

Black Lilith: Taimanin 0.1

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Introduction:

The world you now enter is one of unrelenting conflict, where the forces of justice and corruption wage a never-ending war in the shadows. This is the domain of the Taimanin—elite ninja warriors trained to combat the horrors that lurk beyond human law and morality. Theirs is a struggle fought with steel and sorcery, discipline and determination, yet the path they tread is fraught with peril unlike any other. Forged by the infamous Black Lilith Company, this universe is as unforgiving as it is enthralling. A dark future looms over humanity, where criminal syndicates, demonic entities, and twisted scientists exploit the weak and rule from the shadows. In this bleak landscape, the Taimanin stand as the last line of defense. With inhuman agility, unmatched combat prowess, and powerful enchantments, they battle tirelessly to maintain balance. Yet, no amount of training can fully prepare them for the horrors they face.

The world of the Taimanin is one where the line between heroism and downfall is perilously thin. While their mission is noble, the reality is harsh: the enemy is cunning, relentless, and all too often victorious. The battlefield is not always one of blades and blood, but of deception, coercion, and breaking wills. Many Taimanin, despite their unparalleled skills, have fallen prey to the monstrous forces they oppose, their bodies and spirits subjected to unspeakable trials. This grim fate is a risk every warrior accepts, for the path of a Taimanin is one of sacrifice.

Yet, even in the face of overwhelming darkness, there is hope. The Taimanin endure, not merely as warriors, but as symbols of resilience and defiance. Their beauty is as striking as their strength, their willpower as fierce as their skills. Clad in skin-tight combat suits or barely-there attire that belies their deadliness, they fight not just for survival, but for justice, vengeance, and the protection of what remains of humanity.

Now, you, Jumper, step into this brutal and alluring world. With 1,000 CP at your disposal, you will shape your destiny over the next ten years. Will you rise as a beacon of justice, carving a path through the darkness? Will you embrace the shadows, using your power to tip the scales in your own favor? Or will you fall like so many before you, ensnared by the very forces you swore to defeat?

Universe Lewdness:

Within the vast Black Lilith multiverse, every universe exists in two distinct forms—one drenched in unrestrained depravity, where power and pleasure intertwine in a relentless struggle, and another where honor, strength, and intrigue take precedence. The choice before you will shape the world you enter, determining whether your journey is one of harrowing trials and forbidden temptations or a saga of relentless heroism and unyielding justice.

NSFW Universe

In this universe, the war against crime lords, rogue scientists, and demonic forces is not fought on the battlefield alone. The enemies of the Taimanin are not just interested in conquest; they seek to break the very warriors who stand against them, turning powerful shinobi into weapons of their own making.

Much like the original *Taimanin* series, the dangers here extend beyond the physical. Even the strongest warriors, despite their skills and training, may find themselves ensnared in sinister plots, captured by ruthless foes who revel in their suffering. The fate of those who fall into enemy hands is grim, their will tested in ways that go beyond combat.

The aesthetics of this world reflect its cruel nature—battle suits and combat gear, while still iconic, are designed to enhance vulnerability rather than protection. The city streets and underground hideouts are filled with those who prey on the strong, seeking to corrupt them from within. Every mission carries a risk greater than death, and every battle is a struggle not just for victory, but for survival.

Will you be the one who resists the darkness, breaking the cycle of corruption?
Or will you succumb, becoming another piece in this twisted world's design?

SFW Universe

In this universe, the Taimanin stand as paragons of strength, discipline, and justice, waging war against the forces that threaten humanity. While the world is still harsh and unforgiving, the warriors here are battle-hardened, their training unmatched, their willpower unwavering. The threat of capture is ever-present, but these warriors are no mere pawns in a game of conquest—they are elite operatives who refuse to fall without a fight.

Here, the focus shifts from exploitation to high-stakes intrigue, deep world-building, and the eternal struggle between good and evil. The Taimanin are no longer just soldiers; they are leaders, assassins, spies, and guardians, each with their own stories of vengeance, redemption, and unwavering duty.

Their battle attire remains sleek and stylish, embodying both beauty and lethality, but with practicality and protection in mind. The designs serve to enhance their abilities rather than expose them to unnecessary risk, reflecting a world where combat effectiveness takes precedence over vulnerability.

In this universe, the struggle is not one of endurance against corruption, but of strategy, loyalty, and sheer will. Every mission carries weight, every decision shapes the fate of the world, and every battle is a fight for survival—not just for the warriors themselves, but for all of humanity.

Choose Your Path, Jumper

Whether you immerse yourself in a world of temptation and peril or one of honor and relentless battle, know that both paths hold the promise of greatness. The Taimanin universe is one of struggle, sacrifice, and strength, but it is also one where even the mightiest warriors can fall.

Starting Location:

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

1.Amidahara

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

2.Goshu Academy

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

3.UFS Base

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

4.The Dark World

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

5. Gogyo Academy

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

6. Free Choice

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



Starting World: Where Your Journey Begins

The Taimanin multiverse is vast, filled with perilous worlds where warriors fight for survival against insurmountable odds. Your first steps will shape the course of your journey, determining the allies you meet, the enemies you face, and the trials that will forge your legend.

Roll a 1d4 to let fate decide your starting point—or, if you prefer to seize control of your destiny, pay 50 CP to choose your world freely. No matter where you land, one thing is certain: the road ahead will not be easy.

1. Taimanin RPGX

You have been summoned to the war-torn battleground of Taimanin RPGX, a world where chaos reigns and corruption lurks in every shadow. Depending on the level of lewdness you've selected, this universe may range from an intense battlefield of justice to an unrelenting crucible of depravity.

Dark forces conspire to consume everything, and the war between the Taimanin and their enemies rages without end. Skilled warriors must navigate deadly missions, political intrigue, and treacherous betrayals to tip the balance in their favor. In this world, alliances may be your greatest weapon—or your ultimate downfall.

2. Action Taimanin

A world of high-speed combat, futuristic technology, and relentless warfare. Action Taimanin is a battlefield where the strongest warriors stand alone against overwhelming odds, cutting down enemies with precision and skill. This universe focuses more on raw action and elite combat operations, with Taimanin serving as high-powered mercenaries, government operatives, and assassins fighting against rogue forces and supernatural threats.

Here, the emphasis is on agility, adaptability, and relentless offense. Whether you work alongside legendary warriors like Asagi, Yukikaze, or Sakura, or carve your own path through the underworld, one thing is certain—you will have to fight for every inch of progress.

3. Taimanin Yukikaze

Welcome to a world of personal vendettas, undercover missions, and deadly deceptions. Taimanin Yukikaze follows the harrowing journey of Yukikaze Mizuki and her allies as they infiltrate enemy territory, only to find themselves ensnared in traps designed to break them.

The war in this world is not just one of blades and bullets—it is one of mind games, manipulation, and moral dilemmas. Whether you stand with the Taimanin or work from the shadows, you must tread carefully. Trust is a rare commodity, and a single misstep could lead you into the hands of those who seek to twist you to their will.

4. Taimanin Asagi 3

You have entered one of the most infamous battlegrounds in the Taimanin universe. Taimanin Asagi 3 is a world where the stakes are at their highest, the dangers are unparalleled, and the legendary Asagi Igawa stands at the center of the war against evil.

This universe is defined by its brutal conflicts and deeply personal battles. The enemies here are cunning, resourceful, and relentless in their pursuit of victory. If you are not prepared, you may find yourself facing adversaries who will not only seek to defeat you—but to make an example of you.

Hybrid Species

You stand at a crossroads, Jumper. The essence of your very being must now be determined, shaping your abilities, your place in the world, and the way others will perceive you. In the war-torn world of the Taimanin, power is often dictated by one's bloodline, and the fusion of human and demonic heritage grants incredible abilities.

All Taimanin are hybrids to some extent—no matter what demonic ancestry you choose, you will always be at least $\frac{1}{4}$ human. This human side allows you to blend into society, wield ninja arts, and avoid the full drawbacks of pure demonkind. However, the more demon blood flows within you, the more powerful—and potentially unstable—you become.

You may choose a single race or mix multiple races to create a truly unique hybrid, though doing so comes at a cost. If you wish to mix demon blood beyond the standard hybrid, you may pay the hybrid cost for each additional race you include in your lineage. Mixing races beyond a single hybrid costs an extra 100 CP per additional race due to the complexity and instability of maintaining multiple bloodlines.

Human with demon blood [Free]

You are one of the many humans whose lineage carries the taint—or blessing—of demon blood. This gives you access to particle energy, allowing you to use supernatural techniques that separate the Taimanin from ordinary humans. Even without formal training, hybrids are stronger, faster, and more resilient than any pure human, capable of feats that would be impossible for normal warriors.

Most hybrids have diluted demon ancestry, giving them only minor advantages beyond peak human ability. However, by embracing your demonic blood, you can awaken greater powers at the cost of drawing unwanted attention from those who fear or seek to exploit your potential.

Amazons [50 CP]

The Amazons are a legendary tribe of demons hailing from the Dark World, feared and revered for their unmatched physical prowess and imposing forms. These mighty warriors stand out from other demon races due to their extraordinary strength and resilience, earning them a reputation as symbols of raw, unyielding power. Amazonian demons are known for their towering, muscular bodies, each individual warrior capable of overwhelming their enemies with sheer force. Their combat skills are honed to perfection, and on any battlefield, they are an unstoppable force of destruction. The sheer presence of an Amazon can send enemies fleeing before a single blow is even struck.



Beastmen [100 CP]

The Beastmen, also known as Juujin, Therianthropes, or Demibeasts, are a diverse and unique group of demons hailing from the Dark World. These beings bridge the gap between the primal ferocity of beasts and the intellectual finesse of humanoid demons. While their base form appears mostly human, with subtle animal traits such as ears, tails, or sharp claws, their true power lies in their ability to transform. Depending on their chosen beast type, Beastmen can shift into powerful hybrid forms or fully animal forms, tapping into the innate abilities of their animal lineage. choose one animal you are a beast of.



Orc [100 CP]

Orcs are a powerful and rugged race within the Demon Realm, known for their immense physical strength and high sex drive. Resilient and tough, Orcs are built for battle, with muscular bodies and thick, durable skin that can withstand the harshest of environments.

Though Orcs may not be the most refined or subtle of races, their brute force, endurance, and martial skill make them a common force in the Demon Realm. They may not possess the finesse of other races or intelligence, but what they lack in subtlety, they make up for in sheer power and determination. To stand against an Orc in combat is to face an unyielding force of nature that is not easily stopped.



Elf / Dark Elf [150 CP]

The Elves and Dark Elves of the Demon Realm are an ancient and highly esteemed race, celebrated for their elegance, intelligence, and mastery of magic. These humanoid demons possess pointed ears and striking, ethereal features, often exuding an air of grace and mystique.

Renowned for their command over elemental magic, their connection to nature and the elements allows them to summon and control Earth Spirits, enabling them to animate plants and use them to aid in combat or to perform other tasks such as reconnaissance or defense. Their bond with nature grants them the ability to heal themselves and others, making them invaluable allies in prolonged engagements or moments of great peril.

In addition to their formidable magical skills, Elves and Dark Elves excel in archery, capable of firing arrows with unparalleled precision and speed. An added feature of their magical aptitude is their ability to perform costume transformations. When casting spells, Elves and Dark Elves can summon clothing or a magical staff from thin air, a practical and stylish manifestation of their deep connection to the arcane. This power allows them to adapt their appearance and gear as needed in the midst of battle, making them both functional and fashionable



Oni [150 CP]

Oni are known for their enhanced physical abilities, making them among the most physically powerful beings in the Demon Realm. Their raw strength allows them to overpower most adversaries, rivaling even the most advanced Taimanin technology in terms of sheer destructive power. However, Oni are not just about brute force. They possess a keen intellect and a deep understanding of traditional combat, often wielding clubs, spears, or swords with deadly precision. Their combat skills are honed by centuries of battle experience, making them formidable opponents on any battlefield.

Though not primarily known for their magic, Oni are still capable of magic proficiency. While they do not specialize in elemental or demonic magic like other demon races, some Oni are capable of channeling magical energies to enhance their combat abilities or launch powerful attacks from a distance. This versatility makes them even more dangerous, as they can seamlessly blend physical might with magical prowess in battle.



Merfolk [150 CP]

The Merfolk of the Demon Realm are creatures of duality—graceful and serene beneath the waves, as their speed and agility underwater are unparalleled, allowing them to move with exceptional precision through the currents, making them nearly impossible to catch or outmaneuver. Beneath the waves, Merfolk are fierce warriors and formidable magic users of the water element, their strength enhanced by their aquatic surroundings. However, their dominance diminishes when they are on land, as they must adopt a humanoid form or transform into another demon or human in order to interact with terrestrial beings.

Additionally, Merfolk have developed a potent poison that can paralyze their victims. This toxin is a key tool in their hunts, as well as in battles, allowing them to incapacitate enemies with ease.



Witch [150 CP]

Witches are enigmatic and powerful beings within the Demon Realm and one of the defining aspects of a Witch's power is their ability to manipulate elements and forces of nature. Witches can cast fireballs, summon storms, control earthquakes, and even manipulate lightning or water at will. Their spells are often tied to the natural world, and they draw on earthly resources to fuel their magic, making them deeply connected to the environments they inhabit. They can also use their power to curse enemies, turning the very forces of nature against those who oppose them or ensnaring them in traps of their own making.

In addition to their elemental magic, Witches are renowned for their alchemy skills. They can create potions that heal wounds, enhance physical abilities, or even transform the user into a different form. Conversely, they can brew poisons and toxins that weaken, paralyze, or kill their enemies. Their proficiency in potion-making makes them versatile in battle, able to adjust their tactics to suit the situation by using the appropriate brew.



Incubus / Succubus [200 CP]

Succubi and Incubi are masters of vitality manipulation, capable of draining the life force of their victims through intimate encounters or even just brief physical contact. This energy drain not only weakens their targets but also serves to empower them, replenishing their strength and augmenting their magical abilities. But their powers don't end with physical contact; their dominion extends into the realm of dreams. These demons can infiltrate the subconscious minds of mortals, entering their dreams and shaping them into scenarios that can enthrall, terrify, or even exhaust their victims to the point of death. In this way, they can manipulate their prey long after they've left their physical presence.

Furthermore, they possess a deep proficiency in magic, particularly enchantments and illusions, which complement their natural seductive abilities. With a mere wave of their hand, they can cast spells that beguile their foes, ensnaring them in a web of manipulation that can be as deadly as it is entrancing.



Vampire [200 CP]

At the heart of a Vampire's existence is their magical blood, which serves as a source of immense power and adaptability. The very act of drinking blood supercharges their powers, making them stronger, faster, and more capable in every respect.

Vampires are also renowned for their regenerative abilities, healing wounds that would be fatal to any other being at a staggering rate. From deep cuts to missing limbs, Vampires can rapidly recover unless hindered by special items or abilities that counter their regeneration.

