Taimanin!

V0.9

Started by Someone
Finished by Rowan
with a little help from
many others

This is a world of darkness. Where once there were rules of non-interference between humans and demons in ancient times. But now through the evil and greed that rests in human hearts those rules have been eroded and criminals consort with the forces of darkness. Demons can now walk openly among humans and civilization's morals are being corrupted. However not all is lost as there are those who still walk the path of righteousness. In Japan those are the forces of the Taimanin, a government backed group of anti-demon ninjas.

Almost 30 years ago the Chinese Union invaded Taiwan starting a limited war between them and the American Federation. After several Southeast Asian nations not under the control of the Chinese Union starting aiding America the Chinese Union escalated the conflict by invading Okinawa. The conflict culminated when America conventionally bombed Beijing by air which led to an attempted military coup which caused chaos throughout the country. With China's military in turmoil and fears of Russia getting involved in the conflict after they aided the Chinese government in suppressing the coup the EU was able to negotiate a ceasefire. Now the world has entered into a new period of cold war where the various superpowers look towards Hell and its technology to give them an edge, all while Japan is caught in the middle between the Chinese Union and American Federation. The influence of criminal groups continues to grow, the greatest example of which is Nomad led by the vampire Edwin Black, who controls the American Federation and other countries from behind the scenes.

You start shortly before the events of Taimanin Asagi 1 in the year 20XX, in the latter half of the 21st century. Soon Oboro will possess the body of Asagi's fiancé Kyousuke Sawaki and use that to force Asagi to humiliate her.

You Start with 1000 Choice Points and my blessing, good luck Jumper.

Age & Gender:

Feel free to pick any gender or age above thirteen for free. Do note that for some demons you live much longer than humans and so this is your physical appearance, rather than age.

Locations

Roll 1d6 or Choose

Taimanin Village: A Hidden Village in the mountains of Japan, home to the Taimanin. I hope you have a good excuse for your presence here. God forbid that you are a demon.

Tokyo: A Major City in Japan.

Tokyo Kingdom: a man-made island that floated on top of Tokyo Bay.

Amidahara: An abandoned city called Amidahara, inhabited by monsters, criminals and armed refugees. There lives Annerose, a female witch blade, who runs a private detective agency.

New York City: A Major city in the American Federation

Free Pick: You may choose your starting location

Race

Human +200CP

A (nearly) standard human, you have little inherent power and not much in the way of potential. Your only 'advantage' is how attractive you are to demons and demon-blooded, who simply can't help themselves when it comes to you.

Demon Blooded Free

You are a Human descended from a family that contains demonic blood, you find yourself naturally at the peak of human potential and with training can match Captain America. You require actual supernatural training methods to reach the level of the average Taimanin however and start with nothing.

Demon 200CP (Free Demon Enforcer)

A being of power and potential, who can live for centuries and reach unfathomable heights of power. You start as a middling power demon capable of fighting the average taimanin, but have to run if a Named character appears. You may choose any canon species, although your overall power will not change.

Origins

All Origins gain their 50CP perks and items free, and a discount on the rest.

Drop-In - Free

An invader from another dimension, an accidental tourist or maybe a survivor from another realm. You have no connection to this realm and no artificial memories, arriving untouched. Either way you now find that you become involved in things at just the right time to be the deciding factor, almost as if you were a Main Character in some Visual Novel. Alternatively you will find yourself avoiding events as if you were a NPC, be warned however as this will increase the chance that those near you are targeted for corruption. It's not a very nice place after all.

Taimanin - 100CP

Stronger, faster, tougher than normal humans thanks to both good breeding and the small amount of special demon blood running through their veins. Able to channel anti-demon power which is how they're able to fight and kill demons so effectively. Can choose to be from an independent ninja clan, loyal to the government, a member of the UFS military, or a criminal.

Slave Trader - Free

A being of pure evil, who breaks down other sentient beings and turns them into merchandise. You start with contacts in the slave industry and a collection of pre trained slaves, ready to sell. You have a fair amount of experience training demons and humans, along with how to make use of the various drugs and procedures available in this world.

Scientist - Free

Proof that not all monsters are demons, you are an immoral and endless curious intellectual, to whom the question is not 'why' but 'why not'? Has an in depth and 'scientific' understanding of the mechanics of demonic abilities and the basics of how to hybridize this with mundane technology.

Criminal - Free

An immoral piece of scum, you are uninterested in weaknesses such as kindness, ethics or anything beyond yourself. You start with a small amount of resources, contacts and as a human, the power to beat mook demons if you cheat.

Demonic Enforcer - 100CP

A demonic being of some power, you are loyal to a cause or master. Although your recent awakening has perhaps shaken you from your unthinking obedience. Skilled in the arts of war and magic, you are still far below any Named Characters, although you could give a mook taimanin a fair fight.

Perks
Drop-In

Sword Master - 50CP
This is a dark and dangerous world and you may not survive for very long without the ability to defend yourself. Luckily you have a knack for dispensing punishment on those who would try to take advantage of you: you possess a notable skill in one form of combat, such as swordsmanship, sharpshooting, or martial arts. Your abilities in this field are around the peak of ordinary human skill, not enough to fend off powerful demons or Taimanin but more than enough to dispose of common gutter trash demons or criminals. You also have the training and mindset required to use these skills in real combat, even to the death if need be and not suffer mental consequences.

Sex Sense - 50CP
A slightly flushed face, a strange scent in the air, or almost barely audible noises all of these things can point to someone either currently having sex or just had sex. Unlike all the oblivious people around you you can tell when a girl is getting fucked on the other side of that curtain or that she has vibrator in her panties. Also helps knowing when someone is cheating on you or just really wants to screw your brains out.

Purity - 100CP
Unlike most others here, you will not fall to the corruption endemic in this realm. Your body, mind and soul all slowly repel and repair corruption in all its forms and you possess a strong resistance to any that does reach you. Additionally, any demonic perk or item from this jump can be adjusted to become a ‘pure darkness’ over time, as if a fallen angel is reminded of its heavenly past.

Seduction - 100CP
A kind word here, a soft touch there, all with an earnest smile. These are some of the tools in your arsenal of seduction because unlike those others you can get girls through your skills in old school simple seduction rather than through drugs or rape. You have an instinct for being and doing the sorts of things that attract others subconsciously, you will even find yourself adapting your habits to match those of your target and overtime, they will reciprocate until you find a long-term compromise.

Detective’s Intuition – 200CP
Is your name Sherlock? You possess the intuition of an experienced detective allowing you to catch people lying or for spotting when you might be being led into a trap. Your subconscious is constantly observing and analyzing everything around you, only giving you the information you need. This includes the full logic chain if you might need it.

Organizational Skills - 200CP
You have the know how to build an organization from the ground up. Recruiting people, organizing them, keeping a lookout for opportunities are all things you have a talent for. You also have surprisingly good luck when it comes to organizing things, problems will be solved or just never occur and you will find trustworthy and competent people to delegate to.

Witch – 300CP
Whether through a demonic pact, specialized training, binding a demon within you, or even simply being half-demon, you have gained the ability to manipulate magic. The magical abilities possessed by witches and sorcerers vary but includes things such as divination, crafting magical items or potions, summoning magical armor, casting curses, creating magical creatures, and many other things though most human practitioners only manage to master a handful of abilities. Does not need to be demonic aspected.

Power Thief - 300CP
When you have sex with someone you gain a slightly weaker version of any special ability they possess. Each copy only comes with a limited number of uses that you can recharge by sleeping with that person again. You may also choose to instead copy 1% of their power permanently at the cost of being unable to gain the temporary copy. Permanent copies can be strengthened over time via training or sex with their original holder, although it takes a minimum of 100 days to reach a 10% Soft Cap and you may only use one at a time, you also can only ‘hold’ a maximum of three inactive powers.

Taimanin

Anti-Demon Ninja – 50CP
Fighting humans is one thing but demons are another thing completely. Demons come in numerous shapes and sizes and can possess attributes greater than normal humans. Your training has been shaped towards fighting such opponents giving you the skills and knowledge on how to fight opponents that outclass in size, strength, speed, and endurance. Whether you can win the fight is another question.

Ninja – 50CP
The ninja part of Anti-Demon Ninja isn't just for show. Infiltration whether by stealth or by going undercover is an important part of the Taimanin arsenal. Whether it is sneaking into a covert enemy facility or disguising yourself as a prostitute to avoid suspicion you have been trained to conduct such operations with great skill. You may also hide any trace of the supernatural power you wield, it will be as if you truly are just an ordinary prostitute.

