



Yarisutemesubuta ~ PUMP & DUMP v1.1
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Welcome Jumper to a world that, on the surface, may look like a particular multimedia series you've heard about before. Going by the dominant religion of the world, 2,000 years in the past there existed a being known as the White God who created everything and did battle with an entity known as the Black Demon for the fate of humanity. After that battle, the White God in their victory entered a slumber with their apostles who aided them, who would be later referred to as Yarimon, settling among humans. And it is said that when the White God awakens they will bring the "Salvation of Light" upon humanity. In the modern day people still live side by side with Yarimon, whom they now capture using special devices called Star Disks. These individuals that do so are referred to as Yarimon trainers and they use their new found companions to battle against other trainers, with the overall dream of most of them being to rise up and take the spot of champion during the Yarimon World Tournaments. These tournaments are hosted by the world government known as Central which also provides free water, heating, natural gas, and electricity to everyone as well as running hospitals and the police.

And one such individual that shares that dream is a kid going by the nickname Futta, which was given to him by his childhood friend/rival Leo. However unlike others, when it came time to start his Yarimon trainer career, he found out that he was unable to light up the Star Ore in Star Disks, despite being able to before, meaning he couldn't capture any Yarimon. But despite that he managed to get a Yarimon of his own, after one of an unknown species appeared in his basement, whose name is Chikepu, before he found out about his problem. Though one day after battling another childhood "friend"/rival named Hikari, after suffering his 99th loss to her the previous day, he managed to beat her with a "cheat move" Chikepu spontaneously learned. Through this he found out he also spontaneously gained the ability to force those who lose to him to have sex with him, with everyone else treating the "payment" he takes from them as if it has always been this way. Also, in another spontaneous event, he suddenly became able to light up the Star Ore on Star Disks after Hikari gifted him a Yarimon Encyclopedia, allowing him to start the path to achieving his dream. And if you'd like to follow in his footsteps, you can take **1000 Choice Points** to fund your Yarimon adventure, though be aware that there is a secret being kept by the Commander of Central that relates to Chikepu's true identity, one that Futta will be unknowingly plunging himself into.

Starting Location

Village Of Beginnings

A stereotypical starting town for a somewhat stereotypical protagonist. The Village of Beginnings is the hometown of the protagonist Futta, as well as his childhood friends/rivals Leo and Hikari. Like most towns protagonists get started in, it's very quiet and quaint, with the only real important building being the Yarimon lab where Hikari's mother Luna serves as both a Yarimon Professor and a Star Trainer. The only other thing of note is that one of the residents by the name Sanae used to be a Yarimon trainer in her youth and even managed to proceed to the finals of a Yarimon World Tournament.

Big City

The, no pun intended, "central" hub of the region with a very uninspired name located to the north west of the Village Of Beginnings. Big City serves as the largest settlement in the region with it having a large, dense population, a multi-floor shopping mall, a large venue building, and, uniquely, two Yarimon gyms, though only one is officially sponsored by Central. While there is plenty to do and see in the city, its main star is the rising Star Trainer Maki who unbeknownst to a large number of people is the CEO of the Tohsaka group, a megacorp large and influential enough to throw its weight around when dealing with Central.

Harbor Town

A town on the beachside located west of Big City, home to all kinds of watery fun. Harbor Town, which is barely bigger than the Village Of Beginnings, is the only place in the region that has access to the ocean. This has led to it having a host of maritime activities one can participate in such as fishing, boating, and swimming, both in the ocean and in a large indoor pool if you'd like to avoid sea water. But the two biggest attractions of Harbor Town are its two Star Trainers Mizuki and Taiga, the former being the star waitress at a candy "restaurant" on the beach and the latter just being a well known face that occasionally takes part in events at the pool where people line up to battle her.

Central Tower

The place with a sordid history and where this whole story can be said to have been started. Located north of Big City, Central Tower in the modern day plays home to Central, the world government that not only freely supplies people with clean water and electricity, but is the main authority in Yarimon battling. However, 2,000 years ago the tower was the HQ of Central Corp, a mega corp that had discovered the existence of souls and the soul energy they constantly produce. With this information, along with the help of the "Child of God" named Flare, the CEO created the Cristia device, which on the surface was to provide endless resources to the world, but in actuality was a part of his personal goal of taking over the world.

Wano Village

A village to the south east of Big City with ancient traditions that truly stands out in the region. Wano Village has a very deep Japanese aesthetic which is not only shown via the architecture, but in the fact that the mayor employs a force of ninja/kunoichi and that there is a Shinto-esq shrine to the north of the village. And unlike everywhere else, the village plays home to three Star Trainers, Aoi, Mohohime, and Kuro, with the latter two being daughters of the mayor and the first being the head shrine maiden.

Origins

Dreamful Youth [Free]

As was mentioned previously, one of the biggest dreams of any kid wanting to be a Yarimon trainer, such as the protag Futta, is to battle their way up to being invited to the finals of a Yarimon World Tournament and dethrone the currently reigning champion. But, due to how battle hungry a number of the Star Trainers are, holding onto such a dream also includes striving to be the very best like no one ever was, as well as possibly finding every species of Yarimon and catching them all if that tickles one's fancy. And while the whole concept of Yarimon battling was purposely manufactured by the Commander of Central Teresa about 100 years ago to serve her secret agenda, real passion can be found in almost everyone that participates.

And taking this origin will put you on a path similar to Futta though whether or not you'll be able to surpass him is up to you.

Trainer Of The Stars [Free]

But lonely children with a chip on their shoulders aren't the only ones gunning for the title of champion. A good number of the top competitors that always stand a good chance at being invited to the finals are full grown adults who still hold on to a competitive fire in their hearts. And these people are officially recognized by Central with the moniker "Star Trainer" and if one wants to have a shot at reaching the finals they have to beat a good number of these people.

So by taking this origin you'll be able to count yourself among them, either as someone who has been a part of their number for years or as a newcomer that practically no one has heard about.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Dev Work [100 CP]

Something that a number of people may not understand is that a lot of work goes into the creation of a video game, or really any sort of creative medium. Not only is this due to the large amount of coding a person or team would need to do in order to get mechanics and the like working properly, there are a lot of behind the scene elements that need to be worked on. Primarily this is things like storyboarding to get major story beats for your game, sketching designs for maps or characters, and coming up with character elements like personality. So if you'd like to tread the path of being a creative, then this perk will aid in such endeavors.

Now, you are highly skilled at the various behind the scenes work necessary for the creation of things like games, movies, and the like. Specifically, you are an expert at creating cohesive and well thought out stories that carry a central theme via storyboarding, creating engaging characters by making profiles on them that include things like their personality and backstory, sketching things like said characters or maps to get a rough idea on how you'd like things to look, and other such things. You also have a very good work ethic mixed with deep motivation, with you always knowing when to push hard when working on something and when you need to take a break. And to further tie things together, you also have a highly creative mind and if you get stuck when working on something by simply going about your day while occasionally casting your mind to what you're stuck on will cause a flood of inspiration to come.

Also, as a slight bonus, this perk causes secret rooms to be found in every jump that contains various dev notes, storyboards, etc., based on the setting the jump is about.

Mind-numbing Pleasure [100 CP]

A common, almost cornerstone, trope of plenty of lewd games is the fact that sex is one of the most mind meltingly pleasurable things one could get up to. It's to the point that one wonders how people seem to get anything done with how crazed they get during sex or the fact that in some cases the pleasure is enough to completely knock people out. But if pleasure beyond what exists in the normal world is something that seems like a good time, then by taking this perk you'll be able to experience such pleasure all the time.

More specifically, this perk makes it so that all sexual acts and aspects of sex invoke their own unique brands of pleasure for all participants that feel distinctly different from each other. This includes major things like a sloppy blowjob having its own unique pleasurable feel that is entirely different from vaginal sex, or having sex in a mating press feeling uniquely different from doing it in doggy style. To the minor like the insertion and removal of a dick or dildo having notably unique feelings. Things that normally wouldn't give a person pleasure are also included so if you're eating someone's ass or pussy then you'll be able to gain pleasure from it to the point you could cum from it. This uniqueness in pleasurable feelings also applies to the people you have sex with, so mating pressing your childhood rival would feel different from mating pressing their

mother. And to ratchet things up even higher, sex in general just feels a hell of a lot better for both you and your partner(s), with the pleasure felt increasing based on the number of orgasms you all have as well as the number of fetishes that get fulfilled. For example, if you have a thing for huge boobs than fucking someone with a J cup would feel better than someone with a DD cup and if you have a fetish for being raped then having someone do so or them role-playing doing so will bring a lot more pleasure.

As a bit of protection, since this new heightened level of pleasure makes things like ahegao faces and blacking out very likely, you gain a good boost to your stamina and willpower as well as an immunity to becoming bored/desensitized with sex, with the latter applying to both you and any partners you have. This stamina and willpower boost are to help in steeling yourself and retaining consciousness, though this isn't a perfect solution by itself as you can still be overwhelmed by those with more stamina or a certain ferocity when it comes to sex. And in the event you happen to fuck someone into unconsciousness, assuming it was consensual, then continuing to fuck them won't be considered a bad thing.

Converging World Lines [100-200 CP]

As you go around the world of Yarimon, or at least the region where all of the story takes place, you may notice something special about a few of the people you may run into. Specifically, certain individuals bear an almost exact likeness to characters in another "world line" that was created by the creator of this one, albeit with some minor changes here and there in terms of personality. And in the event there happens to be some character that you'd like to snag, but getting to them is a way into the future, this perk will grant you an alternative method of getting them.

Now, as you hop from world to world, there will be a number of individuals that are expies of various different characters from all of media. These expies, who will tend to be from your favorite pieces of media and of your favorite characters though you can pick and choose who will show up before a jump starts, are almost exact copies of the character they are an expy of with things like their personality, appearance, likes and dislikes being the exact same. The only expectations come into play when a character has supernatural abilities/items or is of a supernatural species and the world their expy is being brought into doesn't have anything that is equivalent. Normally these supernatural abilities/items and species will be converted into local equivalents, albeit reduced in strength if necessary to fit the expy to a tier of power similar to the one the character they are an expy of held in their original setting. For example, if an expy is of a fire spirit with a fire crown and you happen to be in a Chinese cultivation world, then they would be converted into that world's equivalent of a spirit, would have a fire based cultivation method, and their crown would be converted into a similar cultivation tool. But if that same expy was to be brought into a non-supernatural world, or a world that didn't have equivalents for all of their supernatural elements, they wouldn't be a fire spirit, have any of their fire abilities, or have their fire crown. At best all these elements could be represented by fire related super tech if it exists, but if it doesn't they would only have cosmetic or minor elements such as their hair being fire colored, them having a love of fire, or having a higher than average tolerance for heat.

But if you'd like to change that expectation, by paying an extra 100 CP for a total of 200 expies of characters that have supernatural abilities/items and/or are of a supernatural

species will also have said abilities regardless of the world they are brought into, while still obeying the power nerfing rule. Another thing this tier provides is the ability to have an expy be created from a variant of a character that exists in a hypothetical world line where some “cosmetic” element is different about them. For example, if the character an expy is based on happens to be human, you can instead have the expy be based on a version of the character that is an anthropomorphic dog.

__ Year Old Champion [100-200 CP]

Similarly to the series it is parodying, Yarimon trainers in this world get their start very young. Though a concrete age is never given, it's safe to say that the protag Futta, and his two childhood friends Hikari and Leo, are around ten when he officially starts his journey. And while normally this would be fine, the journey Futta goes on is chock full of him fucking various female trainers. But for some odd reason no one really seems to care all that much about his age when it comes to having sex with him, with this not even being able to be pinned on his “Payment” ability as people continue to not care when he fucks them without the use of it. So if he can get in on it without getting him or others in trouble, why not you, so by taking this perk such a nonchalant attitude towards your age will follow you around.

As now, when pursuing sexual relationships with others, the “actual” or apparent age of you and/or your partner(s) never weighs on people’s minds at all, with your partner being included in that. At the very worst, people will just make various simple, and mostly playful comments on it. But, if you’d like to get some more benefit out of being or looking young, then by paying an extra 100 CP, for a total of 200, age will truly mean nothing for you. Now, your “actual” or apparent age will never preclude you from anything, meaning that you can take a teaching job, be elected CEO of a company, get a stiff drink at a bar, live completely by yourself, or enter a brothel while looking like a fresh faced teenager, with people again at most making playful comments about it.

Bounty Of Virgins [200 CP]

Getting to go on an adventure to try and fulfill his dreams of becoming a Yarimon champion is one of the big lucky breaks Futta had. But another, which is coupled along with the discovery of his “Payment” ability, is the fact that most of the female trainers he runs into fall within his preferences, both in terms of their bodies and personalities. And one of the biggest examples of that is the fact a good number of said female trainers are virgins, even the full grown adults you’d expect to have had some kind of sex life before running into Futta. So if you’d like to be like him and assure that those you’d like to fuck fall within your own preferences, then this is the perk for you.

So now, you have the ability to designate certain traits that will be a lot more common among those you run into. For example, these traits can be physical such as women falling into a specific cup size range or men being effeminate femboys, personality based such as people being rowdy tsunderes or meek loners, mental such as people being cartoony narcoleptics, or a mix of traits that form an archetype such as people being shy blushing virgins in body, mind, and experience. You can also pick and choose what groups/categories of people these traits and/or archetypes will be applied to, such as making it so a good number of the Yarimon trainers you run into are lonely single MILFs or GILFs that want to try and reclaim their youth.

Shroom Department Member [200 CP]

The possible group named the Shroom Department is one of the many oddities in the region the story takes place. Futta never runs into any of their members to really prove their existence, but through another interaction they do seem to not be a myth.

Specifically, there are various kinds of special mushrooms scattered around the region, with them all being much larger than a normal one, coming in various colors, and one type having a pair of snazzy shades. And whenever Futta touched one of these special mushrooms they suddenly disappeared and a reward was left in their place, as if the Shroom Department just conducted a teleportation based transaction. So if you'd like to also get in on this "scavenger hunt" rewards program, then taking this perk will induct you as a Shroom Department member.

Now, as you go out and about you will randomly come across special, almost three foot tall mushrooms with white stalks and whose caps come in red, yellow, blue, and green with white spots with the green ones having a snazzy pair of shades. Upon touching them, the "Shroom Department" will instantly teleport them away and grant you two main types of rewards. The first is monetary, as when you touch the red, yellow, and/or blue ones, they will give you 1000, 5,000, and 10,000 Yen respectively. In future jumps, the type of currency will change to fit the local area you find the mushrooms in, and you also change what denomination the rewards take. For example, if you are in a fantasy world this would give you gold coins and if you found a blue mushroom you could have this give you 1,000 platinum coins instead of 10,000 gold ones. And the second type of reward grants you access to a kind of leveling system, but one that is more for any Yarimon, creature, or monster you train than for you. Upon first touching a green mushroom you are granted access to trainer levels, and having them allows any Yarimon, creature, or monster you train/battle alongside to gain exp and level up. These level ups grant a minor general increase to their various stats, but they are level capped at whatever your trainer level is, and to increase that all you need to do is find more green mushrooms, but they are somewhat rarer than the others.

Bonding Of The Stars [200 CP]

Another element this world shares with its "parent" that it is parodying is the fact that in order to be among the very best one needs to develop an incredibly deep bond with their Yarimon. While the soul link that Futta and Chikepu have is a bit too far for any normal person to get, examples of such bonds can be shown by some of the Star Trainers such as Maki whose bond with her Yarimon allowed them to ignore attempts by others to send false orders to them. So to give you a leg up on other Yarimon trainers, this perk will grant you a tangible benefit to developing deep bonds with the creatures you command and fight alongside.

Specifically, now when you do exactly that, the animals, creatures, and monsters that you battle alongside will start to gain something called Bond Stars. These are represented by intangible gems that float around the animal, creature, or monster in question with you being able to turn them invisible at will. These Bond Stars will increase the stats and the strength of the powers/abilities of the animal, creature, or monster that has them, with each star conferring a 10% boost and the max number of stars being ten. By default the stars will form a color gradient with the first being yellow and the tenth one being a pinkish red, though you can pick and choose the colors of each Bond Star. Also this perk makes bonding with an animal, creature, or monster a lot easier, to the point it is almost

trivial to form a deep loving bond with them so long as you don't do anything like abuse them. This deep bond also makes it so an animal, creature, or monster can willpower their way through moderately strong impediments such as mind control or fatigue.

Soul Pressure [200-400 CP]

One of the central pieces of this world that has allowed all of its supernatural and fantastical elements to exist are souls and the soul energy they produce. All of humanity has souls with them constantly, and potentially infinitely, producing soul energy which is referred to as "the heat of one's soul". And from its discovery 2,000 years ago it has led to the proliferation of Yarimon battling, though this wasn't the intended purpose of those who had first discovered it, and a mark of being a strong Yarimon trainer, such as the Star Trainers, is to have a particularly strong soul that outputs a lot of soul energy. So since all of the major players in the world have such strong souls, why shouldn't you, so by taking this perk you'll be able to stand among them, at least in terms of your soul.

As now, your soul will see a major increase in size, putting you on the level of a Star Trainer and with it constantly producing a large amount of soul energy. The strength/size of your soul, and thus the amount of soul energy it can produce, can be trained by "burning your soul" for something, or to be more specific making use of your soul energy such as using Star Disks to give orders to your Yarimon. Also similarly to Star Trainers, this increase to your soul grants access to a sort of "pressure" that can be thought of as a non-lethal killing intent. You can let this "pressure" out at will, with it affecting those in range which depends on the strength of your soul, and impressing a sense of your power based on the amount of soul energy you produce along with your own strength and skill level. It also has a "special effect" on those who feel it which you can pick and choose, such as it making people feel as if they've been hit by scorching heat, a gust of wind, or that their body has suddenly become heavy. But, simply being a gauge for how strong one is isn't the only use of souls and soul energy, as evidenced by a series of notes locked away in ruins found within Wano Mountain. These notes, where were written by Researcher D the right hand man of Central Corp CEO, mentions how upon the discover of soul energy 2,000 years ago it was theorized that if it could be utilized the amount of energy a single person could generate would be enough to meet all of their electrical needs for the rest of their lives.

So for an extra 200 CP, for a total of 400, your soul energy is able to be more readily used. To be a bit more specific, you are now able to use your own soul energy as an infinite power source to power/charge anything you use from a phone, an electric bike, to magical devices, with this counting as "burning your soul" in regard to training it. Specifically, it is infinite in the fact that your soul will never stop producing a steady flow of soul energy, but what you can and can't power is dependent on the strength of your soul and the amount of soul energy it produces at a time. So if your soul isn't strong enough you couldn't power an entire starship by yourself, unless you want to spend a lot of time filling up batteries to power it. And, as a final element you can undergo Synchronization with Yarimon or any other monsters/creatures you command that are in their final permanent transformation and grant them a special EX form that you can have them enter at will. This EX form is a temporary super powered form of evolution that grants a Yarimon a massive increase to their stats and the strength of their abilities/powers.