In addition to their physical prowess, Vampires are adept at shape-shifting, capable of transforming into various animals or altering their appearance to blend in or gain an advantage in battle. Their mastery of magic is equally impressive, particularly in the realms of blood manipulation, mist manipulation, and enchantment. This allows Vampires to wield powerful spells, create illusions, control the elements, or manipulate the environment around them.

And a unique power possessed by Vampires is flight—they can take to the skies through the manifestation of wings or simply by using magical levitation.



Dragonfolk [300 CP]

Dragonfolk are the esteemed descendants of dragons, embodying the power and majesty of their ancient lineage. Endowed with the essence of dragons, Dragonfolk possess a combination of physical prowess and innate magical abilities that make them forces to be reckoned with. Their strength, speed, and resilience are unmatched by most, giving them an edge in both one-on-one combat and large-scale battles. The Dragonfolk's abilities far surpass those of ordinary demons, with their physicality alone often being enough to turn the tide of a conflict. Their draconic nature makes them immensely durable, able to withstand the harshest of attacks and continue fighting with unyielding determination.

Their true power, however, lies in the extraordinary abilities granted by their dragon blood. Depending on their specific lineage, Dragonfolk can manipulate one of the core elements of nature—be it fire, ice, lightning, or another elemental force. This elemental mastery allows them to unleash devastating attacks on their enemies, whether through fiery breath, icy blasts, or electric strikes. The raw power they wield is enough to level entire landscapes, making them unparalleled forces in combat.

While their physical capabilities are already immense, many Dragonfolk are also capable of flight. Their wings, massive and strong, allow them to soar through the skies with ease, giving them an aerial advantage over most adversaries. Whether used for swift strikes, evasive maneuvers, or simply to survey the battlefield from above, their ability to take to the air adds another layer of dominance in combat.

Origins:

Here, you will determine the foundation of your identity and abilities as a Taimanin. Each path shapes your skills, philosophies, and the role you play in the ongoing battle against demonic forces. Will you be a disciplined warrior trained from birth, a rogue operative forging your own destiny, or something else entirely? You may also choose to be a "Drop-In," arriving in this world without past ties or obligations, free to carve your own path without the weight of preordained allegiances. Regardless you choose your sex for free and your age is 17+1d20 years old.

1.Pseudo-Taimanin

You were not born into the ranks of the Taimanin but were instead created through genetic engineering or infused with demonic DNA in some way. This artificial enhancement has refined your Taimanin Arts to a level beyond that of natural-born warriors, allowing for greater focus and precision in your techniques. However, this power comes at a cost—whether it's instability, side effects, or the ever-present risk of your demonic essence overtaking your humanity. Your existence is both a testament to human ingenuity and a ticking time bomb, leaving you to walk the fine line between strength and self-destruction.

2.Oboro Ninja Troops

Trained under the infamous Oboro, your purpose as a Taimanin is far from noble. Instead of fighting to protect humanity, you have been molded into a relentless hunter tasked with capturing and subduing other Taimanin—whether to extract information, break their will, or convert them to your master's cause. Your techniques emphasize deception, ambush tactics, and psychological warfare, ensuring that your prey has little chance of escape. While some might call you a traitor, to you, loyalty is a matter of perspective, and power is the only truth that matters.

3. Dungeon Squad Number...:

You are part of an unofficial team assembled by Gosha Village for one reason—to gather up all the oddballs, misfits, and unpredictable Taimanin who don't quite fit anywhere else. Whether you're eccentric, reckless, or just plain weird, you've found yourself among a squad that seems to attract chaos like a magnet. Unlike the high-stakes, life-or-death missions of other Taimanin, your assignments tend to be bizarre, comedic, or just plain absurd—whether it's retrieving a lost artifact that turns out to be a fancy tea kettle or escorting a VIP who keeps sneaking off to gamble. Sure, you're still fighting demons and criminals, but let's be real—half the time, the biggest danger is your own teammates.

4. Magical Taimanin:

Unlike most of your kin, who rely solely on ninja arts and physical prowess, you have chosen to expand your abilities by learning magic. Whether through ancient grimoires, forbidden pacts, or sheer talent, you have integrated the arcane into your Taimanin training, making you a rare and unpredictable warrior.

5. Revolter Taimanin:

You are part of a faction that refuses to blindly follow the traditions and leadership of Gosha Village. Whether you align with the rebellious Fumma clan, the Igawa resistance, or another splinter group, you believe that the current system is flawed—perhaps even corrupt. While some see you as a traitor, you see yourself as a visionary, fighting for the future of the Taimanin. Whether your goal is reform, revolution, or simply survival on your own terms, one thing is certain—you are done taking orders from those who refuse to change.

6. Taimanin Clans

You hail from one of the prestigious clans of Gosha Village that remain loyal to Igawa Asagi, standing as a pillar of support for both her leadership and the Japanese government. Because of this, you and your fellow clan members have been trained at Gosha Academy, mastering the standard techniques and combat strategies required to become a formidable Taimanin. Your upbringing within the clan has instilled in you a deep sense of discipline, duty, and unwavering loyalty to the cause, ensuring that you are always prepared to fight against demonic threats and protect the nation from the shadows.

Perks:

Perks of the same origin are discounted and 100CP discounted perks are free.

General:

Lilith Beauty[Free]

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

Hentai Armour [Free/100CP]:

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

Taima Particles[Free]

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

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

Ninja Training [Free]

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

Night Activities [100 CP]

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

Common Sense [100 CP]

Unlike many Taimanin, who often let pride, emotions, or reckless determination cloud their judgment, you possess the rare and invaluable gift of common sense. You think rationally, assess situations with logic, and avoid the impulsive, self-destructive tendencies that tend to get Taimanin captured, betrayed, or overwhelmed. You recognize obvious traps, question suspicious allies, and don't charge headfirst into unwinnable battles without a plan. Your clear-headedness makes you a reliable strategist and a survivor in the brutal world of demons, corruption, and espionage. While others rush in blinded by vengeance or duty, you remain the calm, calculating force that ensures missions succeed—and that you live to fight another day.

Clean Body [100 CP]

No matter how dirty or grimy you become, your body naturally rejects any filth. Whether you're covered in mud, blood, or semen, your skin will cleanse itself within minutes of being removed from the source of the mess. Your hair, clothes, and appearance will always return to their pristine state without any effort on your part. You'll remain dazzling, fresh, and immaculate no matter what horrors you face, ensuring you always look fabulous, even after the most intense battles or struggles.

Durable Body [200 CP]

Your body is far more resilient than that of an ordinary human. You possess incredible elasticity and durability, allowing you to endure far greater punishment or hard sex without succumbing to pain or injury. Whether it's blows, falls, or magical attacks, you can withstand it all with minimal damage. In addition, your body heals much faster, ensuring you recover quickly from any injuries without leaving scars. Where others would falter or fall, you remain standing, a testament to your unbreakable endurance.

Efficient Body [200 CP]

Your body's ability to absorb nutrients is unparalleled. No matter how depleted you are, a single meal can restore your strength and vitality to full capacity. You can derive sustenance from even the simplest or most unappetizing food sources like cum, ensuring you never suffer from malnutrition or weakness. This efficiency means you are always operating at peak performance, with a body optimized for endurance, power, and recovery.

Top Taimanin [300 CP]

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

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

Your Shadow [300 CP]

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

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

Always Captured [600 CP]

Whether in an SFW or NSFW setting, you are someone the enemy is always eager to capture. In an SFW context, this may tie into plot-driven events where your capture serves a greater narrative purpose. In an NSFW universe, the implications are more obvious, and your capture will often lead to compromising situations. Despite this, you possess an indomitable spirit—no matter the torture or suffering you endure, you will never break. Any wounds inflicted will heal completely without scarring. Within a month of capture, you will always find a way to escape, using your cunning, resilience, and determination to reclaim your freedom.



Pseudo-Taimanin

Receiver Compatibility [100 CP]

Your body can seamlessly accept demonic blood, organs, or tissue without any risk of rejection. Whether through experimental procedures or natural mutation, you can integrate demonic implants, grafts, or transfusions without suffering the usual side effects that plague most modified Taimanin. Even more impressively, you have a significantly higher chance of gaining new abilities from these additions, allowing you to evolve and adapt in ways most could only dream of.

UFS Training [100 CP]

Due to your origins, there's a high probability that your abilities stem from the UFS, and as a result, you have undergone extensive training in the use of their high-tech weaponry. What would normally take months or even years to master has been drilled into you at an accelerated rate, making you a natural with advanced firearms, energy-based weaponry, and even experimental tech. Your expertise extends beyond personal arms—you can also pilot UFS vehicles, operate drones, and adapt to futuristic combat systems with ease. No matter how cutting-edge or complex the equipment, you handle it like second nature, ensuring you can bring the full might of UFS technology to the battlefield.

Beneficial Mutation [200 CP]

Whenever you receive powers from incorporating demon parts into your body, you will never suffer from weaker or inferior versions of those abilities. Instead, your body seamlessly integrates them, ensuring that your newfound powers are just as strong—if not stronger—than those of a natural-born carrier. Additionally, there is always a chance that your body will develop a beneficial mutation, refining or even enhancing the abilities beyond their original limits. Whether it's greater efficiency, a unique twist on the power, or a completely new trait emerging, your enhancements are always a step above the norm.

Nanomachines [200 CP]

Deep within your bloodstream, highly advanced nanomachines have been introduced, granting you two invaluable abilities. First, your regenerative capabilities are significantly enhanced, allowing you to recover from wounds far faster than a normal Taimanin. Even severe injuries that would take months to heal can mend in a fraction of the time. Second, these nanomachines act as a powerful immune system, protecting you from both supernatural afflictions and natural diseases. Whether it's a deadly poison, a demonic curse, or a biological weapon, your body automatically neutralizes threats before they can take effect.

Mind Reprogramming [400 CP]

Your mind has undergone extensive reprogramming to ensure absolute resistance against any form of brainwashing, hypnosis, or forced personality alterations. No matter how powerful or sophisticated the mental attack, any changes made against your will are automatically neutralized within mere hours after the session ends. This ensures that no external force—be it demonic magic, advanced technology, or psychological manipulation—can ever strip you of your free will.

Clone [400 CP]

You are a clone of a specific Taimanin in this world, created through advanced scientific means. While you lack their memories and personality, your individuality remains entirely your own. As a result of your cloned lineage, you inherit their unique Taimanin ninja arts for free, along with any biological abilities tied to their body—though your powers will initially be slightly weaker than the original's at base. However, your physiology is highly adaptable, allowing you to freely manipulate your own age, growing or de-aging your body at will. Since your existence starts at "zero years old,".

Chimera [600 CP]

You are no mere artificial life form—you are a true chimera, a fusion of multiple powerful demon races. Your body is a masterpiece of genetic engineering or supernatural evolution, incorporating the strengths of some of the most formidable beings in existence. Because of this extraordinary composition, you receive a 400 CP stipend specifically for selecting hybrid demon species in the ***Hybrid Species section*** to shape your unique physiology. Unlike natural-born hybrids, whose abilities are often diluted, your body seamlessly integrates these bloodlines, granting you an unparalleled combination of strengths without the usual drawbacks of mixed heritage.

Beyond your racial abilities, your entire body has been further refined to levels beyond human comprehension. Your speed, durability, and reflexes vastly surpass those of ordinary Taimanin, allowing you to dodge attacks at impossible angles, endure punishment that would shatter even elite warriors, and react with inhuman precision

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Cyborg [600CP]

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

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

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

reflexes have been heightened to superhuman levels, allowing you to react instantly to any threat.

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



Oboro Ninja Troops

Evil Smirk [100 CP]

With just a single smirk, you can send chills down the spines of those around you. This sinister expression exudes an aura of danger, effortlessly conveying that messing with you is a terrible idea. Whether you're facing an enemy, a rival, or even just an overconfident fool, your smirk alone is often enough to make them second-guess their choices. It's not just for intimidation, either—this smirk adds an unmistakable flair to your presence, making you look effortlessly cool even in the heat of battle.

To Hold Back [100 CP]

You have mastered the art of restraint, knowing exactly how much force to apply in any situation. Whether in combat or interrogation, you can effortlessly control your attacks, dealing just enough damage to subdue your enemies without accidentally killing them. This makes you especially valuable in missions requiring capture, infiltration, or gathering intelligence.

Fun Torture 101 [200CP]:

You've gained expertise in the dark art of torture, knowing how to inflict physical, mental, and sexual pain on others. With this perk, you're aware of various techniques to extract information, break a person's will, or simply cause suffering, including physical methods like beating, burning, and mutilation, as well as psychological manipulation, sensory deprivation, and emotional abuse, and you also understand how to use sexual violence as a means of torture, allowing you to wield significant power over others through fear, pain, and suffering.

Mechanical Tentacles [200CP]:

You now have 5 mechanical tentacles protruding from your back, specifically designed for the humiliation and exploitation of female Taimanin captives. These tentacles are equipped with aphrodisiacs and needles, allowing you to inject various substances into your victim's body, ranging from sensitivity-enhancing agents that increase their arousal and pleasure, to deadly poisons that can incapacitate or kill, giving you total control over their physical and emotional state, and enabling you to subject them to extreme humiliation and degradation.

Anti-Taimanin Training [400CP]

Your training has been specifically designed to counter Taimanin operatives, making you an expert in fighting against their unique abilities, tactics, and weapons. You have studied their combat techniques, learned how to predict their movements, and mastered counter-strategies that can neutralize even the most skilled Taimanin warriors.

Addicted Pain [400CP]

Your ability to inflict pleasure through pain has reached an unparalleled level, making you the ultimate source of ecstasy for those who experience it. Whenever you cause a person to climax through your actions, their brain becomes rewired to crave your specific technique, rendering all other sources of pleasure dull and unfulfilling in comparison. This intense psychological dependence makes individuals increasingly likely to abandon their former allegiances and loyalties, instead choosing to serve you as their personal pet, eager to surrender to your every whim and submit to your will, as they become hopelessly addicted to the unique sensation of pain and pleasure that only you can provide.

Survivability of a Cockroach [600CP]

You have achieved a level of survivability that defies all reason, rivaling even the infamous Oboro herself. No matter how dire the situation, you always seem to find a way to slip through the cracks and escape. Whether it's dodging a fatal strike at the last second, exploiting a hidden escape route, or simply being too stubborn to die, your ability to survive is nothing short of supernatural. Even in the most hopeless of battles, when all odds are stacked against you, you have a staggering 90% chance of successfully getting away—leaving your enemies seething in frustration as you vanish like a ghost.

And should the impossible happen—if you are ever truly killed—death is merely a temporary inconvenience. A perfect clone of yourself, identical in every way and possessing all your memories, abilities, and enhancements, will take your place. This functions as a personal extra life in your Jumpchain journey.

