



MAKOTO RAIJU PRESENTS

雷句 誠

1

金 色 の  
こん じき

カバズ!



# Intro, Species, & Origins

Select only one Species, and only one Origin. All Origins are free.

## Intro

Kiyomaro Takamine is a bright young boy. Though it is during school hours, he hides in his room, his intelligence and poor attitude making him an outcast. Cursing those who ostracise him, and lashing out at everyone around him, this boy has fallen into a pit, from which there is no escape.

That is, until a naked boy named Gash Bell breaks through his window with a live fish on his back, and hanging off the ankles of a hawk. He promptly destroyed the rest of Kiyomaro's room with a bolt of lightning from his mouth. With no memories, and nothing to his name but a red book, Gash arrives at the request of Takamine's father, to help his son be less of a sissy.

Gash has unknowingly involved Kiyomaro in a battle held in the human world every thousand years, to decide the king of the Mamodo world. The Mamodo are magical beings, though during the tournament, most of their spells are sealed into thick tomes, readable only by a human partner of a compatible nature. When a Mamodo's spellbook is burnt, that Mamodo is disqualified, and harmlessly returned to the Mamodo world.

Many unusual factors are at play in this incarnation of the 100 Mamodo Battle. From the resurrection of 1000 year old Mamodo, to forbidden weapons of mass destruction secretly summoned from the Mamodo World.

Amidst all this chaos, something unknown is lying in wait. A living force of destruction, that seeks the genocide of all Mamodo. If their power was not enough to accomplish this, the enigmatic and terrifying King's Privilege, granted to the winner of the battle, would make such a task trivial.

# Species

## **Human - Free**

You are a resident of the human world. You likely don't possess mystical powers per se, but your Mamodo partner will have no choice but to rely on you to make use of their spells. If you have any inherent advantage over the Mamodo, it's that the king candidates are all children, and easily swayed by their own emotions and desires. You can be virtually any age, and you may choose your gender freely as well. As a human partnered with a Mamodo, you are able to generate a great deal of heart energy to fuel your partner's spells. There is no age requirement for human partners, so you may choose your age freely, and the same can be done for gender.

## **Mamodo - 200CP**

You are one of the candidates for the position of Mamodo King. Mamodo can take an infinite variety of forms: humanoid children, animals, towering beasts, monsters right out of human mythology, and many even stranger possibilities. Your physical strength is greater than that of most humans, or at the very least, equal to a healthy adult human. Your partner's heart energy will be used to both fuel your spells, and heal your injuries outside of battle. Some Mamodo even have powers that require neither a verbal chant or a human partner, either inherent to their physiology, or learned through tireless training. Following the 100 Mamodo Battle, you will gain the ability to utilize your own magic without a human partner. You are a child, but considering the aforementioned variety in Mamodo, this only refers to your age. While you would likely have the appearance of a human child or teen, it's hardly unprecedented for candidates to resemble fully-grown adults. Gender may be chosen freely, or not at all, if your body is especially strange.

Falling during the 100 Mamodo Battle will not be the same as death, for the purposes of ending your chain. However, should an especially vile Mamodo become king, they may use the King's Privilege to destroy some or all of the souls in the Mamodo World. Naturally, this will count as death for you, as will dying before your book is completely burnt.

# Origins

## **Nobody (Mysterious King)**

You come from nowhere and answer to no one. You are an enigma, or rather, you're an unprecedented wild card in this legendary battle.

## **Prodigy (Intelligent King)**

A youth with a brilliant mind, and even greater potential. You may resolve problems with your head, but your strength of heart is not to be sneered at.

## **Superstar (Charming King)**

Charismatic and entertaining, you've already won the hearts of many with your talents. Who knows what heights you'll reach, pursuing your dream.

## **Elite (Noble King)**

You were raised from a young age to become someone important, someone powerful. Only you can decide whether to use that power for good or evil.

## **Professor (Wise King)**

Intelligent and wise, over a lifetime of experiences, you've obtained nearly unparalleled insight, and you're more than happy to share it with the world.

## **Altruist (Kind King)**

The only ends you seek are a future where everyone can be happy. Many will call you naive, but you will fight on in spite of their abuse.

## **Warrior (Strong King)**

One who earns respect through power. You honed yourself into a weapon, and plan to use it to whatever ends suit you, or at whoever dares to irk you.

## **Despot (Ambitious King)**

You're honest, if nothing else. You desire power and domination for its own sake. It matters little who or what you must trample over in the process.

# General Perks

No discounts for anyone

## **Who's the Demon? - Free**

Going forward, you may take on the facial expressions and exaggerations present in the artwork of Makoto Raiku. From his faces for running, shock, smugness, or just transforming into a demon to illustrate bottomless rage. Others can see these exaggerations, but no one ever finds them that odd.

## **Sorry, I Think I Blinked a Little - 50CP**

Getting across all the minute details of a complex transformation can be hard. You can make it so your own transformations into other forms make absolutely no sense to observers, whether by skipping over vital steps, or including steps that contradict the final form. This doesn't change your transformation time, just makes them far more confusing to onlookers.

## **Big Boing - 150CP**

Chichi chichi oppai indeed! You have a certain set of "assets" that are far more emphasized than most of your gender, to the extent they pass as a superpower. You're bouncy, charming, sexy (in a sense), and most of all, distracting. Your value as a distraction often makes others willing to bring you along on dangerous adventures as a special ace in the hole.

