleport freely and confuse the senses of his enemies, Loki ranks among the most versatile of all the magical swords in this world, though it is somewhat less potent in any single area than the likes of Brynhildr or Georgius. In addition to its many names, which you'll have to learn and master for yourself, it acts as a powerful lens for demonic power, its runic circuitry amplifying any energy put into it or techniques cast through it to bring out their full potential. In the hands of a worthy wielder Loki is even capable of distorting the fabric of space-time and piercing through dimensions.

Powers and Techniques

All characters gain a 300 CP stipend for use only in this section.

Path of the Sword (100 CP)

Among the most basic ways for a warrior to wield magical power is to enhance their physical abilities with it. You've trained your body extensively this way, whether with the native magical powers of a demon, the spiritual conditioning of the hero clans, or by some stranger method. In doing so you've gained far greater strength, speed, and toughness than an ordinary human could ever possess and any wounds you suffer will heal far faster than usual, allowing you to recover even from grievous injuries with a few days of rest. At the time of purchase you're too fast for the naked eye to follow and you have the strength to flip cars one-handed as well as the resilience to take blows from opponents of similar strength, though you may choose to specialize in one of these fields at the expense of the other two. However as your magical power grows your maximum physical abilities will grow as well, potentially taking you into the realms of the gods should you train long and hard enough.

Path of Magic (100 CP)

The supernatural powers of gods or demons lurks in your blood and you've harnessed that power to wield powerful magical spells. Unlike human heroes who rely on contracts with gods and spirits to wield magic you have power all your own to conjure and command the elements of the natural world: fire, wind, water, lightning, and so on. You may choose to specialize in one or two elements, greatly increasing your power and control over those elements at the cost of not being able to use any other elements without additional training. With greater skill you'll become able to cast more complex spells, combining multiple elements to create devastatingly powerful attacks or devising more complex rituals. Magic specialists can eventually learn to create effects such as illusions, dimensional barriers or magical contracts such as the infamous Master-Slave Contract.

Ki-User (200 CP)

A rare power among the hero clan, ki-users are those who train to harness the life energy of their bodies and the natural world around them rather than wield the magic of spirits and other beings. Ki can be used to strengthen the body just like magic, to sense spiritual energy or killing intent, to raise barriers to defend against attacks, or projected outwards as an energy attack. Skilled users like yourself can also harness ki from the five elements (fire, metal, wood, earth, and water), drawing strength from the world around them. The most skilled ki users can even overwhelm the defenses of non ki-based fighters, penetrating through parries and shields and dealing spiritual damage with their attacks, though you will have to train very hard to push your skills to this level.

Spirit Magic (200 CP)

The most common form of magic in the hero clans, spirit magic is the power of wielding magic drawn from the spirits of the world by entering into contracts with them. Different from the magic used by demons and gods, this power requires no magical energy from the caster, making it perfect for pure humans who have no natural magical abilities of their own. Spirit mages can cast spells essentially indefinitely, taking power from the world rather than using any of their own, though the spells they can cast are limited based on the environment they're in, for instance water spells will be very weak without sources of water nearby. You're able to use this power in any world, even those that don't have their own spirits, and can create contracts and wield the magic of any spirits you encounter in future jumps the same way you would in this one. You may also learn to combine your spirit magic with other forms of magic you may possess, allowing you to significantly increase your power when reinforcing your spells this way.

Spiritual Pressure (200 CP)

Many warriors in this world are masters of magic or swordplay but some have even honed their willpower into another weapon in their arsenal. Through spiritual power you're able to project an aura of dominance capable of paralyzing your foes with awe or instinctive terror. Your mere presence weakens your enemies, slowing their reactions and dulling their instincts, and submissive or weak-willed foes can be paralyzed or even slain outright without raising a finger. Projecting your lust instead of your killing intent allows a similar effect, drowning your victims in desire and forcing their bodies to respond in kind. Magical power provides no defense against this technique, only a strong will can blunt its effects.