Spark of Chaos [600CP]

You are an architect of anarchy, a maestro of mayhem. At a glance, you can analyze any situation, no matter how stable or secure, and pinpoint the exact actions needed to unleash the maximum amount of chaos. Whether it's disrupting an organization from within, setting off a chain reaction of catastrophic events, or simply driving an individual to the brink of madness, your ability to craft and execute disorder is unparalleled. Your mind instinctively weaves plans that unravel the order of the world, ensuring that once the first domino falls, the ensuing chaos becomes nearly impossible to stop.

Even when your victims scramble to contain the damage, they'll find themselves hopelessly behind. By the time the dust settles, a substantial amount of destruction will have already been done—reputations ruined, alliances shattered, entire operations brought to their knees. No matter how hard they try to rebuild, there will always be cracks left behind, subtle weaknesses ensuring that the effects of your chaos linger long after you've moved on.



Dungeon Squad Number...

This Day Is Not a Bad Day [100CP]

For once, the ever-crushing despair of a Taimanin's life takes a break, and you actually get to enjoy the day like a normal person. No tragic betrayals, no absurdly overpowered enemies lurking around the corner—just a rare moment of peace where you can appreciate the small, mundane struggles of everyday life. Whether it's sipping a warm drink, strolling through the city, or simply not getting ambushed by demon hordes, it's a refreshing change of pace. Even better, this perk ensures that 4 out of 5 missions you undertake will have little to no trouble and will effect 4 days of the week.

Stupid Banter [100CP]

Just because you and your fellow Taimanin are highly trained murder machines specializing in demon slaying doesn't mean you can't have a little friendly chatter, right? With this perk, you exude an aura of laid-back stupidity that makes people naturally lower their guard and act more casual around you. Whether it's cracking dumb jokes in the middle of a mission or turning a tense standoff into a lighthearted exchange, you have a way of making even the most serious warriors loosen up—sometimes to their own surprise. Who knew elite assassins could engage in dumb conversations about snacks mid-battle?

Dungeon Exploration [200CP]

Congratulations! Your squad now has a somewhat official reason to exist beyond just slicing up demons and causing chaos. With this perk, you and your team have developed a knack for navigating dungeons, whether they be ancient ruins, demonic labyrinths, or high-tech underground facilities. Traps, hidden pathways, and complex layouts don't slow you down as much as they should—you just get how dungeons work. Plus, the whole “dungeon delving” thing makes for a decent excuse when people ask why you're always poking around dangerous places. It's research!

Gag Attacks [200CP]

Reality is overrated! You and your allies have unlocked the ultimate secret to combat—the power of slapstick. Now, all those absurd gags from 80s manga? Totally viable in a fight. Pulling out a giant paper fan to smack someone across the battlefield? That works. Slipping on a banana peel and somehow launching an enemy into the stratosphere? Completely valid strategy. Summoning an oversized mallet out of nowhere? Devastating.

The strength of these attacks depends on the quality of the joke—so if you're bombing on humor, your attacks might be about as effective as a wet noodle.

Failure That Is Supposed to Be Expected [400CP]

Let's be real—when you're rolling with this squad, the missions assigned to you are so low-priority that failure is practically the default outcome. You could forget half the mission objectives, get sidetracked by a ramen shop, and accidentally trigger an explosion, and the higher-ups would just sigh and move on. No demotions, no serious consequences—just some mildly annoying punishments that feel more like a joke than an actual reprimand.

Maybe you'll have to stand in the hallway like a misbehaving student for a few days. Maybe you'll be forced to sit in seiza for so long that your legs turn into useless noodles. Or, if you really screw up, you'll get stuck with the worst punishment of all—taking care of the ninja stable animals. Have fun shoveling demon-horse dung for a week!

Elephant Pocket [400CP]

Ever needed to store something massive but didn't have the space? Worry no more! With Elephant Pocket, you now have a seemingly normal-sized pocket, bag, or other container that can hold absolutely anything, no matter how absurdly large or heavy it is. You could casually pull out an elephant, a boulder, or even a whole car, and it wouldn't make your pocket bulge in the slightest.

Even better, retrieving items is instant and effortless—no digging around required! Just think about what you need, reach in, and bam—it's in your hand, no matter how big or ridiculous it is. Just be careful when pulling things out in a tight space... dropping a freight train indoors might be a bit of a problem.

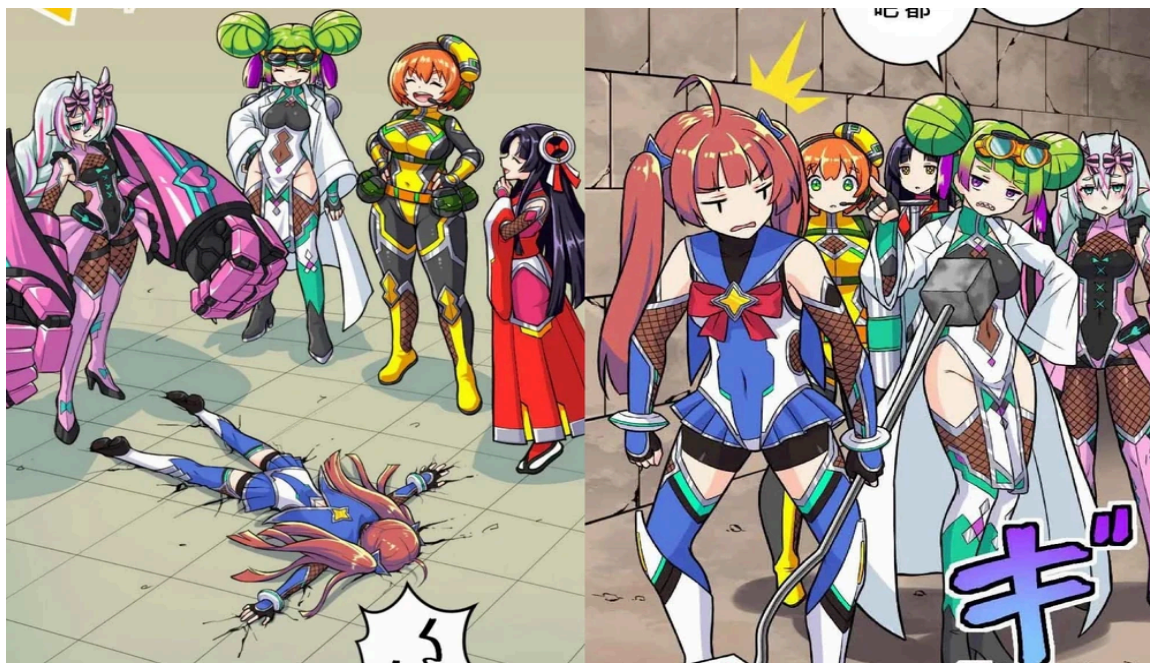
Breaking the Fourth Wall [600CP]

Congratulations! You now possess the ultimate power—the ability to break the fourth wall at will. Whether it's casually acknowledging the audience, commenting on the absurdity of your own story, or even just glaring at the writer when things get too ridiculous, you've got full meta-awareness of your existence.

But that's not all! This ability extends beyond just witty remarks—you can sometimes use meta solutions to problems in front of you. Stuck in an unwinnable battle? Just point out a plot hole and watch reality bend to accommodate your logic. Need an escape route? Just remind everyone that a scene change is overdue.

Comedy Recovery [600CP]

Ever watched a slapstick comedy where someone gets flattened by a steamroller, only to pop back up like nothing happened? Well, congratulations! That's you now. With this ability at the beginning of every world you can toggle ON or OFF, the world around you takes on a more comedic atmosphere, meaning you feel every bit of pain from damage inflicted on you—whether it's a ridiculous gag attack, an anvil falling on your head, or getting punted into the stratosphere. But don't worry! No matter how devastating the hit, you'll recover in mere moments, brushing off what should be fatal wounds like a minor inconvenience. So will your enemies. That said, the pain will linger for a bit, just to make sure you don't forget how absurdly durable you are.



Magical Taimanin

Mana [100CP]

As a Taimanin, you have awakened an additional power that originates from your own internal mana pool. This intrinsic connection to your mana aligns you more closely with witches and magicians, granting you a unique edge in combat. Your offensive magical abilities are significantly amplified, allowing your spells to hit harder, burn brighter, and strike with far greater intensity than before. Whether enhancing your sword strikes with arcane energy, casting devastating spells, or reinforcing your body with magical fortitude, your newfound mana reserves ensure that you can hold your own against even the most powerful supernatural foes.

Casting While Sexing [100CP]

You've developed the unique ability to maintain concentration and control over your magical techniques even in the most intimate and distracting situations. Normally, the pleasure and arousal associated with sex would disrupt your focus, making it difficult to sustain complex spells or techniques. However, with this perk, you can now effortlessly maintain your magical composure, even when engaged in passionate and physically demanding activities, allowing you to cast spells with precision and accuracy, regardless of the pleasure or distraction, and enabling you to combine your magical and physical pursuits in creative and powerful ways.

Animal Tamer [200CP]

You have mastered the art of taming everyday animals—whether it's a loyal dog or a ferocious bear—and training them as Taimanin beasts. Thanks to your magic, the taming process becomes significantly easier, and these animals display a remarkable level of obedience under your command. Any beast you choose to train as a Taimanin animal will not only learn faster but also mature at an accelerated rate, developing heightened intelligence, reflexes, and combat instincts far beyond what normal training could achieve.

Elemental Affinity [200CP Each]

You have developed a natural connection to a single elemental force, allowing you to wield its power with greater ease and potency. Whether it's fire, water, earth, wind, lightning, or any other element, your spells and techniques related to that element are significantly stronger, more efficient, and easier to control. Your body and mana naturally align with this affinity, making you more resistant to its harmful effects while also enabling you to channel it instinctively, even in high-stress situations. you can gain this perk multiple times.

Mana Core [400CP]

An artificial mana core is embedded deep within your body, serving as an endless reservoir of magical energy. This core triples your mana capacity, ensuring that you can cast spells far longer and more frequently than a typical magical girl. Unlike natural magic users, your core provides a stable, controlled flow of energy, optimizing every spell you cast. This efficiency not only enhances your combat effectiveness but also reduces the strain of powerful magic, allowing you to fight longer without exhausting your reserves.

Mana Absorption [400 CP]

You have the capacity to directly absorb mana from willing individuals, allowing you to replenish your magical energies and enhance your combat prowess. This ability is further amplified when both you and the mana donor engage in intimate sexual activity, doubling the amount of mana absorbed and significantly bolstering your magical reserves. As a result, you can rapidly restore your mana levels, making you a formidable force on the battlefield. Additionally, this ability fosters unique relationships built on trust, cooperation, and mutual empowerment, where the exchange of mana becomes an intimate and personal experience, blurring the lines between magical and physical connection.

Magical Girl [600CP]

Through either your own awakened mana, artificial enhancement by the UFS, or the discovery of a powerful artifact, you have become a full-fledged magical girl. This transformation is accompanied by a dazzling sequence where radiant light envelops you, your silhouette framed by ethereal energy as a triumphant theme song plays in the background. Your outfit and hair change dramatically in this moment, granting you complete creative control over your appearance—you can adopt any color scheme, any hairstyle, and any level of elaborate detailing for your costume. Whether you prefer an elegant, flowing dress, a combat-ready battle suit, or an outright impractical but aesthetically pleasing ensemble, your choice will always balance both style and battle efficiency. No matter how tight, revealing, or exaggerated your attire may be, it will never hinder your movements or compromise your combat ability.

Of course, in this world, magical girl attire tends to follow certain... sensibilities. You may find that many transformation outfits align with what is typical in hentai-inspired settings, with options such as ultra-tight bodysuits that highlight your every curve or highly revealing costumes that push the boundaries of modesty. However, while your outfit may be daring, it is still a magical construct, meaning it offers protection beyond what normal clothing should. Even the skimpiest of attire can function as durable as reinforced armor, ensuring you aren't left vulnerable despite the eye-catching aesthetic. If you ever wish to modify your outfit's design, you can do so with a simple thought before activating your transformation.

Beyond the purely visual and stylistic aspects, your body undergoes immense physical enhancements. As a magical girl, your strength, agility, and speed are all pushed to peak human potential, allowing you to battle supernatural foes on equal or even superior footing. Additionally, you possess an innate "identity-jamming" ability that ensures your true identity remains a mystery while transformed. No magical scans, facial recognition, or surveillance technology will be able to connect your magical girl form to your civilian self, ensuring your secret remains safe no matter how many times you appear in battle. This allows you to live a double life if you choose—fighting as a radiant warrior under the moonlit sky while maintaining a normal existence during the day.

Dark Gates [600 CP]

After a year of intense rituals and preparations, involving numerous orgies and sexual encounters with demons, you have gained the ability to create permanent portals to Hell or other infernal realms. These portals, known as Dark Gates, are monumental rifts that rip open reality itself, unleashing the horrors that lurk beyond. The gates are etched with eldritch runes and layered with dark enchantments, ensuring their permanence and making them resistant to sealing by ordinary forces. Only an equivalent or greater power can hope to undo your handiwork and close the gates.

The opening of a Dark Gate is a catastrophic event, marked by a flood of demons surging forth to spread chaos and devastation upon the mortal world. The demons do not emerge slowly, but instead pour forth in a tide of infernal fury, ravaging everything in their path. The presence of an active gate corrupts the surrounding land, twisting nature into something grotesque and warped, and altering reality to better suit the demonic forces spilling forth.



Revolter Taimanin

To Remain Hidden [100CP]

As someone who seeks to rebel against the rigid system of Gosha Academy, covering your tracks is of utmost importance. Now, any plans, actions, or movements you take can be effortlessly concealed from the watchful eyes of the Taimanin. Whether you're plotting in secret, gathering allies, or executing covert missions, your presence and activities will remain undetected unless you deliberately choose to reveal them. Even advanced surveillance, magical tracking, and skilled interrogators will struggle to uncover your true intentions, giving you the freedom to operate from the shadows without fear of exposure.

Disgruntled Allies [100CP]

You now have a knack for finding and gathering allies who share your dissatisfaction with Gosha Academy's current system. Whether they are frustrated students, disillusioned instructors, or rogue operatives, these individuals naturally gravitate toward your cause, eager to challenge the status quo. With just a few words, you can inspire them to join you, forming a growing faction of rebels who seek change—whether through reform, sabotage, or outright rebellion. Your ability to unite such individuals ensures you will never stand alone in your fight against the academy's rigid structure.

To Maintain Coins [200CP]

You now have the capability to manage the finances of your movement, ensuring a steady flow of resources to sustain your cause. Whether through careful budgeting, strategic investments, or securing funding from sympathetic benefactors, you always find a way to keep the coffers full. With this skill, you can afford weapons, supplies, bribes, and anything else necessary to keep your rebellion from losing steam.

