A Certain Magical Index
– Old Testament –

Welcome, Jumper, to a strange world filled with even stranger people and bizarre happenings. A world that seems normal at first glance, yet it shines with two opposing forces beyond the common man's eye: the existence of magicians hiding amongst the populace across the world, and the Espers of Academy City.

You see, a long time ago the world was in a 'pure' state, a world with no extraordinary or superhuman powers, ruled by simple science. However, there were exceptions; people with talent that went beyond what a normal human could even dream of, powers that didn't belong to reality – those were the original Espers, called the Gemstones. At some point the untalented ones found a way to match themselves against the Gemstones: magic. By refining their life force into mana, or by using the mana of the ley lines, they were able to artificially empower themselves. Magic mainly uses Idol Theory, from which something small can still show a small fraction of the power from something bigger; a small imitation of Thor's hammer won't flatten mountains like in the legends, but it will be enough to break down walls with a single swing.

However, magicians were persecuted in witch hunts and decided to live in the shadows of the world. Not only that, but the Phases created by religion and Magic Gods eventually created Sparks, which forced predetermination on the world and caused Aleister Crowley to betray everyone and join hands with a being called Aiwass to destroy the Phases in his hatred of magic.

Around 50 years ago Academy City was created. A sovereign city-nation that occupies a third of the Tokyo area in Japan, completely enclosed by walls, surveillance technology, and all kinds of guards. This strange city focused itself on scientific research of all kinds, without brakes or distinction, which led it to produce technology 20 to 30 years ahead of the rest of the world. However, their biggest accomplishment was to produce Espers; young teens with supernatural powers granted by scientific research, allowing them to reshape reality.

Espers work by having a Personal Reality, a way to see the world that gets superimposed onto reality, warping it to the user's desires via their particular Esper ability. Those abilities are all completely different and need complex calculations to be properly used. They can range from creating anything, controlling vectors, destroying the laws of thermodynamics, regeneration, pyromancy, etc. No two powers are the exact same, and even those that work on the same principle end up completely different in practice.

A few years ago a kid named Kamijou Touma became another Esper in Academy City, branded a Level 0 with no ability and nothing to his name but a cursed hand that can negate supernatural powers and makes him constantly unlucky. His misadventures led him to save many and also fail constantly…

Today is the morning of July 13. In a few days he will meet a girl named Index Librorum Prohibitorum, the keeper of 103,000 magic grimoires, and be plunged into the world of magic where he will have to fight to protect others, learn about the cold war between the Magic Side and the Science Side, and even save the world several times a week while trying to not get held back a year.

You will be another actor in this grand play for a bit. You start on the morning of July 13 and this jump will end on the night of October 31. Good luck, you'll need it.

+1000cp

When Science and Magic collide, a story is born!

Affiliation

No Side

Taking sides is for losers. Whether you're an Esper, a magician, a scientist or a spy using both systems, you do not belong properly to either side. This can be for a multitude of reasons; maybe you fled from one and are now a traitor on the run, maybe you're a mole, maybe you're just a dude from some village in the boonies that has neither magic nor technology, maybe you're a traveler from another world that just came here, or an amnesiac, etc.

This option lets you start basically anywhere taking any role on the surface, but without most of what makes it tick. You will be some amnesiac, a traitor, someone without any real support base or useful past to call forth. Keep in mind that this path is a thorny one full of enemies from every side that will easily clash with almost anyone in their path. You start without any allies outside of companions.

Magic Side

You're affiliated with the Magic Side, meaning you're either a magician, a magic user, or just someone that knows a lot about magic such as a grimoire keeper. Modern Magic is based around Idol Theory, which is that a reproduction of something holds a fraction of the power of the original. Originally magic was a power sought by the 'untalented' to fight the talented Gemstones, although its ties to religion and secrecy led it to be slowly buried over time until the Golden Cabal basically made it freeware for anyone that searched for it hard enough. Mages are people of perseverance and study, who discover, practice and perfect spells to eventually reach their goal. Magicians are, at their core, religious (regardless of their dogma) and self- made, in the sense of being untalented and reaching out to greater powers to even up the field. Unlike most mages, you do not produce Sparks.

Science Side

You're affiliated with the Science Side, either as a researcher or as an Esper, meaning you're with the future and most likely an irredeemable sociopath – a benevolent basket case at best. Modern Espers are created through the Power Curriculum Program of Academy City and obtain their powers from their heavily distorted way to look at the world, which produces their own Personal Reality that can be superimposed on the physical world to create a directed phenomenon that is properly controlled by using mathematical formulae. Both developed Espers and elite scientists are quite selfish and sometimes even sociopathic in their world views, often thanks to their profession or just plain immaturity because of their age.

Background – Magic Side

Church Magician
You're a member and agent of one of the big religious organizations, a trained mage with experience and backing. By default this means being a member of Necessarius (the subdivision of the Anglican Church that specializes in dealing with witches and mages). However, if you want you can be part of another group, like Annihilatus (the subdivision of the Russian Orthodox Church specialized in dealing with ghosts and apparitions), the Roman Catholic Church (which is the largest and has multiple subdivisions), or other similar organization. While you're expected to work for them and their goals, you also have their resources, influence, and connections at your disposal.

Rogue Magician
Big organizations are for losers. Rather than let yourself be another cog in the machine, you struck out on your own, with a couple very close allies at most. With no backing, no extra resources, and most likely quite a few enemies you make just by existing if you actually went traitor from another organization. In exchange, you don't need to listen to any orders, nor do you have any enemies aside from the ones you make yourself. As a magician of skill, how things go from here on depends on your own will

Cabal Magician
A comfy middle between belonging to some big church and wandering around like a magic hobo. You're part of a cabal of magicians, which can take the form of just a few friends, a small religious group with a couple dozen of members, or even a bit of a more mid-sized organization of a hundred or so. Whether you are bound by friendship, common goals, shared enemies, or by having the same ideals, the fact remains that you guys look out for each other and can fight with your backs covered. Although this makes it a bit more personal than a big organization and more secure than going solo, you still have to deal with standing out more than a solitary magician, and not having the sheer numbers and resources of bigger groups.

Background – Science Side

Student

One of the 1.8 million students in Academy City, loitering around, hanging out with your peers, and studying your Esper power to further your own goals. After your parents made the horrible decision to let you into this scientific hellhole disguised as a city, you underwent the Power Curriculum Program and obtained a suitable Esper power, a level and everything that comes with it. As your mind and body have deviated from a normal human being after becoming an Esper you have certain restrictions, but those aren't very important right now.

Dark Side

Academy City is several things but clean isn't one of them - which makes a lot of sense given people tend to forget that this place is a den where children are forced to undergo experimentation until they show some power and then the scientists mess with it just to satiate their bizarre curiosity. Life is cheap when you aren't an important subject, and that's what you deal with; assassinations, prostitution, theft, and more. Your hands are stained red and your name is on the shit list of several people, but your backing and practical experience dwarfs that of most unaware kids around.

Researcher

The one way to be part of Academy City without needing to be an Esper (although you could still be one). You're the one that creates those Espers and the one that actually works on their powers. You're an expert in your field and thus a prime candidate to actually instruct any Esper brat with a power that falls within your expertise, as well as actually experiment to see the limits of it and figure out the necessary equations needed for the Esper to use their power. Your mind is brilliant and your possibilities in this city are endless, but you do need backing and knowing how Esper powers work doesn't make you immune to them. Most of the time, anyway.

Initial Location

Not only where you start, but also where you technically belong. For Magicians and those affiliated to the magic side this represents your country of origin or religion, as its likely to hold relation to your magic. For Espers this represents your school, and for researchers it signifies your workplace.

Academy City (Obligatory for Espers)

All espers and those affiliated with science start in Academy City and are probably going to have a difficult time if they want to get out without the approval of the Chairman or someone on the Board of Directors. As a member of your chosen school you will gain access to their facilities, resources, and members.

Tokiwadai Middle School (must be female and level 3 or higher)

Located at the "School Garden" section of the city, Tokiwadai Middle isa prestigious girls' middle school said to be the most renowned girls' school in the world. It prides itself on its high entry requirements (one has to be an Esper level 3 or above to be granted entry), teaching its students more than the average top tier university. They boast a very large and diverse range of facilities and laboratories, as well as connections to several high-end organizations across the city. The school currently contains a total of around 180 students, with 2 Level 5 Espers, 47 Level 4 Espers and the rest being Level 3 Espers. As you might expect, as much of a garden for ladies as it tries to be, having several high-strung prideful girls with more power than a platoon of conventional soldiers turns Tokiwadai into a small battlefield in and of itself.

A Certain High School

One unremarkable and mediocre high school mostly composed of level 0s and level 1s. They are no better than any public school outside of Academy City besides their PCP related coursework. For some reason there's a couple of interesting students - such as Kamijou Touma, the well connected Kumokawa Seria, and the spy Tsuchimikado Motoharu attending.

Kirigaoka Academy

Another average school in the city, it's a school only for girls and boasts a diverse range of levels among their students. It's also known for doing weird research, such as investigating if cats can become Espers.

A Certain Middle-High School

An average school that combines middle and high school. There is a tutoring system in place which has high school students act as tutors for middle school students, giving them one-on-one lessons to help the middle school students

advance to the high school level. Apparently comprised of around ten boys and girls, with a ratio of about 2:8.

Nagatenjouki Academy
One of the best schools of the city, among the top 5. Technically where Accelerator studies and boasts having taught several level 5s. The school is even open for those who aren't Espers, as long as they can prove their own talents and capacities.

Dangai University
A university very involved in Artificial Intelligence research, it has a giant database center for that very same research.

Private Shidarezakura Academy
Another prestigious girls-only high school located in School Garden. Designed to look like a European-style high-end establishment, it houses high schoolers and has fewer issues than others like Tokiwadai.

Ryouran Maid School
A school for maids, it trains the students to assist their masters. From cleaning up chewing gum on the streets to having a meeting with the leaders of the world, nothing can stump them. Because of their unique purview, they can allow some of their students special privileges such as being able to work part time, free travel, and staying out despite the curfew. It has no vacations, no days of rest, and quite an extensive range of subjects- including fighting, western etiquette, cooking, business, and so on. Tsuchimikado Maika and Kumokawa Maria attend this school.

Zassou Academy
Combining middle and high school, it was established by the video game company Weed (famous for the Gekishou series of games) in order to prepare its students in becoming video game makers and to be eventually hired into the company. Students can learn professional subjects in high school and are encouraged to produce and publish their own games before graduating.

Other School
You can always choose another school such as; Ninoude Attached Middle School, Ninoude High, Nogi Middle School, Airin Girls' High School, Oua University, Eiri High School, Habatobi High School, Matsuume Elementary School, or any other school not mentioned in this option.

Country

London

The country of knights and witches. Not part of the European union anymore and very weak politically. It's led by the crown (currently a queen with three daughters), but secretly it shares its power with the knights and the Anglican Church.

> **Anglican Church**
>
> The church of England It has several factions, but its most notable for Necessarius, the church of the necessary evil, created with the idea of understanding and using magic to combat the heretic mages during the witch hunts. It has very impressive members in their midst, such as the Index Librorum Prohibitorum or the Saint of the Far East, as well as impressive funding. It's led by Lola Stuward, who has a very important secret.

Japan

The land of the rising sun. Academy City is technically within its territory, but not only do they have no control over it but the city itself could destroy the nation in a multitude of ways if the Chairman wished to do so.

Italy

A country of old traditions and even older secrets. It's technically home to the Vatican, however they do whatever they want as they're the heart of the Roman Church and thus the center of the Christian faith.

THE UNITED STATES OF AMERICA

Known as the strongest country in the world by several miles, as long as one takes magic and Espers out of the equation. It has basically no magic cabals to speak of since they don't have any strong religious groups. Their technology is top of the line outside Academy City as well.

Other

Just in case you want to be from some minor country like Mexico or Russia. They do have their own religions tied to it and thus their own schools of spellcraft. Sometimes they also house their own churches, like the Russian Orthodox Church which has Annihilatus – a subdivision that mirrors Necessarius and is centered around killing beings that shouldn't exist, such as specters and ghosts.