## **Excused Absence - 200CP**

The obligations of a middle schooler and a globe-spanning adventure are rarely a good mix. In your case, time and assignments missed during long periods of absence from school or work are never held against you. You can quickly pick up on any important information missed in that time, usually. I can't promise your teachers or superiors will be very pleased by this.

## **King Maker - 300CP**

Even in the Mamodo world, the spellbooks' origin are a complete mystery. You've somehow obtained the knowledge to create them. When willingly accepted, these spellbooks seal away the recipient's magic, allowing them to unlock spells through emotional experiences, even those they didn't know they had. You can decide whether a partner is needed for the book's use.

# Human & Mamodo Perks

Only purchasable by Humans or Mamodo respectively, no discounts

## Human Perks

### **Babysitting Duty - Free**

A book wielder must always be prepared for a fight, but that can be difficult in daily life. You'll rarely, if ever hear any complaints about taking a child with you everywhere, even if you don't appear to be related. Whether in the middle of class, or on a movie set, as long as they aren't being disruptive.

### **War Costs - 100CP**

As you'd imagine, little kids with the power to launch lightening and fire from their mouths tend to make a bit of a mess, thank God that's not your problem. Any property damage caused as a result of your fighting will almost always be blamed on someone else, and rebuilt with little issue.

### **Set - 200CP**

You're a fantastic tactician, able to keep a level head in the midst of battle. When your heart acts in tandem with another, you can fight together like one warrior across two bodies. Commanding your ally without even looking at the ally, or directing their attacks with pinpoint accuracy with one word.

### **Unlimited Power - 300CP**

The potency of your heart boggles the mind. You generate heart energy or whatever emotion-based energies you may have at an astounding rate, replenishing in minutes what would take hours for most. Your generation speed of emotional energies is enhanced further with youth, as an infant, you'd be able to replenish your reserves seconds after emptying it.

### **Answer Talker - 600CP**

A power bestowed upon those who have experienced death and returned. Answer Talker gives the user the intuitive ability to know and execute the solution to nearly any question, problem, or situation. Even if the answer involves information you have no way of knowing, like how to read a dead language, or cure an unknown illness. The less observable stimulus the user has for a problem, the less specific or detailed any answers will be.

# **Mamodo Perks**

## **Battle of Extremes - Free**

The heart power of a human is strengthened by extremes. In general, you have a talent for swaying the hearts of others, into committing acts of either good or evil. Some will have the willpower to resist you, but many humans are truly weak at heart, and crave for someone to give them direction.

## **A Hero is a Hero - 100CP**

Even if you spit lightning, or have horns, you're still just a kid. No matter what inhuman powers or physical features you may possess, people always see you for you. You're judged by your actions and characters, and if those show integrity, no one will think of shunning you out of fear.

## **Our Hearts as One - 200CP**

When fighting alongside another, you have the ability to fuse your spells into one. You can even create seemingly impossible effects, such as a spell with properties of both electricity and gravity. If that fails, you can just fuse your raw power together for one simple but powerful spell.

## **Sorcerous Child - 300CP**

Though many spells are inherent to a Mamodo, through immense, time, effort, and concentration, new spells and spell constructs can be designed freely. The more unusual or powerful the spell, the more time and power needed. You can also give up created spells, by granting them to another.

## **All That Glitters - 400CP**

In your most dire moments, when your willpower is overflowing, you may cause your spellbook to take on a yellow sheen akin to solid gold. All those in your current jump who have left an intense emotional impact on you, and vice versa, will be given general insight into your current challenge. This can include friends and foes alike, barring those that would obviously be detrimental to inform of this. Should they will it, they may lend you their magic power and spells, and can even stand by you in spirit to guide you. This can work across dimensions, though certainly not separate jumps. Naturally, this applies to companions, allies, and followers in the current jump. This boost is temporary, and spells lent to you are not permanently retained. Post-jump this will not be bound to your spellbook, but you can choose to have your eyes and aura shine golden instead.

# Origin Perks

Discounted to the associated origin, 100CP perks discounted to free

## Nobody Perks

### **All Clear - 100CP**

It's only natural that the most powerful enemy is saved for last, even though that would logically make them a bit of a target. You're a natural at keeping a low profile, wielding unprecedented levels of power without anyone who isn't your immediate opponent really noticing. Though, if you let an enemy escape, there's nothing stopping them from spreading the word about you.

### **No Meaning at All - 200CP**

What purpose is there to life? What meaning is there to pain? You ask yourself this but find no answer. You're hardly suicidal, but you barely flinch in response to fear or pain. If beneficial, you can enter terrifying situations or deliberately get injured to further your goals. You still feel them, you just won't let them make you lose your cool.

### **Demon's Bane - 400CP**

As if you have evolved for the sole purpose of genocide, you are the natural bane to your own species. Attacks from your own species barely do half the damage they should against you, while your own will do roughly double the damage against them. Additionally, you can easily strike terror into all but the bravest members of your species, on an almost instinctual level.

### **Lingering Grudge - 600CP**

Whatever forces are keeping you alive adamantly refuse to let you die. You can take injuries that could kill any normal person, like getting skewered through your internal organs, and somehow manage to recover eventually. The closer you get to the edge of death, the harder you fight back, letting you tap into reserves of power that you never even knew you had.



# **Prodigy Perks**

## **Two Steps Forward - 100CP**

It's hard to let yourself be vulnerable. People can be cruel. People can be hurtful. Even if they've shunned you once, those you open up to, tend to open up to you in turn. If you show your true good character, they'll realize that their preconceptions about you were mistaken, and may try to make up for lost time. That is, unless you really are garbage to the core.