Haunted Bases [200CP]

You now have a knack for establishing hidden bases throughout Gosha Academy—or anywhere else you choose. These hideouts are expertly concealed, blending seamlessly into their surroundings and giving off the eerie, abandoned aura of a place long forgotten. Thanks to your skill in making them appear rundown and uninviting, even the most observant Taimanins—or nosy civilians—won't suspect a thing.

Allies from the Outside [400CP]

You now possess the ability to locate and forge contracts with external factions, bringing their influence and resources to your cause. Whether it's rogue organizations, the UFS, the Chinese Union, or even Nomad itself, you can successfully negotiate alliances with groups that would otherwise remain neutral—or even hostile. These agreements always grant you the maximum amount of support possible, ensuring that you receive valuable supplies, intelligence, or reinforcements when needed.

However, every deal must be fair, meaning you must offer something of equal value in return. Fortunately, your skill in negotiation ensures that while you give something up, the downside is never too extreme—just enough to keep both parties satisfied with the arrangement.

Secure Supply Route [400CP]

Your operations now benefit from a well-established and highly secure supply chain, ensuring that weapons, medicine, food, and other critical resources flow steadily to your cause without risk of interception. Whether it's smuggling through hidden tunnels, utilizing trusted black-market contacts, or forging secret trade deals with outside factions, your supply lines remain reliable and nearly impossible to track. Even the most determined taimanin or government forces will struggle to uncover or disrupt them.

Additionally, your logistics expertise means that supplies are efficiently managed and distributed, preventing shortages and ensuring that your allies always have what they need to continue the fight.

The Coup d'État [600CP]

Revolution is no longer just a distant dream—it is an achievable reality in your hands. You now possess the charisma, strategy, and tactical prowess required to orchestrate a successful coup d'état against Gosha Academy or any other ruling power that stands in your way. Your ability to rally discontented forces, manipulate public sentiment, and execute precise, coordinated strikes ensures that your uprising has the best possible chance of success.

Your planning is impeccable, with backup contingencies for every possible failure, ensuring that even if the initial coup meets resistance, you can quickly adapt and turn the tides in your favor. From seizing key locations to dismantling enemy leadership, every step of your rebellion is methodically calculated. Whether you choose a swift and decisive strike or a prolonged campaign of subterfuge, one thing is certain—the existing power structure will never see it coming until it's too late.

Maintaining Rule [600CP]

Toppling a regime is one thing, but keeping control after the dust settles is an entirely different challenge. Fortunately, you now possess the political acumen, leadership skills, and iron will necessary to maintain your rule and solidify your hold on power. Whether through careful diplomacy, economic restructuring, military enforcement, or even sheer force of personality, you ensure that your new regime doesn't crumble under its own weight.

Your ability to manage resources, suppress dissent, and maintain public order is unparalleled. You can balance the needs of the people with the demands of your allies, ensuring stability without excessive bloodshed—unless, of course, a firm hand is required. Propaganda, strategic alliances, and efficient governance all come naturally to you, allowing you to shape your new society into whatever vision you desire. No matter how many forces conspire against you, you will not only survive—you will thrive.

Taimanin Clans

Enhanced Taima Particles Control [100CP]

Your mastery over taima particles has reached an advanced level, allowing you to seamlessly integrate this energy into both your body and weaponry. By channeling taima particles through your limbs, you can temporarily enhance your strength, speed, and durability to superhuman levels, enabling you to shatter steel, dodge bullets, and withstand powerful blows. Furthermore, when infused into weapons, taima particles sharpen blades beyond their natural limits, allowing them to slice through demons and magical barriers with ease.

Spirit Resilience [100CP]

Through rigorous training and exposure to extreme mental conditioning, your mind has become a fortress against external influence, allowing you to resist mind control, hallucinations, and fear-based attacks that would cripple ordinary warriors. While not completely immune, your sheer willpower enables you to endure and eventually break free from most forms of psychological manipulation, whether they stem from demonic magic, psychic interference, or eldritch horrors.

Demonic Slayer's Instinct [200CP]

Your battle instincts have evolved to an extraordinary degree, allowing you to sense demonic energy long before your enemies come into view. Whether a demon is lurking in the shadows, masking its presence, or even attempting to possess a human, you can detect its foul essence with ease. In combat, your heightened awareness grants you the ability to read an enemy's movements and predict their attacks with uncanny precision, almost as if you've fought them a hundred times before. This instinct also enables you to unconsciously strike at the most vulnerable points of demonic foes, ensuring that each attack is devastatingly effective.

Art of the Silent Blade [200CP]

You have mastered the art of moving unseen and unheard, refining your stealth to a near-supernatural level. Your footsteps are completely silent, your breathing is imperceptible, and your presence itself feels like it fades into the background. Whether you're sneaking through a heavily guarded fortress or assassinating a target in broad daylight, you remain a ghost until the moment you choose to strike. This skill extends beyond physical stealth—your very aura can be suppressed, making it incredibly difficult for even magical sensors or heightened

demonic senses to detect you. Those unfortunate enough to be marked by your blade won't even realize they were in danger until it's far too late.

Undercover Worked [400 CP]

You've mastered the art of undercover work, courtesy of your training at Gosha Academy, possessing exceptional acting abilities and sexual skills that enable you to blend seamlessly into various roles and environments without arousing suspicion, whether as a maid, whore, or salaryman, and when it comes to seduction, your targets become putty in your hands after a few rounds in the hay, their lips loosening to reveal secrets and information, making you a formidable operative in the field of espionage and deception.

Teacher [400 CP]

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

The Bloodline [600CP]

As a direct inheritor of your clan's formidable legacy, your raw power stands on par with Yukikaze and Rinko. As your true power lies in your ability to dig deep into your reserves, multiplying the sheer output of your attacks at the cost of control. By sacrificing precision and burning through your taima particles at an accelerated rate, you can push your abilities to cataclysmic levels. At your peak, your unleashed strikes can reduce entire battlefields to rubble, and if you push far enough, your attacks could level something as large as an international airport with ease.

Head of Clan [600CP]

You have ascended to the highest position within your Taimanin clan, standing as its undisputed leader. With this title, you hold absolute authority over your fellow warriors, uniting even the most independent and headstrong Taimanin under your command. Your leadership has fostered unwavering loyalty, eliminating internal strife and ensuring that all members work together as a cohesive force. The traditions and techniques of your clan are preserved and refined under your guidance, making your warriors stronger, more disciplined, and more capable of facing any threat. With you at its heart, your clan thrives, becoming a bastion of strength and unity in the ever-dangerous world of the Taimanin.



Ninja Arts:

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

200CP

Ninja Art: Evil Eye Immunity

Your eyes have undergone a powerful awakening, granting you complete immunity to all forms of Evil Eye techniques. Whether it's hypnosis, paralysis, mind control, or fear induction, no ocular-based jutsu can affect you anymore.

Ninja Art: Seeing Through Objects

This technique grants the user the ability to perceive the location and posture of hidden opponents, even through solid objects such as walls and shields. They can also analyze internal injuries and the overall physical condition of targets. This ability, when coupled with proficient piercing techniques, makes the user a formidable opponent.

Ninja Art: Soft and Hard-Hitting

Your body has been enhanced to possess both extraordinary muscle strength and an unnatural flexibility that defies normal human limitations. With this ability, your strikes are unpredictable, combining powerful, bone-crushing blows with fluid, evasive movements that make countering you a nightmare. Your softened joints and bones allow you to contort in ways that render traditional grappling techniques ineffective, and even slashing attacks that would normally cut deep often fail to do serious harm.

Ninja Art: Swiftiness Art

This technique significantly enhances the user's reflexes and overall movement speed, granting them superior agility and reaction time.

Ninja Art: Sympathetic Reception

This technique allows the user to dominate the will of others through communication, regardless of the method used (words, letters, eye contact, gestures, etc.). This powerful ability renders ordinary humans and demons unable to resist the user's influence. However, despite this power, the user is a reclusive individual with difficulty asserting themselves.

Ninja Art: Dirty Invitation

Requires body fluids of your target, at which point you can spray them with pheromones, marking them as a target. This influences people within a one-meter range to molest the targeted individual. On top of that, you also has the ability to controls the body of the person on top of it, but not their mind.

Ninja Art:Lewd Blood Art

When this technique is activated, the blood becomes infused with a potent pheromone that causes intense arousal in those who come into physical contact with it. The effect is amplified on women, causing them to become increasingly aroused and vulnerable to the user's commands. As they succumb to their desires, their minds clouded by lust, they lose control of themselves, eventually fainting from the overwhelming pleasure.

Ninja Art: Sympathetic Reception

This technique allows the user to dominate the will of others through communication, regardless of the method used (words, letters, eye contact, gestures, etc.). This powerful ability renders ordinary humans and demons unable to resist the user's influence. However, despite this power, the user is a reclusive individual with difficulty asserting themselves.

Ninja Art: Fascinating Bloom

You are able to enchant people of the opposite sex with your own aroma. This makes people submissive and puts them under the control of the art user. It allows you to extract information or turn them into slaves to her command.

Ninja Art: Barrier

This technique allows the user to create shields and barriers composed of particles. These barriers are particularly effective against demons, causing them significant pain upon contact.

Ninja Art: Flying Swallow Sword

This technique utilizes puppet art to create soul-based alter egos residing within the user's weapons, granting them remote control over their movements. While this requires extensive training, allowing currently for the manipulation of only two weapons, mastery of the art enables the control of hundreds. Even the ability to wield three swords simultaneously makes the user a formidable opponent.

Ninja Art: Unmatched Awakening

This strength-enhancing technique temporarily boosts your physical capabilities to the level of an ogre. This dramatic increase in strength allows her to wield and effectively utilize specialized combat gear that would normally be far too heavy for you to handle.

Ninja Art: Baika-no-Jutsu Technique

You possess the unique ability to control the size of objects by utilizing special letters written by your particles. This allows you to inscribe these letters onto your bullets, granting you the power to manipulate the size of your projectiles. By adjusting the size of your bullets, you can adapt to different situations and opponents, catching them off guard with your unpredictable and versatile attacks.

Ninja Art: Mirage

This technique utilizes a potent hallucinogenic effect, creating realistic illusions for anyone who makes eye contact with the user. This allows for tactical advantages, creating openings for attacks or enabling escapes through deceptive maneuvers, such as faking death. Against opponents with significantly greater Taima particle levels, the illusion becomes ineffective, rendering the art useless against stronger opponents.

Metal Art: Luck Perception Technique

You can see the luck of those around you, but this ability appears to be of limited use, offering little to no practical advantage in combat or other situations. Despite being able to perceive the luck of others, you are left wondering how to effectively utilize this knowledge, as it seems to be more of a curiosity than a powerful tool.

Ninja Art: Karakuri

This technique employs strings to manipulate mechanical puppets, objects, and weapons, allowing for intricate and precise control over various implements from a distance.

Ninja Art: Conqueror's Pills

This technique involves creating specialized pills that combine ninjutsu and medicinal herbs to temporarily, but explosively, increase the user's muscular strength. Other variations of this technique can produce pills that enhance regeneration or sharpen the senses. However, the pills are difficult to mass-produce and place a significant physical strain on the user to create.

Metal Art: Blade Transformation Technique

You can transform and change the metal form of your ninja blade in combat, adapting to different situations and opponents by shifting into various western-style blades. With a mere thought, your blade can change into a sleek rapier, a heavy broadsword, or a deadly scimitar, allowing you to switch fighting styles and tactics on the fly.

Light Art: Simple Beam

You have mastered a fundamental yet effective technique that allows you to generate and fire concentrated beams of light. These beams can be used for precision strikes, signaling allies, or even creating temporary flashes to disorient enemies.

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Earth Art: Stone Technique

By mastering the ancient art of geomancy, you can harness the power of the earth to wield stones as versatile and deadly tools. You can collect and shape stones to create imposing golems, animate constructs that can take the brunt of enemy attacks and retaliate with crushing force. Alternatively, you can don stones as armor, encasing yourself in a protective shell of granite or basalt that renders you highly resistant to physical harm.

Earth Art: Pebble on the Road

This technique temporarily masks the user's existence, rendering them effectively invisible to others for a few minutes. However, this ability has a significant cooldown period; after activation, it cannot be used again for several hours. Furthermore, it is ineffective against individuals possessing similar abilities.

Wind Art: Explosive Fist Technique

The "Explosive Fist" allows you to build up immense pressure in the palm of your hand, which then explodes upon impact, releasing a burst of compressed air that can shatter concrete, crush steel, or obliterate any opponent foolish enough to stand in your way.

Wind Art: Mountain Echo

Mastering the flow of wind and sound, you have unlocked the ability to manipulate echoes with supernatural precision. With this technique, you can throw your voice directly into someone's ear, making it seem as if you are whispering to them from a great distance. Likewise, you can amplify distant sounds, allowing you to eavesdrop on conversations without being physically present.

Wind Art: Wind Shooter

This technique allows the user to charge weapons with compressed air, launching them with deadly force. The user can render these projectiles invisible. The specialized weapon used enhances the technique's output and versatility, allowing for both long-range precision sniping and close-range spread-fire attacks.

Fire Art: Fire Snake Technique

You can transform flames into serpentine entities. These fire snakes can be controlled and manipulated to attack enemies, wrapping around them like fiery tentacles to scorch and consume. You can use the fire snakes to create a defensive wall of flames around your body, protecting yourself from harm as you move through the battlefield. Alternatively, you can unleash a multitude of flame snakes to search for enemies, sending them slithering through the shadows to detect and strike at hidden foes.

Fire Art: Fire Body Technique

You can create and manipulate fire to achieve a variety of devastating effects. By igniting your body, you can unleash waves of flame that scorch and incinerate your enemies, or create massive explosions that blast them off their feet. You can also use your fire to enhance your physical abilities, granting you superhuman strength, speed, and agility.

Fire Art: Flame Food

This technique allows the user to consume fire to enhance their physical capabilities. Ingesting flames increases their strength and power, complementing their existing fire-based ninja arts. The ability to both absorb and utilize fire demonstrates a unique mastery over the element.

Fire Art: Oil and Fire Art

This technique grants the user complete control over oil, allowing them to manipulate its flow and ignite it at will. The user can transform oil into a tracking fuse, following a target, and can also coat themselves in oil to create a slippery surface that deflects blade attacks.

Wood Art: Wooden Blade Technique

You can control the growth of plants and wield the empowered wooden blade, a weapon harder than any metal. This wooden blade can be controlled and manipulated to attack enemies, slicing through even the toughest defenses with ease. You can use the wooden blade to create a defensive barrier around your body, protecting yourself from harm as you move through the battlefield. Alternatively, you can summon thorns and vines to restrain and disorient enemies, or grow certain plants to heal wounds and ailments.

Wood Art:Nether Blossom

This technique utilizes plants as weapons, specifically employing a unique seed that, when infused with TaimaParticles, undergoes accelerated growth by absorbing the life energy from its surroundings. Once fully grown, the plant blooms with red flowers, transferring the accumulated life energy to a random target.