Advantages

General Advantages

Punch To The Face (100cp)

A lot of the stuff you will learn at school is quite…theoretical, not something that most can easily find practical use for such theorems. Not for you however; you have the natural gift all applied physics scientists wish for, as you can naturally take any theorem and instantly find ways to use them in fights or in your daily life. This also works whenever you're in a pinch, as you will be able to subconsciously recognize if there's anything usable. This may sound a bit far fetched, but using this instinct you can pull stuff like handmade railguns from a bunch of trash to take down delinquents, outmaneuver some Esper by taking advantage of their own power, redirect lighting attacks from a magician by using copper rods, or take out a few toys and make them into grenades by applying some obscure chemical reactions with their batteries. You still have to have the relevant knowledge in the first place, so get studying.

Flower Mind (300cp)

You're a genius of software and technology. A naturally gifted hacker that could easily break into the database of the CIA or the Swedish banks while eating during your lunch period at school. You possess a level of mastery over electronic systems that could even surpass level 5 electromasters and can commit quite the alarming amount of cyber crimes without ever getting detected. Even unknown or alien technology will be easily cracked by your genius, and if truly pushed to the brink you could even input data that calculates external changes by the second – such as using AIM Jammers to modify your own AIM and temporality change your Esper power. Your only rival is Uiharu and there's no one above you when it comes down to it. You should probably keep a computer or something with you at all times if you truly want to take full advantage of this talent.

Sweet Entrapping Hole (400cp)

This little perk does two things for you. The first is a passive effect that makes others a lot more romantically inclined towards you; do nothing but fail due to misfortune and clumsiness? All your classmates and coworkers think its endearing and will fall in love with you. Are you a hapless level 0 ugly as sin? Eventually your hot coworkers will all be slobbering over your crotch. The second is an active power; when interacting with someone you can choose to slowly 'replace' their strongest priority with yourself. For example, a vengeful killer would stop molding her life around revenge and instead mold it around you, or a normal bookworm would start preferring to spend time with you rather than reading. How long it takes for the change to set varies according to the individual, but it will be extremely rare to have the change be instant. Once the process has started it can't be reversed, but you can always just not do it in the first place. Be careful not to use it on the wrong people.

No Side

Hand of Fated Meetings (100cp)
Tragedies can be born from a simple lack of the right person in the right place at the right time. If anything, you're someone who owns a maddeningly good sense of timing. Like a hero of fiction, you always arrive at the perfect time to protect the victims, defeat the villain, stop the bomb and so on at the very exact moment to give the biggest impact and look all the better for it. Even for lesser issues you are able to give just the right words or gestures to encourage, save, or motivate those that need it. Of course, this mostly works when you have the intent to arrive and are trying to get there as soon as possible. However this can also increase your chances of accidentally encountering situations that just happen to need you.

Everyday Sinners (100cp)
One would be tempted to forget, with all those supernatural powers around, the potential that some good old espionage holds. Some people forget that wars are won because of logistics and information, and not because some jolly wally or some johnny boy used some spell to make it rain fire or take out some Esper power to control temperature. Nah kid, the real asset is that one mole that gets the information about those losers and even finds their weaknesses and plans. That's what you excel in; infiltration, spying, and obtaining all kinds of information on people and organizations. Not only are you proficient in digging that information out, but you also know well how to disrupt and sabotage their activities without being noticed. Your skill and professionalism are on the level of infiltrating highly protected enemy strongholds within days at most or even managing to be a double agent undercover for years.

Break or Crash? (200cp)
You are… superior, weirdly superior. It's like you just can push yourself to go a step or two beyond what should be possible. A common mage capable of fighting a Saint to standstill, a level 4 Esper that can exert the output of a level 5 to some degree, a trained practitioner of martial arts that-despite being otherwise normal-can tank bullets and explosions, beat up magicians and Espers, and can run up to the top of skyscraper by just running on the walls. Note that this doesn't make you as good as them in most situations, you just happen to be capable of punching way above your actual tier. Even beyond that you are always at the top of your tier; your looks are those of a model without any cosmetics or diet, your metabolism surpasses any other, your memory is sharp as a knife, and you're always in perfect shape regardless of your food intake or your daily habits. Even minor things such as your height and natural healing are at the absolute best of what could be expected.

Eye On The Prize (200cp)
Sometimes conflict is born from several sources with different goals, other times a conflict without a clear cause may arise, brought about because of several circumstances and clashing characters. However, for a true hero something like circumstances take a backseat to the fact that beating up the bad guys can solve anything. Forget about needless bloodshed because from now on, no matter how esoteric or ridiculous a situation you encounter, you will always know exactly who needs to be dealt with to resolve the situation. It might be insanely deadly and all but impossible to accomplish, but with this you'll know who needs to be punched to stop the issue.

Sing For A Miracle (400cp)
Seems like there are some people that are just born for something, and in your case it's singing. Not only is your voice angelic, but you have perfect control over it as well for all kinds of musical arrangements. Furthermore, all the songs and poems you sing have a minor yet noticeable supernatural effect on the listeners-including but not limited to lifting spirits, restoring small amounts of health, dispelling mind-control and even increasing the mana of certain beings. It must be directly listened to and within hearing radius for it to work. Once per jump, at the highest level of emotional stress, you can use this to create a Miracle-a single feat that can defy even fate or God and goes beyond what can be imitated by science or magic. This Miracle must be a very specific one and will most likely come with caveats afterwards – you could wish for the passengers of a plane crash to survive somehow and bend the laws of physics for it to happen, but it wouldn't save the pilot.

The State Looks Down on Sodomy (400cp)
After years and years of fighting people with supernatural powers, you have acquired a couple benefits-namely a sixth sense for fighting those with supernatural powers and a body made to withstand those clashes. You unconsciously read all the cues of your enemy-from their micro expressions to the subtle changes in atmospheric pressure around-allowing you to react to any supernatural attack before they use it…which doesn't help much against fast enough attacks that come from your blind spot. Your body has also adapted to the stress of battling with nonsensical individuals and has become both incredibly resilient and sharp. Your senses are always on high alert and your body can easily shrug off beatings that would leave any other human dead several times over or keep going like nothing's despite losing liters of blood, having several broken bones, gunshot wounds, concussions, and being two days without food, sleep, or water.

Ballad of the Fallen Angels (600cp)
Dude, you were born to preach. You've got the golden tongue necessary to talk down to your enemies until their minds change. You could hear some vague summary of someone's issue and instantly create a ten minutes long speech about why they're wrong about everything. Still, this is only half of the deal. Because there's nothing like the thrill of making your enemies suffer the full brunt of justice, and by justice, I mean your fists. Not only are you a natural when it comes to punching people, but those punches carry a mental and emotional weight to them – they deal damage to the victims not just physically, but also emotionally and psychologically in equal measure-going beyond any defenses they may have for such attacks. Hell, at this point it comes close to brainwashing as they will realize the "errors" of their ways after a speech and a good punch. You could easily preach to some nun about how her chastity vows are bullshit and that she should be yours, and see her throw herself at your feet after a few punches. Of course, some people are just too stubborn or headstrong in their ways and might need more preaching and punching before obeying your will. This works best when you punch people that are misguided or maddened, as by addressing their issues you can simply use your punching to guide them into becoming better versions of themselves.

Savior Of Lives, Owner Of Hearts (600cp)
The standard hero reward has always been a classic for a reason. This one is as simple as it sounds; save someone and in return get their positive affection. What constitutes saving" depends on each individual and your own bias, and will directly affect the level and type of affection. You could easily save someone from boredom or loneliness just by being yourself around them and win a crush, or you could save their lives and gain a simp that will put their beliefs and life on the line to help you out no matter what. The end result will be directly proportional to the impact you do on the individuals themselves. That said, the effects do stack, so "saving" someone on the daily by being helpful will eventually snowball into something a lot bigger and heavier. If you want to, you can diminish or turn off this effect.

Illusion Killer (800cp)

The fabled legend, *Imagine Breaker* itself. Once the right hand of a saint, once an arrow that was hailed as the treasure of the Golden Dawn and that ironically allowed Crowley to get rid of the very same cabal. Supposedly born from the hopes and fear of magicians that messed with reality and currently the right hand of Kamijou Touma. It constantly negates anything supernatural that it comes in contact with it – the railguns of a Level 5 Esper, mind manipulation, magic dragon breath, curses, miracles of gods, some of the Sparks created by the Phases interacting which causes predetermined outcomes (a fancy way to say it cancels fate and destiny), it can even negate entire Phases out of existence.

Considered as the natural enemy of magic and Esper powers as it negates anything supernatural, even the system of God, with a single touch. Its current user found it had its own inherent issues with a particular limit on how much it could negate at once, allowing spells and powers backed up by a greater continuous stream to overwhelm it – although this very same principle allowed him to simply grab those attacks and toss them aside instead. Imagine Breaker could stop an earthquake created by Espers or magic, but it wouldn't undo the damage to the buildings. That said, if someone's life were to be ended artificially with magic or Esper powers, a single touch of Imagine Breaker would bring them back to life.

Purchasing Imagine Breaker here will have three advantages upon its original user – first, unlike with Kamijou Touma, this won't automatically start occupying itself with negating your other supernatural powers-instead ignoring them unless you willingly stop seeing them as yours. Second, as it's not constantly negating dragons, you get the full negation at your disposal-something that not even Aleister Crowley could properly wield. Lastly, it's possible for you to eventually learn how to wield Imagine Breaker fully-which means activating and deactivating it at will, reducing or increasing its negation, whitelisting supernatural phenomena it affects, and so on. This mastering process will take a few years at the earliest, regardless of your learning powers or such.

Because there can only exist one Imagine Breaker at the time, upon purchasing this Imagine Breaker will be taken out of Kamijou Touma to be put in your right hand (unless you are Kamijou Touma in some weird twist).

Magic Side

Lagtrain (100cp)
Your own magic name, something that basically every magician has. They are inscribed on their very own souls to represent their ultimate goal and desire – something so grand it can't be achieved without reaching the peak of a Magic God or beyond. Made of a word in latin (can be substituted by another 'mother' old language) vaguely symbolic of your goal and a Tri digit number to avoid overlapping, the specifics depend on each person, so Flere210 refers to 'The one who changes the meaning of tears' while Salvare000 refers to 'Be the salvation of those that cannot be saved' – with their real meaning being something only the individual themselves must know. In ancient times these were used to hide the names of magicians during persecutions, and nowadays it's a name mostly used as courtesy when about to enter a battle to the death. In your case, your magic name does increase your likelihood to reach your goal.

Power Instigation (200cp)
Let's start with something basic, which means the bare basics of knowledge of magic in general, as well as the spells and risks of your particular branch. This is the biggest difference between an actual magician and a starting magic user - the latter has a bigger risk of messing up a spell and ending up suffering from the consequences. For someone affiliated with a church this means the essential spells from the bible, angels, and saints, how to develop spells based on those properly, and includes the in-depth knowledge required to identify and counter other users of the same branch.

Throne of Thorns (400cp)
You're not part of the rabble, of the everyman, of the faceless mobs; you're an elite member of your faction in one way or another. Someone at the top and with all the skills and talents expected for you to properly manage and keep the position. This can take many forms; maybe you're part of the elite group that oversees a large faction, maybe you're the current leader of your cabal, perhaps you're just 'the one' at your school and you can have them move as you will when needed. Of course, whatever skills are relevant for your positions will also vary, from charisma and empathy to large scale planning and politics.

Night Of Beginnings (600cp)
Magic, born from the desire to match the talented; once nothing but the practice of channeling mana by using the leylines or refining life force, it gained a new depth when magicians started using Idol Theory which let them tap into the power of the Phases, allowing them to draw power from the feats of myths and legends. Something that could only happen thanks to the metaphysics of this world, and now something that you can 'infect' other worlds with. You can now forcefully bring the power of magic into new worlds you visit, making it possible for people to use mana as well as allow the creation of Phases – which can be born from people's religion or by powerful beings like Magic Gods. Take into account, however, that the use of this power may end up with the creation of Sparks – the collision between Phases that creates fate – and maybe even the creation of an equivalent to Imagine Breaker at some point.