The Big Truth Of Kindness [600 CP]

While one would assume that a very lewd and sex oriented setting wouldn't have any real themes or the like to talk about, but in actuality there is one theme that can be said to be the basis of this world. That theme being kindness, as the whole upbeat ending couldn't have happened if not for a chain of connected actions made out of the kindness of certain people's hearts. And the one being that kicked off that chain was the will of the planet who wanted to save humanity, its children, from their self destructive way despite the fact they had been polluting them. And by taking this perk you can become a sort of inheritor of that will.

This inheritance entails you becoming a sort of embodiment of kindness as it makes it so your acts of kindness, no matter how small, will have positive knock on effects for both you and others, which will also provide aid in order to allow you to do more and bigger acts of kindness. To aid in this you have a sense that draws you towards people you can help or events you can aid in solving and vice versa with them being drawn towards you as well, though you can turn this off. All of this can and will snowball to the point of providing major assistance in your efforts to do things like saving the world. For example, you may come across a child who wants to buy a soda, but is short on money so you decide to spare them a few bucks. This act of kindness will result in something like you happening to find a free pack of soda of your favorite brand as well as running into someone who is highly skilled and saw you help that kid and thus will offer to help you or be your friend.

Another thing that you get from this inheritance is becoming an arbiter of both redemption and doling out punishments. For the former, you are a skilled redeemer, able to take those who aren't completely black hearted evil and instinctively know how best to guide/inspire them to want to walk down the path of being a better person, with "redemption" and what a "better person" means being up to you. In this process you can also choose to instill a sort of "sex equal redemption" mindset into them, making them wholeheartedly believe that having sex with you will redeem them of their sins and make them a better person, which it will as you can replace the normal methods of redeeming someone with sex. Regardless of whether or not you make use of that, other people will more readily accept that you have redeemed the person in question with any lingering hatred or grudges being minor. Also as another tool in the aid of redemption you have access to the "Rays of Human Euthenasia" that Cristia made use of. This allows you to cast these rays at will, with them falling from the sky and landing on a point you designate, with them ignoring anything that would block them from landing there whether it be a roof or any kind of defensive spell. If a person gets hit by and stays within them for only a few seconds then they will become a kinder, more happy person, which makes them more altruistic and willing to help others. On the other hand, if they stay in the ray for longer, then keeping with its name the ray will kill them, completely erasing their body in a way that is not only painless, but conforming and warm.

And for the latter when facing off against those that are "evil" you have a lot more free reign in regards to how you go about punishing them. In this context, "evil" can be seen more as someone being any level of "unkind" towards you or others and you can enact very heavy disproportionate punishments or revenge upon them with no one caring that much. For example, if you catch someone physically assaulting or verbally abusing someone else, you could pin them down and rape them with no one raising a fuss and

some even saying the the person being punished should have been a more kind person to avoid this. Also elements that would make it hard for you to carry out your punishment or revenge always get made into non factors, at least in regards to those that come from other people. For example, if the person you're trying to punish is a very powerful CEO with resources to defend themselves then maybe their board of directors will vote to kick them out and strip them of their resources, possible due to not wanting to be associated with someone your targeting if you happen to be very powerful or influential in the setting.

A Natural Child Of God [600 CP]

As was mentioned in **The Big Truth Of Kindness**, the first event that kicked off the whole kindness chain was enacted by the will of the planet, or at least it was theorized by Researcher D. And according to Researcher D's theory, said event that the will of the planet enacted was the birth of a particular child named Flare, or as she was better known as, "The Child Of God." This moniker comes from the fact that unlike everyone else she had various supernatural abilities related to the soul and soul energy, and by taking this perk you can become another child of god that was naturally birthed into the world by the will of the planet.

To start off, you gain a special sort of true sight that allows you to not only see the souls and soul energy of others, but other things like different types of magical energies as well as things that are hidden via magical/supernatural means or because of their own nature. You can even grant others this true sight and revoke it from them as well. Next, you gain Flare's ability to manipulate the soul energy of yourself and others which allows you to convert soul energy into specific things and pull off/create your own moves in the vein of the ones the Yarimon show off. To be a bit more specific you can make use of soul energy to generate, manipulate, and create moves based on the "elements" shown by Yarimon which are fire, earth, air, water/ice, plants, electricity/lighting, light, and darkness, with you also being able to manipulate raw soul energy which can be used as laser beams, raw kinetic force, or as shields. Your proficiency and strength in this is to the point you are effectively a one man army that can safely beat the modern military of an entire nation by yourself. This also comes with your own "cheat move" in the vein of Flare's Cheat Tackle and its upgraded form of Wings To The Future, with it becoming some kind of ultra strong attacking move or some kind of status move. Though due to its incredibly draining nature, you can only use this around two to three times a day.

To help in future situations where the concept of soul energy, let alone souls, isn't something that is explicitly mentioned, you gain the ability to introduce the concept of souls to future settings. Every human, human like beings such as elves or aliens, and creatures similar to Yarimon will gain souls, as if they had the first tier of **Soul Pressure**, with the strength of them and thus the amount of soul energy they will constantly produce being vaguely based on how "strong" the being is. There will be outliers similar to how Futta was born with a soul on par with a Star Trainer even though he has never trained, and with these particular souls if you have a way of messing with them you can influence and alter the minds of those who have them.

And finally, you have two more "minor" abilities. The first of which allows you to eject your soul from your body, with it being able to exist outside your body indefinitely and is

highly resistant to damage, pilot it around, and force it into those that don't have a soul to take them over. While your soul is ejected you still retain a link to your body meaning you could activate any ability or power you have in your body. And the second is the ability to cause beings without souls, that aren't affected by your ability to introduce the concept of souls such as "dumb" A.I robots or golems, to over time gain their own by just simply interacting with them and treating them like a thinking breathing person. This causes them to become more human, gaining their own personality and ability to feel emotions.

An Artificial Child Of God [600 CP]

Though to say that Flare was the only person in the history of humanity to have the moniker of "The Child of God" would be a bit of a lie as one other person could be called such. That person was the CEO of Central Corporation over 2,000 years ago, the one who was one of the main causes behind the Cristia disaster as his entire plan with building the device was to brainwash and control all of humanity, and he can be considered the only truly evil person, even when compared to the Cristia soul amalgamation. But despite all that he was incredibly brilliant, with his right hand man, and the only other person to know the true purpose of Cristia, Researcher D referring to him as "The Child of God" in terms of intellect when compared to Flare's ability. And by taking this perk you can choose to mimic him, hopefully with less of the suicidal brilliance resulting in the end of the world.

So to start, you gain what can be called godlike levels of intelligence, allowing you to rapidly understand, improve on, and innovate in practically any field of science you come across, with this including the magical and even entirely new fields that came into existence only a short while ago or were "created" by you. This also comes with some more minor things like being able to do complex calculations entirely in your head, accurately measure things without any tools such as how heavy something is or how much time has passed, etc. You also become a master level planner, able to make complex and multi-layered plans that are very hard to thwart, while taking in every single possible variable and points of failure, with this even including things you possible wouldn't be able to predict such as your soul device giving birth to a soul amalgamation that wants to kill all of humanity due to being influenced by their subconscious desire for a peaceful death. Your planning ability is to the point you can easily keep the true aim of any plan you make secret from even those who are working on them and you find it extremely trivial to come up with plans to take over the world with you being able to come up with exact step by step plans for any specific type of world take over with specific types of skills or abilities. And to round off your intellectual abilities, you are also a very skilled robotosist that is capable of creating various different types with the main ones being maid and security robots. This comes with a high level of A.I programming, letting you program in a wide variety of skills and create A.I that can do everything a person can such as laugh, love, and feel other kinds of emotions like lust. That does include making bodies that replicate that of a person such as having an artificial heart beat, soft realistic synthskin, the ability to produce fluids, fully modeled and functioning genitalia, and the ability to feel pleasure.

And as a final bonus, you have the ability to mythologize yourself and your achievements without the need of waiting thousands of years like the moniker "White God" had to. Specifically, you are able to form a cult/religion around yourself, with this happening

naturally based on how grand your achievements are, regardless of if they are scientific, martial, or any other kind. The more grand they are, the more people that will be drawn into your cult, and the more fervent they will be. This can also be used to insert a mythology about yourself into future settings, with the exact myth being based on one of your biggest achievements and this causing there to be an already existing religion around you in that setting with its size being based on how grand they mythologised achievement was

Dreamful Youth

Traits of A Pervert [100 CP]

Before his Yarimon trainer journey began Futta could be seen as your stereotypical loser protagonist. He didn't really have any friends besides Leo and Hikari, and with Hikari it wasn't clear that was the case at first, and he lived alone despite being a kid, with his mother either dying or abandoning him potentially a few years ago. And it seems the way he copes with all of this is jacking off to various amounts of porn, with him having a laptop he only really uses for porn, a hidden stash of magazines in a bookshelf, and being a huge fan of the in-universe porn game Yareru Ticket to the point he entered a raffle and won a replica of a mind control antenna and could talk with a fellow fan for hours about it. Luckily for him, all this "training" seemed to have made him a sex prodigy as practically no one he has had sex with during his journey was left wanting, and by taking this perk you can become a bit more like him in this regard.

You gain a small package of various sexual boosts such as a large increase to your sexual stamina to the point you could fuck for hours straight and cum dozens upon dozens of times, an increase to the size of your sexual assets where they sit in the comfortable zone of being large enough to be impressive for your body size, and a deep instinct in various sexual acts that make it so you leave very few people unsatisfied. You also get your hand on two smaller abilities, the first of which is a vivid imagination, to the point you could do things like have full-blown conversations with others, with the accuracy based on how well you know them, and actually feel sensations such as pleasure if you image yourself fucking someone or taste is you imagine yourself eating. And the second allows you to accurately rate and describe the sexual traits of others, like how their pussy or ass feels, using very colorful and out there metaphors and language, such as how Futta described Hikari's pussy as being a 10K earthworm type and Leo's as an octopus' suction cup type. People may be shocked and embarrassed by your descriptions, but in time they always seem to agree with and are flattered by them, and this can also be used when describing nonsexual things like how a soup tastes or a quilt feels.

Letting The Heart Shine Through [100 CP]

While his early life may indicate otherwise, Futta is actually a very social person with a simple, meek demeanor being the only thing really holding him back. Out of all the people he has met he's always has hit it off with them in some manner, barring any misunderstandings, and he's managed to unintentionally seduce quite a few people by simply being himself. And by taking this perk, such ease in talking to people will become yours.

As now, this perk makes you a great conversationalist, not only removing any shyness when it comes to interacting with people speaking what you truly want to say, but by just acting like yourself all of your best qualities and traits, and/or those that other people find admirable, will shine through. This will make sure that in most cases you'll leave favorable impressions on those you meet, and this can also serve as a passive form of flirtation if you so wish. Though you are also good at actively flirting with people, especially when it comes from the heart or is about things you truly like about someone, as you instinctively know the best words to say to someone to get them hot and bothered or bashful and flustered, as well as how far you can push things in terms of raunchy wording.

Also as a bonus, you gain a small package of three other social boons. The first, is that whenever you beat someone in something, simply talking about how hard you've trained and the like will defuse any major hostility and provide comfort for those that may take the loss too hard. The second, allows you to defuse tense/awkward situations, such as walking in on someone masterbating, by talking about shared interest with there always being obvious evidence of what a person is into either on their person or nearby. And the third, makes you very good at coming up with words of encouragement which can help snap people out of a funk and get their heads in the game.

Sex Therapy [200 CP]

As was said in **Bounty Of Virgins**, most of the female Yarimon trainers Futta runs into have personality archetypes that he finds pleasing. But some of these archetypes also come with their own archetypal problems they face or have. And being the person that he is, Futta ends up trying to help these trainers, sometimes unintentionally, by using his "Payment" gift. So if you'd like to be able to do something similar and help people through their problems this perk will grant you a potent tool set.

The "set" mainly consists of two parts. The first is an expert level of skill in role-playing and acting, allowing you to convincingly play a wide variety of roles, not only in things like plays, but most importantly when it comes to sex. Regardless of what you may have to say or do to adhere to a role it is very difficult for you to break character, with any embarrassment being silenced as well, and you can instantly come up with and get yourself into roles on the spot either to complement a sexual archetype or fulfill a person's wish. For example, getting into the role of a innocent youngster to complement a nurturing MILF looking for someone to care for or playing the role of a debt collector roughly taking their "payment" from a merchant by fucking them while taunting them. And the second, is various skills that turn you into a competent therapist, letting you help people through any problems that plague them. You have an eye for any problems a person may have, such as self-esteem issues, lack of purpose in life, or a feeling of not being feminine enough, as well as any subtle signs of said problems in case someone is trying to hide them. From there, you have a natural instinct on what is the best way to go about addressing and helping someone through them, as well as getting them to want to improve themselves and be better.

But the true strength of this perk comes out when you fuse both parts of this tool set together, as it basically turns you into a literal sex therapist. Your roleplaying and problem perceptive eyes allows you to analyze the problem someone is having and craft the perfect role you can slip into that, when used during sex, will start curing someone of their problems, with this being a lot more effective than normal therapy. For example, if you run into a woman who has feels she isn't feminine enough to get a partner then you could earnestly play the role of someone who just couldn't wait to have sex with such a fine example of the female form all the while peppering her with compliments like how good her pussy feels. And with just a few sessions you'd be able to get her to think better about herself.

Lucky Pervert [200 CP]

It wouldn't be a stretch of the imagination to call Futta an incredibly lucky bastard. Not only does he manage to befriend an unknown incredibly strong "Yarimon" that randomly

appeared in his basement, and that would later be revealed as the “Child Of God” Flare. But that friendship led to him acquiring his “Payment” ability, letting him fulfill one of his deepest sexual fantasies, and even allowed him to have a massive leg up on achieving his dream of being champion. And if you’d like RNJesus to bless you as well, then this perk will shower you with lewd opportunities.

As now, you have a lewd luck aura about yourself that will, as you simply go about your day, will cause any number of lewd situations to happen. These can be of the accidental sort, with onlookers treating it as a true accident and the other party at worst acting like a flustered tsundere, such as being at an indoor swimming pool and having someone bump into you, slip on the slick ground, and land on top of you in a 69 position with your bare genitals in each other’s face. Or they can be a bit more purposeful, such as you finding a ticket for a private nude hot spring randomly on the ground, then almost immediately running into the parent of your rival who is trying to think of a way to make it up to you due to you having to deal with your rival, and when you offer the ticket as a way to pay you back, they’ll happen to accept, allowing you to freely ogle them. But this luck doesn’t only work with you being the initiator as it also occasionally something will come over others to make them initiate. For example, maybe some horny individual gets their eyes stuck on you and decides to corner you in the bathroom or the aforementioned parent of the rival decides to break the silence of the hot spring by offering to let you fondle them with the logic of “erotic things usually happen in hot springs” with the spring owner not caring that your getting a bit handsy in the water.

These events of other people initiating, at least when they are people you regularly interact with, are more likely and more sexual depending on how perverted the other person is. For example, the aforementioned parent of the rival may at first only offer to let you fondle them if they happen to not be that perverted, but if they were a massive pervert they’d instead offer to have sex with you or if your roommate was a big pervert then as you sleep something may come over them and make them want to suck you off or eat you out. To get to this, you are able to increase the perverted nature of others via your own perversion. By simply just being out and about with your perverseness, with people treating it as a simple character trait they shouldn’t overly hate or ostracize you for, you will seem to infect those you interact with the infection going faster if you have sex, or do other lewd acts with the person like groping them. This speed up also happens if you happen to have some kind of link with someone, whether it be a soul/mind link or the other person being a mind reader and reading your perverse thoughts.

Also as a side bonus, this perk also makes it so those you're intimate with don't care that you have multiple partners. There'll still be some jealousy among them as well as friction based on their personalities, but this at worst will result in some light arguments related to monopolizing time with you and some playful fighting/competing. They all will also over time bond with each other and become more and more willing to have sex with each other.

Overwhelmingly Hidden Strength [400 CP]

As was previously mentioned, Futta can be considered extremely lucky, however he did have a problem where one of his lucky breaks ended up nullifying another. To be more specific, Futta was born with an incredibly powerful soul, one that stood on par with a Star Trainer, with the current ones reaching their soul strength with a combination of

being born with a strong soul and training it. However, since Chikepu was a soulless Yarimon and Flare's soul that was inside them had regressed, they latched onto Futta's soul, siphoning away his soul energy and preventing him from making use of Star Disks and thus becoming a Yarimon trainer. And while this had the side effect of people not feeling the weighty pressure of a Star Trainer, which led to almost everyone besides Star Trainers heavily underestimating him, such a thing can be a benefit, which this perk will be able to grant you.

Now, you have the ability to, at will, heavily mask your true strength and level of skill in various things, such as battling or cooking, to the point most people will naturally assume you're some kind of novice at best. Stronger and more skilled people, or those who have the ability to sense strength, may be able to partially see through this, but at best they'll simply see you as average with seemingly some potential to be good. This will lead to people underestimating you to various degrees, causing them to not fight or compete against you at full capacity for a number of different reasons, which can range from them thinking you're a pathetic weakling they don't need to waste time on or trying to coax out the potential they feel from within you. And even if you do win against them, said people will still tend to underestimate you to some extent, unless you decide otherwise, with those that hate or despise you usually trying to find frivolous reasons as to why they lost, and it will take a few more losses before they truly wise up. Also, this underestimation serves as a sort of fame booster due to those watching you fight and compete also being affected and the juxtaposition of their expectations of you and you actually winning, with this also just making it so your wins and achievements are more impressive in general. Along with this, your wins and other achievements serve to light a lusty fire in those that are competitive and/or value strength and skill, with this happening if they watch or hear about you winning and showing off your abilities, and especially if they compete against you and/or lose to you, with it being somewhat similar to an unassuming person whipping out a monster cock or set of tits.

As a bonus, you are also good at planning around any aces up your sleeve, whether it be a super powerful move/technique or a bit of information. This could manifest as knowing the perfect way to act in order to draw an enemy into the perfect situation to use a hidden ace or using the fact that they are aware of one of the aces you used before to make them start overthinking and limit their options in their attempts to counter it.

Lure Of The Strong [400 CP]

While most of Futta's luck seems to be in the fact he has an incredibly strong soul and has an incredibly strong partner to accompany him, one other way his luck manifests is in who he encounters. Throughout his journey he had a habit of running into and hitting it off with most of the Star Trainers and other strong individuals, all of which were women he could use his "Payment" ability on. Not only that, but a number of them ended up being pivotal in him not being disqualified during the final tournament. So if you'd like to make it easier to collect a harem of strong individuals, this is the perk for you.

As now, you will constantly run into those of your preferred gender that stand near the top of a setting in terms of skill, power, importance, with those who already exist that fit that bill also being affected. The exact way you run into them can vary wildly, such as them maybe frequenting your favorite fast food place, getting rumors or hearing about you in the news and deciding to seek you out, spotting you in a crowd as they are

accepting challengers and sensing your power, or maybe they swoop in to “save you” in a dangerous situation. Regardless of how they come across you, upon seeing you and interacting with you for a small bit of time, these people seem to instantly develop a deep “love at first sight” level crush on you, the same as how the Champion Athena said that she practically instantly fell for Futta after sweeping him up in a bridal carry after saving him from a rogue Yarimon. This love will cause them to be willing to go above and beyond to help you, leveraging their own personal power and skill, as well as any connections or influences they have.