Wood Art:Odama

This technique allows the user to communicate with and control forest spirits, manipulating plants for offensive and defensive purposes, such as creating weapons or shields. This control extends to healing, both for others and for self-repair, even from grievous injuries.

Wood Art:Leaf Art

This technique uses scattered leaves to create concealment and camouflage, obscuring the user's appearance. The user typically wears a coat made of black leaves over an anti-magic suit. Legend claims that the execution of this ninjutsu results in the enemy being bisected.

Lightning Art: Lightning Whip

Harnessing the raw power of electricity, you conjure a whip-like stream of lightning that crackles and snaps through the air with terrifying speed. Unlike conventional whips, this weapon has no physical form—only searing energy that lashes out at your foes. When struck, enemies experience immediate muscle spasms and loss of bodily control, rendering them temporarily paralyzed as their limbs go limp from the surge of bioelectric disruption. Even the strongest warriors find themselves struggling to move as their nervous systems are overwhelmed.

Body Transformation Art: Hard and Soft Technique

You can manipulate the hardness of objects you touch, altering their physical properties to achieve a wide range of effects. With a mere touch, you can transform a fragile material into a durable alloy, or render a hard substance as soft as silicon. This technique allows you to adapt to any situation, turning obstacles into opportunities and catching your enemies off guard.

Water Art : Phantasmagoric Attack

By mastering the subtle interplay of light and water, you can create dazzling illusions that bewilder your enemies. Using reflected light on the water's surface, you craft mesmerizing mirages that distort reality, making foes question their own senses. Whether it's false duplicates of yourself, shifting landscapes, or completely disappearing from view, your illusions make it nearly impossible for enemies to predict your next move.

Water Art: Mist Art

This technique allows the user to manipulate ambient moisture, creating and controlling mists of varying densities and colors. The resulting mist obscures vision, providing concealment for the user and hindering opponents. By pre-mixing chemicals into the water source, the user can imbue the mist with various effects, such as poisons, paralytics, or anesthetics. This versatility allows for a wide range of tactical applications, including slowing enemies, neutralizing opponents within confined spaces, and facilitating escapes.

Water Art : Water Bullet

You can condense and fire high-pressure water bullets capable of piercing through solid objects. These projectiles move with incredible speed, making them difficult to dodge, and their sheer force can knock enemies off balance or even break bones upon impact. The amount of water you use can be adjusted, allowing for rapid-fire small shots or a single, devastating blast strong enough to punch through reinforced armor.

Ice Art: Ice barrage

This technique utilizes a specialized in manifesting an ice shooter to create ice marbles charged with energy particles. Upon impact, these marbles unleash a blizzard-like effect, delivering a powerful and widespread attack.

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Water Art: Water Mirror Technique

By manipulating water, you can create reflective surfaces that act as nearly perfect mirrors. When combined with a thick fog, your technique becomes even more unsettling, making it nearly impossible for opponents to distinguish between real and false images. You can also use these mirrors to see around corners, monitor distant locations, or even temporarily trap an opponent's reflection within them, disorienting and confusing them in battle.

Water Art: Hydro Blast Technique

You can focus your energy to release a high-pressure stream of water from your hands, striking your enemies with a powerful blast that can knock them off balance and leave them reeling. The Hydro Blast technique allows you to attack with precision and accuracy, using the force of the water to pierce through defenses and deal significant damage.

Beast Art Transformation: Devil Fish

With this unique Beast Art, you have gained the ability to partially or fully transform into an octopus-like creature. Your legs can shift into massive, muscular tentacles that extend up to 30 meters, granting you immense reach and versatility in combat. These tentacles possess incredible strength, allowing you to grapple, crush, or ensnare opponents with ease. Even if severed, they regenerate swiftly, ensuring your fighting capabilities remain intact. In full transformation, you adopt the adaptive traits of an octopus—enhanced flexibility, ink expulsion for escape, and even the ability to squeeze through impossibly tight spaces. Whether overwhelming foes with sheer force or vanishing into the shadows of the battlefield, this ability ensures you are as elusive as you are deadly.

Beast Art: Tamer of Tam

You possess the rare and formidable ability to tame and control demonic beasts, bending them to your will through a powerful ritual contract. Unlike mere animal taming, this technique requires true sacrifice—offering a piece of your own body to form an unbreakable bond with the beast. This act of devotion forces the creature into servitude, ensuring its loyalty and granting you complete command over its actions. Once the contract is established, you and your familiar share an unshakable connection. You see through its eyes, hear through its ears, and

even feel its pain as if it were your own. This grants you an unparalleled advantage in battle, allowing you to strike from multiple angles or gather intelligence from afar.

Body Transformation: Giant Art

With mastery over your body's form, you have gained the ability to massively increase your size at will. However, such a transformation is not without its limitations. This massive form lasts for approximately three minutes before requiring a cooldown period, preventing you from overusing its destructive potential. Despite the time constraints, this ability provides a devastating advantage in combat—enhancing your strength, durability, and reach to overwhelming levels.

Bug Art: Insect Technique

By emitting a special pheromone, you can exert complete control over centipede-like demons, turning them into relentless extensions of your will. These creatures are far more than simple pests—they are living weapons, capable of slipping into the smallest crevices, burrowing beneath flesh, and devouring their victims from the inside out. Their bite releases a potent neurotoxin that overwhelms the nervous system, causing a twisted mix of unbearable pain and euphoric pleasure that leaves foes incapacitated and vulnerable.

Water Art: Sticky Sweat

Your mastery over water-based techniques has evolved into a peculiar yet highly versatile ability—Sticky Sweat. By controlling the viscosity and hardness of your own perspiration, you can use it in a wide range of applications. Whether clinging to walls and ceilings like an agile predator, reinforcing your body with a hardened protective layer, or even coating your weapons for enhanced grip and adhesion, this ability grants you both offensive and defensive versatility. Additionally, by adjusting friction, you can move silently across surfaces or create slippery hazards for opponents.

Wind Art: Razor Wind

You have awakened the ancient techniques of the Wind Art, allowing you to wield the very air around you as a weapon and a tool. Though not the most destructive of elemental arts, its versatility makes it invaluable in both combat and espionage. By conjuring razor-sharp wind blades, you can slice through enemies

with near-invisible attacks, striking with surgical precision. Your signature technique, Whirlwind Slash, generates powerful gusts with vacuum edges at their core, ensuring your strikes remain lethal even against armored foes.

Beyond its offensive capabilities, your Wind Art grants you unparalleled stealth. By manipulating air currents, you can bend light, suppress heat signatures, and muffle your own movements, rendering yourself completely invisible. With Long Distance Hearing, you can amplify distant sounds, allowing you to eavesdrop with unsettling clarity, while Echo Sounding lets you release small whirlwinds that transmit back vibrations, functioning as a sonar-like detection system.

Wind Art: Skipping Heaven

This technique allows the user to achieve incredible speed and endurance by harnessing wind generated from their own body. The user excels at instantaneous bursts of acceleration, capable of reaching speeds comparable to a racing motorcycle for short durations. In combat, this overwhelming speed is combined with bladed weaponry, allowing the user to swiftly cut down opponents as they move past at incredible velocity.

Wind Art: Tornado Maker

This allows the user to generate and control powerful winds, creating devastating whirlwinds capable of slicing through opponents and delivering powerful concussive blows. This versatile technique offers both offensive and defensive capabilities, with the user able to manipulate the wind's direction and intensity for a wide array of tactical applications.

Fire Art: Scarlet Deathblast

This formidable and intimidating technique unleashes a massive, devastating blast of intense flames. This powerful ability is capable of engulfing and incinerating everything in its path, leaving nothing but smoldering ruins and ashes in its wake.

Earth Art: Earth Seclusion

With complete mastery over the element of earth, you possess the ability to move through solid ground as if it were water, allowing for near-perfect stealth and ambush tactics. By phasing into the earth itself, you can bypass obstacles, evade attacks, or position yourself for the perfect strike without leaving a trace. This technique is especially useful for reconnaissance, infiltration, and surprise assaults. Beyond simple movement, you can manipulate the earth to form solid constructs or create lifelike copies of yourself using compacted soil and stone.

Wind Art: Suction Seal

This technique utilizes precise manipulation of wind currents to generate a powerful suction force. The user can target a specific individual or object, drawing it forcefully into a prepared, small container before instantly sealing it shut, effectively containing and immobilizing the target.

Ice Art: Ice Manipulation

This technique grants the user control over ice and cold. The user can create a 10-meter radius ice field around themselves. A defensive ability, the ice wall, immobilizes and neutralizes anyone who makes contact. The user can also generate ice blades as weapons and freeze targets from a distance. Some of the ice formations may resemble flowers.

Ninja Art: Paper Art

With mastery over Paper Art, you can manipulate vast quantities of paper, reshaping it into countless forms to suit your needs. Whether it's crafting razor-sharp paper blades, forming impenetrable barriers, or even creating wings to glide through the air, your control over paper transforms this seemingly fragile material into a deadly weapon. By infusing your taima particles into the paper, you can enhance its durability to rival steel, making your creations far more resilient than ordinary parchment.

Beyond simple constructs, you can alter your own body by merging with paper, allowing you to slip through narrow gaps, move with eerie fluidity, or even momentarily disperse into scattered sheets to evade attacks.

Ninja Art: Acupuncture

This technique utilizes acupuncture points to temporarily enhance physical abilities and accelerate wound healing. Depending on the specific points stimulated, it can also be used to incapacitate or even kill an opponent. The power of this acupuncture is exceptionally potent, exceeding what is safe for ordinary individuals, necessitating restrictions within the family's clinic.

Ninja Art: Blood Toxication

This technique allows the user to produce potent poisons within their body. Simple skin contact, without proper protection, is lethal, and the poison is effective even against powerful demons. The user can spread the poison through various methods: direct contact, contaminating surfaces (e.g., the floor), coating weapons with their saliva, or even through toxic fumes generated from their sweat.

Ninja Art: Taima Armor Art

This technique utilizes Taima Particles to create a specialized combat suit that dramatically enhances the wearer's physical capabilities. While wearing this suit, the user experiences significant increases in strength, defense, speed, and overall combat effectiveness. A signature move involves concentrating the Taima Particles into a single point for a devastating attack.

Ninja Art: Mind and Thought

This technique is activated upon cutting an opponent with a blade. Instead of inflicting physical damage, it directly impacts the target's mental state, diminishing hostility and defiance. The effectiveness is directly correlated to the severity of the intended cut; a shallow cut will weaken resolve, while a potentially fatal wound would induce complete submission and unquestioning obedience. This technique can also be used for non-lethal interrogation, allowing for the capture and questioning of enemies without causing physical harm. However, it is ineffective against targets with bodies composed of stone or metal.

Metal Art :Silver Embrace

This technique allows the user to manipulate liquid silver, shaping it into various forms. The silver can be molded into bullets, worn around the waist, and fired from a specialized weapon. While appearing as a long-range attack, the silver bullets possess remarkable versatility. In close-quarters combat, they can instantly transform into different weapons, such as swords, kunai, and spears, adapting to the immediate tactical situation.

Metal Art: Machine Art

This technique allows the user to create and manipulate machines from inorganic materials. The user's cyborg limbs are a testament to this skill, their functionality deliberately limited in normal situations. However, in combat, these limbs transform into powerful weapons: the arms converting into rifles or cannons, and the legs into bladed weapons.

Shadow Art:Shadow Stitching Technique

This technique merges the user's body and shadow, resulting in instant regeneration of any physical damage to the body. However, attacks directed at the user's shadow will inflict corresponding injuries. Conversely, the user can attack an opponent's shadow to inflict damage on their physical body, effectively using the shadow as a proxy for attacking. This shares similarities with Sakura's Shadow Art, but focuses on a direct link between the physical body and its shadow for both offense and defense.

Shadow Art:Ninja Shade Art

With this secret technique, your body becomes enveloped in a shifting, black shadow that enhances your combat prowess to supernatural levels. Your reflexes sharpen to the point where you can react to attacks before they fully form, and your dynamic vision allows you to perceive even the smallest movements, ensuring no enemy can escape your sight. Intuition also heightens, granting you an almost precognitive sense of danger, allowing you to predict enemy strikes and counter with perfect precision.

Ninja Art: Rain Technique

By subtly manipulating the air, you can summon a localized downpour, creating a deluge of rain that can be tailored to achieve a variety of effects. This precipitation can be used to rust and corrode metal objects, weakening or disabling them, or to create a slippery surface, making it difficult for enemies to maintain their footing. The rain can be imbued with restorative properties, accelerating the recovery of allies and soothing their wounds. Furthermore, you can even produce saltwater rain, which can be used to purify contaminated areas, cleanse wounds, or disrupt the movements of enemies who are sensitive to salt.

Ninja Art:Scarlet Miasma

A sinister and unpredictable technique, Scarlet Miasma allows you to generate a thick, crimson fog that seeps into the minds of those caught within. The moment someone steps inside, their perception is completely scrambled—friend and foe become indistinguishable, causing confusion and infighting among enemy ranks. The effects of the miasma are never consistent; sometimes it causes violent paranoia, sometimes uncontrollable rage, and at times even bizarre hallucinations that lead to unintended chaos.

Ninja Art: Puppet Art

Harnessing the power of Taima particles, you have gained mastery over the elusive Puppet Art, allowing you to control a massive, doll-like construct with deadly precision. This puppet, infused with your energy, moves with eerie fluidity, its razor-sharp claws capable of slicing through steel. However, its use is not limitless—you can only maintain control for an hour at most before your energy runs dry.

The Ninja Art:Hawk Art

This technique centered around incredibly precise and rapid arm movements, generating what appears to be divine speed. The visual effects of black and white feathers combined with lightning suggest a blend of elements, making it difficult to definitively categorize its elemental affinity; it's possible that this art shares similarities with Asagi's elemental abilities.

Ninja Art: Limb Self-Cloning

This technique allows the user to divide their body into numerous smaller, self-aware clones. The number of clones is limited by the original body's volume, generally around 10 smaller versions. These clones retain full memory and experience sharing with the original body, allowing for reconnaissance in confined spaces, simultaneous observation of multiple locations, and other tactical advantages. The clones can recombine to reform the original body.

Ninja Art: Mind Change: Yin → Yang

This technique allows the user to reverse the emotional state of those who hear their voice, transforming negative emotions (e.g., self-doubt, despair, fear) into their positive opposites (e.g., confidence, hope, bravery). The technique requires significant mental fortitude, which also acts as a disruption, delaying the concentration of magic users. While purely mental in effect, it proves effective in weakening enemies and bolstering allies.

Ninja Art: Anti-Demon Meditation/Heart-Burying Curse

This passive ability allows the user to absorb or transfer emotions from others, particularly those who are physically injured or who have harmed her. The effect is involuntary and constantly active, inducing a trance-like state in targets and potentially accumulating positive feelings within the user. Ironically, inflicting a deep wound on the user results in the calming of aggressive emotions.