## **Bookworm - 200CP**

You'd think a middle schooler wouldn't be the most equipped to be dealing with priceless artifacts, but you know what you're doing. You know how to empirically analyze ancient artifacts at a level of competence comparable to professional archaeologists. You can even decipher long-dead or outright alien languages in weeks, or even hours if you have someone to teach you.

## **Independence - 400CP**

Human or mamodo, all souls are simply pieces of a greater whole, except for you. Mystical forces or powers react to you as if you had two compatible souls in one body. You need not rely on anyone else to fuel your abilities, assuming it's something you can potentially generate on your own. This won't get around seals on your powers that require another to "unlock".

## **True Genius - 600CP**

You've always had a natural talent for machines, able to fix and understand them in minutes. Not only that, you have the makings of a robotics genius that could revolutionize the world. Your skills are so incredible that your programming lives on in any imitations based even loosely on your designs, no matter how hard the thief tries to bend them to their own will.

# **Superstar Perks**

## **What it Takes - 100CP**

You don't become a stage sensation through luck and connections alone, you need the talent to back it up. You've got a fun loving, if not outright goofy charm that has a special way of pulling people in. When you start dancing, in almost any context, even enemies have trouble not joining in. Even if you have a scary side too, you can bury that under this silly facade.

## **Iron Jumper - 200CP**

Not sure how this relates to being a stage sensation, but hey, you have it. Your durability is beyond absurd. You can take hits that would leave most humans or mamodo unconscious or in crippling agony. Even if you do fall, having an ally sing a short chant about your greatness will let you spring to your feet in a split second (assuming you're still alive at this point).

## **Special Live Performance - 400CP**

At their core, an idol's job is to sway the hearts of the masses. Your music can affect the mood of entire cities. Those who hear music you made, even from a distance, will feel whatever emotions you poured into it with great intensity. This has little to no effect on enemies, and can be overpowered by emotions stronger than those behind your music.

## **I've Always Been a Hippo - 600CP**

A hippo may seem silly, or even docile, but when their young are in danger, a hippo is stronger than any lion. When you move for the sake of protecting others, you tap into reserves of strength that let you defend against enemies ten times your usual size or power. Your resistance is inspiring, allowing you to touch even the most clouded hearts with your defiance.

## **Noble Perks**

### **Heir's Burden - 100CP**

You have the social graces to pass yourself off as an experienced noble, if not outright loyalty. More than just your manners, you're competent in a wide variety of conventionally noble skills, such as fencing, dancing, or playing various instruments. This also gives you an air of confidence to your abilities, sincere or not. Humility is notably absent from this skillset.

### **Ode to Diligence - 200CP**

The life of nobility is far from an easy one. It requires discipline, discipline that you certainly possess. Your brutal upbringing has given you an unreal ability to overwork yourself. You can work three times the amount of work your body is meant to do before giving up. You can even go several days without sleep before it inhibits your daily life.

### **Tips and Tricks - 400CP**

For someone of your nature, having to launch your abilities from your mouth is just unbecoming. Through training, you have the ability to change the "origin" of your supernatural powers. You can make powers that come out of one part of your body, like your mouth, originate from another, like your hand, or even focus it through external objects like a staff or chair.

### **Naturally Talented - 600CP**

Whether possessed from birth, or honed through various trials, you possess intuition bordering on precognition. You can read an opponent like a book, predicting their attacks and strategies, and dodging with the same ease as breathing. With a look, you can identify an enemy's strengths, weaknesses, and personality, barring any supernatural aspects or powers they may have.

## **Professor Perks**

### **Man of Mystery - 100CP**

The most important talent to possess for a man who knows everything is that which lets them get out of ever explaining anything. You can dodge questions like it was an Olympic sport. No matter how clear or inflexible their question may be, you can effortlessly wiggle out of committing to an answer, while making it apparent that you do in fact know the answer.

### **Persistent Gnat - 200CP**

Like a small bug, once you've been flying around long enough, most people can't be bothered to swat you. You're a natural at both annoying the Hell out of people in record time, but also disarming tense situations, even those you cause. This also makes people eager to take you at your word, even in the middle of battle as long as you show that you have no intention to deceive.

### **Collecting Comrades - 400CP**

Good help is hard to find, but finding great help is almost impossible. You have the skills to gather a team from all around the world on short notice. You can find the most capable people with the highest likelihood of going along with your goals, no matter how hidden or mobile they are. You can find, meet, and negotiate your terms with them within 24 hours, at most.

### **Embrace the Future - 600CP**

In either world, you'll likely be laughed off for these techniques, but that's just until you show results. You have the ability to seamlessly merge magic and technology. Treating spells like chemical reactions to create megitech machines. The initial results will be highly inefficient, but once you perfect these principles, you'll be able to create miracles surpassing both practices.



## **Altruist Perks**

### **Firestarter - 100CP**

Within everyone is the spark of heroism, but the modern world forces them to suppress it. You can ignite that dormant flame, letting them push aside their insecurities and outside pressures, and become the kind of hero they really are deep down. The flames of some are far greater than others, and even if you awaken the will, they may not have the ability to act on it.

### **True Gaze - 200CP**

Your gaze is true, looking straight ahead, with no distractions. You possess a will and aura that's simply overpowering. The purity in your gaze forces enemies facing internal struggles of their own to hesitate, either envious or terrified of your certainty in your path. Those especially effective will find themselves reevaluating their goals and values long after the fact.