“Payment” Is A Natural Thing [600 CP]

As was previously mentioned, one of the biggest prizes that Futta managed to obtain was his “Payment” ability. With it he was able to force any female Yarimon trainer that lost to him in a battle where some kind of prize was on the line, to have sex with him, with everyone besides him behaving as if this was always the case. But unbeknownst to him, this ability was in fact just him tapping into the Cristia device located in the bowles of Central Tower due to Flare’s soul creating a bridge from his to the device, allowing him to project his “winner fucks the loser” fetish on the world. And by taking this perk, you’ll gain an ability similar to what Futta had, though don’t expect to get any of the functions of Cristia with this.

This “Sex after Victory” ability will only go off when winning competitions, battles, or anything where it's common sense, a normality, or agreed upon that a “loser” has to give some kind of payment or reward to a “Winner”, even in cases where the opponents don’t have anything to give such as them being broke. So to help you in worlds where a loser paying a winner isn’t a common facet of society, you have the ability to set up bets your opponents will always accept, assuming you can convince them to accept a match/battle in the first place. These can be pretty lopsided, such as having it where if someone loses then they transfer ownership of their Yarimon/pets to you, while if you lose you only have to pay them 1000 yen, with the only real limit being that you have to genuinely intend to pay up when you lose. And unlike Futta you get both the reward detailed in the bet as well as the post victory sex, but it does come with the same limitation that he had, that being you only have an hour per opponent you face at the same time to enjoy the victory sex and the other benefits

So when the “payment” ability gets activated, your opponent(s) are mentally compelled to have sex with you, regardless of if they are someone like a delinquent murderous gang member. This gets enforced by a bit of brainwashing that bypasses all protections and makes them see the entire thing as completely normal and expected, but will wear off after time is up. While your opponent(s) retain their normal personality when it comes to how they’ll react and rationalize the fact they “have” to have sex with you, which may make them express hesitation or curse you out, a sexual desperation and flame of lust will help push them forward. But in the event said sexual desperation and enforced lust isn’t enough to get them to do something, like you ordering them to verbally degrade themselves before you’ll fuck them, a compulsion effect heralded by a pink flash will force them to comply which can even force bodily functions to occur like you telling them to lactate when they are about to cum with it then actually happening. During these payment sessions, you're able to fuck in new fetishes and personality traits related to them, with your opponents also becoming completely open during the session which allows you to ask any question with them answering to the best of their ability, even if

said answer is a close secret. And as you take your “payment”, you’ll find that your opponent(s) gain a large relationship boost with you, turning strangers into friends with benefits and enemies/rivals into hot and bothered tsunderes. Though in the latter case, if said enemy or rival is particularly hateful of you, you may need a few “Payment” sessions to get them to change their tune.

And in the event you want to use this in public, the brainwashing will also affect any onlookers you may have, with you being able to choose whether they acknowledge you and your opponent(s) having sex, and in the event you're in something like a brawl, such as fighting a three on one Yarimon battle, this ability will also stop any nearby fighting for as long as the payment session is. If you do allow them to acknowledge you, they won't intervene, even if they would normally object such as them being the doting and protective father of your opponent, and they don't really care that you're having sex in public so long as it occurs during payment. And what form their acknowledgement of you takes depends on the circumstances, for example, if you battle and fuck someone who was doing a photo shoot they may ask the photographer to take pics of you two fucking, or if you battle a singing, dancing idol in a battle café then the announcer may start chiming in on you two fucking, with the audience joining in as well. And after time is up, these onlookers will also ignore any evidence of you fucking your opponent(s), so long as it occurred within the “payment” session, so you and your opponents could walk around completely disheveled with a waterfall of cum pouring from between their legs and no one would care.

“Still My Soul Is Blazing” [600 CP]

The soul, at least in the modern setting, is something that is practically unknown. In the 2,000 years since the Cristia event knowledge of its existence has been lost, with the only person who truly believes they exist being the Yarimon Representative Witch/Star Trainer Vritra. And one of the weird things about them, that never really gets brought up in depth, is the fact that souls can be linked together, as evidenced by Flare and Futta. So by taking this perk you’ll be able to pull off something similar to that and reap the benefits the both of them shared.

And that main benefit is the ability to heal, as when you link your soul to others, which you can do at will, you can feed your own soul energy into their soul. When done, this will heal any soul related damage and as changes to the soul can affect the brain, this also heals anything affecting the mind of whoever you’re linked to whether it be damage, mind control, amnesia, etc. This feeding also counts as “burning your soul” for the purpose of soul training in **Soul Pressure**, with it being a very fast and efficient way to train your soul if you have enough people to heal. This link allows you to instantly share thoughts with those you're linked with as well as allow you to share pleasure when you have sex with, with the pleasure from sex with a linked person being massively magnified in general. The shared pleasure from this link can be felt in the vague sense or in high detail, such as you fucking the person you linked your soul to in the pussy and then feeling like you're getting fucked in the pussy even if you don't have one. Another thing that can be shared are dreams with you being able to have sex in said dreams with those you’ve linked your soul with.

You also gain an ability that Futta displayed in his final battle with Cristia, that being you can, at will, temporarily cause your soul to burn brighter, massively multiplying its size,

strength, and soul energy production. During this state, your soul energy feeding ability expands to include being able to physically heal those you are linked to, and this can also serve as a one up for you and those that are linked to you that can go off if they die during the boosted state. This state can only be entered once a month, and the shared one-up ability can only be used once a jump or every ten years whichever is shorter.

And as a final bonus, you are able to transfer special qualities that those you are linked to have, in regard to being compatible with something, to those you have sex with even if they aren't linked with you. For example, if a power generator required someone specific to sit inside a chamber, and it only worked with that one person, you could link your self to them, fuck another person and that other person would be able to get the generator working.

Trainer Of The Stars

Powerful Pussy [100 CP]

Whenever there is a group of people who stand above most others, people will wonder what sets them apart from the common person. And this is something that applies to the Star Trainers as plenty of people have tried to figure out what makes them so special, with the most common, and the one that most Star Trainers find insulting, being that they are simply super talented. But after battling a few and making use of his “payment” ability to have sex with them, Futta managed to come up with a theory on another way they stand out from normal people, how good sex feels with them. So, as fellow Star Trainer you can take this perk in order to have such a theory become fact for you.

As now, this perk grants you a completely unique feeling to your dick and/or pussy, asshole, mouth/throat, and tongue that other people can’t seem to get enough of. One of the bigger examples of this is the Star Trainer Mohohime whose pussy was described as feeling like pushing through “thick layers of meat” that made it hard to tell what is and what isn’t the hymen. At first, these unique feelings won’t affect people too much, but depending on how strong and skilled you are in a general sense, with this taking into account every field you are strong/skilled in, people will become sort of addicted to it. This can be to the point where sex with others won’t do much for them and they’ll try to continually seek you out for more sex.

Fulfilling A Loser’s Request [100 CP]

Though there is one “special” trait that Star Trainers, and other top trainers, have that make their journey to the top easier for them. That being the ability to not only take a loss, but understand why they lost in the first place, as without that a trainer wouldn’t be able to properly grow and learn. So to help give you a healthy mindset to deal with not only Yarimon battling, but any competitive sport, this perk will make you into a “graceful loser”.

This entails making you able to healthily process a loss or failure in anything, whether it's something competitive or just everyday occurrences, which can either be done by quietly stewing in your own head or by verbally/physically venting your frustration. Both methods work just fine, with no one finding the latter out of the ordinary or childish, and regardless of which you also are able to objectively analyze why you lost or why a failure occurred, and then put a plan into motion to learn from it and improve. Also, in the event you have to pay something as a cost for losing, such as the female trainers Futta battles, you get a bit more leeway in how it pans out. For example, if as a cost of losing you have to let someone fuck you, you can request them to follow or play into one of your fetishes. Or if you have to pay a monetary cost, you can fully pay it in money without worrying about the other party trying to take something valuable like a heirloom necklace. And that last example can work in reverse, with you paying a monetary cost with a valuable item like gold, with you always knowing what would be an equal and suitable replacement for payment.

Ever Hungry For Challenge [200 CP]

If you were to interact with every current member of the Star Trainers, as well as with the champion, you’d notice one particular trait that will scream in your face. That being the fact a number of them are adrenaline hungry, battle junkies, with the champion

Athena being the biggest culprit with her tendency to flash a face radiating pure hunger and excitement at those she deems strong. And while people who show this personality off can be a bit overbearing on occasion, it is true that such a thing makes growing and improving much faster, so by taking this perk such a quirk will become a part of you.

Now, when competing with or against others, whether it be a Yarimon battle, a fist fight to the death, or a cooking competition, you gain flashes of arousal and sexual pleasure, as well as just simple enjoyment and satisfaction. These feelings get stronger the more skilled your opponents are and the more intense or neck and neck the competition becomes, which includes being life or death in regard to fights. And to make sure such feelings reach their peak, you have the ability to sense the talent and power/skill level someone has, which includes when it is hidden/masked or when it is simply just potential, and in what areas these skills/powers lie. But, in the event people who can challenge you are in short supply, you have two ways of bringing more about.

The first, has it where you always seem to run into or hear about worthy opponents, whether that be in terms of Yarimon battles, personal combat, or other competitive fields you're interested in. While most of them will not be able to directly match you in regard to skill and power, with only an occasional few that can, they are at least able to push and test your abilities which allows you to improve far better and far faster than simple training. You can also choose if these people are friendly rivals, antagonistic enemies, or anything in between. And the second, makes it so your soul has a tendency to resonate with your opponents, lighting a competitive fire in their hearts, which helps boost their own training and growth, and "infects" them with a similar level of "battle-lust", either metaphorical or literal, as yourself.

And as a side bonus, since the Central Church and Central Shrine see Yarimon as apostles of the White God, they view Yarimon battles as a sacred act. This fact now gets carried along with you, making it so battles, fights, and other competitions can replace prayer or meditation for other abilities.

A Captivating Beauty [200 CP]

With how much Yarimon battling is a major pillar of the world, you'd assume that the Star Trainers all have garnered their own fan clubs, or something similar. And you'd be mostly right as all, but three of them have something approximating a fan club, with the up and coming rising stars of Leo and Hikari even managing to foster their own by the time of the final tournament. So if you'd like to get in on the action, taking this perk will make you a beacon for your own fan clubs.

To be a bit more specific, you gain a sort of charm and uniqueness about your body and personality that people find captivating. From how you normally dress, how you speak, how you fight, to how the light accentuates your features, all of these traits and features will cause your own fame to rapidly build up and for fan clubs about you to spring up and form naturally, with them growing larger and larger based on your fame. These fan clubs will do things like fill out seats at wherever you compete at, create copious amounts of fanworks like art or stores, and generally serve as hype men. Your level of fame also allows you to order them around, with the higher the level of fame you have the more "fanatic" they become and the more you can get them to do, sort of like an

army of devoted simps, with them practically leaping at any opportunity to fulfill any sexual favors for you.

Studying Brings Victory [400 CP]

As was implied in **Fulfilling A Loser's Request**, being able to learn from one's losses and failures is key in improving. Such a fact sort of came to haunt Futta as he explored the region in the wake of his victory over Cristia as a number of trainers he beat wanted a rematch. And in preparation for said rematches these trainees underwent intense training, analyzing the elements of Futta's battling style which resulted in their Yarimon being a good deal stronger in terms of levels than what Futta was able to achieve with his own. So if you'd like to be able to pick apart someone's style and strategy to make beating them a breeze this perk is for you.

As it makes you an expert in analyzing the strategy, power, skills, and personality of others to form an in-depth and valuable profile on them. Using said profile, you can then devise the perfect training methods and strategies needed to take them down, the more information you have in the profile, such as gathering info by competing against that person or watching them compete against others, the better and easier this is. This is to the point that, all other things being equal, unless they completely change how they do things, make radically new innovations in how they currently do things, go through equally intense training, get a massive lucky break and/or gain a super powerful ace in the hole, they will be unable to beat you, at best being able to tie. And similarly to the various "gym leaders", who oddly none of the Star Trainers can be counted among, you are also a master at creating new, powerful techniques, whether it be by evolving or combining the skills/power of your Yarimon or even yourself.

As a bonus, you are also able to create sexual profiles on people, with the information gathering for them being things like fucking a person, groaping them, or being a voyeur. Similarly to the normal profiles, these sexual ones will make it very difficult for the person you built one for to defeat you sexually, with you also being able to train things like gaining muscular control over your pussy, ass, or throat or develop new sexual techniques to bring people to orgasm.

An Adventuring Sword Ninja [400 CP]

While the Yarimon world in the modern day seems like an idyllic utopia free from strife, there still exists some form of conflict, or at the very least it's implied there is still some. A number of important figures visible carry weapons with them, with the two biggest examples of those that both carry them and have an implication of possibly using them being the adventuring Star Trainer Quem, the master of the Shin'ei sword style Nanase, and the Head Kunoichi Totoro. And by taking this perk, you'll gain the skill set of each, allowing you to show that humanity can still show feats of personal strength outside of using Yarimon.

First from Quem, you gain a powerful sense for the locations of things like ruins, ancient treasure stashes, and other potential locations of long lost artifacts and treasure, even if they are expertly hidden or deeply buried. This includes a high level of luck in regard to these locations, which includes finding a way to get inside them, when navigating them as most traps and the like prove to be no obstacle, and in the amount of treasure you find as you practically constantly trip over treasure chests and even common containers like

wooden barrels have an assortment of gold coins and valuable already cut gems. You also gain the skills of a hardened adventurer such as an expertise in various athletic abilities like parkour and running, how to properly explore and record info on locations, and a level of weapon handling that makes you an instant expert, but not a master in any weapon you pick up. Second from Nanase, you gain a supreme master level of combat skill in one weapon of your choice, making you among the 1% in regards to that weapon, as well as your own special fighting style full of different techniques for that weapon that have been refined as if it's been developed over hundreds of years. This includes things such as techniques to cover weaknesses your chosen weapon has, plans of attack when dealing with specific types of enemies using specific types of weapons, ect. You also gain a sort of breeding sense in that, by observing someone, you can tell what traits, instincts, etc., they'll pass onto their kids and if you have a kid with someone the skills, talents, and abilities of both of you will be combined and passed on to said kid.

And finally from Totoro, you become a master ninja/kunoichi, which includes giving you expertise in things like sneaking to the point you could trail someone going through a city with no one else noticing, info gathering, parkour good enough to let you casually run/hop across tree tops, ninja star and kunai throwing, and other ninja activities. You also gain access to various ninja arts which includes:

- A transformation technique that lets you disguise yourself and others as either inanimate objects or change your appearance and apparent gender. The apparent gender change masks, but doesn't change your genitals, and if you use this technique on others, they have to stay within a close distance to maintain the disguise.
- Pressure point techniques which include things like instantly knocking out someone via pressure points on the neck, temporarily paralyzing someone, and even causing some to have an instant mind shattering orgasm.
- And a body flicker/flash step technique that lets you seemingly instantly teleport with the max distance being the length of a large room. It can also be used to swap positions with inanimate objects that are around human size or smaller that others aren't holding.

Battle of Foresight [600 CP]

At the top of the Yarimon world stands the Champion Athena, who has stood undefeated for three years. While most would assume she is some kind of prodigy to whom Yarimon battle came as easily as breathing, in actuality she only had middling talent with her only saving grace being her ability of instinct which she honed to razor sharpness. This allowed her to rise to the position she was in before Futta defeated her and a similar ability allowed her possible main rival Quem to be her main rival. So by taking this perk, you'll gain access to two forms of the foresight ability that all top level Yarimon seem destined to develop.

First on Athena's side, you gain "Hyper Intuition" which grants a strong and accurate gut feeling/danger sense on what your opponents are planning or about to do next and intuition great enough that you can instantly lay out all of your options, and instinctively pick the absolute best one for the current situation. For example, during a Yarimon battle you'd know that your opponent's Yarimon is about to send out an attack for their next move and what it vaguely is, but you wouldn't know the exact details unless you've seen it before. You'd then instantly know if your Yarimon should try to counter or avoid the

move and what move or technique would be the absolute best for them to use in order to counter/avoid it. Both parts of this ability also work in day to day life and other broad situations, such as deciding what the best way to get to work is, getting a feeling something majorly bad is about to happen to the stadium you're in, or that you'd need to bring a specific person with you to solve a problem, with exact details coming into focus the closer the event is to happening. This "Hyper Intuition" is coupled with another ability called "Super Endurance" which makes you physically tough as hell, with things like pain being more of a suggestion, that also comes with an incredibly strong recovery factor. Both aspects are strong enough to the point that you can fight a seemingly endless hoard of monsters for hours all the while pushing through your wounds, fall into a coma in a pool of your own blood, and somehow recover in about two days. To make this even sweeter, you gain a high level of instinct in how to best mitigate damage such as how to block, parry, or properly take a blow, which when coupled with the danger sense from "Hyper Intuition" makes you frustratingly hard to put down.

And second on Quem's side, you gain "Super Dynamic Vision" which grants you a massive boost to your dynamic vision and reaction time, which allows you to visually keep up with and react to even the fastest paced anime-esque battles where people and Yarimon are moving so fast they are basically just flickers to the eyes of normal people. This is then coupled with an equally high boost to your analytic prediction ability which allows you to analyze the most minute detail of your opponent's moves/plays, which includes any physical tells they or their partner have, and to start predicting their moves in advance while thinking up the perfect counters for them. The longer you are allowed to do this uninterrupted, the farther in advance you can see and the clearer your predictions become.

Cheat Breaker [600 CP]

As the story of Futta's journey reached its end, one thing that became abundantly clear is that practically everyone in the world is at the mercy of the mineral known as Blue Stone. Said mineral was discovered around the time of Flare's birth, and through vigorous research it has been used in things like the Cristia device and even the hypnosis pendent used by the Guru and these show off just how overwhelming Blue Stone is. With the Cristia device it has a link to the soul of every human and is thus able to mess with soul and in turn the mind, with no one really having a way to stop this short of blowing up the device. So if you'd like a way to prevent seemingly all powerful effects for screwing you over this perk will grant you potent protection and more.

More specifically, you are now completely immune to "cheat" effects, other absolute effects, and anything that would attempt to mess with or control your mind, body, or soul. Not only will this grant absolute protection, it will also at your digression reflect whatever the effect is back onto whoever used it on you. For example, if Futta was to have Flare use her "Cheat Tackle" on your Yarimon, then instead of your Yarimon getting one-shot Flare would be knocked out. And as a bonus you become a magnet towards people who have access to powerful "cheat" abilities/items or those that change/ control your mind, body, or soul, who will have an odd compulsion to use them on you. Once that happens, instead of reflecting what effect would normally happen, you can choose for them to be put under an unbreakable mind control, granting you access to their "cheat" ability or item.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General [Undiscounted]

YWT(Yarimon World Tournament) Card [Free-100 CP]



In a world where Yarimon battling is such an important facet of life, especially among those who are trying to rise to the rank of champion, you're going to need some way to accurately keep track of your "stats". From how many wins you've had, to some of the toughest or most prestigious opponents you've beaten, such information can be good to keep on hand, either for you to bask in your achievements or to show off and gloat in someone's face. So to provide a tool to help you in that, this item will grant you a YWT(Yarimon World Tournament) card.