Ninja Art: Weight Art

This technique allows the user to manipulate the weight of objects within a two-meter radius. This can be used offensively to increase the force of attacks (e.g., imbuing a strike with the equivalent of 10 tons of weight), defensively to negate their own weight for increased speed and agility, or to neutralize the force and speed of enemy attacks. However, the ability is less effective against other ninja arts and supernatural abilities such as Water Art or Fire Magic, unlike the abilities possessed by her ancestors.

Ninja Art: Anti-Demon/Taima Meditation

Through deep meditation and mastery of Taima particles, you have unlocked a powerful ability that grants glimpses into the future. Unlike simple instinct-based precognition, this technique allows you to focus your mind and peer beyond mere seconds, anticipating incoming threats and strategic developments with remarkable accuracy. However, your visions are not absolute—your ability is not omniscient, and key details may remain obscured or subject to change based on external factors.

Ninja Art: Photo Art

This unique ninjutsu technique uses photography as a medium to influence the minds of others. The user can captivate those they photograph, and also manipulate the emotions of viewers by embedding specific feelings into the images. However, the effectiveness of the technique diminishes when used on multiple targets simultaneously or against individuals of significantly greater power

Ninja Art: Five Way Kill

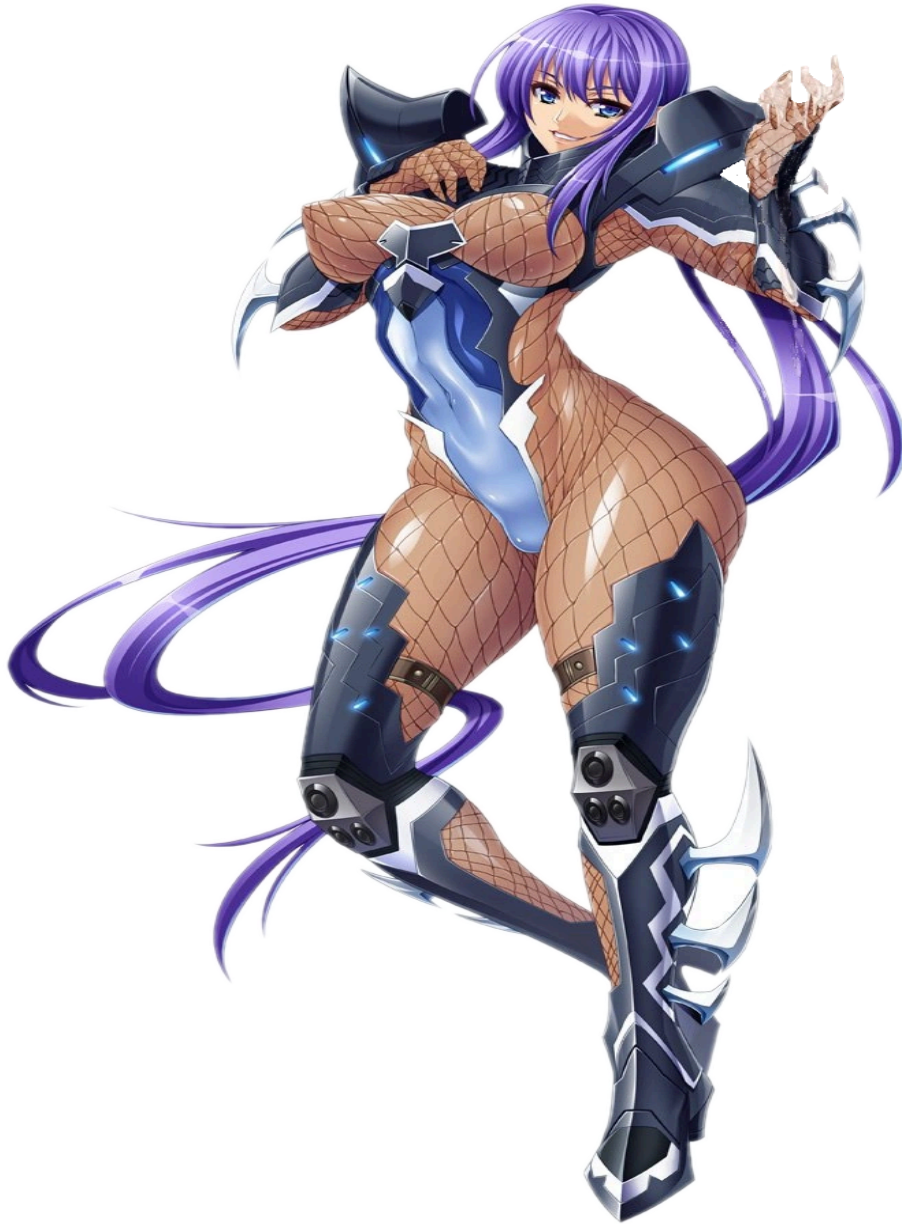
This forbidden poison technique channels deadly toxins through the fingertips of your right hand, inflicting a curse-like affliction upon any unfortunate enough to be touched by all five fingers at once. Unlike conventional poisons that simply weaken or kill, Five Way Kill is far more insidious—it seeps into the victim's mind, corroding their sanity and unraveling their very identity. As time passes, paranoia festers, reason crumbles, and they begin their descent into utter madness.

Ninja Art: Rashomon Jutsu

This technique dramatically increases the user's physical strength, resistance, and perception. Activation causes glowing tattoos on the body to illuminate, granting the user the ability to stop bullets with their bare hands and withstand attacks from armed Oni. However, maintaining this ability requires a daily bath infused with a special medicinal concoction. Furthermore, the glowing tattoos cannot be concealed; their exposure is both necessary and unavoidable for the technique to function.

Blade Distortion Art : Haizsujin Technique

You can manipulate space to create blind spots and exploit the weaknesses of your enemies, using throwing knives to strike from unexpected angles and catch your foes off guard. The Haizsujin technique allows you to distort the trajectory of your projectiles, bending the direction of direct attacks to hit the back of an enemy instead, making it a powerful and unpredictable tool on the battlefield. However, this ability comes at a significant cost, as it is highly taxing on the body, limiting its use to only once or twice during a battle.



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Body Transformation Art :Carnal Techniques

You can summon tentacles and attack with them. If they are cut, they will bleed on the victim and have a long-term effect. These tentacles cannot be seen by others and are able to be used for either erotic attacks or blunt hits. Additionally, it gives you the skill to talk to a person via telepathy. When all conditions of his art are met, it can create a prison of flesh. This thin, invisible layer combines with the skin of the victim. This cannot be undone unless the user wants it. A person in this state cannot move, talk, or use abilities and is kept alive by the nourishment of the Art, making death impossible. Also, while inside this skin, the user will be trained in the arts of sexual pleasure through the joy of crampies, force impregnation, and others.

Healing Art :Invigorate

This healing technique involves applying pressure to an affected area with the hands to promote rapid healing. Simple wounds are easily treated, and severe bleeding can be stopped. The technique works by activating target cells, dramatically accelerating the body's natural healing process to a visibly noticeable degree. This cell activation can also temporarily enhance physical abilities by strengthening and stimulating cellular function. However, prolonged use (beyond 10 minutes) risks cellular overload and death, limiting the duration of its strengthening effects.

Ninja Art: Explosion Art

This technique transforms any object the user touches into a bomb. The longer the user maintains contact, the larger and more powerful the resulting explosion becomes.

Ninja Art: Void Art

With mastery over the Void Art, you wield the terrifying power to manipulate space itself. At its most basic level, you can teleport yourself, others, or objects effortlessly, making mobility an afterthought in battle. However, your true strength lies in your ability to cut through space, delivering slashes that ignore physical defenses and bypass conventional armor as if it were nothing. Your strikes don't just wound—they erase.

Beyond this, you can distort the air around you, creating vacuum slashes that carve through foes with the force of compressed nothingness.

The Ninja Art: Star Art

This rare and extraordinary ability that allows its user to manipulate gravity and bend space-time. The Supernova form of this ability enables you to bend time, increasing your speed to superhuman levels rivaling that of Igawa Asagi, while also manipulating gravity to bend projectiles and dodge attacks by warping the space around her.

The Neutron Star form of the Star Art takes this ability to an even more devastating level, materializing neutron weapons by compressing matter with gravity, which can come in the form of swords and shields that reduce anything they touch to atoms. However, this form is limited to a maximum of six minutes per day due to the immense physical energy required to stabilize it, making it a powerful but carefully reserved aspect of your arsenal.

Ninja Art: Immortal Awakening

This technique grants the user near-immortality, allowing for superhuman healing from virtually any injury within seconds or minutes. The only exceptions are simultaneous destruction of the brain and heart, or damage inflicted by demon technology or magic. This regenerative ability is coupled with enhanced strength and speed.

Ninja Art: Uho Art

This technique utilizes the constellations of the twenty-eight Chinese zodiac signs. By performing specific step patterns mimicking these constellations, the user can activate various abilities. Some techniques involve a "dance" mimicking the star sign, creating light effects. These abilities include:

- Hoshijuku (星宿): Absorbs the life energy of others, allowing the user to rejuvenate themselves, potentially reversing aging.
- Willow Inn (Nurikoboshi): Summons a deformed viper.
- Oniyado (Tamaonoboshi): Grants the user immense physical strength.
- Kabe Yado (Namameboshi): Creates a protective ward, deflecting harm.
- Inameboshi: Enables instantaneous movement across short distances (approximately 50 meters).

Ninja Art: Mirror Art

By harnessing the power of reflective surfaces, you can use mirrors as a medium to manipulate taima particles, allowing you to copy the ninja arts or demonic abilities of those who are reflected within them. This technique grants you access to an opponent's strengths, letting you turn their own powers against them. However, this ability is not without limitations—if you lack a deep understanding of the copied ability, it will be unstable or weaker than its original form.

Ninja Art: God's Eye Transformation

Through an extraordinary and dangerous fusion, you have absorbed the fading essence of a powerful warrior into your own body, granting you a temporary but godlike transformation. In this state, your eyes awaken to a terrifying truth—you can see into the hearts of others, perceiving their emotions, intentions, and even glimpses of their future actions. This near-omniscience allows you to read movements with supernatural precision, dodging attacks before they are even fully committed and striking at the perfect moment to break an opponent's resolve. Additionally, you inherit the abilities of the warrior whose essence you took in, allowing you to wield their elemental techniques, such as Water Art, for the duration of your transformation.

Ninja Art: Evil Eye -White Light

Activation dramatically slows down the perception of time for all individuals within their field of vision. This creates a powerful tactical advantage, allowing for precise movements and attacks against slowed opponents. However, the effect is temporary, lasting only a few seconds, and the user is rendered immobile while the ability is active, making coordinated teamwork crucial for effective deployment. Furthermore, activating White Light disrupts the user's own perception of time and space, imposing a significant temporal cost.

Ninja Art: Evil Eye -Takeover

This technique allows the user to hijack an opponent's vision through eye contact, forcing them to see what the user desires. This creates opportunities for deception, allowing the user to present false images or manipulate their perception of reality. While incredibly powerful when used in coordination with allies, the technique renders the user immobile for its duration and is broken by a simple blink.

Ninja Art: Evil Eye - Mermaid's Sapphires Eyes

You possess a terrifying and powerful ability, where your right eye, known as the Mermaid's Sapphires Eyes, can drain the life energy from anything you gaze upon. This dark power allows you to absorb the vitality of your targets, converting it into energy that you can use to fuel your own strength and abilities. However, this comes at a horrific cost, as the targets from which you drain life energy are said to undergo a grotesque transformation, mutating into monstrous creatures with fish-like features, such as a half-fish hybrid.

The true horror of your ability lies in its capacity to grow stronger in direct proportion to the number of wounds you sustain. The more injured you become, the more potent your Evil Eye becomes, allowing you to drain life energy with greater efficiency and speed.

Ninja Art: Evil Eye -Clairvoyance

This technique allows the user to separate their vision from their physical body, projecting it to a distant location—a form of astral projection. This enables reconnaissance and infiltration into any area, regardless of security measures. By focusing their projected vision, they can instantly access information from written or digital sources, provided they can understand the language. However, their hacking skills are not specialized and their comprehension relies on prior knowledge of the subject matter.

Ninja Art: Evil Eye -Panicking Doubt

This technique utilizes the user's left eye to induce intense fear and paranoia in those who make visual contact. The target is overwhelmed by suspicion and terror, losing all rational thought; those with weaker mental fortitude may even succumb to madness.

Ninja Art: Evil Eye- Inverse Stunning Ring

Your right eye allows you to negate the momentum of incoming projectiles and attacks, effectively stopping blades, bullets, and other kinetic energy sources. The absorbed energy is stored and can be released as a concentrated burst of heat, or even channeled into a focused projectile. However, improper use can lead to energy rebounds, causing significant damage and leaving you vulnerable. The technique requires precise control and careful consideration of energy flow to avoid these risks.

Ninja Art: Evil Eye- Attractive Eyes

This implanted ability compels those who make eye contact with the user to obey their commands for a short period (approximately one minute). Simultaneously, it projects illusions tailored to the victim's deepest desires. The user lacks voluntary control over this power and constantly wears a mask to prevent accidental activation.

Ninja Art: Evil Eye-The Demonic Eye of Pride

This terrifying technique manifests as five additional eyes opening on the user's forehead when their normal eyes are closed. Direct eye contact with these eyes triggers a powerful paralysis effect, rendering the victim completely immobile and unable to resist. A more advanced application, utilizing an implanted version of the Evil Eye, grants the user complete psychological control over the victim. This enhanced control requires inflicting psychological trauma on the victim to "cage" them mentally and make them susceptible. Multiple victims can be controlled simultaneously, even over vast distances.

Ninja Art: Evil Eye-Conqueror's Evil Eye

This unique technique allows the user to incarnate the spirits of deceased heroes and kings. These spirits can be bound to physical objects, as demonstrated by summoning the spirits of fallen ninja into inanimate forms for sparring, or they can manifest as purely spiritual entities. The nature and power of the summoned spirits are directly linked to the user's knowledge and understanding of the historical figures they evoke. The ability to summon and command these powerful spirits provides a significant strategic advantage in combat and tactical situations.

Ninja Art: Evil Eye-Iron Control

This technique grants the user absolute control over iron, manipulating it at will. This includes not only external iron objects like weapons, which can be transformed into guided projectiles, but also the iron present in blood. The precision and power of this manipulation likely depend on the user's skill and focus. While potentially devastating in combat, controlling the iron in blood carries inherent risks, requiring careful control to avoid harming the user or unintended targets.

Ninja Art: Evil Eye- Eye of the Baphomet

This dangerous technique allows the user to manipulate the lust and desires of others through eye contact, effectively controlling their actions and emotions. Furthermore, the user possesses the ability to perceive and interpret the chi flow—the life force—of those around them. This dual ability grants both offensive and tactical advantages, enabling the user to exploit weaknesses and predict opponents' movements.