Abyss of Corruption (300 CP)

A deeply unnatural power, the Abyss of Corruption is a power formerly possessed only by Kyouichi Shiba, but somehow you've come to possess it as well. The abyss is a bottomless void in your soul containing a vast reservoir of corruption, spiritual pollution which sickens and kills anything that lives. You are immune to this poison and can use it as part of your attacks, tainting them with darkness that only powerful divine magic can heal. The abyss is also capable of consuming others, even gods, allowing you to swallow them into a void of darkness which is nearly impossible to escape. Once consumed by darkness their souls and power become yours to use. A creature such as a god could potentially give you a near-infinite supply of ki or magical power, though the souls of lesser creatures will eventually burn out if exploited for very long.

Master-Servant Contract (300 CP)

A powerful piece of magic invented by the ancient devils in the hopes of creating useful servants for their war against the gods, the master-servant contract is a magical ritual that binds two or more people's souls together as master and slave. This gives the master substantial power over the slave, causing them to be struck by a curse for disobedience or strong feelings of guilt towards their master. The curse's effects can range from a succubus's aphrodisiac spells to instant death, a favorite of some especially ruthless demon lords. However as the slave grows more loyal and submissive both master and servant grow considerably in power and the ritual progresses through five phases, culminating in a master-servant vow which makes the ritual's effects permanent.

Those who achieve the master-slave vow become extraordinarily powerful: the ritual is capable of giving the average hero or demon enough power to challenge the gods, though it does nothing to enhance raw skill or technique and these must still be trained separately. In addition to its main effect the contract also allows master and slave to sense each other's location, as well as those of any other slaves of the same master, even through magical jamming or interference. You also gain much finer control over the specifics of the relationship than ordinary users of the contract, for instance what constitutes a betrayal can be set during the ritual's casting. You might choose an erotic punishment using a succubus's curse and define betrayal only as willfully acting directly against your interests for example. However a lax code of conduct for a slave will slow the ritual's overall growth curve.

Companions

Old Friends (100 CP)

You may import companions to join you in this world for 100 CP each. An imported companion receives an origin and 600 CP to spend on perks and items. They may not take additional companions nor can they take drawbacks to receive more CP. You can import a maximum of eight companions. Should you wish to import the full set of eight you can do so for half price, a total of 400 CP.

New Friends (100 CP)

Should you wish to bring someone from this world with you on your journey you can use this option to take them as a companion. You'll have to convince them to come along with you but you are guaranteed to meet them several times during your stay, though the circumstances will be a surprise. Each character gains the origin that best fits them as well as 600 CP to spend on perks and items, though as with imports they cannot take drawbacks or purchase additional companions. Alternatively you may choose to create new companions from scratch for the same price and benefits.

Master/Slave Harem (Free, Requires Master-Servant Contract)

If you've learned the master-servant contract you'll probably amass a fair few slaves in your time here. It'd be quite a shame if you had to leave them behind after training them so well. Thankfully, all members of a contract that you're part of can be taken as a single group companion, occupying a single companion slot. Perks or powers purchased by this group in future jumps can be assigned to individual members or split up evenly among the whole group. Should you not be the master of the contract, your master and fellow slaves can also be taken with this option. In order to qualify for this group all slaves must have completed the master-servant vow with the master of the group, yourself included if applicable.

A Catgirl Announcer (Free)

She's out of a job after the demon world arc and looking for a new master to serve, it's the catgirl demon referee of the second season's battle tournament and she's chosen to accompany you on your adventure! She may not be any good in a fight but she's awfully skilled at running for cover and surviving the massive collateral damage of intense combat without so much as a scratch on her. She *does* contribute her skill as a combat commentator to any fights you get into though, talking up your super moves and heckling your enemies with sassy jabs at their competence. Get her into a situation where she's got an audience to rile up and she'll get them on your side every single time.

A Cursed Blade (100 CP, Requires Brynhildr)

Brynhildr was once a legendary valkyrie who served the gods as a hunter of evil spirits before they sealed her soul into the form of a sword. Proud and haughty, she never allowed herself to be wielded by anyone until you laid hands on her. Now she serves only you, her one true master, but if you think she's just going to be another slave in your harem then think again. Brynhildr has sky-high expectations and will train you relentlessly to meet her lofty standards. She's an excellent teacher, peerless in swordplay and skilled with any powers that have ever been sealed within her sword form, and she's able to manifest a spiritual body to aid your training, becoming a nordic beauty with blonde hair, blue eyes, and a voluptuous figure. Once you're able to meet her expectations you'll find her strict attitude relaxes and she'll acknowledge you as a worthy master, serving you just as proudly and loyally as she once served the gods, if not moreso.