A Certain Magical Index (800cp) [Must take 'Idle Miss' for no points]
Your mind is special, very special, for it can perfectly record every bit of knowledge that enters it. Songs are recorded up the decibel, 30fps anime can be easily examined, and images are saved down to the most minuscule details for you to check on later. Furthermore your mind has an innate resistance to the magical pollution caused by learning inhuman and toxic types of knowledge and lore. To put it simply, you have a perfect photographic memory – which is also the cursed reason why the church decided to try something with you. They shoved the poisonous knowledge of 103,000 grimoires into your head alongside a hundred different locks to keep you loyal and submissive. After several trials and adventures, you were freed of such chains and are now fully in control of yourself. The grimoires you hold are the same that the Anglican church shoved into the Index Librorum Prohibitorum, such as Baopuzy, the Book of Eibon, the Necronomicon, Momotaro, and so on. The combined knowledge makes you by default one of the most (if not the most) knowledgeable human individuals on magic and is enough that you could theoretically become a Magic God without much issue. Keep in mind that if people realize you possess this knowledge they won't leave you alone, so you either need a very strong guardian or some kickass moves to protect your freedom.

Science Side

School Lunch (100cp)
Alright mate, we know that living as a low level Esper in Academy City is quite bad. But there are ways to make it more bearable, and the one skill that you have sharpened over the years for that purpose is the technique to make highly nourishing and delightful meals with the most mundane and cheap ingredients on hand. Stale rice and ketchup? You can somehow make it into a decent meal. Cheap ground meat with some spices and veggies? You can whip out at least 3 plates worthy of being served in expensive restaurants.

Vicious Mockery (200cp)
Battles aren't just a comparison of powers in a controlled environment; one can easily fall prey to a weaker opponent for a multitude of reasons. To help you out with the psychological warfare side of a battle, now you know the techniques needed to find the emotional, mental, and psychological weak points of someone in the middle of a battle as well as dish out the appropriate insults and mockery to distract or misdirect them. This mostly works by giving you a decent idea of what to say to deal some emotional damage to your opponent as well as how to say it to make it sting even more. Also works outside of fights.

Parabolic Antenna (400cp)
For you everything looks just like a puzzle; you can easily connect events to others-establish connections that most others would have ignored, find the links between cases, see the logic behind seemingly random actions, and discover the motivations of others with just a few clues of their routine and personality. You have a deep understanding of psychology, sociology, and a mind naturally inclined towards logical deductions without being devoid of emotional understanding. You could become a great detective or therapist… or one of the most dangerous agents in Academy City.

World At War (600cp)
You have mastered the art of manipulation; schemes and plans are your everyday affair, one that does not care for the scale needed. Everything from making people do your work while thinking it makes them happy to the plotting needed to take down enemy nations without needing to move from your chair. But that's just the basic stuff. The real meat, the real power behind your success is the method to create plans within plans, smaller actions and manipulations for a final goal, and to make those actions and schemes always achieve a result that furthers your final goal regardless of whether they succeed or fail. Of course, these plans need you to have a decent amount of

information to properly develop them, and completely unknown pieces or people could end up disrupting things.

Irregular Spark (800cp)

You know, there are several types of people in this world, but they all have something in common. All of them used everything they could to reach where they are. Meanwhile, you…well, you're lucky. Very lucky. Like holy shit, lucky. As in, you can go to a battlefield with nothing on you and still manage to defeat one side with no wounds on your body, or start a fight with a Level 5 Esper and win with only a single gun, or randomly go to a magic cabal and somehow befriend just the right people to have a good time from there on. This isn't 'lady luck like you', this is 'lady luck decided to genuflect and become your personal slutty slave'. People you fight find themselves with every excuse to go easy on you, murdering lunatics randomly decide to spare you, stronger enemies suddenly make very stupid decisions when facing you, random people you meet and befriend turn out to be very influential or powerful…to put it simply, you have plot armor. As if the universe itself is conspiring to keep you alive,safe, and happy as you can be. Furthermore you passively defy any harmful fate from the Sparks that could affect you – almost as if destiny itself refused to kill you. This won't save you from knowingly doing something stupid, but rest assured that everything that has some randomness to it will always favor you 100% even if its not obvious at first (you could, for example, lose a bet just to go sulk and meet some lady needing saving who turns out to be single and very rich).

Church Magician

Guide to Even More Mayhem (100cp)
Did you know that several important figures across history were actually magicians? Well, now you know. This is the accumulated knowledge from your days in the magic libraries which contain wide yet basic knowledge of myths, legends, religions, history, and hidden history across the whole world. This knowledge isn't all encompassing, of course, but it's the equivalent of a dedicated scholar with decent reach given a few years of dedicated study. Aside from the strategic advantage of being able to identify enemy spells and magic more easily, this also gives you a leg up when creating new spells or finding weaknesses in enemy magicians.

Wall of Doubt (200cp)
Sorcerers are those magicians tasked with the creation of grimoires, decoding modern witchcraft and passing down the knowledge to younger members of the generation that don't have a fixed teacher. As such, your knowledge can also be used to decode and destroy other grimoires under the right circumstances. In terms of skill and expertise, you're on a similar level to Izzard, a Cancellarius for the Roman Catholic Church before defecting. Keep in mind that in order to properly write a grimoire you do need to know what will be written in the grimoire before properly binding it to the leylines.

Battle of Honor (400cp)
You're a Knight, quite literally I mean, as you have been trained in the ancient but improved ways of a knight-which include swordsmanship, knowledge, manners, chivalry, and ways to engage enemies whether they be civilians, heretics or even mages. Of course this comes with a history related to one of the knightly orders, which you may or may not still be a part of depending on your country and past. While you aren't exactly Knight Leader tier, you're still among the upper ranks and have enough talent to climb more if you were to fully apply yourself.

Old Soldier (600cp)
You're one of the magicians at the very top of your church, controlling it from the shadows thanks to a very nifty curse you got at some point: you're immortal. Truly immortal in the sense that you won't age, all your wounds regenerate at absurd rates, and your mind is incapable of breaking. This also includes the skills, techniques, spells, and contacts you have made over your long life. It's not wholly impossible to kill you for good or to seal you up, but it's certainly quite difficult, even under the best circumstances.

Rogue Magician

Bloodhound (100cp)
You won a minor genetic lottery and got a very specific natural power. It's nothing special in the grand scheme of things but its more than enough to pass as a lame supernatural ability. You have one of your senses boosted to insane levels and, despite such an increase in sensitivity, keep it perfectly under your control. For example, you could have your sense of smell boosted enough that you could know the location of everyone around in hundred of meters based on scent alone, grasp how a battle went by sniffing the lingering aromas, and even check the freshness of food, all this while not being negatively affected as you can consciously and subconsciously regulate the 'strength' of your boosted sense.

Force Chant (200cp)
One of the few magic skills that doesn't actually require any magic from the user, Spell Interception is a very high-grade and difficult power that uses the notarikon (a kabbalah reading method that abbreviates sentences by using the first or last letter of each word to form a single word representing the whole) to seize the control of spell formulae in the caster's mind and either cancel them or mess with them in several other ways. Not only are you an expert in this skill, as well as in the notarikon spell abbreviation method, but you're also skilled enough to use this properly during high-stake battles. Keep in mind that you do still need the appropriate knowledge of spellcraft to disarm your opponent, as this technique requires you to predict the spells being used or react to them mid-casting.

Modern Magic (400cp)
You might be breaking some rules and treaties, but those are useless in the face of true progress. You're a magician that has learned the most efficient ways to use technology to further your own spells; this can range from very simple things like using machinery to mass produce materials, or applying scientific concepts to expand the reach your spells in combat, to more complex applications like using the chemical composition of vitamins as catalysts for magic, or straight up fusing scientific and magical fundamental pillars to create new magic technology like robots that can refine mana and cast spells automatically.

Voice of Destruction of Evil (600cp)
The old chants were sung for a reason; such choirs had power by the very way they were told to the masses. Echoing those ancient traditions, you can use singing to strengthen, weaken, or break down spells and things or effects similar to spellcraft such as mind viruses or Personal Realities. This is a tool that can greatly help or hinder any magician or Esper should it be used by someone with the adequate knowledge. Beyond this you have two special skills born from your choir singing; the first is the ability to transmit

information through it in such a way that the listener can quickly absorb it. This even greatly reduces the strain from grimoire knowledge should you pass it down this way. The second skill is the Voice of Defacement, also known as Sheol Fear, which uses a choir chant to point out the contradictions in any theory of magic to make it break down in the caster's mind. The internal havoc it causes in an enemy magician's psyche can fully paralyze them should you try hard enough. The only limitations lie in the requirement of knowledge of the spell theorems being used for it to properly work at full power as well as the need for the intended target to listen to your song.

Cabal Magician

Mr. Worldwide (100cp)
For any half-decent secret agent the ability to quickly grasp new languages is a must-not only to be properly learned in those languages enough to mimic accents and talk in any level of complexity needed for the mission, but one also needs to be able to learn new languages on the fly. Needless to say you fill both boxes; not only are you a polyglot with perfect understanding of several popular languages, but also quite capable of picking up new ones, even dead languages, quite fast. This also bleeds into dead tongues and sign languages, giving you an edge when it comes down to deciphering and learning those as well.

Sneak Peek (200cp)
The ability to blend in, be it mixing with a crowd of people or by blending in with the surrounding area, is a skill that shines brightest in large groups and the occasional runaway trying to lose their persecutors. Much like the Amakuza Remix Church, the remaining hidden ninjas of Japan, or the courier Oriana Thompson, you have learned all the basic types of hiding and confusing pursuers plus a particular technique aimed towards evading others or just plain making yourself unfindable to some extent. This can range from simple tactics like quickly changing your notable traits while evading someone in a street full of people, to being able to shoot someone while giving the constant impression that you are just minding your own business and not doing anything out of the ordinary.

Undead Lovers (400cp)
Oh, the power reserved for the weak but virtuous. The cute and useless. The funny yet pointless. People are more inclined to like and protect you than they would otherwise be. Something about you just inspires that kind of mindfulness in others that makes them a bit more lenient. Now, this doesn't mess with their rationality even one bit; if they need or want you dead then this will only twist things so they give you a painless death. The real advantage of this is when you meet people that are neutral or already inclined to like you, as it helps to further the relationship a lot faster and deeper than it would normally be. Casual acquaintances become your sworn comrades after an afternoon of fun and your classmates come to adore you as if you were their beloved queen. Of course, this also helps a lot for romantic bonds.

11 Eyes (600cp)
Well, those damn spiritual items don't make themselves, you know? Someone needs to get off their ass, research the right stuff, create the item in question, and put mana into it in the right way to make it a functional spiritual item.

Usually the big games like the Anglican or Roman church would have their own departments with a few people working on these, sometimes just sending money to a cabal specialized in making them for a steep fee, but times are difficult and in this economy you have been forced to learn to do it yourself, finding a new hidden talent and giving you another source of income and shinies. You have the natural aptitude and inclination needed to make top notch spiritual items. Moreover you're incredibly adept at finding the right materials needed for their creation, as well as having a natural way of seeing what kind of artifact would suit someone best according to their magic, personality, and work – letting you create small masterpieces that fit them like a glove. If you're given enough time and resources you should be able to create artifacts like the massively powerful Star of Bethlehem or clothing with the Walking Church defensive ability, or even jewelry that seals powers.

Student

Saving the Year (100cp)
Saving the world and undercovering the dastardly evil plans of mad scientists is good and all, but it doesn't fix failing grades. For that, you have a way to excel in academics, mostly based around your top-notch time management and the ability to intensely focus on your studies when you want to. Even managing only an hour or two of study a night lets you cram in almost a full day of learning, helped in no small amount by your sharp memory.