Endurance – 100CP
Being a Taimanin can be hard on the body. From constant fights that can exhaust you, to a strong demon managing to get a hit in, or to getting captured and gangraped by orcs. Thankfully you have enough stamina to let you keep fighting for hours and only need minimal rest to get back at it, with the endurance and durability to take hits that knock you on your ass and keep going. You can now recover from anything physical given enough time.

Teacher – 100CP
You have a talent for drawing out the inner potential your students have. They may come to you unskilled and raw but you will be able to forge them into true Taimanin capable of defeating the forces of darkness. This includes the ability to unlock the ability to become a Taimanin and gain their advantages, although not a Ninja Art unless they have something similar.

Willpower – 200CP
Being a Taimanin takes dedication. Fighting the forces of darkness day after day can wear down those with less willpower but not you. You can continue fighting even when exhausted both physically and mentally and there appears to be no hope for either you or your friends. You also possess the strength of will to brush off most exposures to rape and torture and should any captors try and tame you your mind won't break easily. Your mind will now recover from any damage or psychological flaw given enough time and you may share this with others if you choose.

Ninja Art Skill – 200CP (Free for Taimanin)
Every awakened Taimanin possesses a special ninja skill ability. Many of these abilities are ones passed down through ninja families such as Yukikaze's ability to generate lightning while others appear to be random in their nature. There is a wide range of what these abilities can do ranging from making a woman aroused by injecting her with an aphrodisiac, to powerful regenerative abilities, to altering your perception of time allowing you to move extremely fast, to manipulating the elements like wind or electricity, to outright being able to brainwash someone.

Demon Hunter – 300CP
There are many different species of demons each with their own abilities and weaknesses. Possessing an eidetic memory, you have not only studied up on many of these demons allowing you to identify the majority of those you encounter but you also have a talent for analyzing new opponents and identifying their abilities and weaknesses relatively quickly during a fight. You also find yourself able to apply this knowledge to other fields, with your knowledge of demonic habits and flaws allowing you to manipulate demonic politicians, spot flaws in demonic warding and cure demonic curses or diseases.

Inner Demon – 300CP
Taimanin get their abilities through the small amount of Aion demon blood running through their veins. You have somehow managed to awaken and master the demon locked within you. While this gives you a large boost in power, you also have the ability to take the form of the demon locked within you allowing you to channel its full power. The shape of your demon transformation varies from looking very near human to something possessing more monstrous features. Your experience with confronting and accepting the darker aspects of your existence allow you to quickly replicate this feat in other worlds, with similar powers.

Slaver

Innocent Face – 50CP
You have what could be described as an innocent face making people less likely to suspect you of any wrong doings. This includes your general manner and way of talking, it's as if someone had redrawn you as an innocent.

That's The Spot – 50CP
You're an expert when it comes to finding and exploiting the pleasure spots of a person's body. Pinching, squeezing, nibbling are tools you've mastered when it comes to making someone cum. Under your masterful hands even the most frigid taimanin will be howling like the lustiest whore in a few minutes. Combined with 'Innocent Face' you can do all this while still making even your victim think it was accidental.

Technology Expertise – 100CP
In this advanced technological age hiding your crimes can be quite difficult especially if you like sharing with other like-minded individuals. Fortunately for you you're an expert when it comes to hiding your website behind firewalls and countless proxy servers. You're also quite good at making and using trackers and bugs for when you decide to spy on those who shut you down and stopped your "immoral" and criminal acts.

Pimp – 100CP
Being a pimp is hard, especially if you're a successful one. But you've got the knowledge and skills when it comes to being a great pimp. Managing the girls, attracting customers, making connections with the right people, you know how to do all of that and more.

Unlicensed Pharmacist – 200CP
Using aphrodisiacs and other drugs isn't as easy as you think. It sucks when your slave accidently ODs in the middle of you fucking them. With this you become an expert on the use of pharmaceuticals and narcotics with a focus in aphrodisiacs and other similar drugs. You know how to conduct a long campaign of drugging someone whether it's to slowly render a husband impotent while slowly making their wife super horny. Or how to properly calculate the massive dose of aphrodisiacs to make someone extremely aroused and sensitive while just barely avoiding giving them a heart attack.

Convincing Arguments – 200CP
Sometimes using brute force isn't the best way to keep someone a slave and instead convincing them to become a slave of their own free will is a better choice. You know how to convince and trick people into at least willing to try and be an obedient slave through real or false promises or threats. After all, if they're a semi-willing slave prostitute then they'll be willing to try to act as a proper prostitute which will make you more money than if they were just shoved into a hole in a wall and used as a public toilet. You did say that you'll free them after a year of service working as a slave prostitute. You just didn't mention that when that year is up, they'll be so broken they won't ever want to leave.

I Love You Master - 300CP
Training a slave may be hard but you're quite capable at turning a woman into a loving slave who truly loves you. Unlike others you use somewhat more gentler options and focus on making them your slave for your own use rather than one to be sold. Of course that means that your slaves will be obedient only to you rather than in general but hey if you want to watch them get fucked by others all you have to do is order them to do it and they'll obey you because they love you so much.

Magic Cock – 300CP
You have learned a fundamental truth of the universe and have come to embody it and that truth is you can't beat the cock. You turn someone into a sex slave by fucking them until they break. Whether by fucking them yourself or by pumping them full of aphrodisiacs and having them gangbanged eventually the pleasure will overwhelm them and they'll turn into an obedient sex slave. The amount of willpower they possess determines how long it takes to break them whether its days, weeks, or months. You'll know how to condition your slave into a nympho that retains part of her personality and abilities or into a pig bitch that can only focus on getting fucked.

Scientist

Hell Medicine – 50CP
You possess the knowledge and skills of an expert in Hellish Medicine. Reattaching or regenerating limbs is something you could easily do with the proper tools, While fashioning new and better aphrodisiacs for the use of turning women into slaves is practically routine.

Keeping Things Hidden – 50CP
Sometimes it pays to have secret facilities in this line of work and you know how to accomplish that. Divert a little cash here or reroute those few pieces of equipment there, or have a little maintenance and renovation done and you've got yourself some hidden rooms connected to your main lab where you can do work that the boss wouldn't approve of. Or perhaps you would like to set up some secret fall back facilities through various intermediaries and shell organizations in case something were to happen.

Cyberneticist – 100CP
Bioaugmentation isn't the only way to improve someone. Cybernetics is a potent method for augmenting someone as well. You're an expert when it comes to making cybernetics that combine both human and demon technology. Asuka's experimental combat limbs were powerful enough that Edwin Black had to take her seriously which showcased just what the power of technology can do in this world.

Bio Augmentation – 100CP
It's not enough to use hell technology and medicine to simply heal people when you can do so much more. You've learned how to use hell technology and medical techniques to change and augment a person. Whether it's turning them into better fighters by making them stronger and tougher, or by turning them into better prostitutes by increasing their sensitivity and their orifice capacity and toughness. With time and experience you'll be able to create whole new organisms to fit your needs.

Like A Rat – 200CP
It would be a shame if all that knowledge and experience were suddenly lost if you died. Thankfully you know how to present yourself as someone who is too valuable to dispose of and people tend to agree with that belief. Whether it's your enemies who have you at their mercy or your boss whose angry at you for potentially endangering their plans or perhaps they're aware that you're planning on backstabbing them down the road they'll recognize how valuable you are, and you'll know how to waggle your silver tongue and what to do to convince them to spare you, temporarily at least. Of course, this only works as long as you haven't gone too far, or at least tricked them into thinking that, or that you're that you're actually that valuable otherwise say goodbye to your head.

Stockholm Syndrome – 200CP
Isn't it annoying when you capture the perfect test subject but then they resist you at every turn? With this you'll know how to wear down their will. In addition, the more time you spend with a prisoner the more obedient they'll start to become and if you show them the occasional niceties, like teaching them how good sex with you feels, then they might even become loyal. Eventually you won't even need to treat them as a prisoner. As long as you treat them relatively nicely on occasion, don't abuse them too much, and don't do anything that will make them really angry then you can trust that they'll stay loyal. Treating them like shit all the time or killing their family for fun will get you a sword in your heart.

Transplants – 300CP
Like how Furst managed to give Kousuke the Ninja Art of a dead Taimanin you have also learned how to transplant Taimanin Ninja Arts and other similar abilities derived from genetics or bloodlines from one person to another. Of course, this will probably result in the death of the person whose ability you're transplanting but that's just the cost of science. Combined with Parasite Possession, you can now harmlessly transplant bloodlines with no side effects on either the donor or the recipient. After all you don't want to risk your potential backups now do you?