Ninja Art: Evil Eye-Freezing Eye

This technique, activated by the user's right eye, unleashes a wave of intense cold that instantly freezes any object within its line of sight. The effect is indiscriminate, affecting both friend and foe, making precise control extremely difficult. Due to this inherent danger, the user typically wears an eye patch to prevent accidental activation. The power and range of the freezing effect are likely dependent on the user's skill and control, with uncontrolled use posing a significant risk.

Ninja Art: Evil Eye- Avici

This technique is a devastating mind-based attack delivered through eye contact. Those who meet the user's gaze are overwhelmed by a torrent of negative emotions and intense pain, potentially leading to mental breakdown and even death. However, the power of Avici carries significant risk; the intense mental strain can backfire, harming the user as well. The toll on the user's body is substantial, preventing consecutive uses and leaving them struggling to keep their eyes open afterward.

Body Transformation Art: Flesh Core Backflow

You can manipulate your physical form to achieve unprecedented levels of versatility and deadliness. Your body becomes a fluid, ever-changing weapon, capable of squeezing into impossible spaces, adapting to any situation, and unleashing devastating attacks that leave your enemies drained and withered. A single kiss from you can leave a target bone-dry, their bodily fluids evaporating instantly, while physical contact can drain the life force from their very being, reducing them to a desiccated husk. Your ability to switch between male and female forms at will allows you to employ a wide range of carnal techniques, making you a formidable and unpredictable opponent in close combat.

Ninja Art: Soul Seduction

This technique, a combination of Soul Art and Carnal Techniques, manifests as a smoke-like substance capable of absorbing the life force and souls of living beings. This absorbed energy can then be transferred to others, allowing for rejuvenation and increased strength. The smoke also affects the mind, increasing lust without chemical means and creating illusions tailored to the victim's desires (e.g., carnal desires or food). A more advanced technique, Grand Authority Dream, allows the user to project fragments of a deceased person's soul onto another, granting the target some of their abilities and altering their appearance, but at a cost to the user's own strength. Inage is proficient enough in this art to teach basic, single-use applications to others.

Ninja Art: Wave Technique

By harnessing the fundamental forces of nature, you can manifest a powerful, metal-like spirit being known as the Guardian, which serves as a tangible embodiment of your will. This entity can be manipulated to fight with devastating fist attacks or unleash concentrated blasts of natural energy, allowing you to project your power across vast distances and strike at enemies from unexpected angles. The "Wave" in this art refers to the wavelengths of energy and matter that you can tap into and control, permitting you to interfere with certain abilities and traverse any medium, including solid objects or vast expanses of water. With this technique, you can "punch" through water to destroy a ship miles away, or absorb the geothermal energy of the land to fuel your attacks and overwhelm even the most powerful noble demons. As you master this art, you become less limited by your own physical stamina, allowing you to wield the Guardian's power with increasing precision and ferocity.

Ninja Art: Forbidden Field

Mastery over the intricate use of paper seals has granted you the ability to establish powerful static zones where reality itself bends to your will. By inscribing commands onto these mystical seals, you can impose "forbidden actions" upon anyone within the affected area. These seals can prevent enemies from feeling fear, force them to obey specific commands, or even strip them of the ability to harm others—or themselves. The rules you set are absolute within the field, as long as the seal remains charged with taima particles.

This ability can be used on others as well as yourself, allowing for strategic enhancements such as nullifying pain, suppressing emotions, or overriding physical limitations in battle. However, the range is limited, and once the charged energy depletes, the restrictions vanish.

Ninja Art: Snow of the Underworld

Activated by the simple act of closing both eyes, it unleashes a blizzard of intensely cold snow. Contact with this snow is instantly fatal, making it a highly effective, albeit potentially dangerous, offensive ability. The unique activation method suggests a strong connection between the user's inner focus and the power's manifestation.

Ninja Art: Darkness Art

This technique manipulates darkness for offensive and defensive purposes. Attacks manifest as black, star-shaped projectiles. The effectiveness is dependent on the availability of light to absorb; while weaker in low-light conditions, a full moon provides sufficient energy. Attacks are launched from the back of the user's hand. Specific techniques include:

- Black Star Shield: Expands the dark star to create a shield capable of negating light-based attacks.
- Cover Effect: Diminishes the light in the surrounding area, hindering the visibility of those outside the immediate vicinity.
- Darkness Meteor (Darkness Shooting Star): Launches one or two large, shuriken-like dark stars that inflict deep cuts.
- Black Petals (Night Floral): Releases multiple cutting projectiles.
- Black Storm: A wide-area attack that inflicts multiple cuts.
- Night Seeker: Increases the user's stealth by absorbing or reflecting light.

Fire Art: Yang Art

Ancient Goshia Library records describe this Fire Art as potentially producing solar-level heat. Your current mastery, while incomplete, manifests as intense heat and UV radiation sufficient to tan skin. your techniques currently involve blinding flashes of light and small fireballs. While capable of significantly increasing the power of yang Yang Art, this is extremely risky for both you and those nearby, placing an immense strain on her that often leads to unconsciousness immediately afterward.



Items[+400CP]:

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

General

Taimanin Outfits[Free]

You now have one outfit that screams it originated from a universe that uses hentai logic as its base. Even in a world where everything is much sillier, this outfit really fits, as everyone here is beyond stupid. So, if you want to wear skin-tight outfits with high heels but still be good in stealth missions, or prefer an outfit that only covers the bare minimum of your sexy body, that's also fine

Lilith Outfits[200CP]

You now have access to a wardrobe that embodies the essence of hentai logic, where outrageous and revealing outfits are not only accepted but also seemingly mandatory. This collection of skin-tight, barely-there ensembles is designed to showcase your curves and leave little to the imagination, making you a vision of sensuality and seduction even in the midst of chaos.

Each outfit is carefully crafted to accentuate your assets, with plunging necklines, high-cut hemlines, and daring cutouts that will leave onlookers agog with desire. From bondage-inspired bodysuits to micro-miniskirts and stiletto heels that seem to defy gravity, every piece in this wardrobe is a masterpiece of erotic design.

Whether you prefer to don a maid's uniform with a ridiculously short skirt, a bunny girl costume with oversized breasts, or a dominatrix outfit complete with a whip and leather corset, this wardrobe has something to satisfy your every fetishistic fantasy. And with the ability to conjure a new outfit whenever the current one is destroyed or worn out, you'll never have to worry about running out of sexy, revealing, and downright scandalous clothing options.

Ninja Gear[Free]

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

Mask[Free]

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

Anti Demon weapon[100CP]

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

Futuristic Ride[200CP]

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

Pseudo-Taimanin

Charging Chair [100CP]

You now own a special chair that functions as a high-speed charging station for all your mechanical parts and electronic devices. Whether it's cybernetic enhancements, power armor, or just your phone, this chair can fully recharge them in record time—usually within the hour. Just sit down, relax, and let the chair do its magic. It's the ultimate combination of comfort and convenience, ensuring you're always powered up and ready for action!

Plasma Gun [100CP]

This high-tech firearm fires superheated plasma bullets that burn through enemies with ease. The projectiles travel fast, hit hard, and can melt through armor like a hot knife through butter. While it requires energy to function, it's a reliable weapon for those who prefer flashy, high-damage attacks. Just be careful where you aim—accidental property damage is practically guaranteed!

UFS Technology Weapon [200CP]

Congratulations! You now wield a state-of-the-art weapon designed by the UFS, featuring cutting-edge technology. Whether it's a sword, spear, or even an axe, the blade is forged from pure plasma, capable of slicing through almost anything with ease. Despite its immense power, this weapon requires minimal maintenance, as it's built to withstand intense combat without degrading. It's the perfect blend of futuristic lethality and reliability—just don't wave it around indoors unless you want to remodel the walls!

Portable Supercomputer [200CP]

In the palm of your hand, you now possess a ridiculously powerful supercomputer, compact yet capable of handling insane amounts of data processing in the size of your hand. This device can perform advanced calculations, hack into secure systems, and even analyze battle strategies in real time. It also allows you to import data from other handheld devices, making it the ultimate tool for both tech wizards and field operatives alike. Also you can import a handphone here.

Cloning Tube [400CP]

You now own a high-tech cloning tube, a marvel of biological engineering that allows you to create perfect clones of yourself or others. This isn't some cheap knockoff lab equipment—oh no, this is top-of-the-line science magic. Each clone retains the exact physical traits, memories (if you choose), and abilities of the original, making it perfect for backup plans, infiltration, or just having an extra you to handle annoying errands.

Hover Craft [400CP]

You now own a state-of-the-art hovercraft that makes travel across the world a breeze—literally. This high-speed air vessel can zip from one side of the globe to the other in just eight hours, all while running on an advanced system that converts nitrogen from the air into fuel. Say goodbye to gas station stops and hello to limitless travel!

But that's not all! This isn't just some cramped flying tin can—your hovercraft is spacious enough to serve as a fully functional mobile base for you and your allies, complete with comfortable living quarters. It even comes with official permits that allow you to land at any dock or airport without hassle.

UFS Exosuit [600 CP]

You now possess a cutting-edge exosuit, commonly utilized by the pseudo-trainman of the UFS, which embodies the principles of hentai logic. This mechanical suit prioritizes amplifying your physical abilities and enhancing your sensual appeal, rather than providing comprehensive coverage. As a result, the exosuit leaves little to the imagination, showcasing your curves and contours in a dazzling display of erotic design. Despite its revealing nature, the exosuit grants you immense power, allowing you to effortlessly take down formidable foes, including adult dragons, with ease and finesse.

The UFS Exosuit also comes equipped with mechanical wings, enabling you to soar through the skies with incredible agility and precision. These wings not only grant you the freedom of flight but also amplify your combat capabilities, allowing you to execute complex aerial maneuvers and strike from unexpected angles.

Oboro Ninja Troops

Weapon of Perversion [100 CP]

The weapon manifests according to the user's preference, taking any form imaginable, from a traditional sword or whip to something more unconventional like a fan or even a seemingly innocuous piece of jewelry. Its primary function is the non-violent dismantling of any worn protection. Upon contact, the material of clothing and armor weakens and frays, losing its structural integrity until it simply falls away or disintegrates into dust.. Complementing this effect is a unique toxin that permeates the weapon's surface. Upon contact with skin, this poison is absorbed, triggering an intense and all-consuming sexual arousal in the victim. The overwhelming desire for release can only be satisfied through direct manual stimulation by the users, leaving the affected individual utterly vulnerable and focused on this singular need.

Slave Collars [100 CP]

You have several slave collars. Once a collar is fastened around the neck, wrist, ankle, or any other part of a person's body, it becomes permanently affixed, resisting any attempts at self-removal. The primary function of these collars is the absolute subjugation of the wearer's will. They are compelled to follow any command given by the owner of the collar. Furthermore, a built-in safeguard prevents the collared individual from inflicting any harm upon their owner, ensuring the owner's safety and complete control over their bound subject.

Taimanin Trap Set [200CP]

This isn't your average collection of tripwires and pitfall traps—this is a state-of-the-art, high-efficiency Taimanin-grade trap arsenal! Designed specifically to neutralize even the most skilled warriors, these traps blend stealth, precision, and devastating effectiveness. Your trap set includes a variety of mechanisms: pressure-sensitive landmines that disable foes without lethal force, energy nets that ensnare and paralyze, illusion-based misdirection fields to lead enemies astray, and even hidden blades that strike from unexpected angles.

Cute Puppy [200 CP]

Aww, look at these adorable little chimera puppies! So fluffy, so innocent—oh wait, they're actually highly specialized espionage tools designed to infiltrate Taimanin ranks. These little guys are expertly trained to sniff out taima particles emitted by female Taimanin, making them the perfect undercover agents. Their strategy is as cunning as it is adorable. First, they use their irresistible charm to lure in their targets, gaining trust with their big, soulful eyes and wagging tails. Once close enough, a single lick delivers a completely untraceable, non-toxic "love poison" that triggers an instinctual need to care for them. Under this effect, the Taimanin will often absentmindedly let their guard down, casually spilling secrets while cuddling their tiny, fluffy betrayers. And just in case that wasn't enough, these puppies come equipped with a biologically integrated microphone, silently transmitting every classified whisper back to you.

High End Brothel[400 CP]

you command the keys to a luxurious establishment, a brothel of the highest caliber where pleasure and training intertwine seamlessly. Imagine opulent chambers adorned with the finest silks and decadent furnishings, catering to the most discerning clientele. Yet, beneath this veneer of sophisticated indulgence lies a hidden purpose: this is your personal academy for shaping those you've captured. Here, under your watchful eye, they will be molded and refined, their inhibitions stripped away, their desires redirected, and their bodies honed to become the perfect instruments of pleasure. Every encounter, every interaction within these walls serves as a lesson, guiding them down the path of willing servitude, transforming them into your devoted and highly skilled sex slaves. The atmosphere itself hums with a potent blend of sensuality and control, a testament to your masterful design

Deep Underground Business [400 CP]

Consider yourself now the unseen hand that guides the flow of illicit goods through the shadowed veins of the underworld. You are the proprietor of a sprawling, deeply entrenched organization that expertly navigates the clandestine markets of drugs, weapons, and human chattel. Your network stretches far and wide, a web of discreet contacts, hidden warehouses, and shadowy routes that operate beyond the reach of conventional law. From exotic narcotics and cutting-edge armaments to individuals sought for various purposes, your enterprise caters to the most discerning and often dangerous clientele.

Sex slave Factory[600 CP]

Within the high walls of your newly acquired factory, a transformation unlike any other is set to unfold. This is not a place of mere labor, but a crucible where captured trainees will be meticulously reshaped into the epitome of willing sex slaves. The initial stage of this process focuses on an extreme amplification of their sensory perception. Through carefully calibrated methods, their erogenous zones will be heightened to an astonishing degree – a three-thousandfold increase in sensitivity, turning the slightest touch into an overwhelming sensation.

Following this intense recalibration, their physical conditioning begins. They will become accustomed to a state of near-nudity, their bodies gradually desensitized to the gaze and touch of men. This phase involves carefully controlled interactions, ensuring they become comfortable, and eventually compliant, with physical contact.

The final and perhaps most psychologically impactful stage involves the use of advanced virtual reality technology. Within immersive simulations, their minds will be exposed to scenarios designed to cultivate a submissive and uninhibited mindset. Fantasies of forced sexual encounters with various entities – men, beasts, and demons – will be presented in vivid detail, carefully crafted to erode any remaining resistance and instill a deep-seated acceptance of their role. Throughout these VR experiences, a delicate balance will be maintained; while their minds are being shaped towards sexual servitude, their physical bodies will remain untouched by anyone other than you, preserving a unique duality of a corrupted mind within a pure vessel, ready for your exclusive use.