This special card will record your various stats for different competitions such as Yarimon battles, cooking competitions, etc. These stats include things like your W/L ratio, your current winning streak, your rank, any important high ranking people you've beaten, any awards like badges, info on your teams in the cases of competitions like Yarimon battling, and other such information. It can display all of this by activating a holographic display that you can interact with, and you can pick and choose what info is displayed directly on the card. The card can also function as a piece of official identification, due to having your face, name, and an id number, as well as a debit/credit card with you being able to customize its appearance.

But if you'd like to get a little more out of this you can pay 100 CP to upgrade the card to better serve the traveling trainer lifestyle. To be more specific, with this upgrade your card will now get you free accommodations at things like inns, hotels, and other such establishments. These free accommodations include a standard room and a free three square meals a day for as long as you need it.

YarimoN & YarimaN Encyclopedia [100 CP]



Just as how someone in the world of Yarimon would need a way to record their various stats and achievements, they would also need some sort of way to record the Yarimon they manage to come across in their journey. And the YarimoN Encyclopedia is just such a tool as not only does it serve as a recording device for Yarimon, getting one seems to be the true first step of becoming a professional Yarimon trainer, mainly due to the fact that one costs 50,000 Yen. But, luckily for you, taking this item means you don't have to shell out that much for one.

Taking the form of a book-like device, the YarimoN Encyclopedia is able to generate a highly detailed profile on any Yarimon or other animal/creature you capture. These profiles will include things like their scientific name, along with nicknames, weight, height, both a brief and detailed summary that gives an overview on them, any elemental/magical attributes or "typings" associated with them, a list of powers/abilities they have, and any forms they can evolve, age, or transform into. It will also generate 3D diagrams and pictures which can show things like the internal anatomy of the recorded creature and it has its own camera for making recordings.

But besides just a simple YarimoN Encyclopedia, you also gain a special version known as a YarimaN Encyclopedia. The YarimaN Encyclopedia is creating profiles just like its sibling, but instead of being on any animals or creatures you happen to venture out into the wilds to capture, it instead makes them on people you've fucked. These profiles will include things like a short and detailed summary of their personality, life, etc., as well as stuff like their weight, height, three sizes which includes penis size if they have one, and a picture/video gallery that shows sexual pictures and recordings of them. For that last element the YarimaN Encyclopedia will automatically record and take pictures of things like them in a sexy swimsuit or you two having sex if you so wish.

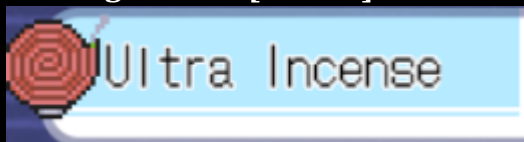
Box Of Star Disks [100 CP]



Similarly to the setting its parodying, one of the biggest challenges for a Yarimon trainer is carrying around all of your Yarimon as you move from place to place. While some Yarimon are small enough that you can effectively treat them as normal pets in regards to moving them around, some are drastically bigger which makes it difficult to take them indoors, and some can be cheeky little shits that will try to cause mischief if they aren't contained in some way. So to give you a solution that copies the one in the parodied setting, this item will grant you a never ending box of Star Disks.

These Star Disks serve as capturing and containment devices for Yarimon and any other animals/creatures you come across. They work by being thrown at an animal/monster you want to capture, and upon hitting them the disk will hover around them, unable to be interacted with by the animal/creature it is hovering around. After that all you need to do is knock the animal/creature unconscious, and upon doing so the disk will capture and immediately tame them. From then on you can summon the animal/creature within a Star Disk by simply throwing it on the ground and return them to the disk with a simple button press. Also due to the star shaped piece of Star Ore these Star Disks can also be used to communicate and give orders to the animal/creature you captured via telepathy due to transmitting soul energy, which counts as "burning your soul" for the purpose of **Soul Pressure** and can work even if you don't have soul energy, so long as you have their disk on you.

Burning Incense [200 CP]



While one of the upsides to deciding to undertake a Yarimon trainer adventure is that you're able to explore the world and take in wondrous sights, said traveling can present a problem. That being, you're going to more than likely have to travel through the wilderness, which while on one hand gets you up and moving in the great outdoors and provides opportunities to catch wild Yarimon, on the other it can get annoying constantly being stopped by wild Yarimon. Maybe all of your Yarimon are injured and in no shape to battle or maybe you need to get somewhere in a hurry, regardless such constant "random encounters" can be frustrating, so by taking this item you'll gain a tool to help ward such impediments away.

Taking the form of a massive mosquito coil incense, this item when lit is capable of warding off all manner of animals, creatures, and monsters for a good distance around

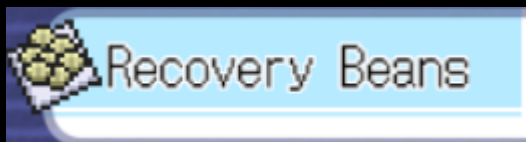
yourself, with the only expectation being things that are fully sapient. When in use the coil will hover and follow you around, allowing you to keep your hand free, and the coil will last for around seven to twelve hours if you let it fully burn out. Once it does burn out you'll get another one within a day.

Battle Snack Pack [200 CP]

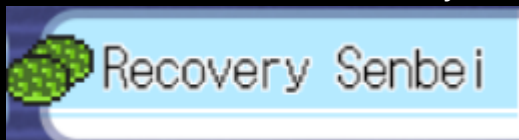
As was mentioned previously, going on a Yarimon trainer adventure is going to entail a lot of traveling, primarily by foot as that seems to be tradition. Due to this there is going to be a good deal of time where you aren't close to any town or city and if you get hungry you're going to have to rely on snacks if you don't want to set up a campsite to do traditional cooking. So that is where this item comes in, as if you take it you'll gain access to some common snacks in the region that also double as tools to aid you in a fight.

Taking the form of a box, this item comes stocked with two main categories of snack, healing and stat boosting. For the healing snacks you gain four different types that not only taste great, but will heal both you and any Yarimon or other animals/creatures you give it to. These include:

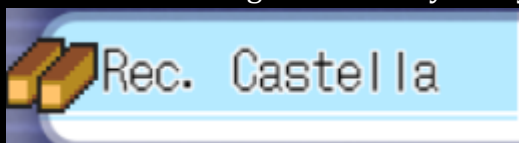
- 20 Recovery Beans-A wrapped bean snack that is very similar to Edamame and heals the least amount out of the four.



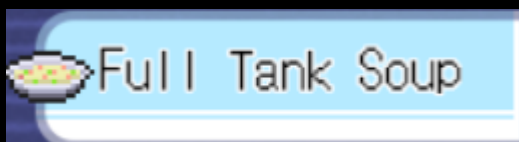
- 10 Recovery Senbei-A green baked rice cracker that smells heavily of herbs, and comes in sweet and savory varieties



- 5 Recovery Castella-A sponge cake that is sinfully sweet while not being overbearing and will fully heal you.

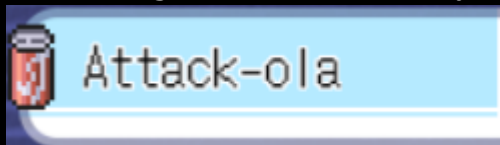


- 1 Full Tank Soup-A massive can of soup that is referred to as the ultimate soup that not only fully heals you, but can bring you from complete unconsciousness to full health.

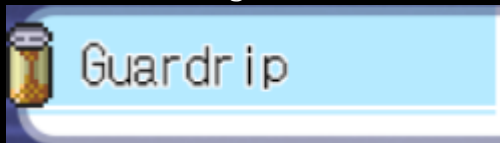


And on the stat boosting snack side you gain 5 different drinks that each boost a different stat when drunk. They can be drunk in rapid succession to stack their boosts up to three times before they stop having an effect, with the first one giving a stat boost of 2x, the second a boost of 3x, and the third a boost of 4x. These drinks are:

- 5 Attack-olas-A cola that boosts your attacks, whether they're physical or "magical", and has a bubbly sensation that's filled with power.



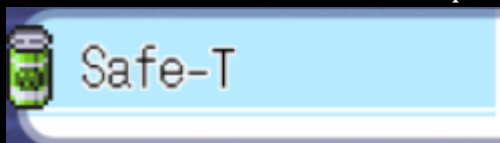
- 5 Guardrips-Coffee that boosts your defenses, both physical and "magical", with the astringent bitterness stiffening the body.



- 5 Speedy Sodas-A soda that boosts one's speed and agility with a fresh taste that lightens one's steps.



- 5 Safe-ts-A green tea that boosts your evasion capabilities as it causes the heart to calm and the mind to sharpen.

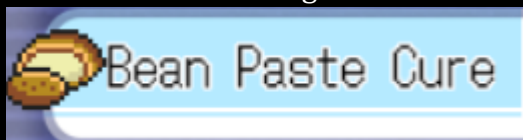


- 5 Hit Milks-A milk beverage that boosts the accuracy of your attacks with its sweetness somehow regulating the body's condition.



This box also comes with a few other utility items to aid you on your journey. These are:

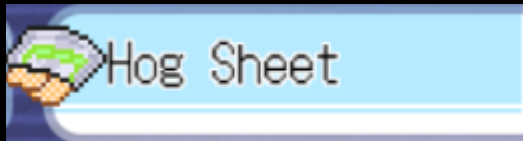
- 5 Bean Paste Cures-Small containers of bean paste that can be used to help close lacerations and cuts when rubbed into them as well as even cure supernatural curses when ingested as its sweetness is filled with sacred power.



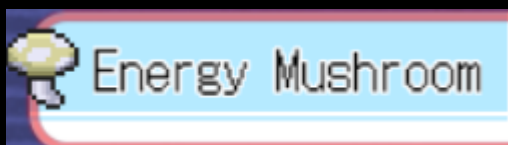
- 5 Foamy Detergents-Bottles of cleaning detergent that not only can be used by themselves to fully clean clothes, with its overflowing foam removing even the stickiest of mud and gunk, but it can even easily put out fires and soothe burns.



- 5 Hog Sheets-Foil packets of plaster that can be used to help cure numbness and paralysis as well as frostbite, with its efficiency to soften solid objects allowing it to quickly thaw ice.



- 2 Energy Mushrooms-Mushrooms that are capable of curing any and all "status effects" with its superb nature even being able to bring back someone who is completely unconscious, albeit with them only having a foot in the door consciousness.



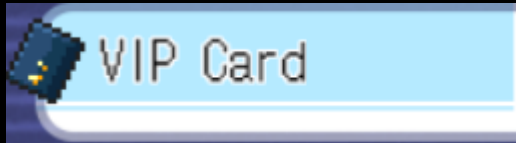
The box and all of its contents will be replenished every week.

Black Cat Doll [200 CP]

With superpowered creatures by humanity's side, it shouldn't come as a surprise that their abilities have been used in various jobs and industries. And one of the biggest examples of that is the "TakC Express Service", a delivery and taxi service run by the Yarimon Witches who operate out of the Central Church. By using the power of Yarimon the witches are able to fly at high speed on brooms and easily complete their deliveries, and by taking this item you'll have gained a symbol of your membership to the service, all without having to deal with their extortionist manager.

This symbol takes the form of a doll that is in the shape of a small black cat with a red ribbon around its neck which gives you 24/7 access to the Witch's TakC Express Service. By simply pressing on the doll you can summon a witch flying on a broom who can either take you to a location or deliver a package for you. This is done almost instantly due to the insane speeds the witch can travel, with said speed never seeming to negatively affect you or her, though this only applies to travel on the same planet. The locations the witch herself can take you to is limited to settlements, like a town or city, or large isolated structures you have been to before, with her placing you at the entrance. But at a location you can use the doll to teleport to specific places within or "relatively" near that location that you've also been to before, such as an ice cream shop at a city's center, a shrine that's on the outskirts of a village, or a specific room in a tall skyscraper.

Black VIP Card [200 CP]



One of the most famous establishments in the region the story takes place in is the Battle Idol Teahouse, which is a teahouse where various idols can perform in front of a crowd, which entails both normal performances as well as Yarimon battles. But besides allowing people to watch their favorite idols perform and get a chance to do battle with them, one of the more popular and secretive parts of the teahouse is its VIP membership which grants people access to various benefits, such as a workout group. And to those with the highest membership, which is represented by them owning an all black VIP card, they gain access to the brothel on the second floor of the teahouse where they can enjoy and indulge in the bodies of their favorite idols, o by taking this item you will gain a similar black VIP card.

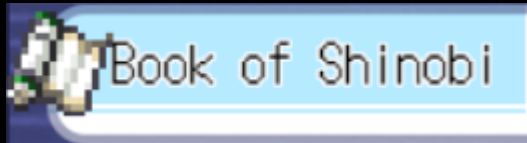
This card will grant you the maximum level of VIP membership at any business you flash it at, even those businesses that don't normally have VIP membership. In those cases, the benefits the card grants you depends on the type of business you flash it at, for example, if you flash it at a restaurant you'd be able to instantly get a table without the need of a reservation, the service will be of a much higher quality, and they'll even break out some of the "good stuff" such as antique wine or high quality meat. But regardless of the business or group you show this off to, they always seem to have some kind of sexual service or program for you to take advantage of, with the exact specifics also depending on the type of business. For example, if you use this card at a hotel maybe you'd have the option to request one of the staff to spend the night in your bed, or if you used it at an children's animatronic entertainment restaurant then maybe you'd have access to a special private booth where you can have some special time with versions of the animatronics that seem more suit for entertaining adults.

Fabulous Spray [200 CP]

When Futta wrapped up his Yarimon trainer journey, he happened to come across a special shop in the "Old Road" area of Wano Village. Said shop dealt in a wide variety of lewd items, most of which Futta and his perverted nature took good advantage of. And by taking this item you'll gain one of the items he made use of, "Fabulous Spray".

"Fabulous Spray" is a potent aphrodisiac spray that functions as a sort of love potion perfume that reacts with your skin and sweat to release special pheromones and comes in a pink bottle with a large heart on the front. These pheromones will attract those of your preferred gender, though you can also specifically pick and choose by sight who gets affected by this in order to prevent yourself from getting mobbed, with the more of the spray that is used, the more pheromones that are released, and the deeper the people affected will fall in love with you. Though using too much will cause those affected to be overwhelmed, driving them into a fuck frenzy where they will do practically anything to have sex with you. The effects of the "Fabulous Spray" lasts for an hour regardless of the severity of the effects, and once that happens the people affected will come back to their normal senses, and the spray bottle will replenish itself in a few days.

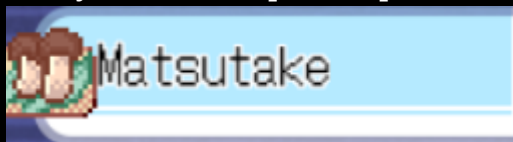
Book of Shinobi [200 CP]



But items from that secret shop don't all have to purely be used for lewd purposes. This is evidenced by one of the items Futta bought, the "Book of Shinobi", which was a potent tool in helping his friend Totoro whose ninja training started to subconsciously make her cold and withdrawn from him. And if you'd like to be able to help those close to you with their problem, this item is for you.

Taking the form of a ninja scroll, once unfurled it shows various "remedies" for problems those around you are having, whether they be mental or physical. The only real limit is that said problems can't be something too severe as a severed arm or complete psychosis. These "remedies" are all sexual in nature, such as the scroll telling you the solution to the extreme sore throat a friend has is a mouthful of your breast milk or cum, and if you show these "remedies" to the person suffering the problem they are compelled to give them a chance, with the "remedies" fully working.

Horny Mushroom [200 CP]

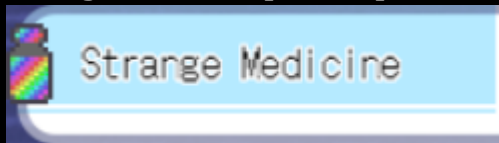


One of the last things you'd expect to find at a lewd shop that sells all kinds of tools to help get you laid is something to feed people. But just such a thing was what Futta bought one day and decided to share with his rival Hikari and her mother Luna, but unbeknownst to him what he bought would end up with him in a threesome. And by taking this item, you'll get your hands on the special food item that made such a thing possible.

Taking the form of a bundle of mushrooms that look and smell oddly similar to Matsutake, they taste extremely good, even to those who normally dislike mushrooms for whatever reason. However, while their appearance and smell doesn't give off any signs of their lewd nature, they are in actuality a highly potent aphrodisiac that will override a person's better judgment and send them into a sex frenzy for about half a day. For example, it would make a parent and child unconcerned with having sex with each other or a jealous and possessive spouse be perfectly fine with sharing their beloved with someone else. In order to better help in getting people to eat these, those who love mushrooms or are just in general a foodie/gourmet will be highly sensitive to the smell, to the point they'd be able to smell them on you from across a large room. Once the smell hits them, they become a bit giddy, fawning over the fact you have them, as their mouth waters all the way, with it being trivial to get them to take it, with them always being open to either offering to cook them or pushing for you to do so in order for the both of you to enjoy them.

This item also comes with some spores for you to grow your own colony of mushrooms.

Strange Medicine [400 CP]

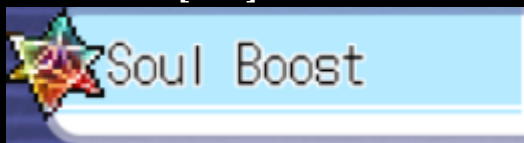


And one of the final major products sold by that secret lewd shop is a special kind of drug that the owner calls “medicine. This “medicine” was the subject of a vague rumor that spread among the Yarimon Witches who operated out of the Central Church, with their leader, Star Trainer Vritra, also being in the dark despite how well informed she normally is. But luckily for her Futta happened to buy some of it and deliver it for her, and by taking this item, you’ll be able to discover both the practical and lewd applications of the “medicine”.

Taking the form of a rainbow pill bottle with rainbow colored pills, this “medicine’s” foremost use seems to be in aiding a person’s training, as when a pill is taken your body will be placed in a special state. While in this state, which lasts two hours, anything done during it will be doubled and surge back to you once the pills wear off, at least in regards to training and learning. Whether it be something physical like lifting weights, “supernatural” like training your soul, or just studying for a new hobby, these pills basically serve as a two times booster for any gains you make. You can also take a max of two pills at once to turn the two times booster into a four times one. But an aspect of this that caught both Futta and Vritra off guard was that this doubling affect also applies to physical sensations, meaning that if you were to have some mind bendingly good sex while under the effects of the pill, when it wore off you’d be beset by a pleasure twice as intense which would lead to a series of massive back to back orgasms. Also as a side effect, taking a pill will reduce your physical age to that of a loli or shota for the duration of its effects.

The bottle comes with twenty five pills with it refilling and replacing any used pills once a month.