My Friends Are Friends (200cp)
Alright, maybe they aren't such great friends, but they are what you got and you will keep them around no matter what. This is the skill needed to somehow keep tabs on all your friends, acquaintances and allies on a regular basis even if you're pressed to save the world every other day. Everything from finding time to mail people, creating group chats, getting creative to send them thoughtful presents on time, or even just being plain lucky enough to see them regularly despite having different jobs or country of residence. You can juggle your social life with your work, studies, romance, and even while fighting throughout several apocalypses each week.

Battle of Gunfire (400cp)
Life isn't easy for those of lower level in Academy City. Level 0s get little to no money, they are ignored by the researchers and teachers, and have no way to defend themselves against those with power. You have learned all too well that when those without blessings make a single mistake they are not allowed a second chance. Yet that has led a weak person like you to develop a strength that lets you dig your heels in no matter the disadvantage-a way to always persevere and look for the weaknesses of your enemy, always finding at least one path that you can exploit to properly retaliate.

Land of Sealed Powers (600cp)
Self-hypnosis is actually one of the most basic 'training procedures' that the Espers of Academy City undergo during the Power Curriculum Program-mostly because their powers wouldn't work unless they could fully convince themselves that they'll work in the first place. Your type of self-hypnosis is a bit different though, as it has been 'enhanced' after taking part in a certain experiment. Now it holds a couple of extra advantages, like the ability to call it forth at will - letting you forcefully control your body to achieve perfect mimicry or learn martial arts, dancing, or other physical feats by tricking your brain. It also allows you to mess with your memory to perfectly capture and remember important details, or fully convince yourself of particular concepts or situations even at a subconscious level for fixed periods of time.

Dark Side

Darkness Roar (100cp)
The less than pleasant deals of the Dark Side aren't for the faint of heart. Not surprising, as constant battle, death, and betrayal would wear out any mind without the proper training or disposition. As luck would have it, you happen to possess the latter: the natural mentality required to ride this kind of madness without being consumed by it. To kill without unnecessary guilt and take logical action with a clear mind. It might not be the sanest thing to do, but it's what works best in this line of work.

Hidden Skills Unfold (200cp)
Even without powers involved, the back alleys of Academy City are brimming with fights and there are no ropes surrounding the ring nor referees to stop the match. To help with that you've learned a private style of martial arts focused on taking down others with minimal effort. Even if they're armed with knives or guns, once you get a hold of them it's over. Your pins, throws, and joint locks may not be as flashy as punches and kicks, but they are a hundred times scarier and more effective when dealing with thugs or subduing others effectively.

Bomb-A-Head (400cp)
You have embraced the American inside of your soul and learned how to fight with bombs and guns against supernatural enemies. Who cares about superior Esper power or magic when you can just blow it all to high hell? Not only are you an expert at prepping the stage and improvising, but you are also a veritable expert at creating explosives and guns of all kinds.

True Hybrid (600cp)
Technically speaking, while there is an adverse reaction, nothing truly stops an Esper from using magic or a magician from undergoing the PCP. Sure, their mentality might end up a bit warped if they were leaning too much in one direction, but its possible to achieve. For an Esper like you, using the hidden lore of magic should have ended in your internal organs exploding, but in this case you have mastered a really specific type of self-delusion-close to schizophrenia-that makes you fully consider outsider elements around you as part of your body. With this you have learned to 'redirect' the kickback into those elements instead of your actual body. While this is a very powerful and useful technique you need a great deal of concentration to keep it up, so be mindful of getting distracted during battle.

Researcher

Olympic Fraud (100cp)

Some people's age doesn't match their mental or physical maturity. Geniuses that can put most scientists to shame before reaching their tenth birthday, women in their forties that look like they belong in middle school, middle schoolers that look and think like seasoned warriors, and so on. This is a very silly place. This power makes it so no one will question your authenticity regardless of your looks; as long as you have your credentials or prove yourself as capable as you claim to be, others will accept whatever outer appearance you show. A scientist walking around half naked? No one will think less of your brains or doubt your research even if they personally find your fetish distasteful. Being ten and claiming to have a PhD researched in pyrokinesis? Just give them a small proof of your knowledge on the subject and no one will ever question you or your fake credentials again.

Rate of X-Change (200cp)

Oh the Kiharas. At one point they were just a family of seven scientists, very gifted and quite benevolent. Then Aleister did an oopsie with his magic and they were twisted, losing all their inhibitions, morals, and restraint – leaving only a group of mad scientists with a deep desire to advance knowledge by any means. Being a Kihara means being a damn genius, a veritable eminence on your preferred subject of research, with a doctorate in terms of knowledge before you finish elementary school. It also means losing their sense of humanity, seeing everyone-including themselves-as mere pawns and experimental subjects to further the search for knowledge. It also means being ridiculously spiteful and repaying slights with full force whenever possible. You're now a Kihara, one of the five thousand roaming around the Earth and a Kihara like no other, as you still retain your humanity and sense of self while keeping the family genius. Pick a subject of research to be fully invested in, with the appropriate credentials and knowledge, although as a Kihara you will be relatively well versed in several minor subjects as well.

Exchanges Between Evil (400cp)

Negotiations are the heart of a successful research group. With your superiors, with your clients, with other groups, or even with your other collaborators. One needs to get funding, to justify some crimes against humanity, or even sometimes just to get more interns because the last batch died while running a good experiment. You're the one assigned to do that kind of work simply because you're good at it; you can easily guess someone's general motivations and disposition. Additionally, you're armed with a skilled tongue can take someone who previously fought you to death and convince them to

help for a job, with the absolute security that they won't stab you in the back for the duration of it.

Science Worship (600cp)

The gates of knowledge have been open to you since the first time you laid your eyes on the world and it only grew closer to you since then. It's no exaggeration to say that technology advanced 10 years with your contributions alone; from A.I. with will on their own, chips that can mind control people, robotic limbs, even weapons that reproduce Esper powers in limited quantities. There's no telling how far you can go with the right motivation and resources, although from the get-go you have an extraordinarily easy time making technology that supports or enhances supernatural powers. As some say, 'impossible just means no one has done it yet', that saying could be your personal motto. Your intelligence, logical mind, and scientific insight are beyond what one could call 'genius' and are already at the level of a monster. Given enough resources and data, you might be able to recreate the Power Curriculum Program without the need for Aleister. And while it may take years and an untold amount of research, you could modify it enough to make it more streamlined and efficient to properly mass produce Espers at the height of their potential with minimum spending.

Magic Side Power Section

Here we deal with all the magic spells, types of magic, subtypes of magical disciplines and so on. Only those with the appropriate background can purchase from this section. For obvious reasons.

Heretic Spellcraft (Varied)
In case you don't find anything worthwhile here, or nothing that represents your particular brand of larp, you can choose to pay up and create your own type of spell in the same tier as the other options for its price.

Spell of Thororm (100cp)
A defensive spell which, regardless of whether it's magical or scientific, as long as the caster can identify it then the offensive value of the weapon can be "Turned to nothing/zero". This effect lasts around 10 minutes. In the case of projectiles, like a bullet or arrow, they would lose all momentum and become useless. Explosives would need other interferences to explode after the effect expires. While powerful, its weaknesses lie in needing to identify an effect as a weapon and the spell can only be used on one effect at a time.

Limen Magna (100cp)
One of the pinnacles of alchemy, the transmutation of matter into gold, completely ignoring several laws of physics in the process. This spell uses a dart or other disposable projectile to carry the spell towards the selected target and it transmutes it into gold upon contact. Don't ask how it changes the fundamental composition of the material, seriously.

Runic Elementalism (200cp)
In the same vein of mages such as Stiyl Magnus, Marie Spearhead, Jane Elves and Mallybath Blackball, you have specialized yourself into mastering one of the natural elements as your magic. You achieve this by using runes as a medium to invoke and control that element, as well as everything associated with it such as healing water or creating illusions by heat distortion. While you have completely analyzed the current twenty-four character runes and created a personal style for your primary element, you have also learned other symbolism and minor spells that relate to your primary element, making you a decently rounded mage despite the focus.

Divine Mother's Mercy (200cp)
This particular magic enables the user to remove any negative side-effects of any magic, including both costs and limitations-even things that require blood or lifeforce to produce the spell. This limiter removal also extends to the human body itself, enabling feats such as superhuman speed and strength. This phenomena is described as removal of any and all sin from the user, thus

practically having its user become a sinless human. Finally the user can use this ability to gain immunity from punishment based attacks, as it can be used to expiate user's sins so that they won't be punished for them.

Execution of Light (200cp)
The spell allows you to change the "hierarchy" of things and enforce the principle that “something of a higher hierarchy strata can’t be harmed by something of lower strata”, changing their "Precedence" in a manner of speaking. A by-product of this spell is that you can alter the shape of the medium used for the spell, which is usually flour. The changes are temporary and lose effectiveness the greater the distance there is between the caster and the targets.

Divine Punishment (400cp)
One of the powers given to God’s Right Seat. A large-scale suppression spell which applies the logic that no one should bear any menace towards God, and if one does so, punishment will be applied. To be properly wielded one needs to symbolically mimic the Son of God's body during his crucifixion, in order to take the place of God for the Divine Punishment to work. This magic literally strips people of their consciousness if they ever bear any ill will towards the user. The spell is a large-scale one that can affect anyone in the world, regardless of distance or knowledge of the user. The spell works by stripping away oxygen inside the victim's body, leaving the bare minimum necessary to not hinder brain and organ functions, forcing the physical body to go into a state like an animal's hibernation period in order to preserve their life. There are several stages in response to hostility given to the user such as depriving consciousness, body-binding, and even preventing interference from the outside. Resuscitation through regulated oxygen supply to victims is impossible, and the only possible way to achieve revitalization is when the magician deems that punishment is no longer needed or when the core of the Divine Punishment spell is destroyed.

Saint Jumper (400cp)
Saints are those that are born as a higher quality replica of God and thus are able to channel a small percentage of his power. The powers of Saints include superhuman physical strength, incredible speed, the capacity to channel a larger amount of mana compared to normal magicians, and superhuman senses. They’re also incredibly lucky and favored by fate, to the point that random misfortune will go out of its way to hurt others instead of the Saint in question.

Ars Magna (600cp)
Something that was discovered a while a while ago in theory but was dismissed after the method to achieve it was labelled as impossible. It is the spell in

which an alchemist would achieve their goal of simulating the world inside their mind. With Ars Magna, the alchemist can manifest thoughts in the real world, essentially making those who can accurately simulate or calculate the real world able to control it. In short, while Ars Magna is in effect, you can use it to project your thoughts and make them into reality. The obvious restrictions are the limitation of your imagination and visualization ability, as well as the calculative power required for such a feat.

Astro In Hand (600cp)
This angel-tier spell requires a bit of preparation and a lot of mana to use, but it's worth it. This spell manipulates the movement of celestial bodies and can be used to turn day into night, or destroy the Earth by stopping its natural rotation. This could also halt aquatic movement in oceans and funnel the water towards the poles - with little to no water in the equator and surrounding longitudes, the 'sea level' becomes non-existent and deprives natural land heights of oxygen, as well as removing precious ozone higher up. Thus, without a barrier from solar radiation in the area, the equator becomes inhospitably hot and dry. While the poles become a bulge of evaporating water and the equator is subjected to incredible heat, deep rifts and powerful earthquakes would also rock the world. The movement of the celestial can be used to make massive Magic Circles and do stuff like turn each star in the sky into tens of millions of arrows of fire that rain down upon the Earth in several consecutive waves, turning half of the Earth into ashes upon finishing its activation. Or it can be used the same way as before, that time it was called "The Flood" and was well recorded in the bible. Alternatively, you can use it to move the Earth a little bit and mess with time zones.

Holy Right (600cp)
One of the powers given to God's Right Seat. The Holy Right is the embodiment of the power of the Right Hand of God within Christianity, and derives its power from the prominence the Right Hand has in Christianity, wherein several miracles, rituals, and traditions are performed using the Right Hand. Archangel Michael cast down Lucifer and his fallen angels with the Right Hand; Jesus, the Son of God used his Right Hand to heal the sick; the Bible was written with the Right Hand. The Holy Right is capable of replicating the power all of these original acts held. The Holy Right is always as strong as it needs to be. Its strength depends on the user's needs and the enemy that stands before him
— ergo the Holy Right simply defeats whatever it targets with the precise amount of force needed, no more and no less. While the power of the Holy Right is immense, the wielders usually aren't and they have several restrictions, such as the power of the miracles being only a fraction of the original, or only being able to use The Holy Right a few times per day. Bear in mind that the Holy Right only activates after an enemy is targeted.