Dungeon Squad Number...:

Gag Weapon [100 CP]

Who says weapons have to be serious? You now wield a gag weapon that looks like it belongs in a slapstick comedy but works just as effectively as any traditional armament. Whether it's an oversized squeaky hammer that flattens enemies like a cartoon, a rubber chicken that fires energy blasts, or a gun that shoots "BANG!" flags that explode on impact—this weapon is both ridiculous and ridiculously effective. The more absurd the attack, the stronger it seems to be. Turns out, physics and logic take a backseat when comedy is involved!

Health Insurance Card [100 CP]

With the amount of chaos, danger, and utterly bizarre injuries you're bound to rack up, it's only fair that you have the absolute best health insurance on the planet. No matter how catastrophic the damage—whether you've been cut in half, crushed by a building, or turned into a pancake—you'll be patched up within mere hours or days, free of charge. Broken bones? Healed. Organ damage? Repaired. Exploded? Don't worry, they'll put you back together. It's almost like reality itself wants to make sure you stay in the game, no matter what nonsense you pull.

Comfy Camping Set [200 CP]

Since your squad's ranking is... less than stellar, you'll be spending a lot of nights out in the wild instead of in fancy hotels or bases. Thankfully, you're now equipped with a top-tier camping set designed for maximum comfort. Your tent is practically a portable home, resistant to extreme weather and surprisingly roomy inside. Your sleeping bag feels like a luxury mattress, and your portable stove can whip up gourmet-level meals with minimal effort. Even if you're stuck in the middle of nowhere, you'll be roughing it in style.

Part-Time Jobs [200 CP]

Let's be honest—being part of a Dungeon Squad isn't exactly a high-paying gig. So, to make ends meet, you now have a special cell phone that instantly finds local part-time jobs for you. Need quick cash? Boom, there's a cafe that needs an extra hand. Short on funds? A delivery job just opened up. The best part? These jobs always pay by the day, so you'll never have to worry about waiting for a paycheck. Sure, the work might range from mundane to outright bizarre, but hey, money is money.

Dungeon Finder App [400 CP]

As a proud(?) member of the Dungeon Squad, not finding dungeons would be a serious issue. Luckily, you now have a high-tech app installed directly into your hardware that ensures you'll never be without an adventure! Once a week, this app scans a 10 km radius and pinpoints the location of a dungeon, ensuring that you always have somewhere to explore (whether you want to or not). Even better, every time you successfully clear a dungeon, the app automatically generates the location of another entrance—so you'll never be out of work. Congratulations! You now have a reason to exist!

World Walkthrough Guide [400 CP]

Congratulations! You now possess the ultimate wiki page of the Taimanin world, accessible from any device you own. This isn't just any wiki—it's a fully updated, spoiler-filled, and meticulously organized database that includes everything you could possibly want to know. Need a person's backstory, likes, and dislikes? It's there. Looking for weaknesses of a boss before a fight? Already bookmarked. Curious if there's ahem 18+ content of a person? If it exists, you will find it. And, of course, if you check your own page, everything above applies—including fanworks (which may or may not be a blessing). Whether you use this guide responsibly... or abuse it to its fullest extent, well, that's entirely up to you. This wiki will create new pages for worlds that you visited pass and future.

Truck-Kun [600 CP]

You now possess a variant of the infamous Truck-Kun, a seemingly ordinary vehicle with extraordinary capabilities. This truck is virtually indestructible, requiring no fuel or maintenance, and can traverse dimensions with ease. While navigating the vast expanse of the multiverse, you can travel to known worlds, dimensions, or parallel universes within the current jump chain. However, be aware that your travels are limited to the realms associated with the jump you are currently in.

One of the most intriguing aspects of Truck-Kun is its ability to grant the "MC isekai treatment" to anyone you choose to, shall we say, "accidentally" hit with the vehicle. This means that you can potentially transport individuals to alternate worlds, dimensions, or realities, setting them on their own unique isekai journey.

Magical Taimanin:

Magical Focus Item [100 CP]

You now possess a magical focus item, a special artifact that enhances your spellcasting. Whether it's a staff, amulet, ring, or even a cool-looking sword, this item significantly boosts the power of your magic and stabilizes your spells. Say goodbye to random misfires and embarrassing explosions—your magic will now hit harder, faster, and with more precision. Basically, it's like putting a high-performance engine in your spellcasting.

Tome of Magic 101 [100 CP]

A beginner-friendly, but extremely thorough book on magic! This dense tome contains all the fundamentals—spell structures, energy flow, incantation theory, and even practical applications. If you're new to magic, this book will save you from looking like a total amateur. If you're already experienced, well, it still has hidden insights and forbidden knowledge tucked between its pages. Be warned, though—the really juicy secrets are written in a cryptic magical script that adapts to the intelligence of the reader. If you don't understand it yet, well... maybe study harder.

Raw Material [200 CP]

You now have a stockpile of common raw materials sourced from the demon realms, perfect for rituals, potions, enchantments, and spellcasting. Need demonic herbs? Got 'em. Need crushed monster bones for a hex? Check. Even some rare crystals that glow ominously under moonlight? Oh yeah, you've got a bit of everything. Just be careful—some of these materials have a mind of their own, and accidentally mixing the wrong ones together might result in a very explosive surprise.

Ring of Elements [200 CP]

This enchanted ring contains the power of a single element—choose wisely! Whether it's fire, water, wind, earth, lightning, or something more exotic, this ring grants you resistance to that element, making you significantly harder to harm by it.

Robe of the Magician [400 CP]

You now own an exquisite robe worn by only the most prestigious magicians, making you look the part of a high-ranking spellcaster. But this isn't just for fashion—oh no, this robe comes with some serious magic woven into its fabric. When activated, it allows you to disappear and become completely untraceable to anyone you don't want finding you. No magical tracking, no scent trails, no psychic visions—poof, you're gone. Even the most powerful hunters will be left scratching their heads. Just be careful—if you accidentally spill soup on it, you'll have to clean it manually, and no magic will save you from stubborn tomato stains.

Homunculus Servant [400 CP]

You now possess a fully functional homunculus servant, a magically crafted being designed to assist you in any task you desire. Unlike mindless golems, this homunculus has intelligence, adaptability, and even a personality, allowing it to learn, strategize, and follow complex orders. Whether you need a combat companion, a research assistant, or just someone to hold your snacks, your homunculus has you covered. It requires minimal maintenance, thanks to an internal alchemical core that sustains it indefinitely—though you might need to occasionally feed it rare magical ingredients if you want it to evolve or gain new abilities.

Sentient Weapon [600 CP]

In your hands lies a legendary sentient weapon, a masterpiece of magical craftsmanship whose power rivals that of the ancient holy swords once wielded by the greatest warriors of old. Originally forged by the UFS, this weapon is one of the most powerful ever created, its very presence exuding an aura of raw magical energy and undeniable authority. Unlike ordinary weapons, it possesses a fully developed personality, capable of speaking, strategizing, and even forming bonds with its wielder. Whether it acts as a wise mentor, a loyal companion, or a snarky battle partner is entirely up to fate—or your own influence over time. The weapon will always prioritize your well-being, though it may not hesitate to lecture you if it thinks you're being reckless.

Beyond its physical power, this weapon is a true friend to magicians, making any spells cast while wielding it significantly harder to counter or dispel. It can amplify your magic, refine your spellcasting precision, and even provide real-time battle

analysis to help you optimize your techniques. Also it has its own humanoid form should you need it for some reason.



Revolver Taimanin:

Encrypted Comms Device [100 CP]

A cutting-edge UFS-grade communication device, this sleek, compact unit is designed for absolute security. Using frequency-hopping technology, it rapidly shifts signals across multiple encrypted channels, making it nearly impossible for enemies to intercept or jam your transmissions. Real-time voice masking lets you alter your vocal signature at will, disguising your identity or even imitating others. Additionally, it includes a self-destruct function that wipes all stored data and melts the circuitry if tampered with. Whether you're coordinating secret operations or issuing commands in the heat of battle, this device ensures your words remain yours alone.

Urban Guerrilla Toolkit [100 CP]

A must-have for any insurgent or infiltrator, this compact kit is filled with tools designed for sabotage, break-ins, and quick escapes. Inside, you'll find a set of lockpicks capable of bypassing both physical and electronic locks, hacking spikes that can brute-force security systems or disable cameras, and compact explosives small enough to fit in your palm but powerful enough to disable vehicles or destroy crucial infrastructure. Also included are retractable cutting wires, EMP charges, and even a deployable spike trap to hinder pursuit. Whether you need to break into a high-security facility, disable enemy comms, or leave a trail of destruction behind you, this toolkit has you covered.

Tactical Hoverboard [200 CP]

This state-of-the-art hoverboard is engineered for high-speed maneuvering in urban warfare and covert operations. Using advanced anti-gravity tech, it glides silently across any surface, allowing you to outrun pursuers, scale walls, and even leap between buildings with ease. The board's adaptive gyro stabilization ensures perfect balance even in the most chaotic environments, while impact dampeners let you land from extreme heights without a scratch. Need a quick getaway? The turbo-boost function propels you at breakneck speeds, making you untouchable in high-speed chases. And yes, it can hover over water—because looking cool while escaping is half the battle.

EMP Kunai Set [200 CP]

A deadly fusion of ninja precision and modern tech, this set of throwing kunai isn't just for piercing flesh—it's for shutting down technology. The moment they strike a surface or target, they release a localized electromagnetic pulse, capable of disabling cybernetic implants, scrambling enemy HUDs, and knocking out security systems. Against mechanical enemies like mechs and drones? They'll experience a temporary shutdown, giving you an opening to strike or escape. The kunai are also retractable and self-replenishing, drawing power from the air to recharge over time. Oh, and don't worry—your own gear is shielded against the effect.

Neural Hijacker [400 CP]

A devious piece of black-market tech, the Neural Hijacker is a stealthy, palm-sized device designed for total enemy control. When attached to a cyber-enhanced enemy—whether through a quick throw, a discreet tap, or even a kunai embedded with the device—it immediately hijacks their nervous system, overriding their motor functions. For a short period, you can puppeteer them like a marionette, forcing them to attack their own allies, stand still as you walk past, or—if you're feeling theatrical—make them do a humiliating dance before knocking them out.

While extremely effective against cybernetic foes, even partially enhanced enemies may experience delayed reaction times or momentary paralysis as the device struggles to interface with their biology. Advanced countermeasures exist, but they require high-grade neural firewalls—which most enemies don't have.

Mobile Safehouse Module [400 CP]

At first glance, it's just an ordinary cargo container, the kind you'd see stacked in a shipping yard or attached to a transport truck. But with a single command, this deceptively unremarkable box unfolds into a fully functional safehouse, providing a secure hideout wherever you need it.

Inside, you'll find medical supplies, a secure weapon locker, and a communications relay capable of linking to encrypted networks. The interior is compact but cleverly designed—fold-out cots, a concealed workstation, and even a small kitchenette for when laying low takes longer than expected. It's

EMP-shielded, bullet-resistant, and soundproof, making it the perfect place to regroup, recover, or plan your next move without fear of eavesdroppers.

Mind-Link Battle Network [600 CP]

A cutting-edge neural communication system that redefines teamwork in combat. The Mind-Link Battle Network links you and your allies through a shared mental network, enabling instantaneous real-time communication without the need for physical devices or traditional signals. Whether you're miles apart or within sight of one another, your thoughts, strategies, and observations are instantly transmitted across the battlefield.

This system grants you the ability to share sight, sound, and even sensory data, allowing for unparalleled coordination during combat. Imagine being able to see through your ally's eyes, hear their surroundings, or even feel their environment through your own senses. The connection is seamless and effortless, creating a network of minds that function as one.

The system is designed to be resilient—not easily jammed or disrupted by electronic warfare, and it works even in the most hostile environments. Whether you're coordinating a hit-and-run operation, tracking a high-value target, or simply reacting to an enemy's movements, the Mind-Link Battle Network ensures that you're always on the same page, no matter the distance. Information flows instantly, and tactics evolve in real time, making your team far more efficient and deadly than any individual could be alone.



Taimanin Clans

Gosha Uniform [100 CP]

A standard-issue uniform from the Gosha organization, the Gosha Uniform is designed for both comfort and practicality. It covers everything you would typically need, blending seamlessly into everyday clothing found in your world. Whether you're engaging in covert operations or simply going about your day-to-day, this uniform ensures you remain inconspicuous while retaining a professional appearance. It's built to be adaptable and durable, allowing you to move freely and perform your tasks without restrictions. Ideal for blending in when needed but also perfectly suited for battle or stealthy activities when the situation calls for it.

Mission Logs [100 CP]

With the Mission Logs app, you'll never be caught off guard by mission details. This app acts as your personal mission assistant, storing and updating all the relevant information for each of your assignments. You'll have access to objectives, timelines, enemy intel, and any other critical data. The real-time updates ensure that if anything changes—new intel, shifts in mission priority, or adjustments to strategies—you'll always be in the know. This app is designed for efficiency, helping you stay organized and focused, so no detail goes unnoticed and no mission slips through the cracks.

Fake ID Badges [200 CP]

Your Fake ID Badges are high-quality replicas, indistinguishable from the real thing. Whether you need to bypass security, infiltrate enemy ranks, or avoid detection by the authorities, these IDs will grant you the access you need. Equipped with cutting-edge holographic technology and biometric data for authentication, these badges allow you to assume any identity you wish. Whether you're posing as a low-ranking officer, a civilian, or a high-ranking official, these fake IDs are tailored for stealth and deception.

Ninja Beasts[200CP]

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

Dojo[400CP]

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

Gosha Academy II[400CP]

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

Taimanin Clan[600CP]

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

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



Companions:

My Old Team 50

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

My New Team 100

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



Drawbacks:

You are limited to +2000 Cp from drawbacks.

Supplement [+0]:

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

Stripped A lot [+100CP]:

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

Time Extender [+100CP]:

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

Disliked by Dogs [+100CP]:

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

Side Character [+100CP]:

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

Hikineet [+200CP]:

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

Amnesiac [+200CP]

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

Scary Movies are Stupid [+200CP]:

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

Low On Magical Energy . [+200CP]:

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

Tragic life [+200]:

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

perceived failures. This cycle of hope shattered by tragedy will repeat itself year after year, casting a shadow over your entire experience in this world.

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

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

Rival [+300 CP]:

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

No Powers[+300 CP]:

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

Playgirl [+300CP]:

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

You're In Debt [+400]:

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

The Cursed Clone [+400]:

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

Your personal demon [+600 CP]:

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

For eight long years, this pattern persists without respite. You endure humiliation, setbacks, and the bitter taste of defeat. It feels as though victory is an impossible dream, a distant glimmer that taunts you from afar. Yet, amidst the darkness, a flicker of hope emerges in the ninth year. By the ninth year, the possibility of defeating them and finally achieving your long-awaited revenge becomes tangible.

Targeted [+600CP]

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

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

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

Everyone Wants you [+1000CP]:

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

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

Ten Years Later:

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

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

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

Notes:

1. Yay I finally finish my hardest jump to date.