### **The Power to Know - 400CP**

A monk-like insight dwells within you. You can gaze into the deepest parts of any living being's heart, and connect with them. On animals, you can instantly grasp their emotions, and allow them to grasp yours. This allows you to pacify or befriend animals on the spot. Humans keep their hearts far more guarded than animals, making them more difficult to influence.

### **Deus Ex Nakama - 600CP**

People have their limits, but that's why true friends are always around to lend a helping hand. When your friends are in a situation they can't handle on their own, you always just happen to be in just the right place to jump to their aid, no matter where they are. This works in reverse too, making sure your allies always show up in the nick of time to help you out of a tight spot.

## **Fighter Perks**

### **Dominating - 100CP**

The impact of a threat varies heavily on the speaker, lucky you. When you get serious, you're absolutely terrifying. When you threaten someone, it is almost always taken at face value. This won't do much for you if the listener has seen firsthand that you aren't nearly as scary as you let on. Naturally, this makes you just as hard to intimidate as you are intimidating.

### **Together Forever - 200CP**

If you trust someone enough to call them your ally, you should always trust them enough to fight by your side. You and those you hold an emotional bond with possess an unnatural awareness of each other. Even without the ability to see each other, as long as you fight together, you never get in each other's way, and can communicate perfectly without saying a single word.

### **Strength in Itself - 400CP**

Most book wielders let their partners do all the fighting, but you may not need to. You have the strength to match Mamodo in combat, spells and all. You can shrug off lightning, and move fast enough to seemingly teleport. You can break through most magical barriers with your fists, and intuitively know what barriers your brute strength isn't enough to deal with.

### **Battle Scars - 600CP**

You are strong, plain and simple, stronger than you have any right to be. Additionally, you learn from each and every injury you sustain in battle, increasing your wisdom, skill, and power greatly. One or two particularly traumatizing battles could raise your physical, magical, and mental abilities to the point that they dwarf your former capabilities dozens of times over.

# Despot Perks

## **Path to Power - 100CP**

Often times, the trick to achieving ultimate power before anyone else is to be the only one with a map. You're quick to catch wind of legends and rumors regarding real magical artifacts, locations, practitioners, etc. This won't let you in on very well kept secrets, but if nobody is going out of their way to keep it hidden, you'll hear about it sooner or later.

## **Bolstering the Ranks - 200CP**

If someone has the power to give you so much trouble as enemies, imagine how useful they could be as allies. You have the talent and expertise needed to recruit former enemies to serve you. You can quickly identify whether appealing to their ambition or vulnerability is the quickest way to get them onboard. The former approach tends to result in far less risk of betrayal.

## **Behind the Scenes - 400CP**

Evil scheming is all about infrastructure, which means a lot of time where you better hope nobody notices. When you're setting up the framework for a scheme, nobody seems to realize until the plan is already in motion. Not even scrying will help people catch wind of what you're doing, and once your plan is in motion, only first-hand witnesses will be able to tie it to you.

## **Overlord - 600CP**

There is no force more fearful than the power of fear itself. Through bluffs, threats, and torture, you can incite fear so great that it can sway beings far stronger and braver than you to obey. You can inflict trauma that can make others imagine your threats with such intensity that their own mind brings that pain into reality, possibly killing them from shock.

# Mamodo Spells & Powers

Restricted to Mamodos. Non-Verbal Abilities are not bound by Spellbook limitations.

## Mamodo Magic

### **Spellbook - Free/50CP/+50CP, Mandatory for Mamodos**

Magic is a power inherent to all Mamodo. Though some Mamodo may be more specialized, most Mamodos have spells covering a variety of effects, such as attack, defense, assistance, immobilization, transformation, or trickery. All Mamodo follow a certain theme for their magic. A Mamodo's theme can be practically anything, from elements, a specific type of spell, a certain skill, a type of object, or even broad concepts. A Mamodo's theme has little bearing on the strength of their spells, so you will be allowed to choose virtually any theme. Mamodo will awaken new spells as they face emotional breakthroughs and revelations. At times, rather than awakening new spells, their weaker spells will grow in power, letting them match the effects of higher level spells at the same heart energy cost.

If you have any magic books or systems already, you may use that in place of a theme. This will adjust the spell's strength to be in line with the level and complexity of spells you'd be getting with a normal theme. If you want your Mamodo equivalent to perfectly mirror the originals, you must pay or gain 50CP, depending if this makes the final magic stronger or weaker.

### **Revved Up - +100CP**

This is a somewhat rare form of magic. Unlike most Mamodo, you only really have one spell. Each incantation just enhances that spell's output, in return, its power is way beyond most other Mamodo. Each spell must be read sequentially, with time to build up energy between incantations.

### **Trinity - 100CP X3**

You have a special bond with two of your Mamodo companions. You all share a single potent spell that requires all three of you to use in unison. This can have almost any effect, and is not affected by the themes of the three Mamodo but it will invariably be very potent, such as a large area of effect that nullifies all sound, or a bird of fire that burns anything that tries to absorb or contain its power. Taking this option requires you and two of your companions, or just three companions, to buy this individually.



### **Solo Formation - 100CP**

As a component to your physiology, you possess several small satellite-like structures, that you can freely control telekinetically. Rather than emitting your spells from your body, you can instead produce the effects from these satellites, even several at once, albeit at a lessened intensity. To use your spells at full strength, you have to attach the satellites to your body.