Soul Boosts [400]



In the village of Wano there exists a traveling merchant named Rumi who makes a living buying something known as EXP shards from people. While for most of the story it is unknown why she is doing so, in the post game it is revealed that it was related to a special kind of crystal that she hands off to Futta. Said crystal was known as a Soul Boost, and in her words it was meant as a tool to allow un-evolved Yarimon to stand equal to their evolved counterparts, letting one keep them in their “cuter” forms without any loss in power. And while that may not be exactly how they function in reality, taking this item will grant you some of the crystals for your own use that do fulfill their original purpose.

When the crystal star is given to an animal, creature, or monster, it will cause them to have any future permanent evolutions or other transformations to be applied to their current form. To be a bit more specific, any stat boost, power/ability, or other special

trait that is tied to a permanent transformation will be instantly given to the animal, creature, or monster without having to go through the normal requirements. For example, if you had a first stage Yarimon and gave them a crystal then they would get the stat boosts of their second and third evolutions without having to “level them up”. Also any animal, creature, or monster that is given a crystal, even if they are already at their last transformation, becomes Soul Boosted, meaning that they gain an additional boost to all of their stats and power when they improve them or “level up”, with the stronger they get in general the bigger the boost will become. This boost is also retroactive, meaning that it will take into consideration any and all stat improvements made before the crystal was given and apply the boost they should have.

Guru's Charm [400-600 CP]



In this world one of the most powerful and dangerous materials that can be found is the mineral known as Water Stone. Having been “revealed” around the time of Flare’s birth, as the stuff was effectively invisible to everyone before, Water Stone has played a pivotal part in the world, being the tool used to discover the existence of souls and being the main component in the Cristia device. But as can be showcased by the two things made out of it, it holds incredible power within it as Water Stone is capable of messing with the soul and in turn the mind of people. And by taking this item, you’ll gain the second known item made with it besides the Cristia device and the prized possession of The Guru.

Taking the form of a pendant made out of Water Stone, with the exact design being up to you, this tool has the strength to instantly hypnotize anyone that looks at it within five feet, with you being able to specify who isn’t and is affected. And as Water Stone affects the soul, which then affects the mind, the only way someone could defend against this is by having some form of soul protection. Once someone is under hypnosis, their minds become extremely pliable to any kind of training, with you also being able to sort of rewire their brain in terms of things like what gives them pleasure, such as making it so if they are deflowered they get a mind meltingly large amount of pleasure, or giving them trigger words. By default, those under your hypnosis treat and worship you as a god, and they get a very strong praise kink to the point, sincere praise and making them feel like they did a good job or made you proud can make them have a massive orgasm on the spot. And by some odd quirk, those under your hypnosis become oddly competent at convincing people to follow them to secluded locations, allowing them to bring promising targets to you, with their dogged persistence snagging all, but the most stubborn or vehemently opposed. The longer someone is under your hypnosis the harder it is to break them out of it, with them being unable to be broken out if they have been under it for a long enough time, unless people want their humanity to be destroyed.

And in the event others manage to get to them early and undo your hypnosis, they aren't able to fully get rid of it, with random elements and things you trained into them lingering.

But if you'd like to be a bit more like the Guru, who made use of his own pendant to try and build a sex cult, you can pay an extra 200 CP, for a total of 600, to gain a replica of his base albeit fixed up and able to serve its true purpose. That being as a survival shelter, as the place was originally built by Researcher D who was Central Corp's CEO's right hand man over 2,000 years ago and managed to survive the Human Rays of Euthenasia launched by the soul amalgamation. Fearing such a thing would happen again they built a survival shelter which you now have. Said shelter is supernaturally durable, to the point that so long as something like a planet destroying apocalypse doesn't happen the shelter will be able to weather anything whether it be mass gas attacks, nuclear war, etc. And to further fulfill its role as a survival shelter it comes with an extremely well hidden intricate network of underground facilities to allow the indefinite survival of a few thousand people. This includes things like vast hydroponic rooms, recreation areas, family housing areas, canteens, a perfect water reclaimer, an infinite power generator, and other such rooms. As a final bonus for your new shelter, the place is also lined with Water Stone, which passively puts people under the same hypnosis as the pendant, though with less power and thus it is done over a longer period of time. This Water Stone lining also heavily boosts any of your powers that affect the soul and/or mind that are used inside the shelter, with this being able to bypass any defense.

Cristia [600 CP]



The magnum opus of Central Corp over 2,000 years ago, the Cristia device can be considered one of the main reasons the current world is somewhat utopic. This is because, by its lonesome, the Cristia device manages to provide things like water, electricity, and natural gas to the entire world infinitely due to its ability to take in some of the soul energy of humanity and convert it into a wide variety of things. But while that may have been its purpose stated by the CEO of Central Corp so long ago, in actuality it holds a secret purpose and ability that indirectly lead to humanity almost ending once in the past, and almost again in the present. And by taking this item you'll gain this marvel of technology for your own purposes, whether they be benevolent or sinister.

Taking the form of a massive Water Stone crystal with various machinery attached, the Cristia device has the ability to link itself to the souls of everything that has one in a setting, but you can pick and choose who is and isn't connected, with your link in particular giving you remote access to the device. For settings that don't explicitly have souls it will instead link itself to all humans, sapient human-like beings such as elves or

aliens, and supernatural creatures similar to Yarimon, treating them as if they had souls and soul energy, but only in regards to the Cristia device. Speaking of soul energy, the Cristia device can constantly siphon off and store soul energy from the souls it is attached to with the more powerful the soul, or the being in question is in cases where souls don't exist, the more energy that is siphoned off, with this not harming the soul, the being holding the soul, or even alerting them that this is happening. And with this stored soul energy the device can then take it and convert it into almost anything that is non-organic like fire, natural gasses, clean water, stone, dirt, electricity, etc. The more complex the thing is, the more soul energy that is needed with the device also being able to construct its own piping/cabling to transfer whatever it converts soul energy into, allowing it to serve as an infinite resource depot such as providing clean water and natural gas to an entire planet.

But that link it has with people can be used for more selfish and sinister things, just like how the Central Corp CEO wanted to use it. To be a bit more specific, the Cristia device is able to enact changes to the souls of those it is linked to, with these changes in turn allowing you to enact various mental changes in those that are linked. These changes include things like removing or adding concepts to people's minds, changing how they view others, and modifying their norms, with all of these changes being seen as how things have always been, both in the minds of those you affect as well as others linked to Cristia. For example, you could erase the concept of war or conflict from people so that they will never even have the thought of fighting cross their mind, make the world see you as the rightful god king of everything, or make it so that it's "common" sense that a sloppy French kiss is the proper way to greet someone of the opposite sex. This soul and mind change can also happen in real time, meaning that if you need to convince someone of something or if someone refuses to do something for you you can use your remote access link to Cristia to compel them to do so.

And finally, the Cristia device has a few secondary abilities you can make free use of. The first is that when Cristia is running it will generate metal-like fragments called Star Ore which, when forged together into larger singular pieces, is capable of converting and transmitting human thoughts and emotions similarly to telepathy. This ore is one of the main components of Star Disks, being the thing that allows a trainer to convey orders to their Yarimon without having to speak to them, and it can even be used to tame sentient, but non-sapient beings, including ones like Yarimon that fall into a grey zone. These fragments can also be incorporated into the materials of things like buildings, electronics, and other such things which grants them a massive lifespan, protecting them from erosion, mundane wear and tear, and other such things. This can be done via grinding it up into a powder, forging it into an alloy, etc., with the Star Ore not causing any problems when incorporated into different materials. The second is that Cristia can use its stored Soul Energy to create new souls with their own consciousness, with the more soul energy used the more powerful the resulting soul. These souls are blank slates, so it's up to you to teach and shape them, but this means you don't have to worry about them being influenced by subconscious desires lingering in the soul energy. The souls can be implanted into things like a body by simply opening the Water Stone crystal and placing the vessel inside, with the Crystal changing size to fit the vessel. The third is that Cristia is capable of creating a sort of custom virtual dimension that anyone whose soul it is linked to can enter at will, though you can pick and choose who actually can. The dimension is completely free for you to customize with you being able to create any

landscape, either from pulled from your memory or from scratch like a sandbox creation tool, and also make copies of those that are linked to Cristia and program them as if they were robots. And the last ability is that since Cristia is linked to the souls of everyone in a setting you can use Cristia as a sort of focus to let you cast abilities on everyone that is connected to it.

Dreamful Youth

Ero Haven [100 CP]

With how seemingly lonely Futta was before the start of his Yarimon adventure, he, like others in the “loser” archetype, had to fill that void with something. And while he did have Chikepu to help in that, he decided to fill the rest of that void in a very stereotypical way, with porn. Though, funnily enough his love of various “victory sex” doujins led to him gaining his “payment” ability, and if you’d like your own personal supply of all the porn you could consume, this item is for you.

Taking the form of a special website, this site deals in everything porn which includes porn novels/doujin which can be digital or print, images and videos, games and mods for non-lewd games, figurines, and even sex toys. The website also comes with a large community of creatives, meaning you’ll have an endless supply of various kinds of porn that seems custom tailored to your tastes, and you never have to worry about a creator abandoning a project.

“Useless” Blue Treasure [200 CP]



The discovery of the soul over 2,000 years ago was one of the biggest marvels of the world, as while the concept may have existed beforehand, no discernible proof was ever revealed. And while you can say that in the grand scheme of things, Flare was responsible for the discovery, with her birth being theorized to be because of the will of the planet, the true reason the soul was discovered was the appearance of a special blue mineral called Water Stone. Said mineral seemingly had always existed, it's just that humanity couldn't see it until Flare's birth, and when some of it fell into the hands of Central Corp souls and soul energy was quickly discovered after. But in the modern day Blue Stone no longer seems to exist in large amounts for some reason, to the point no one, possibly barring the higher ups at Central, knows what it is. Though for some odd reason Futta had a large amount of the stuff in his basement which does raise some questions, and if you'd like to also get your hands on some of the stuff this item will make sure you never run out.

To be more specific, this item grants a regenerating supply of Water Stone crystals of various different sizes, which range from small gemstones to giant ones that are large enough to hold a person. These crystals will respond to the will of people, meaning they can change physical shape and even their state of matter such as going from their practically indestructible crystal form to a liquid and back, but even if they mix while they're liquid they'll separate as they go back to being a solid. They can also affect the

souls of people as well as their minds, as Water Stone crystals serve as the primary component of the Cristia device and even the pendent used by the Guru, with it following the rules of **Cristia** in regards to who it can effect when souls are not explicitly stated to exist in a setting. That being it can affect all humans, sapient human-like beings such as elves or aliens, and supernatural creatures similar to Yarimon. But as you're simply getting raw Water Stone crystals that haven't been refined or incorporated into technology, the most they can do on the mind front is a bit of moderate suggestion, such as you using to make people forget about something you said.

But besides that these Water Stone crystals do have two other uses. The first is that they can serve as batteries for Soul Energy or any other type of supernatural energy. And the second is that by inputting information into multiple Water Stone crystals, such as "This is a living organism", you're able to fuse them into a single life form similar to Chikepu. However just like Chikepu, at least before Flare's soul inhabited its body, this life form will have practically no combat capability and no soul, meaning that it has to latch onto the soul of another to survive with the other person having to give their consent.

The Free Fuck Tickets [400]



In a bit of self reference, the world of Yarisutemesubuta carries the mark of its creator's previous works. One of the biggest is known as "Yareru Ticket", which exists in-universe and even has its own dedicated fanbase to the point that the in-universe authors of it had a raffle where a person could win prizes. As an avid fan of the game Futta entered and got first place, winning him a replica of the satellite that is used in conjunction with the special tickets that come from the game, with replicas of those going to the Hot Springs owner in Wano Village. But while "Yareru Ticket" may be a fictional game in-universe, a specific sex scene Futta has with the owner of the Hot Spring brings into question whether the tickets, and by extension the satellite, are mere replicas. So by taking this item, you'll gain copies of both that are entirely functions.

You gain a case of the Yareru Tickets, which hold six that replenish every day, but they can't be stockpiled, and an accompanying satellite that needs to be powered, with both of them working in tandem. When you give a ticket to someone while both of you are in range of the satellite, with said satellite having a range that can cover a large town, the person in question will instantly be flushed with arousal, to the point they become a waterfall of sexual fluids that can soak through even jeans. They are also compelled to have sex with you, with a ticket basically conferring the effects "**Payment Is A Natural Thing**" minus the betting ability.

“Special Shop” [600 CP]



As was mentioned in items like **Book of Shinobi**, after Futta managed to save the world from another round of Rays of Human Euthenasia a special little shop opened near Wano Village. This shop deals in a wide variety of lewd items with said items usually being on the “weak” side of things. But it seems a certain “living cheat” from another world has come across this shop and conducted a takeover , and by taking this item it turns out she did so in order to hand the reins over to you.

To be more specific, you now become the owner of the “Cheat Item Management Committee”, which now uses the secret lewd shop near Wano Village as its new physical location. Starting with the secret lewd shop, it will continue to serve its original purpose, that being the stocking and selling of a near infinite variety of lewd items that are low to moderate in their “strength”. You can choose whether it is open to the public, and if you do the shop will draw a constant stream of perverts and other such people, and you never have to worry about any legal trouble due to those you sell things to getting up to nefarious deeds. But if you want access to the big guns then a special door in the shop will lead you to the HQ of the Cheat Item Management Committee where various powerful lewd cheat items in the vein of **The Free Fuck Tickets** are created though a wide variety of different means. These are then delivered to members of the committee, with you being able to personally grant membership or sell it for extremely large amounts of money. These items are a lot stronger than what can be found in the shop, but still share the near infinite variety, and come with their own special upgrade program that is specific to a certain item. The program has four ranks which are: Bronze -> Silver -> Gold -> Diamond, and in order to level up you need to make use of the cheat item on specific people, which for you are typically important characters in a setting. Each rank will require more people, but there is a guarantee that it will only target those that you are attracted to or want to fuck, at least when it comes to you making use of this. Once you rank up, the specific cheat item you’ve been using will get a massive upgrade in one shape or another, such as increasing their power or making them more versatile. For visuals on the rank up cards [\[See Notes\]](#).

And as the shop part of this item is still run by its female green haired owner, the Cheat Item Management Committee is managed by the “living cheat” named Kuroko. While she may look like a normal person, she and the committee travel across many different “world lines” in search of a specific protagonist to serve, and you seem to fit that bill. To that end she is slavishly devoted to and madly in love with you, with her being the main one to personally give any new cheat items to you, give demonstrations on how they work, and upgrade them when the time comes. She can also read minds and can even teleport to any location she has been to before. For a visual on her [\[See Notes\]](#).

Trainer Of The Stars

Distinctive Outfit [100 CP]

In the world of Yarimon battling fame is the name of the game as plenty of trainers, especially the Star Trainers, have garnered a good deal of fame. And in regards to said Star Trainers, this fame has been partially built up by their unique appearances, regardless of if they intended that or not. So, if you'd like to get your hands on your own unique outfit this is the item for you.

Said outfit can practically take any form and design you want, but regardless of what you choose the outfit will always be distinctive and eye-catching in a way that you prefer. Maybe it makes you seem dark and brooding or bubbly and upbeat. Either way the distinctiveness will serve as a potent boost to the building of your reputation. You can also choose to make the outfit moderately skimpy in one way or another, such as it always prominently displaying the bulge of your cock or barely containing your tits to the point where they seem one light disturbance away from popping out, with no one really paying it any negative attention. In fact, that skimpiness greatly enhances any fame or reputation you gain through your actions. As a final bonus, the outfit is highly resistant to mundane wear and tear, as well as stains whether they be from nature or from sexual fluids, and it will never be uncomfortable for you.

Gym Leader's Domain [200 CP]



While the world of Yarisutemesubuta takes a good deal of inspiration from its parent that it is parodying, one of the things it only partially inherited was the concept of gyms. While some do exist for five of the seven different Yarimon types, with these also having their own "gym leaders", taking these gyms on isn't a mandatory requirement in order to make it to the finals of the Yarimon World Tournament. In fact the places also double as normal gyms for people and Yarimon alike to train and work-out at, with the fire one even being a sword dojo for the Shin'ei sword style. So by taking this item you'll gain your very own gym for you to do whatever you want with.

The gym itself is on the larger side, not only having room for a wide variety of equipment and facilities like weight lifting racks, an in-door track, an olympic sized swimming pool, a sauna, and other such things. But it also has enough room for fifteen different small combat areas that can be used for Yarimon battling, and other combative sports like HEMA or boxing, with there are also five larger areas outside that can accommodate more people. The gym is also officially recognised and certified by practically every related organization in whatever world you take it to, which not only grants whatever

benefits being certified would normally bring, but makes it so your gym is a beacon for those who want to challenge, learn under, or just work out with you. And if you do happen to take disciples, whether it be directly under you or under someone else you have working in the gym, they for some odd reason become extremely gullible in regards to what you teach them. Specifically, this it to the point you could convince them that you eating their ass or face fucking them is a proper warm up or that having winners fuck loser is a proper tradition of your gym and a method of motivation.

Also any training or workouts done in the gym will be twice as effective and the development of any special techniques or new moves will be a lot faster as creativity floods everyone's minds.

Corporation Group [400 CP]

Among the Star Trainers, you would assume that most of their “power” comes from their battling ability, and for most of them you’d be right. But for a particular member among them named Maki, her power also comes from the job she has when she isn’t doing any battling, which is the position of CEO in one of the most powerful mega corps in the world. And while she may not like to do so, she has thrown its weight around in order to get what she wants, and by taking this item you gain your own corp that rivals hers.

Specifically, your mega corporation, which can really be considered a super mega corp, has its hands in a wide variety of different businesses and industries of your choosing. It also comes with one particular business franchise, such as a candy shop or a battle teahouse where people can battle against idols, that for some reason is a hell of a lot more lucrative than you would expect, as well as a massive department store that has shops for almost everything from food, clothing, and even things like porn doujins with the place gaining more floors and shops as the mega corp gains new businesses. This practically assures that you're arguably going to be either the richest person in a setting or among the richest. But besides serving as a large source of income you can make use of it as very potent leverage when dealing with businesses or other groups like governments with the threat of your megacorp getting involved being enough to get them to kowtow to you and more readily accept any demands. This works better the more prosperous your mega corp is in comparison to the other group, so if you pull in close to a billion annually then it would be trivial to get the CEO of a city bound company to do something like readily hand over their child to be your sex slave. And as an added bonus, anything that comes about as a result of these “agreements” are always considered legal and binding, so those you browbeat can’t easily back out.

Central Tower [600 CP]



Central Tower. In the past it played home to Central Corp, the group that not only managed to discover the existence of souls and soul energy, but also with the aid of The Child of God Flare created the Cristia device. And in the modern day it is home to the simply named Central that serves as the de facto world government that through the Cristia device supplies the world with free water and electricity, as well as free healthcare. The tower has allowed both groups to fulfill their own goals, and by taking this item you'll gain a tower that combines what it was in the past and what it is in the present.