Parasite Possession - 300CP
You've learned how to create a special parasitic tumor made out of your own cells that is home to part of your soul and can be used to store your consciousness. When implanted into a person it allows you to control their body remotely or possess them if you've moved your consciousness to the tumor. When moved to the tumor you gain the ability to freely create more cells from raw materials and manipulate the structure of those cells and control them. Want to create a tentacle monster and molest schoolgirls on the subway? You can do that. This also acts as an anchor so in case your main body gets destroyed your consciousness will immediately move here allowing you to regenerate your body.

Criminal

Smug Bitch – 50CP
You just radiate smugness and arrogance. Whether it's a perfect smile dripping with smugness, a haughty arrogant laugh, a way with words, or just your body language screaming your superiority you possess all those traits and more. You are one smug bitch and you embrace it to the fullest.

Criminal Instinct - 50CP
You have a criminal's instinct for trouble, you can feel the moment that things get tense and understand at a glance that the authorities are raiding a nearby location. Honestly, people would start to think you had rat demon ancestry given your ability to leave a sinking ship at *just* the right moment.

Intimidating Presence – 100CP
You possess an aura about you that intimidates those around you. Good for reminding those lessors than you of their place without having to speak a single word. Making your enemies hesitate is just a bonus. Can be switched on and off.

Schmoozing Demeanor - 100CP
Similar to above, you have an aura of absolute respect and obedience to (more powerful) authority. You can Smooze up to anyone and while they might not respect you, or even treat you decently, you will still manage to survive and potentially prosper under their aegis. This even works on enemies if they give you a chance.

Managing A Nest of Vipers – 200CP
Dealing with an organization full of criminals can be a challenge, especially when they're all trying to backstab you and each other. But you've got a knack for managing such a collection of power-hungry individuals and keeping them focused on accomplishing the goals of your group. Backstabbing will still occur but you will prevent it from getting out of hand and tearing your organization apart. You can also reverse this and tear a group apart without anyone even suspecting you as the proverbial match in a barrel of gunpowder.

Breaking a Bitch – 200CP
You have a talent for humiliating your enemies and breaking even the most iron-willed people into obedient pets. You know the best ways to get inside their heads and the perfect degradations for each individual. You also know when to hold back if you want, since sometimes it's more fun if they last a while before they break and when they do break, well they're not really all there anymore, but are obedient and conscious enough to do simple tasks like acting as a breeding bitch for a group of orcs or a perfect cum dump working a gloryhole.

Vampire – 300CP
Perhaps gifted by the progenitor of vampires himself you have been turned into one of the Children of the Night. You now possess enhanced speed, strength, and endurance in addition to the potential to develop other abilities, such as turning into black mist and possessing others or manipulating and solidifying shadows or even one day being able to absorb the souls of the slain gaining their abilities while being able to resurrect them as loyal servants. For now, the light of the sun drastically weakens you in addition to causing you pain, but in time or with sufficient power you will be able to overcome these weaknesses, to the point where the sun does nothing and blood is simply a nice snack.

Schemer – 300CP
It's one thing to make plans for next week, but to make plans for events for decades or centuries in the future is quite another. You not only have a gift for making plans that contain options for dealing with almost every eventuality but you also possess the ability to take the long view and set plans that take decades or longer to truly unfold. You also possess the luck to ensure that minor events do not significantly challenge your plans, with enough flexibility to adapt to changing circumstances without your active involvement.

Demon Enforcer

Predator – 50CP
There are numerous breeds of demons that can be considered little more than beasts, simple or otherwise. Why so many of these creature's hunt humans and other demons varies from desire for sexual intercourse, to methods of reproduction, to simple hunger, or perhaps for some other reason. While you are no beast you do possess a few of their instincts and methods. Part training and part instinct you possess the skills of a predator. From tracking your prey, to silently stalking them, to spending hours disguised or hidden from view while patiently waiting to ambush your prey. Go forth and hunt.

Harmless – 50CP
Appearing strong or intimidating does have several disadvantages. Now you possess the knowledge on how to act weak or unimportant to avoid unnecessary attention. Then again acting weak might bring other types of unwanted attention but perhaps that's what you wanted all along.

Secretary from Hell – 100CP
It takes skill to be a competent underling. Managing things so your boss won't have to waste time doing everything themselves or sorting and consulting information so your boss only has to bother with things that they really need to know about. You can manage these issues in a tenth of the time it would take others. The ability to pull off a pencil skirt is optional.

Hell Knight – 100CP
Even Hell can have knights or at least people trained to fight like knights or samurai. You possess mastery in wielding melee weapons such as swords or halberds and how to use your demonic strength and abilities to augment the weapon-based fighting styles and techniques you've learned. The practice of chivalry and honor are optional.

Optical Camouflage – 200CP
It's one thing to hide in the shadows but to become truly invisible is far more useful. With this you, like several other demons, possess the ability to become completely invisible. Too much movement will weaken this technique and attempting to charge an energy technique will overcome your ability to suppress your supernatural presence.

Shapeshifting – 200CP
While displaying your demonic form in all its glory can be highly satisfying it does make you stand out. Perhaps you would like to pass as a normal human to avoid hassles associated with your true form. Or perhaps disguising yourself as a normal human or even several different humans is integral to your grand plan. Or perhaps you simply enjoy looking human. No matter what the reason is you possess the ability to shapeshift into human forms.

Demon Jizz – 300CP
Your bodily fluids now contain several different abilities such as your semen becoming an addictive aphrodisiac, your saliva capable of inflicting paralysis, and your blood weakening those exposed to it. With practice you'll be able to absorb and impart the effects of other chemicals and substances you consume, gaining your own supply.

Powerful – 300CP
You are powerful. Whether this is a result of supposedly being descended from a god, being a descendant of the Aion demonic bloodline or simply being a strange exceptionally strong example of your species is up to you. Whatever the reason you are strong enough to go toe to toe against most of the powerful individuals in this world. Unfortunately this also leaves your potential soft capped, but allows for very slow improvement.

General Perks

STD Free & Ever Clean - Free
Have you ever actually thought about some of the scenes in the games and realized, oh god that's disgusting? Well now you don't have to worry about the mess at least, with any fluids or other disgusting things mysteriously cleaning up. I'll even throw in some instant conceptual cleaning for you and your partners, so that you don't have to worry about leaving traces or even if the girl you are kissing just sucked someone's dick.

Better yet STD's are now non-existent and you have complete control over your fertility, including eliminating periods for girls. Better yet, your partner will treat sex as if you are using perfect birth control if you reduce your fertility to 0%. This counts even if they don't know about the perk.

Bad Biology - Free
Tentacles going straight through the body from ass to mouth? A dildo bigger than someone's thigh forced into someone's womb? Being gangbanged for a week straight? In a normal universe those types of things would seriously injure if not kill a person but not here in a hentai universe. You don't have to worry about things like these causing injuries too much so go ahead and get womb fucked by a giant horse cock or shove a dozen tentacles into the orifices of that woman. However, this isn't unlimited and injury or death can result in going way too far, but that definition of too far is different in this universe.

Restructured Body - 100CP or Free
Your body is now a masterpiece, of sex mind you, but still a masterpiece. Your body has been altered to a more pornographic form, tits larger than your head, penis that grows to the size of your arm, balls that can churn out liters of sperm, and anything else a depraved mind could think of. You also have your nerves and neurons altered to increase pleasure by up to 100x and your entire body is now an erogenous zone, worse your sense of pain has been converted into pleasure and magnified.

Worse, it is not just your body that has been affected, with hormones and other chemicals leaving you in a perpetual heat and modified glands that react 'oddly' to certain stimuli. Expect to enjoy things you never would have previously and to react instinctively to certain situations.

If taken with the drawback, then you get this free and have to suffer the negative side effects until you either partially fix them or ten years have passed. If paid for, then you may choose to install a switch that can control any of the changes, drawback users gain this at the end of the jump.

Attractive - Free
It seems that everyone is either attractive… or a monster in this verse and it seems to scale with power. From now on you and your companions will slowly improve in attractiveness as you grow in power. You start at 10/10 .

Dealing With Gross Stuff – 100CP
Well that's Gross! Luckily you no longer need to care, as you have a dial in your mind that can be used to adjust how you react to certain things. Don't like sperm or shit covered girls? No Problem! Don't like digging around in someone's gut or operating on someone? No Problem! Don't like eating day old pizza? Don't like being touched? Don't like drinking blood? No Problem! You can now say goodbye to ickiness and live a stress free life.