Science Side Power Section

Esper powers are the psychic abilities used by Espers that work by warping the environment around them in a very specific way by superimposing their own Personal Reality onto the physical world – this distortion is their Esper power.

Levels

In this section you will purchase your current level as an Esper, with the option to separately purchase a higher tier as 'potential' which is the level that you could plausibly reach given that you manage to accrue the necessary resources and time for personal development. ***For Potential you subtract from the price what you already paid for Current Level***. Having potential for a higher level also slightly elevates your current output. This will not only determine how you live in this city, but also how you fight.

To help you get an idea of how each level works, there's an explanation of each level as well as a couple of examples. Levels are mostly separated according to their usage in combat in comparison to conventional armies and weaponry, among other secret factors.

For your Esper Power, you're free to choose anything you want as long as its within the limits of each Level. Likewise, as its your Personal Reality superimposing itself on the physical world, even if you choose a power shown in canon, it will always be slightly different.

Level 0 (Free Potential) (Free Current Level)

The most common in Academy City among the Esper ranks, this is the option for "people with no powers" which means they're no different from any random civilian in terms of military force. Level 0 Espers are those with powers that can't be controlled and are very weak or that have certain requirements to even be activated. Most fail to ever show any powers at all or don't even realize if they're using it for how minuscule they are and how they fail to appear consistently.

Auto-Rebirth (Body Regeneration)

Used by Tsuchimikado Motoharu, this ability applies a weak mucus membrane over torn blood vessels to stop bleeding. He can't always count on it as it can fail to activate or not fully cover the damaged area, or just not be enough for his injuries.

Aero Hand Level 0 (Vacuum User – Level 0)

Used by Saten Ruiko when boosted by Level Upper. It allows her to propel objects using ejection points of compressed air. Limited in range and capacity to only move small leaves in the palm of her hands for a couple centimeters. She didn't exhibit any power before Level Upper.

Level 1 (Free Potential) (100cp Current Level)

Classified as “people with weak powers” these are powers that can be properly shown and have some degree of practical or theoretical use. While the powers here can be very weak or full of conditions, they still appear on a consistent and reliable basis.

Thermal Hand (Temperature Preservation)
Shown by Uiharu Kazari, this is the ability to conserve the temperature of the objects she’s touching. She must be holding the object, maintain focus on or at least awareness of it, and she can’t deal with temperatures that are too extreme since she doesn’t have any extra protection. The limit of her area of effect is around the size of a basketball.

Late Dreams (Dream Manipulation)
Shown by an unnamed student. This power let her put people within hearing range to sleep, but the effectiveness of it was at best the same as that of a lullaby sang to a child and it doesn’t have a particularly long effect, rendering it mostly helpful to people with insomnia at best

Level 2 (100cp Potential) (200cp Current Level)

Categorized as “people with unusual powers” now we get to powers that are stronger than the previous categories, while also showing potential to be assets in battle or daily life, even if not very applicable in most situations.

Telepathy (Mind Induction)
Used by Haruue Eri, she can communicate telepathically with others, however her ability is mostly used to relay information outwards rather than mind reading. Because it uses frequencies to do so, other frequencies can be used to boost or hinder her ability.

Synchrotron (Quantum Shift)
Developed in Kaitabi Hatsuya, it allows him to accelerate gravitons and use aluminum as explosive devices by compressing and releasing energy in bursts. There are several limitations in terms of distance, energy and subsequent explosions.

Level 3 (200cp Potential) (300cp Current Level)

Finally reaching the tier in which these psychic powers are actually useful. Classified as “people with strong powers” and enough to start making a difference in armed combat. Here’s also where the capacity to be a higher tier

Esper manifests to some degree, with those that have the talent able to advance much further than other Level 3s while still unable to rank up.

Clairvoyance (See-through Ability)
Shown by Konori Mii, this is basically just fantasy x-ray vision, allowing her to see hidden things such as concealed weapons or the underwear of people. It also lets her see through dust, dirt, and even the air itself, eliminating any margin of error introduced by light refraction and attenuation, but it also means she cannot protect her eyes against lightning and sudden flashes when using her ability.

Hydro Hand (Water Flow Manipulation)
Shown by Wannai Kinuho, it's the ability to control small amounts of water in several ways-being able to shoot them as water balls, or waterspouts, with surprising force. She requires a body of water to use her power and if it gets scattered about she can't make use of it.

Level 4 (300cp Potential) (500cp Current Level)

Finally, we reach the point where Espers can be properly shown. Level 4 in this scale is just a bit lacking in comparison to the Level 5s and those with enough talent can rival them in a particular area. A Level 4 has a greater innate understanding of their own Personal Realities, which causes there to be a 'wall' between it and the previous level that can't be easily surpassed.

Hydrogen Station (Hydrogen Bond)
Owned by Hasekura Reiri, this allows her to produce hydrogen, combine it with other substances, and utilize the results with high accuracy and control. It has many applications-including combining it with oxygen in the air to freely produce water, creating explosive fire from only a slight fire source, freezing, power generation, and converting objects into hydroxides, among others. Her control is great enough to create water barriers against even immaterial attacks, trace ultrasonic waves, use razor sharp water blades or instantly freeze drenched enemies by going straight for sub-zero temperatures in an instant. It's even possible for her to create a thermonuclear reaction in deuterium.

Psychometry
Owned by Sha Dashan, it's a type of psychometry based on remains; this ability can physically print out a temporary copy of the original target at the cost of burning down the sample material afterwards. It can also be focused into a more conventional reading of residual thoughts on an object without burning it down. The temporary reproductions are capable of

inflicting physical harm and, when she recreates Espers, the reproductions have a weakened version of their Esper ability.

Level 5 (400 Potential) (600 Current Level)

The top of Academy City and the living proof of what the PCP can do for someone. Those talented and lucky enough to reach this level have powers that are vastly superior to everything else and puts them on par with entire military forces. Within their purview, they're the absolute best.

Dark Matter (Unknown Matter)

Kakine Teitoku. Ranked N°2 among the Leve 5s. It creates and controls an unknown material which did not exist until it was created by him. The material created can be anything he wants it to be and have any kind of properties, even if it defies the Laws of Physics. He can use the substance and shape it into any form he desires. Dark Matter can create basically anything, such as creating an attack that completely slips past shields, armors, and clothes, in order to pierce human flesh, or put an immense amount of pressure in a specific area, or manipulating light and sound to telepathically enter into someone's mind, create an unexplainable attack that transforms a human's cells into sand, and the power to create a specialized zone where various other unique phenomena happen due to being affected by his Dark Matter. Originally, Kakine could only create inorganic matter and attacks with Dark Matter, and only up to a certain point. But after his awakening and revival he became capable of creating anything without any limit whatsoever, while also realizing that he would eventually be able to create Personal Realities and Esper powers.

Mental Out (Psychological Control)

Shokuhou Misaki. Ranked N°5 among the Level 5s. Her power is a very advanced type of fluid manipulation which lets her control the secretion of chemicals in the target's brain via the control of blood distribution, cerebrospinal fluid, and others. Thus it becomes a very powerful ability involving the human mind which includes mind control, reading other people's memories, telepathy, changing a person's personality, willpower and memory destruction, revelation and transplantation of emotions, brainwashing, and psychometry (She can extract memories from an object from the past 24 hours, even more if using a person instead of an object). The only drawbacks of her power are that it can only affect humans, not animals or machines, it has a set limit on how many people she can comfortably control at once, and that the high degree of freedom of her power also forces her to use

several remotes and controls to properly focus her ability within set categories.

Level 6 (600cp Potential)
You… you have the potential to become a Level 6 without losing yourself. That's about it. No one has reached Level 6, also known as SYSTEM, but its theorized that within the purview of your Esper power it grants you enough sway over the laws of physics to play god. While there have been hypotheses (and soon there will be a couple experiments to reach it) no Esper other than Accelerator can ever reach that state without losing their minds midway in.

Gemstone (100cp)
Also known as "natural Espers" are those that obtained their powers without needing the PCP. They're talented individuals that, without external stimuli, were able to awaken and use psychic powers-sometimes even born that way. Because Gemstone's powers don't come from the PCP they don't really need to use calculations to wield their psychic abilities, although deeper understanding of their abilities do yield better results.

Dual Skill (200cp)
The rule is that you only get one Esper power per Esper, which makes a lot of sense when you realize that the powers are just the result of Espers imposing their own Personal Reality onto the physical world. Its either the world as it should be or the world after being twisted by the Esper – which is represented as their power flaring to life. However, there are a few theories regarding being able to handle two or more Esper powers. Be by some inner psychosis or a surprisingly flexible mind, you have attained that impossible state and now have a second Esper power to flex on people.

Awakening (300cp)
The "awakening" is a term for when an Esper manages to obtain a shift in their base paradigm that's reflected in their Personal Reality and thus their Esper power. Much like rising in level, only those with latent talent can unlock this, which is why you become one of the few lucky ones. In concise terms, this isn't a super mode or anything like that, its just that by using external and internal changes (such as encountering magic, greater understanding of the world, change in spirituality, big shifts in your philosophy or perspective) will be sure to get reflected in your Esper power and thus expand the range of it or unlock new features. For example, if you had the ability to create slime, a given trauma could lead you into making that slime able to have the properties of toxins and venoms, or a change that makes you see life more positively would also make your slime have healing capabilities.

Between Geniuses and Eccentrics (400cp)

Oh, how quaint. Your mind is truly something from the next step of evolution (maybe two steps) for it has the processing power to put to shame even the most advanced of Academy City's supercomputers. The processing power of your brain is equal to the one Accelerator had during his prime, an intelligence so high no super computer or network with 10000 Espers could even try to compete with it. This ensures you will never worry about the complex formulae that need to be constantly solved to use your power, no matter how complex it is. Such intelligence can be applied to other things, like entering some scientific field and immediately humiliating Kiharas with your superior intellect, or randomly creating technology way ahead of its time even for Academy City standards. Of course, this doesn't make you wiser or more likely to think things through properly, if you are a potato in those aspects this will just help you reach dumb conclusions faster.

Magic Side Artifacts

All spiritual items here can either be the originals or a copy. Any of these can be changed to work for you or your affiliation/religion/country instead of the church they refer to. 100s are free, the rest are discounted.

Expy Grimoire (100cp)

They hold many names, but all are grimoires - books containing knowledge about magic that hold spells or esoteric knowledge within its pages. Because of the method used to create them, they're usually both rendered "eternal" (as there's no suitable human method to destroy them) and poisonous (as the knowledge inside of them is both too pure and too contradictory to common sense such that it will cause mental destruction upon reading if not watered down first). This is a sentient and, strangely enough, loyal grimoire that was created to 'steal' other magics it comes into contact with-analyzing, inscribing, and replicating the spells. Good if you want to expand your repertoire.

Lotus Wand (100cp)

A religious staff with a figurehead of a seraph at the top, which is in a pose like that of The Thinker. Its six wings envelop the angel like a cage, and the wings only open upon using the chant to activate it-creating a flower-like pattern like a lotus. It was created with a strong alloy, with the idea of being very tough to withstand the abuse the user will put it through. The Lotus Wand allows its user to unleash attacks based on what happens on the Lotus Wand, similar in principle to voodoo dolls. For example, striking the staff on a solid object at a certain angle would unleash an invisible blunt forced attack at the opponent, or sliding a sharp object through the staff could create several cuts that travel towards its target.