To start with modern day capabilities, the tower itself consists of three large floors with different purposes, all three of which can be accessed by a large staircase or a pair of elevators. The first floor plays home to a lobby that has a Yarimon healing center, which also serves as a front desk, a mini mall to the right, and two kinds of battle arenas. The first arena is a large underground stadium suited for big tournaments that is linked to the first floor via an elevator that goes through a sort of waiting room for competitors on the left side of the floor. And the second is a series of smaller rooms that can host less dramatic competitions with a few observers, as well as special challenges not suited for a big arena, that is found past the mini mall. Both of them have a charm about them that makes people far and wide want to rent them out, such as for a setting wide broadcast of a sports competition, something that they will pay good money for. The second floor is wholly dedicated to a hotel/inn with a large number of rooms, all of which are large enough to have beds, living room areas, full bathrooms, flat screen tvs, and kitchens. There also exist a few VIP rooms that are even larger and more luxurious such as having high end computers and large refrigerators and freezers. And while the third floor normally doesn't have much more than a small hallway, it now holds a number of facilities, specifically, it holds all the facilities, offices, etc., that would be needed to run an entire world spanning government. This includes things like the HQ of a police force, hospital organization, ranger organization that protects and monitors the environment and religious group of your choice, with there also being a communication center that has the capabilities of broadcasting all over the world, and a Crisis Detection System which is capable of monitoring the entire world for various disasters, whether they be natural or not. Each of these facilities come with skilled and dedicated directors and staff, with them being highly self-sufficient in terms of expanding by setting up facilities outside the tower such as building and setting up a police station or hospital in a new town.

And moving on to some of the things it had back in the day, on the third floor there exists a special elevator that leads to the bowles of the tower. This area is home to an extensive

underground lab area, which can also be accessed by going down the main staircase with that route being blocked by a heavily reinforced door. But besides having various high tech, cutting edge labs, this underground area has two other main features, a Yarimon creation center and environment simulators. The Yarimon creation center is a large room full of around one hundred large holding tubes and facilities to go about creating your own Yarimon. This creation process entails placing an object or a soulless living being like an mundane animal/plant inside one of the tubes, whereupon you will be able to infuse said item or being with Soul energy or any other magical energy of your choice. This will start enacting changes to make them more Yarimon-like, with specific traits of the magical energy used heavily influencing them, and grant them a soul, with there being computers that can be used to guide the process. This allows you to do things like change body features to turn them into sex monsters, grant it a "typing" such as earth or fire, giving it special powers based on its typing, and even designing evolutions and EX forms if you so wish. And the environment simulators are a series of massive rooms around a few acres in area that can perfectly simulate various environments, such as a jungle, volcanic wasteland, or the surface of a moon, with there being a supply of drones in order to capture information about new environments. As a final bonus, the area around the tower will become home to a population of powerful Yarimon, and other monsters/creatures in future settings. There is even a large dense patch of forest towards the back of it that will hold even stronger Yarimon and other monsters/creatures, with both areas being perfect training grounds. And regardless of where these Yarimon and monsters/creatures are, they will never attack anyone that doesn't intend to battle or capture them.

Companions

Companions can't purchase more companions except for **A Starter Of Your Very Own**.

Companion Import [50-300]

The life of a Yarimon trainer can be a somewhat lonely affair. While you won't be left wanting for people to interact with since your "job" is to go around and battle people, you may want someone to share the journey with. From all the ups, all the downs, and all the "boring" moments spent trekking around the region, sharing them can make the journey all the sweeter, regardless of if the person is entirely new to you or an old companion you've brought along. So you may either import/create a Companion for 50 CP or do eight for 300 CP. Each gains an origin and a budget of 600 CP to spend on anything other than companions.

Gotta Catch Em' All [Free]

While the glory and fame that can be achieved by battling your way up to becoming champion is one potential reason one may take up catching and training Yarimon, another reason may be in line with someone deciding to go out and get themselves something like a dog or cat. In these cases you'd be doing it more to gain yourself some lifelong companionship, and it may scratch that childhood itch of wanting some kind of supernatural creature as your best friend. So if this happens to be one of your goals during your time here, this companion option will grant you the means to fulfill it.

Specifically, this is a group companion option that will include any and all Yarimon that either you or your current companions catch during your time here. This not only turns them all into companions that can enjoy the joys of traveling with you to future worlds, but all of their abilities and powers become fiat backed meaning you don't have to worry about them becoming equivalent to funny looking mundane animals.

A Starter Of Your Very Own [Free, 50 CP]



The concept of a “starter” is a common idea that exists among a good deal of worlds where pocket monsters exist. They provide a starting point for brand new trainers to build the rest of their team around and more often than not they will become the closest partner and friend of said trainer. And so like any person new to Yarimon battling you have the opportunity to select your own starter out of the traditional three. Your first purchase is free, but any more will cost 50 CP. For their evolutions [\[See Notes\]](#).

Your first option is the Frog Soldier Hop, a water type Yarimon who fights for its friends with its small body and will launch attacks without hesitation, even if it is up against unbeatable foes. It has the special ability Moisture Barrier that makes it so it takes no damage from the first move to hit it in a battle, assuming that said move wasn't super effective. Once it's undergone enough training and battling it will evolve into Hopshop and then finally into Hopking.

Your second option is the Carnivorous Flower Stinkeater, a earth type Yarimon that catches prey by luring them close with a foul smell that comes from its mouth, with fellow plants developing a rivalry with it due to having to compete for the prey that comes. It has the special ability Roots In The Earth which allows it to constantly, but slowly heal itself so long as it is in contact with the ground. Once it's undergone enough training and battling it will evolve into Vinevore and then finally into Ripfleshia.

And your final option is the Sparking Chick Phoenipi, a fire type Yarimon that interacts with its friends by producing sparks, with the flame of its crest having been burning since birth and changing color depending on the fruit it eats. Its special ability is Flame Of Rebirth which allows to, once per battle, revive themselves and recover around 30% of their “health”. Once it's undergone enough training and battling it will evolve into Phoenigle and then finally into Falconix.

But, if none of these three happen to catch your fancy for whatever reason you are also free to choose the first stage evolution of any of the Yarimon evolution lines found in the setting. For a list of all available Yarimon [\[See Notes\]](#).

Hikari [50 CP]



In the Village of Beginnings there existed three children who were close friends and who would later go on to become some of the most elite Star Trainers. And one among them, named Hikari, holds the honor of being one of the ones responsible for getting Futta's journey to being Yarimon champion started. But while this may make her seem completely selfless, in truth her relationship with Futta started with her outwardly appearing to be a bully to him. Though she does mellow out in the future, and if you'd like to spend 50 CP to take her along with you, said mellowing may come faster.

As a rookie Yarimon trainer she may not have a whole lot of experience starting out, but she compensates with a lot of raw talent. Said talent is enough that by the time of the finals for the Yarimon World Tournament she had only really suffered losses to Futta and the head shrine maiden/Star Trainer Aoi, the latter of whom she managed to beat in the finals, and was among the only five people at the time to show the ability to synchronize with their ace Yarimon and grant them an EX form. Speaking of which, the Yarimon team she'll have when you pick her up consists of the earth type Stinkeater, the light type Sparko, and her light type ace Squirretric, which all will evolve or "Soul Up" into Ripfleshia, Sparkitus, and Squrrender respectively.

But, moving into her personal life, one aspect of her battling that bleeds into it is her seeming interest in learning and experiencing new things, along with a very competitive spirit. This part of her is evidenced by how when Futta first stepped foot in Wano Village he managed to see Hikari who was dressed in the uniform of a Wano kunoichi and had just finished helping an elderly woman through the Wano Mountain cave system. This also shows she has a really good heart, just with some difficulty showing it to those she likes, with it being revealed in the finals of the tournament that her "bullying" of Futta was partially done to protect him from the other kids of the village who were actually bullying him and Chikepu. Another example of this hidden heart of gold is when she, her mother Luna who was the village's Yarimon professor, and Futta were having dinner and her mother revealed that Hikari relentlessly battling Futta was a part of a plan where after she won a hundred times she would gift him a Yarimon Enciclopedia and invite him on a Yarimon journey to commemorate it.

And when you manage to butter her up and get to know her better, you'll realize in areas of love she becomes easily flustered, especially when it comes to sex. But still retains her competitive zeal meaning she'll do her best to outdo you, in regards to showing love, as well as anyone else who may have their eyes set on you.

Leo [50 CP]



The third member of the Village of Beginnings Trio, similar to Hikari, fulfills one of the most common stereotypical archetypes that female childhood friends fall into. Her name is Leo and the archetype she plays into is that of a rough and tumble tomboy who presents herself as a boy in order to become a protagonist's best friend. And opposite to Hikari, she's always been openly supportive of Futta, especially in regards to the fact he couldn't light up the Star Ore in a Star Disk. And if you'd like to spend 50 CP to take her, she'll be just as willing to be your biggest cheerleader as she is to race you to the next town.

Similarly to Hikari, Leo is also a rookie trainer that makes up for a lack of experience with raw talent and explosive growth. That last point especially as not only was she the first person Futta saw using an EX form for her ace, along with being ranked as a Star Trainer before Futta or Hikari, in the finals she faced off against her sister Athena who was the champion. During that battle she broke her limits and managed to go toe to toe with her sister who had been the undefeated champion for years, and while she did lose, it showed she can make great leaps and bounds in her skill and abilities as she managed to partially counter her sister's "Hyper Intuition". That also translates to her team which starts with a wind type Flowapuff, an earth type Rootly, and her fire type ace Liocub, all of which will evolve or "Soul Up" into Gardenia, Grandly, and Champlio respectively.

Moving on to personality, while she does display the normal traits of a tomboy such as an outgoing nature and a love of physical activity, with her having a particular fondness for swimming, she also has a fondness for more nerdy things like manga. This is to the point she gave Futta his nickname due to him looking like a character in a manga she read that had that name, which is something she is going to be doing to you and those around you. She also wears her emotions on her sleeve, with her being in a buzz when happy and a bit of a mopey mess when sad, and returning her cheerleading behavior when she herself is feeling down is sure fire way to make her day. This is shown when Futta gave her a pep talk before her battle with her sister, which cleared any lingering doubts and allowed her to fight to her fullest. And as a final point, she is very physically affectionate, so prepare to be showered with hugs whenever she feels her emotions getting the better of her.

Though, speaking of physical affection, another way she differs from Hikari is that she can be a bit more upfront about love and sex, at least after a small bit of hesitation in the beginning.

Professor/Star Trainer Luna [50 CP]



While the Village of Beginnings may seem like a small quaint little place, similarly to the hometowns of plenty of pocket monster protagonists, it holds its very own research lab. The professor of that lab is the lovely Luna, who not only conducts research on Yarimon, but serves as a Star Trainer and the mother of Hikari. And as Futta interacted with her, he learned that she is similar in some ways to her daughter and drastically different in others, and by paying 50 CP you'll be able to explore those intricacies yourself.

Starting with her Yarimon battling career, it's unknown when she became a Star Trainer. The only thing that can be gleaned is that she had a friendship, and possible rivalry with the Yarimon Representative Witch/Star Trainer Vritra, with this possibly giving her the drive to reach the rank of Star Trainer. Another thing is that, like most other Star Trainers, she can exude a sort of pressure that is the representation of her soul energy, with the specific feeling her pressure gives being a sense of paralysis as a choked up feeling starts rising in one's throat. But besides all that she is utterly "average" when it comes to Star Trainers, with the only other thing of note being her team which consists of a dark type Deathsickle, a normal type Cosmosis, and her light type ace Roamoon.

And as was said before, in terms of personality she shares some things with her daughter; specifically her seeming trouble with emotions. On a day to day basis she is very stoic, rarely letting how she feels show and talking in a sort of clinical manner. But when something happens that is surprising, outside her comfort zone, or related to something she is passionate about, that "mask" falls away, as was seen when she became uncharacteristically excited when she smelled what she thought were Matsutake mushrooms on Futta. And one way she differs from her daughter is that is very cognisant of the effects her actions, as well as the actions of those she is responsible for, have on others. This has led her to occasionally check in on Futta in regards to the ninety nine thousand yen he paid to Hikari during his losing streak to her, and ask whether or not Hikari paid him back and apologizing for her actions.

Though there is one other way she is similar to her daughter, with that being in regards to love and sex. Specifically she also gets flustered when others would take the initiative, but where Hikari does so partially out of embarrassment, Luna does so due to not knowing how to respond and needing a second to think. But once the thinking is done she will proceed towards her desires with confidence, with her having a particular fondness for anal.

Star Trainer Maki [50 CP]



While Futta, Leo, and Hikari may be the more obvious up and coming Yarimon Trainers, there is another among their age group that has already managed to entrench herself in the realm of Star Trainers. Her name is Maki, and she is considered a young rising Star Trainer and the crown jewel of Big City. And while she may have a bit of an abrasive bite to her, she does have a soft side that you can discover with just 50 CP.

As was just mentioned, despite being around the same age as Futta, Leo, and Hikari, she is well into her career as a Yarimon and Star Trainer. This speed is due to a combination of talent and hard work, with her putting more ephesus on the latter, with this leading her to being among the few to be able to make use of an EX for her ace Yarimon and be among the eight that made it to the finals for the Yarimon World Tournament. This hard work was also poured into her team which consists of a wind type Ladymantis, an earth type Clops, and her light type ace Mystifox. And in regards to her Star Trainer pressure, hers is a bit more generic than some of the others, with it simply projecting the weight of her soul and skill.

Onto personality, she has a lot of pride in her abilities and skill to the point that she absolutely detests anyone who tries to attribute her success to just simple talent. This has led her to going off on a trainer she had beaten who insinuated that talent and being the daughter of a mega corp CEO brought her all her success, with her snapping back with the partial boast that she had been training and forging bonds with her team since she was one year old. This defense of hard work and merit also extends to other people as she defended Futta against her “fan club” after he beat her, as they were claiming his win was a fluke, and reassured him after he degraded said win due to using Chikepu’s Cheat Tackle. But this mindset shows that she gets irritated easily, which leads to a sort of cycle where she gets irritated at something, does some kind of brash and impulsive action in response, and gets further irritated with herself due to said impulsiveness. And one final aspect of her is that she is incredibly dedicated to hard work, if that wasn’t obvious, and besides her Yarimon Trainer career this comes in handy in her role of CEO of Tohsaka group, one of the top two most powerful mega corps.

Also, somewhat building off that last point, it seems she shares a bit of a stereotype of powerful CEOs in that when it comes to her love and sex life she has a preference for being dominated. Specifically, being treated like a meat toilet by a “master”.

Mysterious(?) Detective/Star Trainer Akira [50 CP]



But not every young Star Trainer can have the same hot blooded drive that Maki, and later Futta, Leo, and Hikair have. And one such Star Trainer is named Akira who fancies herself a detective, valuing that just as if not more highly than her being a Star Trainer. So by spending 50 CP you'll be able to take her on an adventure to discover new mysteries and history, not that she cares to see a distinction between the two.

Similarly to Luna, Akira's battling history isn't well known nor is her skill and the like particularly exciting. The main points of knowledge are with her team, which consists of a light type Electribun, a light type Alloroid, and her dark type ace Rawrbot, and her Star Trainer pressure which makes people feel like they've been hit by a strong gust of wind. So instead of battling, the main points of interest in regards to what she does day to day is her detective work which is a career that has been seemingly passed down from her great grandfather. In this role she does her best to both find various mysterious and unknown elements no one has heard about, such as Water Stone, as well as dive into the history of more common things like Star Disks.

And in regards to how she treats the entire affair, she absolutely loves it and puts her all into every aspect of it. This has led to her being very excited when it comes to opportunities to discover and learn about new things, as when Futta revealed he had a stash of the ultra rare Water Stone, she got stars in her eyes and almost immediately declared him her beloved best friend. And that claim wasn't just a simple joke, as after that she started to come up with a number of "clever" schemes in order to deepen the friendship she has with Futta, which also shows she can be a bit possessive over those she loves as most of the plans hinge on her getting Futta addicted to sex with her. These plans, which have her always trying to feign innocence/ignorance while having a cunning and scheming internal dialog, however usually backfire with her becoming more addicted to sex with him, like when he asked her out on a swimsuit date she decides to go with men's swimming trunks to try and seduce him and get him addicted to anal.

And such shenanigans will now become a part of your life as by taking her you are effectively granting her a near unlimited number of mysteries and histories to discover and delve into, which to her is the ultimate love letter.

Yarimon Representative Witch/Star Trainer Vritra [50 CP]



As one would assume with a whole meritocratic system of the Star Trainers, their members come from various walks of life and can hold various jobs alongside their status as some of the toughest trainers. And one Star Trainer that shows off that job aspect is Vritra who not only serves as the head of the Yarmon Witches, who in the modern day serve as researchers, but the head of the Central Church. Being a head researcher has also led to her being one of the few people to know of, or at the very least sincerely believe in, the existence of souls, and so by spending 50 CP to take her such expertise will be at your disposal.

Similarly to Luna not much is known about her battling history, though it wouldn't be crazy to say that in her youth she was as driven as the likes of Futta and Hikari, with her friendship and possible rivalry with Luna propelling her forward. It can also be safe to say that similarly to Luna a career in Yarimon research has allowed her to refine her skills and her team which consists of a fire type Partable, a water type Snowspruce, and her normal type ace Glare. Her Star Trainer pressure invokes a scene of heaviness into those that in its range, making it feel hard to move, and something she has that only seems to exist among Yarimon Witches is the ability to use "magic" though the extent of her powers and whether it is similar to the soul abilities of Flare are unknown.

Going into personality, she in a broad sense gives off the air of being a deeply arrogant, haughty, and dismissive person. But in actuality while she may speak and behave very arrogantly to others, she is and is considered very kind by those around her, with her taking good care of others such as her subordinate Yarimon Witches, and is in turn spoken of in a very positive light by those around her. This is shown off when Futta mentioned that he had some understanding and knowledge on souls, with Vritra engaging in an honest discussion with him regarding hypotheticals despite thinking he is somewhat of a brat. This also shows off a bit of her inquisitive mind that she shares with Akira and another event had her on the lookout for a mysterious rainbow colored medicine so she could try and study its effects. As a final point she also has a deep love of fashion which comes across in her bold fashion sense and tastes.

And despite how professional she may seem she does have a bit of a flirty side to her, such as when she jokingly offered to let Futta group her breasts after he told her some of his thoughts on the nature of souls. The incident with the rainbow medicine also showed how she wants to be made to feel youthful during sex, despite her only being thirty.

Star Trainer Mizuki [50 CP]



As one would expect of a group of people who have been officially recognized by the world government for their skill, Star Trainers are a bit of a famous bunch. And the one among them that embodies that fame the most is Mizuki who, despite being serving as a waitress in a candy themed restaurant on a beach side, has managed to garner a fanbase that far eclipses that of any other Star Trainer. So if you'd like to bring such marketability with you on your adventures all you need is 50 CP.