Brush it Off/ All Part of the Job - Free
Did you just get raped? Watch someone you care about being raped and murdered or have to kill someone yourself? Well I'm happy to say that you can now set aside all the pain and angst and operate at 100%. You will need to deal with it eventually, but when you do it will be controlled and easy to deal with. You will even gain some resistance over time as you have internalized the positive lessons and adjusted your outlook on life.

Demonic Bloodline – 400CP
You are a descendant of the demonic bloodline known as the Aion who inhabit the world that envelops the world. Your demonic bloodline grants you both great strength and a mastery of one form of space/time manipulation, such as gravity control, the ability to speed up or slow down one's own body or the ability to access nearby dimensions. Be warned that those of the demonic bloodline are **destined** to attract each other whose numbers include Edwin Black, Asagi, and any other Taimanin who has awakened their inner demon such as Saya in the near future.

Companions

Companions may take drawbacks that do not conflict with others and each receive 100cp for every 50cp invested. Companions without the 600CP stipend have the equivalent in training, resources, contacts or other.

Import - 100CP
You may import companions that get 600CP to spend and a free origin.

Canon Companion - 50/100/200CP
Want to take some of these poor girls out of this hellhole? Then this is the option for you, with 50CP getting you one companion, 100CP getting you eight and 200CP getting you as many as you want. Please Jumper you know you want to.

An additional single 100CP allows the companions to be dimensional variants of any canon character that has suffered a bad end and has now fixated their loyalty on you. Yes, this allows you to get multiple versions of a single character.

Sex Slave - 50CP
A Slave you either broke or picked up from the gutter after someone (stupidly) tossed her away. They are loyal to you and surprisingly intelligent for someone who takes such pleasure in sex. (sort of like Shiranui). The Slave is really good at breaking in people to be just as good and loyal a slave to you as her and has the equivalent of the Attractive and Bad Biology perks.

An additional 50CP upgrades your slave into a Taimanin of equivalent strength to Sakura and has her written off as a casualty by her group. This unlocks 600cp worth of Taimanin perks and equipment for their use. You may sacrifice this 600CP however and make the slave a dimensional variant of a canon character that suffered a bad end and no longer limits your slave in strength. This differs from above as you are now considered by all as the slaves Master, not just a companion.

Taimanin - 100CP
Stronger, faster, tougher than normal humans thanks to good breeding and the small amount of special demon blood running through their veins. You may create or import a companion that has been trained in the art of the Taimanin and has 600CP to spend.You can choose them to be from an independent ninja clan, ‘loyal’ to the government, a member of the UFS military, or a criminal. Is completely loyal to you for whatever reason you wish.

O Clone 50CP
A Clone of a Character of your choice, Oboro or Asagi for example, loyal unto death and well trained in combat. May have either the cybernetics limbs item, a version of the Wicked Dragon Sword or an implanted fragment of the philosopher’s stone to represent the origins of the clone.

May have the characters memories, but not training or power for free. All clones have the potential to achieve all inherent abilities of the genetic source and start as strong as Sakura.

Witch - 100CP
A ‘wicked’ witch of the west…. Or so she claims. This American girl has managed to implant a philosopher’s stone into her body and needs a place to hide as she regains control of her magic. She has an encyclopedic knowledge of the verses magic and a fair amount of skill at using it, she's just never had this much power before and is now trying to regain her control so she doesn’t blow up a building when she tries to light a candle. She is very loyal as the pact that she swore to you is all that is keeping her alive, and she added a ‘compatibility’ clause to the contract alongside the ‘mutual loyalty’ part.

Her personality is up to you, is she truly evil? Is she just a nerd that needs a place to hide? Is she currently suffering from a massive increase in libido due to the Stone… wait no that one is mandatory, sorry. Either way she is a great teacher of magic and has a lot of experience enchanting things, with the Stone, the Archive Artifact and the Witch Perk.

Demonic Secretary - 50CP/100CP
Good help is so hard to find these days, which makes it fortunate that you have the services of one of the best. A demon, albeit one that can assume a very attractive human form, that is unmatched in supporting your schemes. She's smart, cunning, and always eager to implement your plans, whatever those may be. Loyal to the death, she can't be swayed into disloyalty by any means, so you don't have to worry about being stabbed in the back in an inopportune moment. She has the Demon Enforcer origin, the freebies and the Secretary from Hell and Hell Knight perks. For 50 CP more, she also gains the effects of the Endurance, Willpower and Sword Master perks, making her even more capable for roles such as body-guarding you. Alternatively, she can be a dimensional variant of a canon character instead.

Orc Boyz 50CP
A bunch of Orcs looking for a ‘good time’, they are loyal, but dumb as a sack of bricks and about as tough. Despite their stupidity, they are supernaturally good at guarding locations, items and people. Maybe because the ones trying to get past them are hot chicks? Counts as a group of followers or a single companion slot and any Perks or items are split in effectiveness as you desire, depending on the size of the group. Additional purchases double the size of the group, with the Initial group size of 10 and is limited to 5 purchases max.

Squad of Augmented Humans - 50CP
A Squad of Bio or/and Cyber Augmented Humans, each roughly as strong as a mid-level demon and far better trained. Has a Cybernetic Item and are special forces quality soldiers otherwise. Counts as a group of followers or a single companion slot and any Perks or items are split in effectiveness as you desire, depending on the size of the group. Additional purchases double the size of the Squad, with the Initial Squad size of 10 and is limited to 5 purchases max.

Items

Item Stipend of 300CP

All items restock and repair over about a week, free import of similar items.

Drop-In

Money - 50CP

You possess the equivalent of $250 thousand US in local currency, this respawns every year.

Sex Toy Collection - 50CP

A somewhat large collection sex toys ranging from the simple and mundane to those of bit more exotic and demonic variety. Good for using yourself or on others, you need not fear addiction unless you wish to.

Raiden Power Armor – 100CP

A set of advanced power armor crafted through a combination of human and demon technology. Capable of going toe to toe with most demons and taimanins. Wields a machine gun, rocket launcher and a pair of arm blades. Improves over time with your own power level and access to higher technologies or magics. It is also unusually thorough in its protections, with limited protection from any possible threat or issue.

Base of Operations - 100CP

Everyone needs a place to call home. Whether it's a very nice house that also serves as the office for your private detective business or an underground lair that serves as the headquarters for your criminal organization. Entirely self-sufficient and possess restocking stores of general supplies.

Demon Sword – 200CP

Well more like a powerful demon bound to you that has the ability to transform into a melee weapon to be used by you. Said demon also possess some shapeshifting abilities such as taking the appearance of an attractive human or a suitcase in case being seen walking around is ill-advised. When in weapon form said the demon is extremely sharp and tough in addition to giving a boost to your physical abilities. This demon is also extremely loyal to you though some might say that loyalty is bordering on obsession. You have the option of importing an existing weapon into this item, and may choose whether to import them as an item or a companion in the following jumps.

Archive Artifact - 200CP
A comprehensive collection of knowledge of the Taimanin verse, this artifact contains everything from magic, to technology and magic-tech, to accurate historical records and even a supply of entertainment (mostly porn) added recently. Basically it is a copy of the world's internet, with a few extra sources added in. Specifically, the archive does not contain EVERYTHING however, instead it contains the complete basics of a topic, a broad range of more complex information and a few critical records of advanced topics. Just enough to let you develop things on your own. It updates in future worlds.

Philosopher Stone - 300CP
A magic stone that is filled with limitless demonic energy. Potential uses for it include using it to fuel portals to either hell or alternate worlds or implanting it in a person to give them an immense increase in strength. The sorceress Aishwarya Ray who rules the city of Amidahara has one implanted in her and is the source of her great strength. Can be implanted within yourself or others at the start of the jump, along with an optional seal that contains and hides the stone when inactive or passive. Said seal slowly purifies the holder and guarantees their recovery from spiritual, physical and mental corruption and damage.

Hell Gate – 300CP
A magic portal leading directly to Hell or other dimensions. Very useful if one wants to leverage it to become a major player in the underworld though be careful because some might try and take it from you. Comes with a full ‘iris’ defensive system and can serve as a focus and locator for teleportation and portal spells.

Taimanin

Basic Taimanin Gear – 50CP
A set of basic Taimanin gear that includes melee weapons, kunai, and five sets of your standard Taimanin uniform. Strangely female Taimanin outfits look like something out of hentai with the high amount of skin showing and high heels.

A Dojo - 50CP
A simple traditional dojo for you to train or meditate. Yet while using it you seem to learn just slightly faster and find your inner center more easily. Good for recovering after a mission gone bad.