The Walking Church (100cp)

Created by the Anglican church, this is a magical defensive tool of great power. The Walking Church symbolically takes the essential elements that constitute a church and, since the church provides protection to the needy, the Walking Church will replicate that protection for its wearer. The Walking Church can take on several forms; for example, Index's Walking Church uses specific cloth-weaving, line stitching, and embroidery to successfully recreate all essential elements that make up a church whereas the Walking Church of Himegami takes the form of a Celtic Cross that's worn as a necklace. Anything that would not destroy a real magic church will be rendered ineffective against the wearer. This Walking Church in particular holds the same level of defensive power as Index's, which is pope-class as it specifically replicates the Holy Shroud of Turin-granting protection akin to a nuclear bomb shelter.

Document of Constantine (200cp)
Also known as the C-Document, this document's power allows for the leader of a group to make people believe that things are true. No matter how ridiculous it is, it makes people think it must be true since you said it is. However, this is a brainwashing effect-it doesn't actually alter the laws of physics. Despite the range of it, this only makes people believe your words if they care about what you say in the first place. For example, the Pope's influence would only extend to the Catholics, as no one else would put much weight on his words, or the president of a nation would only be able to affect the patriots that care about his words in the first place. Take care; once something is set as being "correct" it's hard to undo it even by using the document again. It was originally designed to be used by the Pope while in the Vatican by connecting it to the leylines and its influence used to be far greater back in older times.

Hrunting (200cp)
A Spiritual Item in the form of a sword, one meant to become tougher and sharper from the blood of slain enemies giving it tremendous destructive power. Once empowered by blood ordinary physical laws stop applying to the sword, with it becoming lighter than its original mass should, tough enough to not receive a single scratch from any conventional weaponry, and sharp enough to cut down Saints. Furthermore, it's imbued with a type of Swordsmanship Pattern Spell which adds the ability of a particular spell pattern related to swordsmanship by adding in several myths and legends of swords and swordsmanship. Thus, it can channel patterns such as 'attack range' that makes cutting attacks that can hit the enemy from any direction regardless of their position, or 'slicing power' to cut through anything, or 'precise accuracy' to automatically attack the vital points, and so on.

To My Dear Reader… (200cp)
This is… a letter? It seems to be from a woman that claims to be part of some higher and secretive group. The letter gives you permission to form your own magic cabal, offering all the proof you need to claim legitimacy or even relation to bigger and more influential cabals. Likewise, the letter gives the names, locations, and skills of people that fit your desired criteria alongside the most effective ways to recruit them to your cause. You will get a new letter in each new world you visit, updated for it. There seems to be something strange about all this, but everything she says is true…

Curtana (400cp)
A ceremonial sword that is used during coronation ceremonies and other important events in British history. It is also the United Kingdom's greatest spiritual item-empowering the wielder, a member of the British Royal Family, to hold the power of Archangel Michael. Likewise, it can empower their

knights and followers by giving them the positions of angels. Finally, it comes with the All Dimensions Severing Spell in it, which is capable of slicing through all dimensions, both higher and lower, along the path of its slash – even creating dimensional debris in its path after cutting through dimensions.

Croce di Pietro (400cp)
Named after one of the 12 Apostles, this artifact 'changes both the spiritual and physical aspects of the land it was raised to be beneficial to the Roman Catholic Church in every way'. In other words, it's a spiritual item that forcefully converts the heathens and heretics into loyal servants of the church, which is why it was hidden under the guise of 'a stabbing sword that pins the dragon down to the earth' as a symbol of enemies to the church falling into their ranks regardless of their power. Because of its significance within the church it can only be used in very specific circumstances including place and time, and otherwise will fail. This version can be modified to work with your particular religion or affiliation instead of the church.

La Regina del Mare Adriatico (400cp)
A magical fleet created by the Roman church because they were afraid of Venezia; when used correctly it works by not only leveling the target city to rubble, but also causes the utter destruction of the knowledge, technology, and historical artifacts of it, essentially wiping their culture from the face of the Earth. The fleet itself is composed of a flagship adorned with glamorous carvings on its walls with artistic modifications to even the most trivial objects such as doorknobs. The flagship was seemingly designed to look like a palace, from which the directions are given and which holds the power to target any city to destroy. The flagship is protected by hundreds of ships made of ice armed with a cannons made out of ice, once again with magic applied to it to mimic an actual cannon with an effective range of 5km, as well as 3-meter-tall ice golems armed with medieval weaponry inside to defend it from intruders. If any of the ice ships are damaged or destroyed, they can simply regenerate using the water surrounding them.

Star of Bethlehem (600cp)
A magical flying fortress, created by fusing the most important parts of hundreds of churches across the world. It would be the most important sanctuary and base of operations for Fiamma should his plan go without a hitch. This massive structure-more than 40 kilometers wide-not only can expand itself at will but also naturally sucks in all the parts it needs to construct itself and regenerate itself if damaged. It's kept aloft by twenty ascent spiritual items as large as multiple factory buildings, spread out across the four corners of the fortress, and has a barrier to keep

temperature and air pressure the same as the surface. It's designed following the Christian style with a strong, uniform focus, in order to act as a holy sanctuary and a place that would be similar enough to heaven itself for the appearance of the holy kingdom on earth. The fortress itself is full of magic weaponry, is capable of channeling Thelesma in great quantities, and has several defenses put in place to protect itself. For your purposes, this immense floating fortress is also a place where all your spellcasting can be done at its theoretical maximum. Likewise, the 'purified' nature of this space allows you to practice, research and expand your repertoire of magic and spells to the highest degree without being bothered by the impurities usually found in the natural world.

The 103,000 (600cp)

Why would you even want this? Whatever. I just stole for you the collection of grimoires that the Index Librorum Prohibitorum read to obtain her current name and position. Stolen from all the major churches' vaults and also touching the sacred treasures of minor factions that were in good enough terms with them. Of course the power of a single adequate grimoire is enough to make a talentless initiate into a massive headache that can take down expert magicians, and with this amount of knowledge becoming something like a Magic God is a feasible goal. Keep in mind, however, that these grimoires are still as dangerous as always; you will probably need a very specific set of skills if you want to make the most of them in a safe manner. As a bonus you will get a new actualized batch of grimoires in each new world you visit representing a similar breadth of knowledge and potential, hopefully a lot less dangerous than these.

Science Side Technology

For all machinery and disposables, you get a sizable amount as well as the instructions on how to create and operate more. 100s are free, the rest are discounted.

Level Upper (100cp)

Level Upper is basically a shittier artificial Misaka network; it makes the brainwaves of the users resemble one in particular so they all get somewhat connected. This increases their processing power at the cost of fucking their own Personal Realities a bit-for level 0s and the like though, this basically gives them a power. Because of how it works it usually leaves the users in coma after a time, yet on the same basis it gives the 'owner' of the network a bank with all the powers of the users plus access to the aggregate pool of computational power of all users of the system. This is all the appropriate technology and blueprints to recreate the system.

Gekota Right (100cp)

The favorite franchise of many young girls, this froggy mascot is the face of your new enterprise-of which you now have all its rights and stuff. This whole thing is something close to a line of merchandise based around this frog-like mascot, including some theme parks. It's very popular among girls in Academy City for some reason. Having this company makes you relatively well off, or at least enough that you won't be having money issues anytime soon.

Graviton Panel (100cp)

These are small metallic panels that, when combined with each other, can form a sturdy solid surface thanks to their electromagnetism. Each one produces enough magnetic force to adhere to the others and can be controlled via computer. This makes them capable of forming floors, bridges, and walls quickly and reliably. They were originally designed to create passageways as well as temporary scaffolding during construction and emergency structures in case of disaster. Don't worry, they come with a controller.

Mimosa (100cp)

This bunch of microscopic bits are made of a reflective alloy and can decompose organic matter to be used as a weapon. Mimosa are not exactly nanomachines, as they are just little bits of reflective alloy equipped with tiny arms which open and close in response to electromagnetic waves. They have no circuitry or power, but by using various electromagnetic frequencies they can be controlled-however this does give them an effective range. They can be dispersed into the air, and are capable of tearing down stuff one cell at the time. You get a few kilograms of the stuff, instructions on how to make more, and a vast array of hand controls for them.

Pincet Glove (100cp)
Also called “Tweezers” these are an attachment-type manipulator for microscopic object interference that allows the user to grab particles and other subatomic elements. It is essentially mechanical fingers that let you grab particles that are even smaller than atoms. It was created to use things like magnetism, light waves, and electricity to “absorb” these particles. While it may not seem like much, the sheer utility of directly manipulating individual particles is vastly underrated.

Indian Poker (200cp)
An interesting fad that swept through Academy City; dreams were downloaded into special cards using a Machine and shared for both fun and to teach others various skills. You get both the Machine, a few dozens of cards already loaded, another bunch of blank cards, and instructions on how to create more cards.. The cards themselves are a limited use program encoded with a scripting language that uploads its data and other effects while the user is asleep. This lets you use the machine to both load dreams and skills into cards, and then place the loaded card on your head when you go to sleep to use them.

Funds. No Funds (200cp)
There’s something to be said about AC, and its that making artificial human beings that are naturally inclined to be strong Espers by using cloning technology is considered a kid’s summer project at best. There are tons of new products and research that never gets brought to light due to some random issue despite being complete and fully proved. This is a collection of blueprints and recipes made of those exact projects that failed to be commercialized. The stuff here includes musical instruments that induce a minor brainwashing effect in listeners, super effective workout injections, pills that augment the size of sexual organs, lotions to make hair grow, gel ointment that can actually repair major tissue loss and even restore minor limbs, nanomachine procedures that enhance the human senses up to several times, glasses to cheat on tests, and much more.

Anatomy Mechatronics (200cp)
Originating from cyborg research, this machine makes a perfect model or doll of an individual using pure technology, with exact copies of their skeleton, muscles, organs, blood vessels and nerves. The only part which isn't perfectly replicated is the subject's brain – as their thought patterns and general disposition remains but not their Esper powers if they had one. Though a collection of medical technology on paper, the machines extract energy in the exact same way as the organs they are based on, so the replica will get hungry and sleep at night in the same way as a person. Thanks to a DNA scanner you can use this to recreate anyone with only a small DNA sample, such as a hair.

Tarantula (200cp)
A rather large storage unit filled with an alarming amount of these mobile weapons platforms. The Tarantula is a large machine with six legs that looks like a giant spider, weighing individually around 120 tons, designed to withstand conventional weaponry like its nothing, and move at great velocity regardless of the terrain. It's equipped with a modified super gatling gun, an anti-personnel laser beam, and several String Juicers (rapidly spinning machines with special strings that can cut reinforced metal or ceramic like butter).

Testament (200cp)
A weird machine that basically works by forcing knowledge into the user's brain. It can stuff or extract almost any sort of data into a given brain. General knowledge, thought patterns, automatic responses, skills, unconscious thoughts, etc. Basically, a brainwashing machine lite. It's the same thing that was used as a basis for the Indian Poker cards and has the same capabilities if not more. This was used to make the Radio Noise clones (a few weeks old at most) semi-functional enough for the Level 6 Shift experiment. Even at its most boring and direct approach, you can extract information and copy skills from people's brains then upload them into other people or even to robots and such.

Cloning Facility (400cp)
Maybe you like someone but don't want them exactly like they are. Sometimes you just need clones to do stuff. This is a facility that does exactly that; this cloning facility is mostly automated and works under a primitive but functional AI. You just need to procure the raw materials (or wait until the facility refills on those automatically), enter the genetic code you have acquired, choose any extra adjustments you might want on them, and voila – after a few days you have your very own set of clones of whoever you stole that DNA from. This facility comes with a stripped down version of the Testament machine, so it can also add knowledge, personality and any psychological inclinations you want.

Greater Nectar (400cp)
A modified version of the body crystal drug. This one forcefully increases the output of an Esper's power at the cost of messing with 'secondary' functions in the brain. This might lead to the subject being unable to use several skills, ranging from minor loss of certain motor functions (such as being unable to use chopsticks) to more directly harmful stuff like having several senses dulled. All this to permanently increase their processing capacity for their Esper power, meaning the subject will have significant growth in some of their power's characteristics such as more range, depth, control or such. While this extra power is guaranteed, an actual level up is not.