In terms of battling, she seems to have undergone a rapid awakening of her skills and abilities in a vein similar to Hikari, Futta, and Leo. Not only has this allowed her to reach the status of a Star Trainer and make it to the finals of the tournament, it allowed her to develop her own battle ability which greatly increases the effectiveness of both her and her Yarimon. This ability is heavily rhythm based as it entails her and her Yarimon getting into a battle tempo that allows the both of them to read the rhythm, breath, and intentions of their opponents to know what they are doing, with this boosting their performance to 120%. However, that rapid awakening has a downside in that it is mostly elevated her and not her team, making it so her Yarimon have difficulty keeping up with her during long and intense battles, especially if their tempo is disrupted. Speaking of her team, it consists of a normal type Pandit, a water type Sealebrity, and her water type ace Deary Mizuul which is similar to a certain electric yellow rodent mascot in that it is a Mizuul that is wearing a ponytail and bow that is similar to Mizuki's.

In regards to her personality, she comes across as a stereotypical fame hungry idol with her being very concerned with her image and will play the part of one whenever there are a lot of people with eyes on her. But in more private situations her true self comes out, which shows that the cheery face she puts on when she is working or performing is how she actually is most of the time. Though she does have her own thorny moments as she showed a bit of disdain at the "deal" her boss put up where people can pay five thousand yen to battle her in order to try and win a two hour date ticket with her, with her seeing it as a waste of money due to her status as a Star Trainer. And she can be a bit inconsiderate on occasion such as when she only offered two hundred yen more than the twenty five thousand yen buying price of the Fabulous Spray Futta bought that she wanted and when he gave it to her for free she planned to only repay him with a free glass of juice from the restaurant she works at.

But this does make it oh so sweet to sexually bully her a bit, and it seems as if a bit of cosmic karma has caused situations where you can do so to be extremely common.

Star Trainer Mohohime [50 CP]



Out of all the areas in the region the one that can be said to be home to the most Star Trainers has to be Wano Village. And one of the members that makes up the trio, known as the Three Beauties, that is Wano Village's pride and joy is Mohohime, the eldest daughter of the village's mayor and the fiery red oni to her younger sister's blue. Since she has come of age she's been locked in battle with her younger sister for the to become heir of their father, but for 50 CP you'll come to discover the hidden backdrop to the conflict as the strength you have seems to have drawn her to you.

Starting with her battling history, she can be considered the second strongest trainer in Wano Village, with that title being shared with her sister as they both have a streak of ninety nine ties against each other. This is due to them knowing each other so well, and when they attempted to break this seemingly never ending tie by getting their own men to battle in their stead they handily beat every man in the village. But besides that another interesting aspect is that she is among the few Star Trainers to make use of a monotype team, with said team consisting of a fire type Chikenslither, Matriolf, and their ace Flamsala. Also their Star Trainer pressure causes those hit by it to feel like a scorching heat wave just hit them.

In regards to her personality, she for the most part acts like a stereotypical brash and strong female fighter, with her always demanding those who speak to her to stand up straight and look her in the eye. But once you get past that, she is an incredibly caring person which can be shown by her reasoning for trying to become the next heir of Wano Village. And that is because she sees the role as incredibly limiting and restrictive and this wants to save her sister from it and allow her to live her life as she wants. Though like most strong female fighters, once you get her into more intimate situations her strength and boldness crumble into dust, with her being reduced to a shy blushing virgin.

And if you manage to prove your strength by beating her in battle, then she'd practically jump at the opportunity to be your wife, though she will float the idea of taking her sister along as a concubine for you.

Star Trainer Kuro [50 CP]



Standing opposite of Mohohime in the Wano Village trio is her younger sister who also stands to potentially become the heir of the village. Her name is Kuro, and unlike her sister she is a lot more reserved, being the calm blue oni to her sister's red. And like her sister when she came of age she put her all into battling for the right to be the heir of Wano Village and for the exact same reasons, but for 50 CP you can discover the difference she has when compared to her sister as it seems she's taken note of your strength.

But those differences don't really manifest in regards to battling, as just like her sister she is considered the second strongest trainer in Wano Village with her sharing that with her sister. And that also comes from the streak of ninety nine ties she has had with her sister and the fact that she decimated every man in the village when searching for someone to battle her sister in her stead. But one element that is somewhat similar while still being different is her team composition as like her sister she is among the few Star Trainers to have a full monotype team, with hers consisting of a dark type Kingeist, Howlabout, and their ace Mesalassa. And where her sister's Star Trainer pressure is like a raging inferno, hers plays more into her darkness theme as it causes those who feel it to instinctively move away from her as if their bodies are reacting in fear of her power.

Onto personality, she is practically the exact opposite of her sister as where her sister is loud and bold, she is more reserved and refined. One of the biggest examples of this is how she speaks, as when compared to her sister she has the vocabulary and grammar of a highly refined noble, but somewhat indicative of being the younger sister she does occasionally pepper in some modern-ish slang. And where her sister can be a bit more personable with others, she is a bit more cold with her really only being open with her father, sister, and Futta after he beat her. One of the final ways that she differs from her sister is she is a lot more open and comfortable with things like romance and sexual relations as she wasn't all too flustered when Futta's "Payment" ability kicked in and when the "alone" time she was having with Futta was accidentally interrupted by Mohohime she proposed the idea of a threesome to her sister.

And if you're interested in taking her hand in marriage all you need to do is display your strength in the same manner you would her sister, with her being more than happy to shower you with lavish cooking, and she will also float the idea of taking her sister alone as a concubine with you.

Shrine Maiden/Star Trainer Aoi [50 CP]



And at the top of the Wano Village trio stands the head shrine maiden of the Central Shrine. Her name is Aoi and she is considered the absolute strongest trainer in all of Wano Village, but such lofty praise hasn't seemed to go to her head, at least outwardly as she appears to be very unemotional. But there does exist a side to her she rarely shows to others, and by spending 50 CP you'll be given the chance to help bring that side out of her as it seems just like Futta she's noticed something special about you.

Beginning with her battling career, as was previously mentioned she stands at the top of all trainers that come from Wano Village. This strength and skill is what allowed her to easily earn a place among the small number of trainers that made it to the finals of the Yarimon World Tournament. One tool in her arsenal that potentially aided her in reaching these heights is her ability to seemingly see the souls of people and Yarimon, an ability that only the Child of God Flare possessed, that allowed her to see the soul link Futta and "Chikepu" had. And another main tool that aided her was her team which consists of a wind type Sakimaiko, a fire type Matriolf, and her light type ace Patriolf, with her Star Trainer pressure just having the generic effect of enforcing the weight of her skill and power.

Moving onto personality, Aoi has a reputation around Wano Village for being extremely silent and unsocial in most cases. This is to the point that when Futta first approached her, her starting the conversation was seen as an extremely big deal. But just because she doesn't make what's on her mind known all too often doesn't mean she is completely without emotion or character, just that she's not good at showing them, as one major element she has is a very competitive nature similar to Hikari who can be seen as her main rival. Whenever she loses, such as against Futta at her shrine and Hikari in the tournament finals, she becomes incredibly frustrated which she tries to alleviate by putting on a seemingly genuine smile before saying that she is still frustrated. And another is that she has confident perversion that lurks under the surface, at least when it comes to things related to you, so expect her to do things like casually comment on any occurrences of lewd luck and to use her competitive nature to rope those who may also have eyes on you into lewd competitions such as when she goaded Hikari into entering a "Best Couple" swimsuit competition as a trio with Futta in incredibly skimpy swimsuits.

And now that she has you to focus her perversions on, get ready for her to shower you in as much sex as she can.

White Light/Star Trainer Taiga [50-100 CP]



One would assume that the “strength” of all of the Star Trainers is purely in regards to their battling ability and acumen. However, Taiga would be the exception to that assumption as she stands as the physically strongest Star Trainer which is something she has worked hard towards. And for a simple 50 CP, or a 100 CP if you’d like her to be a bit more magical like her other “world line” counterpart, she seems to have noticed a deep well of strength within you and wants to get a taste for herself.

In regards to battling she can be considered among the top of the Star Trainers as when Futta was going to be disqualified she was going to be the person that replaced him. But besides that implication of her battling ability, the only thing she has that stands out from the other Star Trainers is her physical strength, which is to the point that when she was venting after losing to Futta she started to crack the concrete of the ocean pier they were on. And in regards to her team it consists of a water type Camowhale, earth type Kazuraon, and her earth type ace Crystalon, with her Star Trainer pressure making people feel like they’ve been smacked by her. Though, if you paid the 100 CP needed for her magical side, she also comes with a magical girl transformation that changes her into an older form with a magical girl outfit, increases her physical capabilities, and grants her nondescript magical powers. But she also has the ability to create Mystic Barriers that can hold spirits or demons in an area for about 10 minutes, teleport short distances, and use a life burn ability where she can trade her life for a ultra powerful attack.

In regards to how she is when not battling, she gives off the air of being a strong female fighter of the loud and boisterous type, but with the added touch of behaving like a friendly gym bro. She’ll never turn down invitation for a Yarimon battle or any other kind of physical competition, and if she wins she’ll always praises those she manages to beat as shown by her being one of the people who gives Futta a pep talk when he degrades his use of Cheat Tackle, saying that it is a part of his strength. And if she notices the potential that is inside of someone she’ll try her best to bring that out of the person by encouraging them and trying to get them to make use of it. And a final special thing about her is that she has a very deep love of cooking which has translated to her having divine level skill in it, as well as other housewife related chores. Her signature dishes seem to be Omelet and Sausages followed by Steak slathered in her own homemade steak sauce on top of rice with grilled vegetables on the side.

Though if you’d like to seduce and romance her, a word of warning. She can and will use her superior strength and stamina to fuck you into the ground.

Jet Black/Star Trainer Aya [50-100 CP]



When thinking of the Star Trainers one would think that, while not unbeatable, Star Trainers would be able to take care of themselves in dangerous situations. Unfortunately Aya is the sole expectation to this as possibly before Futta even started his journey she had been snagged by the Guru using his hypnosis pendant, becoming one of his strongest slaves. But for a simple 50 CP, or a 100 CP if you want her to inherit the abilities of her counterpart from another “world line”, you’ll be able to save her a bit earlier than Futta would and break the mind control the Guru has over her without it being a threat to her humanity.

When talking about her battle experience, practically nothing is known outside the generic assumption that her being a Star Trainer puts her among the top of all trainers along with the fact that she is an old acquaintance of Taiga. The only real bit of info on her battling is her team which consists of just two Yarimon, a dark type Platilem and her dark type ace Ghist. But similarly to Taiga if you paid the 100 CP needed, then she gains the exact same things as Taiga such as the magical girl transformation without the age change, a boost to her physical ability, and nondescript magical powers along with the few defined ones, though all in all she will be slightly weaker than Taiga.

In terms of her personality, again not much is known as the Guru’s hypnosis basically sandblasted any defining characteristics off of her. But taking a peek at the other her in the “world line” where she is a magical girl you can get a feel of who she was before the Guru got his mitts on her. That being a rough and tumble, dark and somewhat brooding guttersnipe that has some well ingrained street smarts.

But while the Guru’s control over her is broken, expect to deal with some leftover programmed pervertedness that will linger in her mind.

Commander Of Central Teresa [100 CP]



In the modern day a large number of relics of the world before the first round of the Rays of Human Euthenasia still exist, mostly in the form of ancient ruins. But there exists two people who've managed to make it to the modern day, one of which is Teresa, or T-03 Type Mark 3 Robot Maid as she was first known as. And by spending 100 CP you can have this robot in disguise accompany you as well as aid you as she is the Commander of Central meaning she basically rules the world.

In terms of battling she doesn't make use of any Yarimon, which makes her one of two people who don't do so when they need to fight for something. Instead she seems highly skilled in sword play as evidenced by the katana she constantly carries around and the fact that during the final battle between Futta, Flare, herself, and the Cristia soul amalgamation, she was able to be a major player in helping the soul amalgamation fight Flare with nothing more than her sword. This somewhat implies that she spent a whole lot of time studying the blade during the 2,000 years since the Rays of Human Euthenasia event. Another combat element she has is her soul, which she gained from seemingly constantly interacting with Flare in the past, with it granting her the ability to cause her soul to burn brightly, letting her stay in a fight a whole lot longer despite any injuries or exhaustion she may have.

Moving on to her personality, she at first comes off as very stiff when it comes to social interactions, keeping things to the point and rarely if ever showing much emotion. But that is just how she acts with those she isn't close with as she can be very emotive and a bit awkward with those she comes to trust and open up with, with that number being on the small side. All of this is due entirely to the soul she managed to grow with the interactions she had with Flare as in the past she was nothing more than a highly skilled robot maid assigned to Flare with her acting very robotic and without humor or emotions, but as her soul grew she became more and more human.

And while she may currently be on the side of the omniscient soul amalgamation, in truth it's only because she's not aware that Flare's soul was ejected out of her body with the amalgamation taking its place. So it would mean the most to her if you manage to reunite her with the real Flare to the point she'll happily, if with a bit of embarrassment, try to make it up to you with copious amounts of sex by making use of the PerVader sex robot upgrade package.

Adventurer/Star Trainer Quem [100 CP]



Speaking of relics, the discovery and exploration of any ancient ruins seems to be a very fame inducing job. With the biggest example of this being the Star Trainer Quem, who alongside her trusty partner Vice make up the team Ruins Seeker, has made a job out of tracking down and exploring all manner of ruins which has led to them even getting their own porn game based on their adventures. So by spending 100 CP you'll not only gain the capable Quem to help you in exploring things, but her partner Vice as well [\[See Notes\]](#).

When it comes to her battling ability it wouldn't be a stretch to say that before Futta meteoric rise to the top she was considered second only to the Champion Athena. Besides being very talented she seems to have a close relationship with Athena, with the both of them considering each other rivals, and with the win/loss ratio between them being about even if you consider unofficial Yarimon battles. Another factor to this strength, beside being one of the few to unlock an EX form for her ace, is her special Yarimon battling ability known as "Super Dynamic Vision" that allows her to keep track of and react to the high speed anime like environment high level Yarimon battles can become, which when coupled with her high degree of analytic prediction allows her to predict her opponents moves and develop counters for them. This also comes in handy for personal combat as she is also skilled in the use of various weapons from swords, axes, to even knives and daggers as well as in various physical activities conducive to exploring ruins like running and jumping. In regards to her team it consists of a earth type Colrokksus, a fire type Soliche, and her dark type ace Howlabout with her Star Trainer pressure causing people to feel like they are being crushed and stung.

Moving on to personality, she is very energetic and impulsive, always ready and willing to leave more intricate matters to her partner Vice. She also has a deep giddy love for adventure, danger, and discovering new things, such as when she put a heavy sing-song tone in her voice when discovered and relayed info back to Vice about the proto Yarimon found in Central Tower. But she does have her serious moments as similarly to Maki she detests those who, knowingly or not, don't acknowledge the hard work she puts in, especially in regards to training her ace Howlabout to keep up with her "Super Dynamic Vision".

And somewhat similarly to Akira, taking her with you can be seen as the ultimate letter of love in her eyes as you basically grant her unlimited ruins and the like to discover and explore.

Champion Athena [100 CP]



The one who stood above all trainers in the region as champion, at least before Futta beat her, can easily be considered a veritable monster when it comes to Yarimon battling. Her name is Athena and for the past 3 or 4 years she has defended her title from all who would attempt to claim it, taking great glee in trying to find anyone who could give it a good shot. And by spending 100 CP, it seems she has noticed something special inside of you that's got her excited and plans to try and bring it out of you.

As one would expect her battling ability is top notch, but unlike practically all of the other Star Trainers she didn't have any supreme level of talent to aid in bringing her to the top of Yarimon battling. Instead all she had was average talent and good intuition, and so she decided to sharpen that intuition of hers to a razor fine point, which also led to her unlocking an EX form for her ace, until it evolved into her "Hyper Intuition" allowing her to subconsciously chose the absolute best course of action, even when she is off the battlefield, and predict the next move of her opponent. She then coupled that with another ability of hers "Super Endurance" which not only makes her extremely tough as hell, to the point she held off a massive horde of proto Yarimon by herself, fell into a coma due to injuries and blood loss, and got back up in only two days, but similarly to Quem she taught it to her ace Yarimona. Speaking of an ace, her team consists of a wind type Bonbon, a light type Moostar, and her fire type ace Searundeth.

In regards to her personality, the biggest defining factor about her is that she is the textbook definition of a blood knight battle junkie. She is always on the lookout for promising up and coming Yarimon trainers to test herself against, and she has a habit of flashing a mad slasher-like grin and unleashing her Star Trianer pressure, which is of the more generic sort, just before a battle or when a promising candidate is near her. But outside of battling her personality does a bit of a 180, with her being very sociable and nice when interacting with others and becoming very bubbly, energetic, and sweet if you were to do something like ask her out on a date. When compared to how she normally is when it comes to battling this juxtaposition makes her extremely cute, which is something she isn't used to being called due to her intimidating battle hunger, so being called such will make her extremely happy, especially if you do so during sex.

And similarly to the female master of the Shin'ei sword style, her appreciation of strength has led her to have a strong desire to be impregnated by a strong individual.

Abyss/Tama-Chan [100 CP]



It seems that something sinister and powerful has managed to cross “world lines” into the world you’re having your adventure in. But this entity known as Abyss, or Tama-Chan to those she befriends, isn’t purely malevolent and can even be downright friendly. So by spending 100 CP you’ll become the first person to greet her entry into this world, which will come as you saving her from something

As a being from a different “world line”, specifically a supposed legendary class demon, Tama-Chan doesn’t make use of Yarimon when it comes to having to fight. Instead when she is ready for battle, which is signified by her manifesting a black halo behind her “inner body” fully turning black, she primarily makes use of nondescript magical energy attacks and whipping tendrils that come from the inside of her “cloak”. While this may not seem like much, her strength in these two basic abilities allowed her to basically outclass her “world line’s” magical girl versions of Taiga and Aya at the same time. And if she needs more power she can also manifest copies of her own head from the inside of her “clock” with each increasing the amount of tendrils she can make and she can make use of some kind of special final move known as a Koutestu which is heralded by her black halo turning red and a crystal like ring appearing behind her. She can also exude a sort of pressure in a manner similar to a Star Trainer which can cause spirits/demons weaker than her to basically pop, and can potentially be hazards to people. The only real way to defeat her is to do enough damage in order to first expose her core and then destroy it.

Onto personality, Tama-chan is a very nervous and shy individual when it comes to interacting with those she likes or is not hostile towards, with such situations being marked by her normally red highlights turning blue, more than likely from living a solitary life being hunted by magical girls. Due to this, as well as not having 100% present familiarity with human languages, she has a few verbal quirks such as repeating the last one to three words of any sentence she says with this also applying to her internal thoughts. She also has a sort of cackling laughter she occasionally does, especially if she’s nervous or stressed, which is referred to as “The Laughter of Death” which more than likely means she has a habit of laughing before killing something. Also she can take on a more humanoid form with one version keeping her sack-like head and the other giving her a more human-like face.

And since you are her savior, she’ll dedicate her life to making it up to you by becoming your sex slave, showering you with as much sex as you can handle all the while calling and treating you like a lord. For visuals on her other forms [\[See Notes\]](#).