Specialized Anti-Demon Weapon – 100CP
A stronger more specialized anti-demon weapon that is built to enhance and channel your anti-demon power and Taimanin ninja ability if you happen to have an ability that can benefit from being channeled into a weapon. For example, Yukikaze possesses handguns that have been passed down in her family that allow her to channel her lighting through them for devastating attacks.

Pleasure blockers – 100CP
A set of drugs that when taken that reduces the amount of physical pleasure you receive. Great as an infiltration aid or a way to treat yourself if your body has been remodeled to receive greater pleasure than normal. Can also serve as an anti-addiction drug in a pinch. Comes in fast acting tablets and long-lasting injections.

Ninja Mask - 200CP
A simple mask that covers the top half of your face. Strangely while wearing it it's almost impossible for someone to recognize your true identity even though the mask only conceals your eyes and nose and does nothing to conceal your voice or body. Someone who routinely fights an evil copy of you wouldn't even recognize your voice or hair and would continue to think you're a mysterious stranger unless you were to give them a hint to your true identity such as telling them something only you would know or use an ability that only you have.

Stealth Plane – 200CP
Sometimes you need to get to a location quickly and undetected. This plane is invisible to almost every type of sensor in use today and carries a specialized drop capsule able to transport you to the ground quickly if normal parachuting is inadvisable. Will update in future worlds to be just as stealthy.

Cybernetic Limbs – 300CP
Advanced artificial arms and legs that boost your strength and speed and certain Taimanin abilities if channeled through them. These limbs conceal blades, missiles, machine guns, lighting casters, and an experimental particle cannon. These limbs also contain an experimental mode that boosts your perception of time and speed at the cost of the limbs potentially breaking down. Asuka will use similar cybernetic limbs in the future which would help her hold her own while fighting Edwin Black. Can also be in the form of implants as a lower powered, but more stealthy enhancement. Impossible to hack, corrupt or subvert in any manner.

Cybernetic Implants - 300CP
As a cyborg you have been enhanced with the partial replacement and redesign of your skeleton and muscular system, improving your strength, speed, toughness and stamina far beyond human limits. Your central nervous system has been similarly altered to improve reaction time and thinking speed, along with a direct neural interface to control your systems. Any supernatural abilities are further channeled and regulated through a special implant which powers your internal cybernetics and self-repair systems, which are capable of repairing, regenerating and adjusting both your organic and cybernetic parts. Any other cybernetic enhancements you have previous to this jump are integrated into this, allowing you to power them off your supernatural abilities. Impossible to hack, corrupt or subvert in any manner.

Ninja School – 300CP
Congratulations you're the head of school for training taimanins. Perhaps you became principal of Goshu Academy instead of Asagi or perhaps you're simply the principal or a rival academy in Japan or abroad. This school comes with the necessary training facilities to train Taimanin, an advanced hospital ward, a secret underground laboratory in case you or any scientist need to perform any research on things brought back from missions, and of course the necessary staff to help run the school. You of course can set the curriculum to whatever you want but expect to at the very least to get some interesting feedback from your staff, students, and concerned parents if you decide to train your students be sex slaves instead of taimanin.

Slaver

Drug Collection – 50CP
A collection of various drugs both mundane and demonic to help you conquer your prey. Includes many different types of aphrodisiacs that take the forms of oils, pills, liquid, and an incense that only works on women. Also includes drugs to induce impotence if you feel like using them on husbands and boyfriends of your victims.

Hell Bindings - 50CP
While these make look like normal slave restraints, they are enchanted to be able to withstand the strength of an ogre, in addition their ball gags secrete a drug that weakens a person's muscular strength leaving them nice and weak for when you remove the restraints.

Website – 100CP
A specialized website where you and likeminded others can share stories, pictures, and videos of your slaves. This website cannot be blocked nor can its servers be located or shut down.

Sorcerous Aphrodisiac – 100CP
This demonic derived aphrodisiac takes the form of an oil that when rubbed all over and inside a person causes their whole body to become an erogenous zone with increased sensitivity. After a straight week of use creates a permanent state of constant arousal.

Bar – 200CP
A nice little hole in the wall bar that's a front for a secret sex club located beneath it. Perfect for meeting up with others who share your hobby of enslaving women and turning them into sex slaves. Produces around 200k a year legally and up to 800k in illegal materials or favors.

AV Studio – 200CP
A filming studio for making lots and lots of adult videos with your slaves. Comes with restocking supplies and toys and is self-cleaning so after a shoot you won't have to worry about cleaning up all the bodily fluids. The cameras and sound equipment are all portable in case you wanted to film in other locations.

Myriad Chimera – 300CP
Specialized nanomachines infused with demonic cells that when swallowed carve a seal on a person's tongue and monitor for signs of rebellion. If a slave tries to attack their owner or run away the nanomachines will secrete an explosive toxin that rips their arms and legs apart. With a little effort you could reprogram them and replace the toxin to cause a different effect or change the location and purpose of the seal. Are keyed to your genetic, magic or soul frequency/signature and can have more 'keys' added.

Brainwashing Machine – 300CP
A specialized device of demonic origin that combines both organic and mechanical parts. The device has an attached helmet that when secured on the victim's head creates dream-like hallucinations of various sexual encounters. Small tentacles enter the ear canals to secrete a specialized serum while another large one enters the mouth to discharge a different liquid that provides nutrients among other things allowing the victim to stay attached for weeks. Perfect for introducing a slave to life of a sex slave while breaking down their resistance. Also contains a 'purge' program that can restore a subject to its previous state, just in case you want to be able to break them again.

Scientist

Explosive Restraints – 50CP
Several sets of five explosive collars to go around necks and limbs. Can be detonated all at once or one at a time. Useful for ensuring obedience.

Fluid Resistant Lab Coat – 50CP
In this line of work, you're going to get splattered by a lot of bodily fluids. This coat will resist all but the most hazardous fluids leaving you squeaky clean.

Medical Tools – 100CP
Scalpels, blood packs, gauss, bone saw, etc. You've got yourself a nice little surgical starter pack full of quality medical tools and materials, with refilling sources of medical resources.

Demonic Aphrodisiac - 100 CP
A powerful aphrodisiac that when injected enough times is capable of acting similar to a restructuring chamber in that it rewires the subject's nervous system to no longer feel pain, turn their entire body into an erogenous zone, and have their sense of touch increased 5-fold.

Lab – 200CP
You've got yourself a nice little laboratory full of advanced medical and scientific machines some of which are hellish in origin. Comes with a few secret rooms where you can do all sorts of hidden things and an attached prison facility to house a dozen test subjects.

The Zoo - 200CP
A farm containing a collection of demonic flora and fauna, all just waiting for you to harvest for raw materials or inspiration. Contains sentient examples in a hidden side facility, well-hidden and protected. Entirely automated and self-sufficient.

Edwin Black's Cells – 300CP
A cluster of living cells that belong to Edwin Black the primogenitor of vampires. Research and implantation of these could lead to so many interesting enhancements to organisms through the power resting in these cells. But be warned of the drawbacks that arise by implanting them into useful minions, such as them going berserk, or death, or developing cancerous growths, or their body mutating in different ways such as becoming monstrous in appearance or developing a need for sex once a day or they die like the Orcs Kiyruu enhanced. You will eventually find a solution to this problem, although it will take thousands of attempts or years of effort.

Cloning Facility – 300CP
A specialized facility dedicated to creating clones of those who you possess genetic material from. However, for individuals who possess supernatural abilities their clones use of such abilities are weaker than the original and, in some cases, may not even possess such abilities. Clones created can possess the memories of the original. Be careful because any clones created are not necessarily instinctively loyal to you.

Criminal

Nice Outfit – 50CP
A highly fashionable outfit that showcases you as someone with power and/or beauty. Automatically removes any trace of illegal activities such as blood or drugs.

Your Piece - 50CP
An overly ornamented weapon, surprisingly practical despite the frankly tacky array of bling attached. Showing this weapon off will have a similar effect to outright threatening someone in a brutal manner.

Slave Training Parasites – 100CP
Specialized demon parasites that make their home in the large intestine of their victim after being inserted anally. These parasites prevent their hosts from taking violent actions or moving too far away from their "home" through electrical shocks. These parasites feed off of excrement and as a result their hosts shit less often which considering most of their hosts are used as slave prostitutes is considered a bonus.