### **Final Ace - 200CP**

Like the dreadful secret of the Bell family, Bao, you possess an unusually potent spell that draws on a different aspect of the heart to fuel itself, such as the stress of battle or the darkness of your own heart. This means it can be used when your heart energy is exhausted. This does drain however little heart energy you have left, making it only useful as a finishing move.

### **Unforgivable - 300CP**

The only saving grace of the 100 Mamodo Battle is that most battles just end with one side getting sent back home, usually. You bear a twisted spell that acts as a curse, forcing those affected to suffer long after your battle, possibly preventing them from ever returning. The likes of the petrification skill that trapped dozens of Mamodo in the human world for 1000 years.

### **Mighty Mamodo - 400CP**

It's a simple fact that some Mamodo are just stronger than others, for little actual reason. This power may be split to give you a second shin-level spell, or focused entirely on your strongest spell, giving it power far beyond shin. Something like making a space where you can create illusions with physical consequences, or a spell with power comparable to the dreadful Bao.

# Non-Verbal Abilities

## **Skin - Free**

Should your Mamodo form be clearly inhuman or have inhuman elements, you can transform into a mundane animal or human form to help blend in.

## **Armed - 50CP**

You have natural melee weapons built into your body. Something like claws or spikes, something that most humans don't have sticking out of them.

## **Disarmed - 50CP**

You have the ability to safely detach a specific part of your body, such as your head or your entire lower half, and maintain full control of both.

## **Crystallization - 100CP**

You can crystalize your magic and plant them into others. This only releases enough power to dredge up the trauma of those who've felt your magic.

## **Plated - 100CP**

Your body has some form of natural and highly durable armor. This can either take the form of scales, or some kind of thick shell.

## **Special Delivery - 100CP**

You can transform a lock of your hair into a mystic messenger that can find someone almost anywhere on the planet to relay a message from you.

## **Armstrong - 100CP**

Two of your limbs now have the ability to stretch great distances. Maybe springs are built into your limbs, or maybe they stretch more like rubber.

## **Mamodo Radar - 100CP/ Per**

You have the ability to detect the location and general power of magical beings. This only works on sight initially, but you may increase the range with each purchase, becoming global after 8 purchases.

**Bloodhound - 100CP/ Per**

One of your senses has been boosted to an animalistic level. Think stuff like the nose of a bloodhound, or the eyes of a hawk.

**Safety Net - 100CP/ 300CP**

You can produce a magic forcefield without a spell. The initial purchase just lets you summon a relatively weak shield. For 300CP, you can indefinitely sustain a seemingly indestructible bubble, at the cost of halving your power.

**Safe and Secure - 150CP**

Regardless of your external size, you have a compartment or space within your body that your bookkeeper can hide in, and even cast spells from.

**Airborne - 150CP**

You have the ability to fly or levitate, either with wings, or some unknown force. With Unarmed, you can levitate detached parts independently.

**Big Guy - 150CP/ Per**

This increases your size. After one purchase, you're almost the size of a Mamodo from the Dragon clan, with four, your height rivals Faudo itself.

**Immune System - 100CP**

Requires size X2. The insides of your body are protected from intruders with a variety of internal magic shields and independently-acting guardians.

**Bargaining Power - 200CP**

You may bestow some of your magic power to others through touch, this greatly enhances their power, and warps their mind to loyally serve you.

**Smoke and Mirrors - 200CP**

You've learned magic that lets you cast very weak illusions. They're fairly easy to break free of, unless strengthened by some external mystic stimulus.

**Pew Pew - 200CP/400CP**

You have the ability to fire lasers from your body. The base purchase nets you just one or two lasers, but doubling that price will let you emit lasers from countless points on your body, plus one especially destructive laser.

**Delete History - 300CP**

You can forcibly seal some or all of a target's memories. They may recover bits and pieces in time, but only you can fully restore their memories.

**Devil Among Demons - 400CP**

You can freely control the hearts and personalities of others. You can decide if they retain any memory of their time under your control, if ever freed.

**Ultimatum - 400CP**

You can inflict a curse that weakens and eventually kills humans unless you remove it. Maintaining the curse places great strain on your body.

**Target - 400CP**

A small core exists somewhere within your body. You cannot be killed as long as this core is intact within your body, though healing still takes time.

**Approaching Perfection - 500CP**

By spending several months dormant within a cocoon, you can evolve your form and power in all areas. You can create new and unbelievably powerful spells in this time, though these tend to be one-time use. You also possess the ability to merge with spell constructs, making them your new body.

**Warp - 600CP/ 700CP**

You have the ability to teleport to nearly any location on the planet you can think of, even if you've never been there. You can even take others with you. For an added 100CP, your power manifests as a private space. You can open up portals to anywhere in the world from here. You can bring others here with you but this space only exists as long as you're inside it.



# Companions & Items

Same discounting rules as perks apply.

## Companions

### **Partner - Free, one purchase each**

Everyone who arrives in this world will be accompanied by one compatible partner of the opposite species. Humans will get a Mamodo, Mamodo will get a human. You can either import a companion into this role, or make an entirely new one. The starting CP of whoever took this determined that of their partner, but Mamodo still need to pay 200CP for their species.

### **Timeless Friendships - 50CP**

For each purchase of this, you may bring along one of your old friends on this adventure, and import them into this world. If that doesn't suit you, you can also use this option to make entirely new companions. Imported companions each get 600CP to spend, and may gain an additional 200CP by taking on Drawbacks. Companions imported through the Partner option cannot be imported again through this one for more CP.