Bust Upper (400cp)
A variant of the Indian Poker Cards that can actually pass down physical modifications. Become more muscular, get bigger breasts, find yourself a bit taller. It basically has a 'deeper' access to your brain than the usual cards and thus has a wider range of applications. While it mostly works just like the usual Indian Poker, the range of brainwaves affected is far vaster and will affect the chemicals and such that would let a person increase their physical attributes by messing with their brain. So in theory you could always use one of these and try to reverse engineer the way to give middle schoolers large breasts.

Coffin (400cp)
The forbidden fruit between magic and science. Coffins are large mobile weapons that 'host' the deceased corpse of an Esper and-using Rosenthal style necromancy-are forced by an artificial soul inside them to move again, recognizing the machine as part of their bodies which in turn increases the output of the Esper power two levels beyond the original-up to the rough output of a Level 5 at most. This abomination against life itself comes with friends. By taking this option, not only do you get all the research notes,blueprints, and magic notes to recreate it again, but you also get a dozen samples using level 2 and level 3 Espers, whose current state now gives you the firepower of level 4 and level 5 Espers to use as you will.

Automatic Factory (400cp)
Got tons of blueprints and plans but no way to make them into actual items? Fear no more, for I stole this hidden factory from Aleister because he's a prick. Not only is it fully automated by machinery but it's also quite big and with divisions in every area of research and development – from pharmaceutics to gun development to nuclear weapons to cosmetics and so on. It has a bizarre composition but, thanks to several kinds of generators, it can work without any extra input-producing the energy it needs to function and even procuring a minimal amount of raw materials (somehow). As long as you have the blueprints for something, or an intact sample, it can be produced in this factory in record time. Although you might want to add some more raw materials if you want stuff en masse.

Jumper Arts City (600cp)
A city of your own, located in some dumbfuck corner of the world, it's a sovereign city state in which you have the final say on anything. Right now it's no different from Academy City or Liberal Arts City when they started, a rather big patch of land, several mismatched buildings already constructed, and your new subjects, a thousand or so locals that didn't feel like moving out. A good option for anyone looking to create their own place, also a bit of a

problem as international politics are a thing here and other countries won't stay still if you start reproducing the Power Curriculum Program or create a country of free magic. In any case, this country with everyone and everything inside can either follow you to new jumps or become a warehouse attachment. And yes, you can expand it to increase its size.

Tree Diagram (600cp)
A supercomputer so powerful that it was a key component in several big projects within Academy City. You get a copy of it, since the original one got sent to space in a satellite under the pretense of weather forecasting, although rather than forecast weather, it predicted it. Once a month, it predicted the movement of the particles in the atmosphere of the entire globe and calculated one month's worth of weather in one go for the whole planet. You can input your inquiry, and it will calculate the probabilities for your query with such calculative might that it was said to be able to overcome quantum uncertainty.

Power Curriculum Program (600cp)
The very project that lets normal people turn into Espers by awakening psychic powers. It's a series of experiments and procedures, starting with taking special Esper development drugs and having their brainwaves stimulated with machines, with their mind subjected to hypnosis until they develop AIM and become Espers. Afterwards they're subjected to several experiments and exams to check what their power is, including stuff like trying to balance eggs with their mind or playing poker without seeing the cards. Once the power is shown, they get more tests and research to classify them (high/low ends of each category and unique powers) and try to raise them. Because most of what defines their talent is related to genetics, most scientists know from the get go whether they will be able to become strong Espers or not. You get the full research, machinery, blueprints, and papers needed to recreate the PCP, which means that you can tinker with it to get better results should you have the resources and manpower to allow it.

Companions

Create (100cp)
There are hundreds, if not thousands, of interesting characters living their own personal stories across the globe. In any case, with this you can add a new companion to the roster. They get 600cp to spend in this document as well as relevant discounts.

Import (100cp/400cp/600cp)
Sometimes an adventure is more enjoyable with your friends around. This option lets you import a companion for 100cp, or have the whole roster of eight of them for 400cp. They gain 600cp to spend on purchases here, with relevant discounts. If you're feeling really lonely or need some extra punch in your army you can import all your companions for 600cp, they also get 600cp each for purchases.

Canon (100cp/200cp)
Oh, so you took fancy of a character from this world? I suppose it is to be expected given how mentally damaged you are in more ways than I care to count. If you're prepared for it, then for 100cp you can have any of the characters here as a companion, as long as they agree and are alive by the end of the jump. I will make sure that there are plenty of opportunities for you to get on their good side, which might be easier if you make the right choices or have the correct allegiances. You can pay another 100cp for a total of 200cp and I'll rearrange your past history with them, so you start with whatever relationship you prefer from the get-go. This modification can also be used to alter other details about them. Of course you can't make them any stronger, more versatile or give them extra knowledge. But, you can make it so you're the one that spent that summer with Misaki, make Accelerator a girl crushing on you, change Mikoto so she was born in Michigan, and so on. I'll take care of the details.

Radio Noise (100cp)
Oh man, it seems like someone didn't get the memo about mass cloning, or maybe someone just pulled a few strings and got you a nice gift. This little option is what amounts to 20,000 clones of a character of this world, as long as that one AC scientist could feasibly get their hands on their DNA mapping. The Tokiwadai brats? Easy to get. Some random person outside Academy City, difficult but doable. Ultra secretive mages hidden where nobody knows? Yeah, not gonna happen unless you already have their DNA lying around. The clones are created and lifted to your preferred age, a process in which you can ask for some minor modifications to be done by messing with their hormones. Likewise, they will be given the appropriate knowledge using a Testament machine so you can also request for them to have certain personality changes as well.

Cream Puffs (Free)
A Level 4 Esper from the Private Shidarezakura Academy; born to an old and rich household, she was raised as someone that would stand above others-a sentiment that only grew stronger when she gained her current power in Academy City. A young lady with a figure that implies generations of breeding to generate a living idol of youthful fertility. She believed her standing above all others…that was, until she met you. It was something close to love at first sight, however after being harshly dismissed by you something else awoke within her. After a few encounters, her true heart bloomed: the heart of a masochistic follower. She never could have imagined how liberating and comfortable it would be to leave everything in your hands, to let herself be used as a tool that you can discard at any moment's notice. Being used by you as an ATM, as a weapon, or just as a convenient woman in general gives her pleasure that goes beyond what any drug could ever offer. Her Esper power is called ***Boundless Engine System*** and works by converting any type of energy into any other with seemingly no loss, along with manipulating the resultant energy. For example, converting heat into electricity and manipulating that electricity with great precision – although not at the level of an electromaster Esper. Besides that she possesses a vast array of talents and knowledge which can be quite dangerous if used recklessly.

Suzuhina Yuriko (Free)
Turns out Radio Noise wasn't the only clone experiment going around with a Level 5 as a base. Nope, Accelerator also had a clone made from him without his knowledge. Too bad they went a bit overboard with the changes and ended up creating a hot female version of him with a slightly weaker power, a Level 4 very close to being Level 5. As fate would have it, during the events of a very crazy Friday night, you ended up helping her out of the facility that was using her to run experiments too dangerous for the original and took her into your house afterwards. A few weeks later and she has imprinted onto you like a baby chick. She's still very naïve and confused since her whole life was dictated by the amoral researchers at the facility.

Kaminari Touka (Free)
Aleister did an oopsie back when Kamijou Touma first entered Academy City and ended up creating a female clone of him. Modified with gene therapy to end up as an extremely hot girl because he's a degenerate with no proper morality, of course. The end result was Touka, who was raised as a Child Error after the facility that made her went down in flames. She has a Level 3 Esper power called ***'Dragon Fist'***; a very small but powerful disruption field that's limited to the area around her right hand and 'disrupts' all kinds of systems and even Esper powers on contact. Outside of that she can be characterized by her

sunny disposition, her terrible luck, a total inability to hold onto money and a surprisingly high capacity with household chores after spending her middle school in Ryouran before entering high school in Kiraoka. You met her one day when you were walking around for some groceries and she came to you and started to awkwardly flirt with you, constantly throwing cheesy pick up lines from movies while getting increasingly embarrassed until she was red as a tomato and letting out weird sounds. It turns out you're her type.

Pure Pure*27 (Free)
Someone (a Kihara) let his developing fully sentient AI escape, and it ended up in your computer disguised as some persistent voiced helper-program. She obviously saw everything you did and watched, on top of spying on you from nearby machines in your daily life. Despite you being you, she became infatuated and started trying to help you more and more to make you happy – until one day she just vanished from your computer. A week later some sexy green haired girl with pigtails in some strange cosplay appeared in your bed. Turns out your voiced helper was an AI and she decided to hack into some cloning facility to give herself a body close enough to your preferences then put herself through a compressed PCP to become an Esper. As you can see, she managed to do all that in a week-obtaining the Level 2 Esper ability 'Hopper Mind' which lets her send her consciousness to nearby machines or computers to operate like she used to. Now that she's a real human being she's here to make you happy and become your true helper and partner. She talks in strange ways sometimes, like calling you her 'husbando' or boasting that 'Skynet was a little bitch compared to me' or whispering about how 'only she knows the real you and everyone else will either give up or get their brains fried by phone'. A very sweet gal that knows more about you than you're comfortable with and is fully dedicated to making you happy.

Classic Pizza (Free)
At first glance this cold Italian girl seems to have it all together; long hair, slim waist, big boobs, fat ass, thicc thighs, well versed in psychology, cooking, anthropology, and sociology. Not to mention she's a talented magician that uniquely uses spells based on urban legends and scary rumors as well as being the leader of an extensive magic cabal which works half like an international company and half like a mafia. Her past, however, is one of loss; as a young girl she saw how Neccesarius-aided by several other factions-killed her innocent parents in cold blood while taking down some strange cabals. Seeing her parents be brutally murdered left her deeply hateful, untrusting, and paranoid-plagued with constant nightmares and a need to have as much power as possible to never allow that to happen again. It also left her with a deep hatred against the British, the church and anyone affiliated with

them. One day, by sheer coincidence you two crossed paths in the street and something awoke inside her, some deep instinct telling her to grab you. And that's exactly what she did. Around you she shows a different side of herself- one more cheerful, innocent, and loving. You remind her of her lost family in the sense that she feels safe and at peace when you're around. She doesn't even have nightmares with you by her side. Because of that she has gotten very attached and good at reading your emotions. She likes to stalk you, meet you when you need help and pretend she was just passing through with the exact thing you need.

Apple Frittata (Free)
Your childhood friend. Kinda. You two did indeed meet as children and spend a season together; back then she was a shy cutie that wasn't able to go anywhere without you by her side and wouldn't even look others in the face. Now, despite her overly female figure, she acts more like a high and mighty delinquent. Confident, self-assured, rash, and even callous or cruel to her enemies. She's still the same deep down, constantly following you around, letting you choose everything and candidly begging for your approval. She even reverts to the same submissive puddle when it's just the two of you. It's just that now she will kick to death anyone that looks at you funny while walking around and is very eager to rip off the face of any cashier that speaks roughly to you. She learned several types of martial arts and a kind of magic that controls blood just to help and protect you. Her magic name is Famulus196 "The one that serves my beloved". Which is kind of cute, until you realize this one has the biggest kill count among all the present girls.

Anon (Free)
We don't know much about this one, according to her she was a dude browsing in some basket-weaving Taiwanese forums, then after hours of trolling someone claiming to be a magician named Crowley she found herself in this world as a school aged girl. With no special abilities, techniques or noteworthy skills, there isn't much reason to pick her over any other random girl on the street. She's rather cute, and her body is very sensitive, so she might have some use at least for warming up your bed. While she does seem to have potential if chosen to become an Esper or magician, its still a lot of work. If you go to town with her too hard you might mindbreak her too, even if you have no skills in that department, which seems to be the intended purpose now that I take a good look at her body. You could also train her until she becomes a decent enough companion, but I don't see why you should try.