The Ride - 100CP
A heavily modified vehicle of some kind, contains a strange mix of luxury and defensive modifications that allow one to ride in style and safety…. Although it's definitely not stealthy or particularly classy. Repairs and restocks daily and never runs out of fuel

Human Restructuring Chamber – 200CP
Combining both human and demon medical technology this facility is capable of enhancing subjects to become better sex slaves. The subject is interned within a chamber filled with specialized chemicals and has demonic biotech tentacles inserted into their orifices so food, air and medicine can enter the body while it is submerged. During a period of seven days the subject has their body and instincts remodeled. Once the treatment is finished the subject now feels pleasure instead of pain in addition to having their entire body become one giant erogenous zone and their sensitivity to touch heightened by a 1000%. Subjects also no longer have a gag reflex, their anus and vagina have been restructured to be both tighter and capable of handling larger insertions, their digestive system enhanced to produce less waste, and their body is generally tougher allowing them to be fucked for long periods of time with little damage. You may dial the effects of different alterations up, down and off as needed.

Chaos Arena – 200CP
An underground fighting arena designed for pitting humans, demons, and taimanin against one another. The arena is rigged with numerous cameras and mics to capture every second and angle of any fight and after- show, to be either broadcast live on the internet or turned into tapes and sold on the black market. Comes attached with various support facilities such as medical

facilities to care for injured fighters or for applying “treatments” , holding cells, and housing/brothels for the fighters to live. Most of these types of arenas have shows featuring female fighters being sexually humiliated when they lose.

Kingdom – 300CP
Your own private man-made island. Like Tokyo Kingdom this was built by the government to be a new city but then later abandoned half-finished during the economic down caused by the Taiwan Crisis. You’ve taken advantage of this abandoned city and the government's dwindling power to turn into your own private kingdom. Has access to utilities meant to provide self-sufficiency, although they are unfinished and degraded and would require a lot of work to fully activate. Is legally yours and is recognised as a ‘sovereign’ nation, when it's convenient for you anyway.

Hypnotic Remodeling Device – 300CP
This device is capable of harmlessly extracting tiny slivers of a person’s soul during an orgasm. After collecting enough the congealed soul extracts are exposed to a corrupting solution based on your own essence which transforms them into a black diamond like object. When pressed to the subject's body the black diamond creates a black heart shaped tattoo allowing the subject to be controlled when you hold the black diamond. This version of the hypnotic brand gives you the ability to give suggestions to a subject that they either obey or believe, force them to obey an order, control their body like a puppet, and rewrite their mind and memories. Resisting is the equivalent of tearing your soul apart with all the pain that you can imagine that causing. After having her body be remodeled once again Asagi was forced to climax over 65,000 times in a period of 24 hours to extract enough soul fragments for the device.

Demon Enforcer

Demonic Sword - 50CP
A weapon of demonic origins, it suits your fighting style and is unbreakable although otherwise unremarkable. Reasonably good at projecting any demonic abilities you possess and acting as a focus.

Demonic Dress - 50CP
A fashionable and protective outfit that manages to somehow be just as protective as plate armor, despite potentially covering less than a bikini. Protective attributes increase proportionally to the amount of skin or definition being shown.

Twisted Tattoos - 100CP
A Collection of Demonic Tattoos that enhance the bearer's power at the cost of increasing their lust and sensitivity, has a minimum of 5 times peak normal human and a max of 20% of your power in return for 20x the pleasure and lust. Are you willing to pay the price for power?

Corrupted Clone - 100CP
A corrupted clone of yourself or a companion that was born with all the modifications you desire and none of the normal resistance. They are completely loyal to you and are downright eager to do any depraved thing that might pop into your head. They have been enhanced by the modifications to be at least as strong as Sakura and can contain the memories of the donor if you desire.

Minions - 200CPcp
You are now in charge of a group of powerful members of your faction and are supported appropriately, drop ins have a group of independents that have combined their resources to maintain their freedom. You have access to a small but potent collection of artifacts, weapons, secret knowledge and other logistical resources.

Palace. - 200CP
This is a palatial residence, located on a private island, outside a major city or in some remote mountains. Either way, you own several hundred acres around it and have any and all permits and taxes dealt with automatically. It has hundreds of rooms, dozens of dining halls, ballrooms, multiple gardens that have numerous fountains, it's one prime piece of real estate, and it's all yours. Defense-wise it's not particularly special, having basic but through privacy and defensive wards, as well as a small number of artistic fortifications.

Nomad - 300CP
No longer the enforcer, now you are the boss. You are now the head of a multinational criminal organization that serves your every whim. You are based in an unclaimed part of the globe and have slight control over the nations within this area. Your area's combined economic, political and military power is similar to Australia and its surrounding area.

Wicked Dragon Sword - 300CP

A Sword containing the spirit of the Wicked Dragon **XXXX**, this sword boosts your physical and spiritual abilities by 50% and doubles their growth, as well as granting access to powerful pyrokinetic abilities in the form of demonic dragon flames. All at the oh so small cost of a slow corruption that twists even the strongest of wills, until indiscriminate murder and pain invokes orgasms and the need to rape is a constant pressure due to an endless lust. The Dragon does have much knowledge and skill taken from past wielders which it is happy to share, however every memory or skill shared will be packaged with their lewd or corrupted equivalents from said wielders. At the end of the jump, the dragon is consumed entirely and the power can be used safely, let's hope you haven't been twisted too much. Due to sync issues if you wish to retain the skills and knowledge then the blade must be in your possession for at least half of the jump. No dumping it into the warehouse if you want the full power.

Drawbacks

Time Extension Drawback 0CP:
You'll end your journey here slightly before the events of Taimanin Asagi 3 takes place. If you choose to, you will be able to stay another ten years and experience the events of Taimanin Asagi 3 and Taimanin Yukikaze 2.

Self-Insert Drawback - 0CP
Do you have plans for a specific character? Do you want to see things from someone's point of view? You can now insert as someone and take over their lives, or you can choose to rewrite their story so that it uses your origin…. Somehow. Either Way you retain your discounts and if you choose to drop in, then you can choose to gain non intrusive versions of their memories.

Taimanin Asagi Zero 0CP
If you would like you can instead choose to start in the world of Taimanin Asagi Zero instead which has Asagi be only a few years older than Sakura amongst other changes. You can also use this to create practically any AU of the setting you wish, just remember that perks will scale with your choice. This includes things such as crossovers, modern rather than future earth ect.

Taimanin Asagi Battle Arena 0CP
If you would like you can instead choose to start in the world of Taimanin Asagi Battle Arena which deals with the leader of a Clan of Taimanin taking over parts of the underground using his ability to copy powers. Expect a large number of variant characters to appear as this world is dimensionally unstable. You may choose to combine this with the self-insert drawback.

Orc Cum Addict – 100CP
Whether from being gangraped for days or being secretly fed it, you've become addicted to orc cum. Through time and effort, you can overcome this addiction to the aphrodisiac filled semen of the species often referred to as "reproductive monkeys." But perhaps it would be far easier to simply indulge in this addiction, after all haven't you've come to enjoy the taste?

Super Horny – 100CP
You are constantly aroused and hungry for sex. You may be able to suppress it but that arousal will always be there in the back of your mind waiting for a chance to take over.

Restructured Body – 200CP
Your body's nervous system has been restructured turning your entire body into one giant erogenous zone whose sense of pain has been replaced with pleasure and whose sensitivity has been increased by 1000%.

Can’t Cum – 200CP
Oh? I actually feel a bit sorry for you since you no longer possess the ability to orgasm. All you will be able to experience is an eternity of edging. Always coming close but never reaching an actual orgasm.

Ninja?Ninja! - 200CP/400CP
You are now limited to perks and items that are from a ‘ninja related’ source, this is specifically talking about inner energy, so i hope you have been to Naruto. If you want the 400CP version however, then you are actually restricted to actual Ninja items and perks, not just adventurers that pretend to be Ninja.

Living Onahole – 300CP
Bad luck there friend since you’ve seem to have had your arms and legs removed. Perhaps you could regain movement of your limbs through cybernetics or other methods but until then you're stuck as a cock sleeve should any unsavory characters come across you. Any method used to regain use of your limbs will take at least six months to reach human normal and a year to be fully operational.

Naive - 300CP
Did you know that the sky is red? No really, there is no need to check, just take my word for it. Yeah, you are now as naïve as Yukikaze and are the sort to go on missions undercover in a brothel and be completely unprepared when it turns out you actually have to have sex.

PASSWORD - 300CP/400CP (Requires Cybernetic Limbs/Implants)
Did you forget to change the standard password again? It seems that your cybernetic systems keep on getting overridden at inconvenient moments. I hope you keep yourself in airplane mode, because that's your only defense if you take this drawback. It won’t be anything lethal, as the manifactuors wern’t that stupid, but expect to have your plesure centers turned up to 11 or to have problems controling yourself. For an extra 100CP you WILL have your systems overwritten at some point, so i hope you have back up able to carry your ass out of the way.