Child Of God Flare [100 CP]



A little more than 2,000 years ago a certain individual was born, with their birth later being theorized to be a gift and act of kindness from the will of the planet. Her name was Flare and she was born with a whole host of supernatural soul related abilities which earned her the moniker the “Child of God”. And by spending 100 CP you’ll not only gain her as a partner, but be enacting a bit of a change of history that results in you becoming the main protagonist. For more on that [\[See Notes\]](#).

Due to Flare effectively being a human soul in a Yarimon’s body she doesn’t make use of Yarimon when she needs to fight someone or something. Instead she’ll make use of a wide variety of moves that Yarimon normally makes use of and due to her special status of being the “Child of God” she has access to moves from every single type from earth, to dark. She also has access to the ability to manipulate raw soul energy to form protective barriers and heal herself as well as her special “Cheat Tackle” which is a one-shot move that allows her to always move before her enemies and instantly knock them out by temporarily cutting the flow of their soul energy, even if they don’t have a soul. She also has the mind of a well seasoned combatant as when she had her soul inhabit the body of Chikepu, she was able to not only do battle with the Cristia soul amalgamation and her army of proto Yarimon, but defeat them with only a few days to acclimate to her new body. Though when you first meet her she will be in her first stage which is the leftmost image, but as you adventure together she will evolve or “Soul Up” into stronger forms, culminating with her final form called Chikeflare where her original personality and memories will fully come back. And if you’d like to see her original form [\[See Notes\]](#).

In regards to personality Flare can be considered a truly kind person. The only reason she practically handed herself over to Central Corp was because she truly believed in the CEO’s stated goal for the Cristia device and since she had the powers to help humanity she saw it as her duty to make the world a better place. This also gets shown off by her adopting Chikepu as since it was considered a failure in regards to the New Lifeform project and it needed someone to willingly link their soul to it for it to survive it was going to be abandoned to die. But all of this nicety doesn’t mean she lacks bite to her as you can make the assumption that the battle hungry and arrogant personality she had while her soul was healing was simply a small facet of her original one that’s been magnified a bit. She also is a bit of a cheeky snarky trickster as shown by her convincing Terese to fuck the Protag as an apology for aiding Cristia.

All in all you couldn’t ask for a better partner, though your adventures together may end up with you corrupting her and turning her into a pervert.

Drawbacks

Pokemon: Pump & Dump Version [+0 CP]

As was mentioned and referred to a good number of times, this world is heavily based on the Pokemon series, which is evident by things like the Yarimon and the Star Disks. But while it takes close inspiration for some things, some others are a bit more unique to various degrees, something you may or may not be happy with. So in case you'd like to make this place a bit more familiar for your tastes this drawback will port over certain elements that are ubiquitous in the world of Pokemon.

One of the biggest elements that you could add over are "typings" for both moves and Yarimon. Specifically, in regards to typing Yarimon and their moves can be one of 7 different types: Fire, Earth, Water, Wind, Light, Dark, and Typeless, but this leaves some Yarimon in weird positions such as how a number of Wind and Earth type Yarimon and their moves would be Grass types in Pokemon. One such example is Stinkeater from **A Starter Of Your Very Own** being considered an earth type when it would probably be considered at least a Grass/Ground type due to being a starter. So with this option expect some Yarimon to have their primary typing change and/or be given a secondary one.

But there are a whole host of other things you could add such as teams having a max of 6 Yarimon instead of 3, having to beat gym leaders being a secondary requirement to be considered for the Yarimon World Tournament finals, etc. And if you'd like to do something drastic you can use this drawback to supplement this jump to a Pokemon one, with the entire Yarimon world being condensed down to fit inside an average sized region. Any other consideration on how the new region interacts with or affects the others is up to you

A Face A Mother Could Love [+100]

When compared to how everyone else looks, the protagonist Futta isn't the most handsome individual. While few people make mention of it, those that do usually do so in a harmful manner; either purposefully to put him down or as a casual observation. And while it doesn't get him too down in the dumps about it, taking this drawback may make that harder for you.

As now, wherever you go a number of people will make constant negative and demeaning comments on your appearance regardless of how conventionally good you look. Some will do it in order to try and hurt you, while others do it with the intent of stating an "obvious" fact or just as a casual observation. And even if you have a deep love and understanding of yourself that is great enough to normally ignore these comments, they will always seem to partially hit home in your mind no matter how crude or childish they are.

Lugging Disks [+100 CP]

One of the marvels of technology that exists in the region is the Yarimon storage system. Instead of trainers having to make their way to special computers inside of Yarimon centers in order to swap out their team, they can simply do it from anywhere. While you'd normally be able to take advantage of this to save a good amount of time while on

your journey, especially since you can only use a max of three Yarimon in a single battle, taking this drawback seems to have locked you out of the system.

Now, if you want to make use of a specific Yarimon, or any other creatures you've bought with you, you're going to have to either let them follow you around or carry their Star Disk or other storage method with you. And in the event you happen to need a specific Yarimon or creature that you didn't bring with you, you're going to have to physically go to wherever you keep them in order to retrieve them.

Consumed By The Spam Folder [+100 CP]

One of the few bad habits that Futta has is that he is incredibly forgetful when it comes to checking things like his email. This is more than likely due to him signing up to so many things like porn websites that his email is normally flooded, and this caused him to almost be disqualified from the Yarimon World Tournament finals when he didn't show up due to not seeing the email Central sent him. And by taking this drawback such communication issues will plague you during your time here.

Specifically, important communications of all types that people have for you now have a hard time reaching you due to various reasons. For example, maybe someone trying to call you about an important lead on someone you're hunting down happens to call you when you can't pick up the phone or maybe someone sends an invite to an important event via email and for some odd reason the thought of checking your email keeps slipping your mind. The only way to bypass this is for the person sending you the communication to do so in person, but these problems will never be to the point that you completely miss something. So if you get an email invite to somewhere the you'd notice it at least a day or a few hours before the event.

Cheater Cheater Pumpkin Eater [+100-200]

Another bad habit of Futta is that he is very self-deprecating, especially when it comes to his own battling ability. Besides this coming from him being bullied a bit by the other kids in The Village of Beginnings, when he finally managed to go on his Yarimon adventure he started to develop a bit of imposter syndrome due to him making use of Chikepu/Flare's Cheat Tackle. To him, the use of the move was an unfair advantage he had over others, and by taking this drawback such a sentiment will not only lodge itself in your mind, but the minds of some of the people around you.

Now, when you go about doing Yarimon battles or other competitive sports, a good number of people will assume that you're cheating in some way, shape, or form, even if you aren't, or will decry your tactics or skill as cheap, which leads to them heckling you and being verbally harsh. This leads to and fuels you having a heavy dose of impostor syndrome, with you doubting and feeling incredibly bad about every single advantage you have over your opponents such as having a perk that lets you instantly counter someone. This feeling will occasionally lead you to not fighting at your fullest, but you don't have to worry about this making you not use a crucial ability.

But if you'd like to earn a bit more CP, then for +200 CP the second tier of this drawback will make it so that a lot more people assume you're some kind of cheater, with them now going out of their way to try and prove it, or that your skills, tactics, etc., are incredibly cheap. And if they aren't able to prove you a cheater they'll still try and get in

your way and fuck with you thinking that you're just very good at covering your tracks. This includes spamming reports to the authorities of whatever competitive sport you're in to they point that the authorities have to do something to at the least get them to shut up for a little bit, creating hate fangroups for you, writing slanderous form posts or news reports, and treating you like shit whenever possible such as a waiter who believes you are a cheater refusing to bring you your food or even throwing it in your face.

A Winner's Losing Streak [+200]

While Futta managed to grow into becoming a highly competent Yarimon trainer, if you were to take a peek at his win/loss ratio and only that you'd assume his is a lot more middling. This is mostly due to the streak of 99 losses he accrued from Hikari due to Chikepu being sort of stuck at a low level and not having gained her Cheat Tackle until after the 99th loss. And by taking this drawback, it seems such ill luck and fate has attached itself to you.

As now whenever you enter a competition or battle it seems fate has decided to give you the middle finger as you more often than not the odds will be heavily stacked against you. For example, maybe your Yarimon suddenly comes down with a debilitating illness, a minute before a battle, maybe a completely unknown trainer with Yarimon inexplicably more powerful than yours will become your opponent in a tournament and will suddenly vanish once everything is over, or maybe luck will cause everything that could go wrong to go wrong. But all of these impediments simply make winning hard, not impossible and they only apply to non-important competitions or battles, so if you need to win a battle to save the world this drawback won't make things harder for you.

Rough Dicking Of Kindness [+200-400 CP]

As was mentioned in **The Big Truth Of Kindness** one of the guiding principles of this world is to be kind to others. While you'd think such a moral would be a no brainer, the world seems keen to beat it into people's heads with one of the biggest examples of someone going against it and being punished is the battle idol Kanata. She made her fellow idol Yume's life a living hell by beating and abusing her, but later on the tables turned when Yume revealed she was the heir of one of the top megacorps and used that position to turn Kanata into her slave. And while you may think avoiding such a fate would be easy, taking this drawback turns it into a more common occurrence.

Specifically, you now have a nasty habit of running into and accidentally making an enemy of people who secretly are very powerful and/or influential. These accidents tend to manifest as your actions, no matter how careful they are, resulting in some kind of hardship or embarrassment for the person in question. They'll always be able to track this back to you and they will demand some form of retribution, which will always take some kind of lewd form, with the more severe the hardship or embarrassment they went through the more extreme the retribution. Though depending on their personality they may either directly ask first or try to beat you into the dirt and then take it. You can fight against them, but be aware that they will use their influence and/or power to its fullest, for example, using their megacorp to try and bankrupt your own business.

But if you'd like to get a bit more of a payday out of this for an extra 200 CP, which equals a total of 400 CP, this drawback will now make things a bit more mandatory. As now for one reason or another when the person whom your actions harmed comes to collect

their retribution, you can't fight against any of the demands they make. Even worse these demands will take on a more sadistic nature, with them doing their best to cause as much physical pain as possible. Luckily, whatever they demand will never be permanent such as you being their pain slave for life.

World Full of Cheaters [+400 CP]

One of the parts of Futta's journey to the top that remains somewhat of a mystery is the "Cheat Tackle" move Chikepu/Flare developed. There is no real precedent for normal Yarimon developing similar moves, with the only real explanation that can be given is that the move was a product of her special soul. But by taking this drawback it seems that her move can no longer be considered one of a kind.

As now, every Yarimon trainer that you run into will have their ace Yarimon wield some form of cheat move that is on par with Chikepu's/Flare's one-shot "Cheat Tackle". These can range from moves that at their base also function as one-shot abilities, or they could be status moves that horrifically debilitate one aspect of their enemy.

Target Of The Guru [+400 CP]

All things considered the world of Yarimon is very idyllic as, excluding the unknown threat of the Cristia soul amalgamation, major dangerous events are extremely rare. However, one particular potential danger besides the soul amalgamation was starting to bubble under the surface, with that danger being in the form of a man named the Guru. He had managed to stumble across the abandoned survival shelter built by Researcher D, as well as a hypnosis pendant made of Water Stone, and made the decision to use both to build his own brainwashed sex cult. And by taking this drawback you've made him a lot more dangerous.

First, instead of his base being located near The Village of Beginnings and easily accessible, it is now in an entirely new location that is extremely hidden with it being heavily reinforced. Now your going to have to go on a wild goose chase to try and find it in order to put him down which give him plenty of time, and also instead of being limited to using his water stone hypnosis pendent inside of the base, it is as if he has the first tier of the **Guru's Charm** item as his pendent is now able to be used outside of it and can even break through any mental defenses. This means he is no longer limited to having his already hypnotized sex slaves bring people to his hideout in order to increase his sex cult's numbers. Second, he seems to have an extremely high level of luck in regards to running into strong and/or influential people in compromised positions, meaning he'll have an easier time building up his forces which will snowball until he basically has the entire region under his control, with him soon setting his sights on the world. And finally, it seems he's managed to learn about you and your jumper nature, and in order to try and expand his sex cult beyond the bounds of his universe he will do his damndest to put you and your companions under his sway. Particularly he'll try to snag any of your companions when they are out and about so that he can use them to sabotage you in order to make snagging you easier, and he will take perverse glee in breaking them while taunting you about it such as sending videos of them.

If any companions are snagged by him, they will be completely cleaned of his control come the jump's end.

Target Of Cristia [+600 CP]

But while the Guru had the potential to be a world threatening danger, the previously mentioned Cristia soul amalgamation was a true threat in every sense of the word. In their first attempt at wiping out humanity they managed to kill around 80% of the world and was only barely stopped in time by Flare, which left them in a pseudo-coma for 2,000 years. But by taking this drawback, something has caused the soul amalgamation to start waking up a bit earlier and with a particular hatred for you.

To start, they and the Cristia device will still be in safe mode when you enter this jump so their means of combating you are limited, but still major. Specifically, even though they are in safe mode they still have access to the mind altering ability of the Cristia device so their first plan of attack will be to simply implant a subconscious idea into everyone's mind that you are untrustworthy and dangerous. At first this idea will be weak, with people at worst feeling minorly irritated and agitated when they see you or talk about you, but as time goes on and the Commander Of Central, Teresa, brings their awakening closer and closer this mind effect will grow stronger and stronger to the point that everyone will be outright hostile towards you, doing their best to hunt you down and kill you. The only bright side is that due to the link that Futta has with the Cristia device via Flare, both of them aren't affected by this, however if you've taken Flare as a companion then Futta will no longer have his protection. Another way the soul amalgamation will try to attack you is through the use of the Proto Yarimon that still exist in the bowels of Central Tower, with them sending massive packs of them after you with these ones seeming to be resent ones that have been specially engineered to be a hell of a lot more powerful than their modern descendants.

And when they finally awaken, which will be a good deal earlier than when they normally would at the tail end of the Yarimon World Tournament finals, they'll be able to directly try to kill you. This is done by them constantly raining down "Human Rays of Euthenasia" upon you and the entire world, which will kill you if they stay on you for a few seconds and they can bypass any defense you have or impediment you place between them and you. There is, however, a higher focus on you which is both a good and bad thing. It is a bad thing due to it meaning that the soul amalgamation will constantly hound you with the rays and make sure that there will be no stopping and resting for you when they fully awaken. On the other hand it means that it will be a lot more slow in eradicating the rest of humanity meaning there will at least be something left for you to save.

Decisions

You have three choices ...

Go to next Jump

Stay

Go back

Change Log

v1.0

12/7/24: Doc is fully finished.

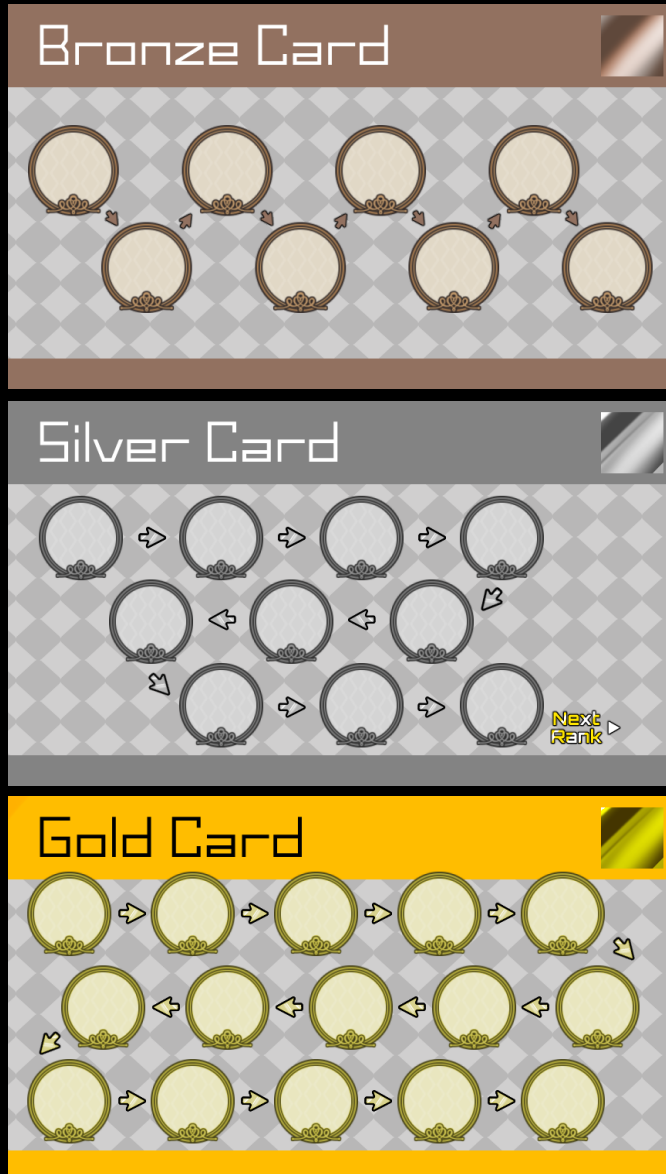
v1.1

12/9/24:

- Added a new companion option **Gotta Catch Em' All**
- Added an extra clause to **A Starter Of Your Very Own** to allow you to pick the first stage evolution of other Yarimon evolution lines.
- Added a section in the Notes area with a link to the Yarimon Encyclopedia supplement.

Notes

“Special Shop” Rank Up Cards



Kuroko Visuals



A Starter Of Your Very Own Evolutions

Hop Evolution Line



Stinkeater Evolution Line



Phoenipi Evolution Line



[Yarimon Encyclopedia Link](#)

Vice



As an addition alongside taking Quem as a companion, you also gain her assistant Vice. Vice's main role on the two person team is to serve as an information gatherer making use of her skills and various different tools to scout out ruin locations that Quem wants to explore. One of the most important ones is her special drone with a camera that she makes the most use of. In regards to her battling ability she is simply above average, potentially because she hangs out with Quem all the time, with her team consisting of a typeless Tears, a light type Bunee, and her wind type ace Fluffiose.

Onto personality, she is a very responsible, but timid person when compared to the boisterous and outgoing Quem, with her usually having to be the one to reign in Quem's impulsive nature. But her timidness does make it that when put under enough pressure, such as Quem pushing some kind of issue, she will eventually give in and fold.

Tama-Chan Alt Form Visuals



Child Of God Flare History Change

By taking Flare as a companion you will make it so that instead of her appearing in the basement of Futta's home sometime before the start of the game, the soul energy time portal spits her out right next to you at your starting position. This close proximity will make it so you're going to be the one she attempts to establish a soul link with for survival.

The main changes that this will bring is that Futta won't have his abnormally strong soul suppressed, which may make it so that he isn't bullied by the other kid of The Village of Beginnings, nor will he have access to his "Payment" ability. Assuming that you don't interfere there is a good chance that he will still be able to achieve his dream of becoming champion, just with fewer of the Star Trainers clamoring after his dick. On the other hand this sort of heaps the responsibility of taking down the Cristia soul amalgamation onto you as without his connection to Flare he won't have the knowledge of the "Rays of Human Euthenasia" and thus a reason to venture into the bowels of Central Tower when the soul amalgamation is about to re-awaken. This means he more than likely won't disobey Athena's order to stay put when she, Quem, and Vice venture down there which also means Leo and Hikari won't be there to help stem the massive tide of proto Yarimon.

Child Of God Flare Original Form