### **New Alliances - 50CP**

Each purchase of this option will let you select someone already in this world to befriend. You will repeatedly meet them time and time again on good terms. Should you gain their informed consent, they may come with you as companions. If they're a member of the opposite species of your own, you'll need to get this consent before the 100 Mamodo battle is over. You only need to buy this once for each human and Mamodo pair.

### **The Majestic Twelve - 300CP**

This group of twelve(ish) psychic superheroes have dedicated themselves to serving you. They're usually busy saving the world, but always have time for whatever petty gag or request you have for them. Strangely enough, it never dawns on you or them to use these powers in any way that's actually useful to your current situation. They act more like servants and chauffeurs than anything. At least they know how to pilot a jet. You may treat them as one group companion, or as individual companions at your own convenience.

## **General Items**

### **Vulcan 301 - 50CP**

I present to you the most powerful battle robot the world has ever known (not really)! With the strongest hyperbody (made of glue and a chopsticks box), this super robot can shoot 300 air missiles (that's a lie). Moreover, it has a heart that loves humans (probably), and it's the best and most reliable friend you may ever know (I really hope that's a lie).

### **Totally A Hobby - 50CP**

You know what? I'm just not gonna ask. You possess a seemingly infinite amount of silly costumes, for people of all shapes and sizes. For as many as you have, each and every one of these costumes it invariably humiliating, and usually somewhat perverted (though not in any conventionally sexy way). Whatever you end up using these for is your own business

### **King of Nothing - 800CP**

Like there is the human and demon worlds, you are the sole ruler of an entire dimension of your own. This isn't quite as glorious as rulership of the other two worlds, as this world has very few resources to go around, other than metal. This world is filled with Mamodos doing whatever they can to survive, but all of them have lost the ability to use magic. The properties of this world make it so Mamodo can use their spellbook without a human partner, but in turn, those without a spellbook are unable to use their magic at all. This property only applies to the magic of the Mamodo world, and magic from other jumps will function as normal. In each jump, you will find a Stonehenge-like structure that acts as a portal to your world. Your castle in this world holds special technology, that absorbs power from spells used in the vicinity of the portal or the castle. If enough power is collected, you can open up a portal to other worlds/dimensions in the current jump, such as the human or Mamodo worlds.

## **Nobody Items**

### **A Real Treasure - 100CP**

A piece of rock with a bird drawn on it. Gifting this to someone who has never experienced it, understand the power and importance of friendship.

### **Cargo Ship - 200CP**

You possess your own private cargo ship. This boat is quite large, and with it, you can get away with all manner of smuggling, if you desire.

### **Comfy Chair - 400CP**

This chair of your own design has the mystical properties of flying under its own power. It can also be used to focus magic spells through it.

### **Secret Lab - 600CP**

A hidden lab, with equipment for many forms of science and engineering. The entire area around the lab are prepped with cameras and boobytraps.

## **Prodigy Items**

### **Research Tools - 100CP**

Equipment and chemicals for scientific study. Nothing too advanced, but this should help you glean plenty of information from artifacts and ruins.

### **Mamodo for Dummies - 200CP**

A guide for translating any written language you happen to use into the Mamodo language, and vice versa. Will not help with deciphering spells.

### **Healing Pod - 400CP**

This pod is filled with a magic liquid that can heal wounds, restore stamina and heart energy, and even revive someone from the brink of death.

### **Gate Between Worlds - 600CP**

When two compatible people enter this cave, they may unlock a gate that briefly allows travel between that and another world of your choosing.

## **Superstar Items**

### **Merchandise - 100CP**

You possess an endless amount of mundane merchandise advertising your greatness, from T-shirts, to mugs, to RC toys made in your image.

### **Understanding Agency - 200CP**

You have ties to a competent talent agency that's weirdly receptive to your whims, even if you decide to vanish for extended periods without a word.

### **The Big Stage - 400CP**

A large private stage that you can use at your own convenience. Flashy battles that break out in or around this stage rarely draw any attention.

### **World Renowned - 600CP**

In this and future worlds, you may choose to have a reputation as a world famous star. Comes with many loving fans and countless job offers.

## **Noble Items**

### **Self-Defense - 100CP**

This specially-made weapon was designed according to your tastes and tendencies. This can be any melee weapon you can think of.

### **Traveling in Style - 200CP**

Your own private limo, driven by your unshakably loyal butler/chauffeur. Your butler does not count as a companion or occupy a companion slot.

### **Mantle of Bell - 400CP**

A magic mantle that can stretch to almost any length, block spells, be controlled with your mind, and even repair damage to itself over time.

### **Family Fortune - 600CP**

You come from an incredibly wealthy family. They consider you an adult now, and will never question how you use their time, money, or resources.



## **Professor Items**

### **Colorful Bundle of Lies - 100CP**

You are equipped with all manner of props for magic tricks, as well as a booklet to teach you quite a few. This even comes with a suit and top hat.

### **Literary Tomb - 200CP**

You possess a large home in the middle of nowhere. Your mansion is filled with countless books on a countless variety of subjects, all for your perusal.

### **Tickets to Anywhere - 400CP**

Wherever you need to be, as long as it can be reached by a public airline, you always possess as many free plane tickets as you and your allies need.

### **Magic Mirror - 600CP**

This magical artifact has the ability to magnify the power of spells reflected in it seemingly hundreds of times over, as long as the caster holds it.

## **Altruist Items**

### **A Mamodo Favorite - 100CP**

For many Mamodo, yellowtail bass is their favorite treats. Whether bass or candy, you have a replenishing supply of your favorite mundane snack.