Sealed Powers – 400CP
Your out of jump powers have been sealed. Hopefully what you’ve bought here will let you survive and live a normal life.

Hypnotism Seal – 400CP
Someone who hates you has managed to brand you with a hypnotism seal and can now control your every action so be prepared for them to continuously humiliate and degrade you. Just so you know you’re probably going to get fucked a lot.

Edwin Black wants YOU! - 400CP
For some reason Black now wants you as much as he does Asagi, maybe you bought Aion Blood or maybe he heard about the Jumps. Either way, he is now gunning for you with everything he has and if he catches you, then you will be raped and modified until you are fit to serve his purpose. What's that? Well lets just say that he wants to change the world and that doing so is probably going to cause you to chain fail.

Pig Bitch – 400CP
Look at how much of a pathetic pig bitch you are. How your thoughts are filled with the desire for cock. How you lust to be violated by cock after cock and your holes filled with cum. How much you want to eat the filthy dick cheese of men. You truly are a disgusting pig bitch.

The World Ends With You - 500CP
It seems your entry into this world has triggered a prophecy Jumper, one strong enough to even affect you. You are now bound to end this world, whether this is a metaphorical end where you rebuild it into a shining example of what could be, or if you obliterate it in its entirety, well that's up to you. So long as any later dimensional travelers are unable to recognise this verse due to the changes made, then you have succeeded. Fail and your jump ends here as fate and destiny combine to see you sent home as a failure.

Everyone Out to Get You – 600CP
Somehow, you've made yourself the enemy of the entire world. Governments, Nomad, Taimanin, regular criminals all want to kill or enslave you.

Turned into an Ornament – 600CP
Your body has been reshaped through hellish medical technologies into the form of an object. Perhaps taking the shape of a box or a table. Care was taken to make sure that your holes were still able to be fully used. You are guaranteed to survive, but do **not** get a sanity check at the end.

Asagi - 300/600CP
You are now Asagi, why does this get you points? Well you might recall a man by the name of Edwin Black? He desperately wants to 'join' with Asagi, and not in the fun way either.
Well that's ALL you get, just the things she had at the start of TA1. Any other perks or skills have to be bought. For +300CP you have to deal with him without anything other than your body mod, no items, no perks. Just what you bought here.

Notes

The American Pacific Federation is apparently “a federalized cooperative body under a trusteeship” that governs both American continents and parts of Southeast Asia, Taiwan, and Korea. Of course, the third game makes it pretty clear that the US is in full control of it. While the Chinese Union, whose formal name is The Great Chinese-Asian Union Republic even though it’s more of a Chinese empire, is composed of China, Central Asia, Southeast Asia, and part of the Korean peninsula (probably North Korea).

Edwin Black appears to be able to end/reset the world/universe only when his power is merged with that of the demon within Asagi. Maybe since he only does in that one ending instead of the other bad ends. The Asagi Ending of TA3 was weird. And Taimanin Asagi Zero shows him being able to travel to alternate/parallel worlds.

If you don’t interfere in the events of the games or make too many ripples in the world then events will play out as they do in the true routes of each game and for the third game that means the true Asuka route.

I’m unsure how much of Black’s abilities such as his gravity techniques are a result of his vampirism or from his demonic lineage. I think the gravity powers are from his demonic lineage.

Post jump the Demon Sword item can be turned into a companion and imported in future jumps. Post jump Bloodline would work on stuff like Naruto bloodlines and other similar abilities.

Slave trainer is more about making loving slaves by someone with a mentality of viewing their slaves as people rather than objects and possibly loving them in return. While Magic Cock is focused on breaking down someone into a nympho obedient sex slave that’s hungry for cock all while viewing them as an object.

The timeline of the games is weird. The Murasaki game is supposed to take place in-between the first and second game though I don’t it really fits since in Taimanin Asagi 2 it mentions the first game only took place a year before but Taimanin Asagi 3 has the events of the second game take place about 7 years previously and implies the events of the first game took place 10 years before. Lilith probably did a retcon since Murasaki came out after Taimanin Asagi 2. Yukikaze takes place sometime before Taimanin Asagi 3 and considering Yukikaze 2 from what I heard takes place after 3 I’m betting both Yukikaze game take place within a year or two of each other.

Transplant and Parasite Possession: Yes, you are using your own regenerative cells to create the copy, this means you could designate them as a host. You can't actually take control of them until you are 'dead' however, a side effect of the blood gifting. Limited to about 5 active parasites (viable for possession) and 95 inactive parasites (can be activated with a medical procedure). All others need to be 'killed', leaving a weakened transplant if more than a month has passed.

Inner demon: This includes things like an inner hollow or similar things.

Powerful: Yes this is a soft cap of sorts, luckily the divine (or demonic equivalent) typing of your power means that you don't really have a hard cap. FOR THIS JUMPS STUFF ONLY! Although this does include things like intelligence and other basics, so it's not that bad. However i wasn't kidding about how slowly it works, you can basically improve by 10% of the PERKS power per year of hard training and it doesn't stack. You can put this into anything from the jump though, magic, strength, skill ect.

Cybernetic Limbs/Implants: Why did i include both? Well one of them is mine, the other was created by someone else and i didn't want to remove it as it is a good item. So you can think of it as a second option for the item. BONUS!

Why is everything so cheap?: This is how it was originally, I judged that since there were 2 perks or items at each tier it was best if they were all effectively half price. Some people disliked it and so i tried to fix things, this eventually ended with me putting the 1500CP bit at the front while i tried to fix things. That didn't work, so here we are. You may choose which you use.

Knock off philosopher's stone: This is basically a cross between the holy grail and a Jewel Seed, it can technically do similar things to the one from bleach. But any wishes tend to be slightly corrupted and out of control, so at the start you can only pull off minor wishes similar to the Eizburn sorcery trait. Its top power is directly connected to how much effort you put into the scenario, with observers only getting the initial power and full participants getting Jewel Seed levels of power.

Zanpakuto: Similar to the Wicked Dragon Sword, this sword has two forms. The first is an empty blade that will slowly absorb your spiritual energy until an anchor similar to a horcrux is formed after about a year. The blade will slowly grow in power until it matches half the WDS and will gain a power similar to the pyrokinesis eventually, although this will take close to 10 years. The second is a blade with either a past soul reaper or a purified spirit within it. The power of the blade is a match for the WDS however you will need to synchronize with the spirit of the blade to access it, however said spirit will improve your spiritual growth and is both skilled and knowledgeable in reverse proportions to how reasonable they are.

Soul Reaper: The exact effects depend on how you connect the crossover, however they are bound to the power levels of the verse. The generic versions are humans that discovered how

to bind their souls to a sword, that may or may not have a spirit inside it and strengthen their spiritual energy while still alive. This means they are still using their bodies and are thus much weaker, but gain improved spiritual growth and lengthened lifespan, at the cost of being bound to their swords when they die. Lieutenants and above are essentially ghosts possessing their still living bodies, which allows them to take lethal blows and still 'live' so long as their body is mostly alive. Synchronization is how one improves as a Shinigami, 50% is a lieutenant and 100% a Captain.

Why Buy The Wickard Dragon Sword?: I know, it seems like it's not worth it when you can get something similar for free, well there are two reasons. Firstly the WDS offers its power and skill upfront unlike the other two, it also improves your growth by twice as much as the Zanpakuto. The second is that once the Dragon has been consumed, you have access to its reserves of power, which while not endless are enough to equal roughly 100 times your own spiritual or ki reserves. The remnants of the Dragons power and the purity seals also serve to gather the surrounding energies and purify them so that you can then use them, acting like a filter that is also a battery. Lastly if you buy it AND take the Zanpakuto, then the shinigami will reinforce the seals on it so that you can use 25% of its power without corruption and it will become your Zanpakuto. Eventually giving you the effects of both forms of Zanpakuto, although any synchronization will involve uploading those corruptive skills and memories I mentioned earlier.

Fluff: Yes I know some of the perks and items need fluff, unfortunately my skill at writing is just about maxed out with what you have currently, my original reason for posting the WIP on QQ was to ask for help with that…. See below for the response.

Scenario (WIP)

Each Scenario grants 400CP to be earnt over the course of your adventure.
In general assume that you don't get more than 200CP before you are in the middle of solving a specific scenario. You may take as many as you can explain.