Unlike the other entries in this section Brynhildr is a follower rather than a companion, and her existence is anchored to her sword form rather than one of your companion slots. You can choose to import her as a companion in future jumps if you wish.

A Hidden Princess (100 CP)

A daughter of demon (or perhaps vampire) nobility hidden away in the human world, this buxom heroine was already bored of the normal human life she'd been raised in when she met you and discovered her hidden heritage. She's eager to learn about the supernatural world and the hidden powers that are her birthright and has latched on to you as a mentor figure. When you first cross her path you might find her to have the arrogance of her upper-class upbringing but give her time and she'll warm to you, and you may even discover that she rather likes being bossed around for a change. She comes with the Demon origin and all associated free perks and items, the **Mantle of the Demon King** perk, and a budget of 600 CP to spend on perks and items as well as the free power stipend.

A Stray Devil (100 CP)

Maybe you found her on the street and brought her home for dinner or maybe she tried to slip into your bed one night but one way or another you've acquired the services of a mischievous minx, a succubus who's grown rather attached to you and now serves you as an assistant. As might be expected she's a thirsty little devil, prone to getting into all kinds of lewd shenanigans in search of her next meal, but she's loyal to a fault even if she's also constantly scheming to hook you up with a harem so she can feed off of all the lustful energy you generate with them (and her, naturally). She comes with the Demon origin and freebies, the **Succubus** perk, the **Master-Servant Contract**, and 400 CP to spend on purchases in the Demon origin plus the power stipend.

An Exiled Heroine (100 CP)

Short, busty, and very blonde, this young heroine is a recent graduate from the hero clan's training course and met you on her first assignment. Raised to believe all demons were inherently evil, it didn't take much to show her that things were more complicated than that, and she's effectively adopted you as her mentor for her life outside the village. She wields a massive claymore with great skill in battle and comes with the Hero origin, the **God of War** perk, and 600 CP to spend on Hero perks and items plus the 300 CP power stipend. She also really *really* likes pudding and seems to always have some on hand. Just don't ask her to share.

A Wild Trio (100 CP)

Twins are nice, but what about triplets? A trio of identical demon sisters, these girls are actually one devil with three bodies, born with a strange spiritual mutation that split her soul into three pieces. All three girls are joined together by a hive mind and each body is capable of acting independently of the others, though they get separation anxiety if split apart too far or too long. They're a rambunctious trio prone to getting up to mischief but a firm hand could turn them into well-behaved pets if you were so inclined. If purchased as a companion they'll join you as a group, taking only a single slot for all three of them, and they come with the usual 600 CP for perks and items in the Demon tree and 300 CP power stipend.

Drawbacks

Tragic Backstory (+100 CP)

Something terrible happened to you in your origin's backstory. Maybe you saw your parents murdered by an assassin or maybe you did something terrible that you deeply regret. Regardless, your tragic history is going to give you a rough time in this world. You may be plagued by nightmares over your failure to save a close friend's life or you may have moments when you freeze up at the sight of blood. Regardless how it happens it will cause problems for you and generally make your time a fair bit less pleasant, though with a lot of work and maybe some therapy it may be possible to work this trauma out of your system.

Genderswapper (+100 CP)

Much like Nanao, your body uncontrollably changes gender every month, switching back and forth from male to female every thirty days or so. This change is uncontrollable and overrides shapeshifting powers that might allow you to control it. What's worse, you'll be dealing with a bad case of gender dysphoria at any time that you're not in your "correct" gender (choose either male or female), so you'll be constantly uncomfortable in your own skin for a full 50% of your time in this jump.

Revenge of the Censors (+100 CP)

Damn these miserable clouds of steam, where do they keep coming from?! Someone *really* doesn't want you to see anything unsuitable for a PG audience: this jump will be censored to make it more suitable for TV broadcast, replacing all cases of nudity with pixelated blocks, clouds of steam, stickers that tell you to buy the blu-rays, whatever you would find the least titillating.