### **Memory of the Wind - 200CP**

This skateboard seems to have had a bit of magic rub off on it. This not only rolls on the ground, but can glide on gusts of wind for a short time.

### **Universal Telegram - 400CP**

Once per jump, you may send magic envelopes to up to 100 people. They may write to anyone and have it magically delivered, even across worlds.

### **Mechavulcan 300 - 600CP**

This large robot is capable of flight, transformations, and various other tricks. They awakened to a human heart, and decided to be your friend.

## Fighter Items

### **Boob Tube - 100CP**

A small TV set. This always has free cable, a signal and power, regardless of your current surroundings. Other than that, it's just a normal TV.

### **Vroom Vroom - 200CP**

A stylish motorcycle, perfect for traveling the world. This bike never needs gas, and short of being destroyed, will never break down from use.

### **Blade of Justice - 400CP**

This large mystical sword possesses the property of sucking supernatural energies and physical stamina from your target with every cut.

### **Pure Nepotism - 600CP**

You are the heir to an expansive criminal organization. They may take on a more benevolent tune under your rule, but their power is unmistakable.

## Despot Items

### **Menacing Mask - 100CP**

This ornate metal helmet somehow does a fantastic job of hiding your identity, even if you don't bother to change your voice or clothing.

### **Fuado Liquid - 200CP**

The liquor in this syringe has the power to fully restore someone's heart energy, stamina, and even minor injuries. Replenishes monthly.

### **A Castle for a King - 400CP**

You are the sole owner of a large medieval castle. There's even a dungeon in the basement. Nobody will ever challenge your right to this castle.

### **Moonlit Cave - 600CP**

This cave houses crystals that harness the power of moonlight to restore heart energy. These stones also greatly enhance illusionary abilities.

# Scenarios

Participate in as many as you wish, but you will only gain the reward for one scenario.

## 101st Devil

Among the candidates for the battle to decide the Mamodo king, there was one prodigy that was unexpectedly overlooked. The genius Mamodo known as Wiseman. For his controlling nature and utter indifference to others, he was not permitted to participate, and was left in the Mamodo world. Soon after, he found a loophole. A single white Mamodo spellbook existed in the Mamodo world. Only meant to be used in emergencies, by the Mamodo hero known as the Black Knight. Wiseman enacted a plan to steal the book, and escape to the human world through an ancient gate that could only be opened by two perfectly compatible souls.

Taking this scenario means that you will not start the jump as a bookkeeper or a Mamodo. Between you and your partner, you will be split between the Mamodo and human worlds accordingly. Your task is to somehow cross the divide between worlds to unite with your partner, escape the unrelenting pursuit from the Black Knight, and escape to the human world. From there, you must find some means to defeat Wiseman, and take the white spellbook from him without letting it get burnt or destroyed.

Your reward for completing this task is first and foremost the privilege of participating in the 100 Mamodo Battle. More excitingly, you will be doing so with the power of the white book. While the white spellbook can let you use your spells in the human world like any other spellbook, it has another special property. The book will copy any spells used against you. What's more, once the spell has been copied, the original user loses the ability to cast it. In the case of spells coming from a spellbook, the spells within the book itself will lose all power as well.

After the 100 Mamodo Battle, the white book will remain in the form of a book, though the spells specific to the Mamodo in question will still return to being a personal power. After all, it is not technically bound to any one Mamodo. Going forward, any being capable of using magic will be able to use this spellbook, with or without a partner. This book can still be burned, and may ignite if it tries to absorb a spell that's too powerful. Naturally, you won't have to worry about being sent back to the Mamodo world, but once the book has been burnt, you won't get it back until the next jump.

## **Attack of Mechavulcan**

In the far future, Dr. M2, a mad genius Mamodo from the future will find a small toy robot. The design of the robot was so brilliant, that he used it as the basis for his army of robots. Combining magic and technology, Dr. M2 would create a machine to travel through space and time, in search of the genius who would later created that toy robot: Kiyomaro Takamine.

You must first prevent Dr. M2 from bringing Kiyomaro to the future. This will involve fighting through an army of his DS Mecha, and their destructive combined form. After accomplishing this, the damage to the time machine will be so severe that it will soon destroy the fabric of space and time. Dr. M2 will have given up all hope at this point. You must snap him out of his funk in time to work together to find some way to stop the machine in time.

For accomplishing this, you will be granted the same time machine to take with you. Though it is still a bit unstable, it's unlikely to do the same kind of damage unless sabotaged in transport. Still, it's a device that can transport entire fortresses, land, army, and all, through time and even dimensions.

## **Long Live Faudo**

Long ago, an unknown wizard crafted an enormous living Mamodo weapon with power that neither the human or Mamodo world had ever seen. The weapon called Faudo was so powerful, in fact, that it was sealed away in the form of a tower. However, the beast Mamodo clan decided to use it to give their representative in the 100 Mamodo Battle an unfair advantage.

The Mamodo Riou has been collecting powerful Mamodo, either through persuasion, or holding them captive with his death curse, to use their power to break the seal on Faudo. In order to obtain Faudo, you must travel from one part of the body to the next, fighting off powerful guardians, anti-magic shields, traps, possessed Mamodo, white blood cell monsters, and the pilot of Faudo himself. It's also likely that Riou will be overtaken by Zeon Bell, the prince of the Mamodo world. Should it come to that, you will also need to fight off one of the strongest Mamodo, alongside his human partner Dufort, with his mastery over the power of Answer Talker.