Psychopomp

Who's this oranged haired punk running around killing monsters? Why does he keep screaming insults at a sword? Swords are supposed to be flat after all, although i don't see how a sword can be a midget.

EIther way the events of Bleach appear to be occurring in the nearby city of Karakura, with weird ghosts and spirits crawling out of the cracks. Expect to see noble samurai that use possessed swords, fallen nobles that use bows and a whole heap of possessed criminals squabbling over some weird philosopher's stone knock off. Don't worry however, while hell exists there is definitely no such thing as a soul king or his fallen son. Your goal is simple, stop the masquerade from breaking any further and try to keep ichigo alive to reach his 25 birthday. Doing so will let you gain a copy of the **knock off philosopher's stone**, which seems to have been focused so that all of its power is used to grant lesser 'wishes'. It's a pity that it's so hard to control, but i'm sure you can find a way to use it.

If you decide to fully involve yourself, then you will eventually gain access to one of the swords floating around the city. If you choose to use it then you will be given the task of taking control of a nearby city (your own possibly) for the Shinigami. Your goal is to set up a '14th' Division and pacify the surrounding territory, so that the demons are no longer a threat to any within your city. Expect to face demons, criminals, politicians and even ninja, as the surrounding groups attempt to crush you and take the city. Expect monster of the week attacks and long term infiltrations that scale with your inverse power levels. Should you succeed then you will get to keep your **Zanpakuto** and the abilities of a **Soul Reaper** that it grants you.

Elemental Ninja

It seems that the Taimanin are not the only Ninja in this world, there are five great Villages scattered around Asia. Each representing a specific Element. Each village contains a number of clans, each containing either a specific bloodline of demon-blooded or a lineage of Ninja Skills based around specific affinities. Each also contains at least one MAJOR Demon, sealed into items or occasionally Ninja. Have you guessed where I am going with this yet?

Essentially expies of Naruto from the start up until Pein has been defeated have appeared in the verse, with similar histories and events. Although given the masquerade everything has been toned down and all characters use powers based on this verse's abilities. But why is this a scenario? Well that's because you are now fated to be involved and will play a part similar to that of Naruto or Sasuke, expect to be chased by S rank ninja and be expected to join a side.

Your CP will be gained overtime in direct proportion to your efforts and will take the form of training, companions or the awakening of inherent gifts.

If you choose to join Naruto or Sasuke and help them as an equal contributor, then you may take team 7 with you as companions. If all members of the 'twelve' survive, then you may also take four of them with you. You do still have to convince them however.

Devil's Due
So it seems you want to make the hunters the hunted huh? Well you came to the right place my friend. Let Uncle Dante listen to your story and then we can get down to business.

It seems that Annerose is not the only part demon around anymore, as a Hunter by the name of Dante has recently settled down in Tokyo after fleeing a series of debts in America. Unfortunately for you he used the same forger (99% legit) as you and now you have been flagged as a potential relative. Even worse his debts have been bought up by those that wish to take advantage of his heritage, *I wouldn't have run otherwise, money's not that hard to find right?* and so it doesn't matter how rich you are, they will always find some way to cause trouble.

You have two options here, firstly you can help Dante clear his name. This will require finding the real powers behind the debtors and then taking them down economically, politically and legally. Don't expect a cake walk however, as Dante has plenty of enemies who would love to kick him while he's down, and even some of his friends have been convinced to at least pretend they are trying to capture him. Expect every legal trouble the Americans can find and a fair few illegal issues as well. If you can prove that you have paid the debt and weakened your opponents enough, then you will be able to get off scot free.

The other option is Dantes current plan, which involves taking over the local demonic underground to pay the first couple of bills and then follow the links to the American source. If you succeed, then you will need to fight your way through demons, ninja, special forces, ninja and eventually come face to face with the Leader of Nomad. This is technically simpler, but requires fighting your way through not only this world's Nomad, but also into an alternate dimension where you will have to fight alternative versions of Dante and Yourself (No Jumpers).

If you succeed, then you will gain Dante as a Companion and either a signed pardon from the president of the American Federation (or closest equivalent) OR a choice of some of the dimensional alternates you managed to beat as companions.

Cloned Woes
So it seems that you have suffered something of an accident, those in jump memories of yours? Faked in an attempt to render you loyal to your creator. Your creator? Yes it seems you are now in the body of a clone of Asagi's Boyfriend XXXX. It seems that the version that was to be used

to torment Asagi is actually a clone as well, the real version being tucked away in a pocket dimension by Edward Black. Unfortunately for you, Asagi's Boyfriend is practically a civilian, so it will take time for your varius perks and powers to resurface as they have to remake your body from the ground up. Luckily they were expecting a loyal slave, not someone with an actual spine, so i'm sure it will be easy enough to escape.

Once you do, you will quickly run into Asagi, likely just as she is escaping from her prison. If you hurry then you can help her and or just take your time and let her do the work. Once you meet her, you will be able to explain what happened and what you know of her boyfriend. If you go with her back to your original location then you will find a trail that will lead to the next step, however Asagi will suffer from the effects of her modifications and will likely require 'assistance' dealing with them. If you chose not to go straight away, instead taking Asagi and Sakura to be treated, then you will only find part of the clue and will need to spend time hunting for the rest of it. Both Girls will be with you however and you will have had enough time to adjust to your new body.

Once at the next location, you will need to fight your way through a laboratory filled with clones and modified Humans. If you arrive straight away, then you will be able to push past the awakening security and take out the security room before they can awaken more than 20% of their forces. If you take your time then you will have to fight through the entire pack and will likely reach the final room with the alarm fully raised. Which is when Ingred Strikes, if you arrived early then you will reach her unprepared, but asagi will be exhausted and you will have to prove your worth as a companion. If you took your time, then Ingred will be fully prepared and the three of you will have a massive battle on your hands. If you can prove yourself as a team player, then you can succeed and move to the next part.

Upon capturing Ingred unprepared, you will be able to talk her into telling you how to reach the pocket dimension, greatly impressing Asagi. If you have to work together to force her to flee, then the three of you will have to make do with her ID card and Phone, somehow surviving the fight and their mistresses flight. Either way you will now be able to travel to the location of the portal to the pocket dimension. On your way you and Asagi will share a room as she needs to continue 'dealing' with her modifications and doesn't seem to mind as much any more. If you are traveling with Asagi AND Sakura however, then the two sisters will share a room and will both make use of the medicine they were given to suppress their modifications. Alas they do not work completely and both will find themselves thinking thoughts they would never have had only a month ago.

The portal is located on an island, specifically in the centre of a dead volcano. Depending on how you arrive, you will either use Ingreds information to slip inside via a supply package, and have to remain in close contact with Asagi for hours, or have to bluff your way past the guards using Ingreds ID card. If you use the card, then you will be stopped halfway up the mountain and have to fight your way past the remaining guards to the Portal. If you do so, the Sakura will remain outside to keep the portal open and stop them from trapping you.

Once inside the Portal, you and Asagi will have to locate Asagi's Boyfriend and attempt to free him. To do so, you will have to fight Edwin Black and force him to flee, but not before he reveals the truth. The pocket dimension is actually linked to another dimension and is used by both versions of Black to guarantee the results of certain projects, they do this by syncing with a copy of the dimension and forcing one to succeed and the other to fail, then share the results.

The true meaning of this is revealed when just as he reveals this, another version of Asagi appears and together the three of you manage to send Black running for his life. It seems that there is another portal further in that links to the other dimension, a world without you it seems.

Now is the moment of truth, which of the Asagi's get the real version of her boyfriend? If you have truly bonded with Asagi then she will choose to give her alternate a second chance at love, if you haven't then she will take her boyfriend and return to her dimension, leaving the time you spent together as nothing more than lust. The alternate however is desperate for any chance at happiness after losing her chance and will beg you to return with her. Her journey was not as good as your version of Asagi and unable to hold off the modifications any longer she offers herself, body, mind and soul if you would have her. If you accept then you will return with her to her dimension and she will outwardly play the role of loving girlfriend, although in truth she happily considers herself your slave.

Either way, if you accept an Asagi, then you get her as a Companion and her sister Sakura as well. If you journeyed with Sakura, then you will eventually end up sharing a bed with both of them after a particularly drunk night. If you didn't, then Asagi will sink deeper into her role as your lover and Sakura will begin to consider you her 'big brother'.

EVIL ALWAYS FINDS A WAY (Overlord….)
This was going to be the evil scenario, so I wrote the title and then couldn't help altering it.

Rape? Nah, this is just Suprise Sex. (rape scinario… help?)