Shake the Rust Off (+200 CP)

You may have been a bonafide badass at one point but then you let yourself go and all that hard work got washed down the drain. Now you're at a fraction of your former power and you'll need significant training to get yourself back to the condition you used to be in. Any powers you purchased from this jump and any you brought from previous jumps are far weaker than they should be, putting you around a beginner level equal to Basara or the other main characters at the start of the series. You can overcome this limitation by training yourself or using other methods such as the Master-Slave Contract but you'll have to relearn all of your skills the old-fashioned way before you can use them properly again.

Succubus Logic (+200 CP)

Everyone knows all obstinate girls are basically hardcore masochists if you bring them out of their shells, but now the same is true of you too. You're a masochist who gets off on being dominated by other people, and while that might be fun in a safe setting you'll find it becomes inconvenient when your fetishes impact things like your willpower, making you very weak against enemies who want to dominate or imprison you as well as any spells that help them do that, like bondage or mind control. If you make any master/servant contract you'll also have to be extra careful that the ritual doesn't make you the slave by accident.

Rape Bait (+200 CP)

You better watch your back, you've got a stalker who wants you for a slave and they won't take no for an answer. You have a personal nemesis in the form of a demon lord, a wealthy and depraved hedonist like Zolgia who is obsessed with claiming you for themselves and will do so in a way that you are guaranteed not to enjoy if they succeed. This foe will follow your movements from a distance, trying to catch you with traps and minions at inopportune times. While they won't be the most powerful individuals in the setting, these minions are strong enough to be a threat and they'll team up or take advantage of other foes you have to make themselves more threatening if they can. If you're able to find the lair of your nemesis you can take a shot at killing them off and they won't respawn if you're successful.

Observation Target (+300 CP)

Even more problematic than the one creeper hentai villain, now you've got an entire faction gunning for you. Either the Hero Clan, a faction of demons, or a god and his followers are aware of your presence in this world and they consider you a threat to them for one reason or another. They'll be watching you from a distance and they won't hesitate to use assassins or other means to deal with you and your allies, and unlike the Rape Bait drawback trying to annihilate them with brute force will only raise more alarms from other parties: wiping out the Hero Village will bring down the wrath of the other Hero Clans, killing a god will earn you the wrath of all the other gods, and so on.

Executive Meddling (+300 CP)

This world is full of sexy girls waiting to have all sorts of lewd things done to them, but no matter how hard you try you'll always be thwarted if you try to taste the forbidden fruit. Circumstances will conspire against you to ensure that not only will your efforts come to nought but that you'll also be punished for attempting anything sexy, even just taking care of things yourself, and the harder you try the greater your punishment will become. At least these penalties are of the comical variety rather than anything truly serious, though you probably won't think them very humorous at all after living with constant blue balls for a full ten years.

Battle of the Gods (+600 CP)

You are the son of Tojo Jin, replacing Basara, and the events of the plot will revolve around your actions rather than his. This world is much more dangerous for Basara than it is for anyone else; not only do you need to take care of Mio and Maria, suffering chain failure if either of them die, but you and they will also be targeted for elimination by all three of the setting's major factions at various points and you'll need to find ways to deal with these threats mostly on your own, from Lars and Zolgia to Kyouichi Shiba. Beyond them, even the Ten Gods will eventually seek your destruction if you should overcome all of these lesser foes. If you choose this drawback you may not also take the **Observation Target** drawback, as its effects already apply to this drawback.

Your ten years in this world have come to a close.

Move On

Stay Here

Go Home

Notes:

It's not possible to have multiple overlapping master/slave contracts, IE a master cannot also be someone else's slave.

Changelog

1.0 - Original version

1.1 - Revamped OC companions, tweaked the Spiritual Pressure power.

1.11 - Removed Banishing Shift's weapon requirement.

1.2 - Added Location section, tweaked several perks. Added a Smite Evil feature to Sacred Power.

1.3 - Made Highschool TxT a General item, replaced it with Get Off My Lawn.