Your reward for all this should be self-explanatory. Faudo is a weapon of mass destruction that towers over mountains, with the strength to match. Among countless other features, he can emit several powerful lasers, strong enough to wipe out entire cities with one charged blast.

## **100 Mamodo Battle**

The entire reason the Mamodo were brought to the human world in the first place. Now, not only do you need to participate, you must win. You will have to come out as the final winner of the battle, marking either you, or your partner as the king of Mamodo. The road to doing this is simple, but brutal. Obviously, you don't have to fight off every Mamodo personally, but by surviving to the end, you will inevitably fight some of the strongest.

The likes of the highly trained Zeon bell, or the charismatic Gash Bell, with the unmatched power of Bao, the unreasonably strong Brago, the genocidal force of nature Clear Note, possibly even one or two members of the dragon clan, and many, many more. This may even lead you on a collision course with Zophis and his army of ancient Mamodos, or Riou, and the destructive might of Fauda.

You must face whatever challenge comes your way and win, and soon enough, one of you will be the king of all Mamodo, now and forever. No one in the Demon world is sure of where the spellbooks come from, or why the 100 Mamodo Battle occurs, but your victory here will put an end to this cycle once and for all. Going forward, you will be able to take the entire Mamodo world with you, accessible either from within your warehouse, or a property of your choosing in future jumps. Whichever of you was crowned king will rule for as many years as you wish, passing the torch only when you desire, and not when the spellbooks decide.

Should your intentions be less than benevolent, there is one more privilege granted to the winner of the 100 Mamodo Battle. As the battle rages in the human world, all Mamodo in the Mamodo world, along with any who fall in battle, are reduced to pure spirit. Once the winner of the battle has been decided, the king alone had the authority to decide what Mamodo get to incarnate again, and which ones get wiped from existence.

# Drawbacks

No Drawback cap. Take as many or as few as you please.

## **Pipsqueak Problems + 100CP**

For your ten years here, you will be harassed by a single little girl. She will never relent on her bullying, but in spite of her age, she never fails to get under your skin. You will also find it impossible to stop her by force.

## **Really Just a Kid + 100CP**

Children don't make the most responsible kings, especially not when their species is synonymous with demons. You're a complete brat, shortsighted, and shamelessly selfish. You seek power simply to look down on others.

## **Divided You Stand + 100CP**

Only weaklings need something like friends. The only thing you hate more than friendship is people who rely on their friends for strength. This makes you hard to get along with, but thankfully your partner is exempt from this.

## **Unqualified + 100CP**

It's a miracle you were eligible for this battle at all. You're a coward to your core. You can push yourself to act in spite of your fear, but don't expect that fear to ever go away during your ten years here.

## **An Extra Push + 200CP**

You lack the destructive impulse needed to battle for the crown. As such, you have been implanted with an alternate personality. This will come out in battle, and attack everything except for your partner indiscriminately.

## **Dim as Night + 200CP**

You and subterfuge aren't a good matchup. You're far too naive, easily fooled by even half-baked deceptions. You can't even tell most Mamodo apart from humans until they admit as much, or start launching spells.

### **Clean Slate + 200CP**

Shortly after your arrival in this world, all your memories of your past, both in this world (if you have one) and your prior jumps. You can recall bits and pieces, but you must find the one that did this to you to restore everything.

### **Easy Pickings + 200CP**

Before this battle started, you had a reputation as a weakling, in other words, easy pickings. Mamodo will be attracted to you from around the world, easily finding your location, often using petty tricks against you.

### **You, but Angrier + 300CP**

You have a twin brother that absolutely hates your guts. They can use all your skills and powers better than you can, with the exception of your one or two strongest abilities, which they lack entirely, to their chagrin.

### **Reprogrammed + 300CP**

Your heart has been forcefully twisted into the exact kind of person that you would loath the most. Additionally, you will be forced to destroy everything and everyone you love for the sake of your sadistic master.

### **Till Death do us Part + 300CP**

A curse has been placed on you that weakens you, and even kill you if you disobey the Mamodo that placed the curse. You'll be forced to consciously help in the destruction of the human world and your loved ones.

### **Boss Rush + 300CP**

At least one of the three major threats in this particular battle have finished their master plan early, and are aiming right for you for whatever reason. You may purchase this up to three times, for each of the below antagonists.

Should you choose Zophis, they have awakened their army of ancient Mamodo, without anyone noticing in time to band against them.

Should you choose Riou, they have already succeeded in awakening Faudo.

Should you choose Clear Note, while they have not reached their perfect form yet, they will begin the jump in their semi-perfect armored form.

# Endings & Beginnings

Where will you go from here?

## Ending Options

**Heading Home:** Go Home

**Here to Stay:** Stay Here

**Time for Goodbyes:** Move On

## Notes

Jump by Gene

Credit to Gashanon, for his really solid Zatch Bell WIP. If only I found out about that WIP a bit sooner, maybe then I wouldn't have given myself 8 origins to fluff.

The movie 101st Devil directly contradicts what we later learn in the manga, that the inhabitants of the Mamodo world exist only as disembodied spirits during the 100 Mamodo Battle. Even if you take that scenario, I'm writing the rest of this jump with the manga in mind. If you do take that scenario, fanwank whatever you need to make the scenario possible to occur.

If you want a spell emulating Bao, you'll have to purchase both Final Ace and Mighty Mamodo, and apply them both to a single spell.

I may come back one day to image this jump like I was planning, but I'm on a bit of a time crunch right now, so I can't be bothered at the moment.