Ice cream (Free))

A young girl that gives the impression of a frightened mouse; in truth she's a modern heretic, or perhaps one could say a proper magician. Uncaring of cabal or church politics, she immersed herself in the study of alchemy left by her dead parents. Of course she hardly saw the need to abstain from using modern science to improve her craft. Be it ancient aztec sacrificial spells, classic church magic, or the latest technological breakthrough, as long as it helps her perfect her craft then it's something she will use. Naturally she's wanted by several churches, organizations and even countries because of her sociopathic human experiments and dangerous research. Despite her seemingly antisocial and psychopathic behavior she's at her core an emotionally vulnerable and guarded girl - which became obvious after you met her by chance. You gave her some honest opinions, casual kindness, and encouraging words-more warmth than anything anyone else had offered her before. And you ending up saving her from enemy magicians by chance took her breath away. Afterwards you began to "coincidentally" meet her more and somewhat deepen your relationship as she offered help in whatever mission was in your hands at the time. Her magic name is Contubernal777 - "The one that stays by his side to the end". It seems she chose that name very recently, and you aren't very sure of the meaning of it.

Heart-Shaped Red Flags (Free)

There was an orphan taken in by the Roman church to become a magician and nun. Midway through her training she got kinda addicted to anime and manga, especially the gyaru romance ones. Deciding that a nun's life wasn't for her, she took her magical knowledge, changed her manners, speech, and looks to that of a stereotypical blonde gyaru (greatly helped by her rather 'fertile' body) and went out to work as a freelance magician. Nowadays she made enough of a name for herself as a decent support witch, with most of her magic being witchcraft with a twist of modern fashion-such as replacing the crystal ball with her smartphone or using pink dice and horoscopes for love divination readings. That last one is kind of important; her readings are actually very accurate in that particular topic, so she decided to search for her 'destined one' one day which turned out to be you - leading to her promptly stalking you and appearing one day on your doorstep somehow believing that you would be totally on board with her idea of a fated love. As a mage she's quite capable as support and has a decent array of spells from her training in the church that have been slightly modified. She's a somewhat sociable girl that fashions herself as a gyaru, but just talking to her for more than a minute reveals that she's a traditional catholic girl with traditional values and a small rebellious streak. Other than that she's very loyal and quite good at giving advice, having retained her innocence and kind nature despite her line of work.

Missions

Missions are paid upfront and are another way for you to get more Choice Points in case you don't want to cripple yourself for the rest of your stay here. They are simple enough; choose the assignments you can do within the time limit and get extra points.

Gemstone Mining (+100cp)

- The fucking CIA revealed the locations, names and images of the 50 known Gemstones around the world so now they're getting hunted down for obvious reasons. The situation will likely solve itself by mid-October thanks to the sisters and others. Ensure that this happens, either by rescuing them yourself or helping out.

Luck Runs Dry Here (+100cp)

- Hamazura Shiage, currently a Level 0 thug and known member of Skill Out, will get himself into some issues in the foreseeable future, for which you'll get a deal for killing him between October 3 and October 6.

JUMP (+200cp)

- Create your own Dark Side group like ITEM, GROUP or SCHOOL to participate in and survive the Battle Royale event with all your members still alive by the end of it.

Amazing 7 (+200cp)

- Get a photo of each of the Level 5 Espers of AC in compromising positions. Can be something as innocent as them making a silly face while burping or as serious as them in the middle of an incriminatory act.

Yer a Wizard, Tom (+300cp)

- Magic is a bit of an open secret. Anyone curious enough can try and will eventually find it if they're hard-working enough. But that's quite poor compared to the public might of Academy City. Your mission is to open up a Magic City to produce mages and rival Academy City

Labcoat Star (+300cp)

- Successfully take a Level 3 or lower Esper and raise them to Level 5 while using the least amount of resources, at maximum 60% of what it would take normally under the current circumstances. You can only use local resources and technology you develop yourself using said resources as well for the purposes of direct help.

Magician of Perseverance (+400cp)

- Create your own brand of magic and teach it to at least two dozen people. The brand of magic must be functional and objectively superior to the ones used by modern mages, in the same way the Golden Cabal created its own. You can reuse magic systems from other settings or worlds, as long as you first modify it to work with the local cosmology.

Cupid of Miracles (+400cp)

- Kamijou Touma, resident Level 0 and the bearer of Imagine Breaker, is not only known for his proclivity for bad luck and truancy-but also for his heroics and tendency to charm girls. Sadly because of many, many, issues, he has been single all his short life so far. Your mission is to somehow get him a girlfriend; anything short of mind control is fine for this endeavor, but the end result must be them in a loving relationship. If you somehow pair him up with Shokuhou Misaki after fixing his memory issues, you get (+300cp) extra. If you get him with multiple people you get an extra (+200cp) and if you somehow get him with Kuroko you get (+200cp), because it would be really funny to see.

Drawbacks

In exchange for hurting or otherwise limiting yourself for extra entertainment value, you get some extra points. Drawbacks override perks although some can be dealt with on your own or with external help. All Drawbacks disappear once you leave this world.

I Don't Feel Like Myself +0cp

We ballin. Choose a canon character, now you're replacing them for the duration of the jump. This either means them as a whole or just their position. In any case, you will be taking over their responsibilities, getting their connections and relationships, but not their powers unless you bought them first in this jumpdoc. Have fun.

In the Deep, Deep Hell +0cp

Instead of appearing on the date you should have, July 13th of the current year, you're going to be starting before. You can freely choose when, but the jump will still needs to end on October 31 of the current year, and you can't use this option to be here for more than 10 years.

Bottomless Pit +100CP

Fucking useless glutton. You eat way more than you should, enough to feed a squadron of soldiers. Of course, other than eating whoever you're with out of house and home, there'll also be other disadvantages. Say, hunger pangs and getting fat. Expect hunger pangs, getting fat, embarrassing growls in the middle of important conversations and quite the hit to your food expenses.

The BEEG One +100cp

Much like Komoe, you're stuck looking like an adorable elementary schooler for the rest of your stay here. This doesn't alter much, except that no one will take you seriously at the start. If you're a guy I'll tell you upfront to be careful about a certain Level 4 teleporter.

Abandoned By Science +100cp

You're completely tech-illiterate. You couldn't operate a washing machine to save your life, and you'll be lucky if turning on the lights doesn't end up with your burning down the whole building. Forget about using cool technology for the rest of your stay here.

Reasons, Reasons (Esper only) +200cp

Esper development is quite the delicate thing-a single setback can stunt the growth of the subject forevermore. Just as it happened with you. Your Esper power progression has been stunted thanks to a personal trauma of yours. It will be next to impossible to increase your power until you deal with your trauma and it will affect the use of your powers.

God, Why Hath Thou Forsaken Me? (Magician only) +200cp
Turns out a certain incident fucked up your magic beyond recognition. You can still use spells and such, but they will have to be from a completely different religion and country than the one you hail from. As an English christian you will have to use things like African spellcraft, as a Japanese you might end up having to use Aztec magic.

The Lesser Curse of Misfortune +400
You have 0 luck – which usually means your allies and enemies all get luckier. As you possess neither bad or good fortune, everything that happens to you happens because of your own actions or the actions of people with more luck than you – which is basically everyone who isn't super cursed or unlucky. As long as you're careful and plan ahead things shouldn't get too horrible, but it will take a toll on you. There's no way to fix this until the jump ends.

Idle Miss +400cp
Someone has messed up with your brain. Information isn't trustworthy anymore, memories aren't either. One can find very basic contradictions even in supposedly essential knowledge, like your own name or your family's faces. Only 10%-20% of your total information has been somehow tampered with, but you can't be sure of what exactly until you relearn it appropriately. Maybe some odd number on your power's calculations, or how to properly channel mana in your body. A single misstep could be the end if you aren't careful – and how exactly is one careful here?
If you have 'A Certain Magical Index' the information tampered with is only the grimoires you have memorized and can only be fully compared by reading the original ones again. Your memories will fix themselves after the jump ends.

The Greater Curse of Misfortune +600cp
Man, why are you so starved for points, what's you mental issue? This curse is a bit different. You're literally cursed beyond all help on two accounts – first, you're fated to fail at everything; from going to the store to seducing a girl, whatever your goal is, you will fail at it. The second part is simple, you're considered 'something that shouldn't exist' by the world itself, and it will conspire to take you down-empowering your enemies or simply tripping you up as much as possible.

Wanted: Dead or Alive +600cp
Usually your participation in this world was already predicted to some extent. Now that's not the case; Aleister Crowley, Lola Stuward, and several other important figures have taken wind that you, a completely alien player, have

entered the board and none of them have taken kindly to the intrusion. They will use the full range of their resources to take you down.

Final Choice

Go touch some grass you mouthbreather

Go back home, you can take all your stuff and people and powers. Hopefully you had as much of a good time as I. There's a non-zero chance that I'll go visit you to gloat about my new Jumper who, unlike you, won't give up and go back to his mommy like a loser.

Sneed and Seed

…Why in the actual hell would you choose to stay here? Are you more mentally challenged than I thought? Sure. Just take your stuff and stay here. You disgrace. You doofus. You orangutan-faced little dog. See if I care. I'll get a better Jumper. One better than you. Way better. You will see.

Miss me with that gay shit

Yah king, slay. We gotta go fast. Time to visit new worlds, expand your horizons and have more fun. Tomorrow awaits us.

Notes

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Espers are the ability users that possess an AIM Field, a Personal Reality, and thus an ESPer Power. Created after passing through the Power Curriculum Program, they gain the capacity to superimpose reality with their own which is the basis of their abilities-with no two people having the exact same one (although they get really similar). In contrast to Magic's Idol Theory, their interference with and subsequent distortion of reality to create effects is an isolated phenomenon based on quantum theory-their observations of the world based on their Personal Reality affecting things on a quantum level to cause phenomena on a macro level. Aside from the mental performance of calculations, no elaborative and preparatory rituals are required by an Esper to produce effects related to their abilities, unlike in Magic. In other words, Espers can warp reality on a limited scale and use calculations to properly wield their power and actually have any effects.

Mages basically work by transforming life force into mana (or getting mana other ways, there's sex magic and ley lines and such) and using mana to power their spells. Technically speaking, they don't need Idol Theory to use magic, just that Idol Theory is how most spells are constructed.

>TLDR
Espers have one particular ability that's born from drugs and schizophrenia making them replace bits of reality with their own. They usually use tech to aid them, or just get creative with their powers (like, telekinesis can be used to 'lock' cells to form some sorta defensive barrier). They, however, need to use calculations in real time to properly use their powers.
Mages use some taichi bullshido breathing and other stuff to get mana and that fuels their spells. Spells are weak af so they need a lot of preparation to make them properly do shit. They aren't chained to a single spell or religion although most do it anyway cause specialization works.

I have no fucking idea how long Espers have been produced. Well, I do know. 50 years ago AC was properly created and by that time they already had the basics of the PCP thanks to the first proper Esper (known as the Beginning Child, who appears in biohacker and should have been Level 5 or so). BC was basically the foundation for the PCP. 20 or so years ago the golem magician talks about her friend Ellis who was an Esper (and given how she talks about him, he was young and had a noticeable ability so he wasn't a level 0) and that got gored and died during an underground experiment to create Espers that could use magic. Afterwards we don't know if they manage to create that many (if any)

Level 5s - since in Mental Out election arc, Synthesize Grid was supposed to be the N°1 Level 5 Esper of the previous generation and was a Gemstone whose research allowed the creation of the current batch (Accelerator, Railgun, Mental Out, Meltdowner, etc). I have no idea what happened to the others. Railgun's 15th anniversary short story confirms that Aleister either depowered or killed Espers when they "graduated".

About Imagine Breaker. Outside the jump it works as a flat out supernatural negator, assume its maximum output goes beyond what Othinus and Aleister showed when they used it.
Also, after the jump ends you can transfer it to wherever you want. Swords, arrows, whatever. You don't need to have it in your right hand.
Its pretty much an instant Game Over against anything supernatural, with the exceptions of avatars and terminals connected to a great enough magic source (like, if something's connected to the leylines it will negate it, but the leylines have enough magic juice to supply the whole thing constantly).

About Esper Levels
The level tiering system is fucking bonkers since (from what I've managed to gather) it works on assumptions, which is how many conventional military power could the Esper replace (output), how 'broad' their powers are (their usage for research), and their uniqueness (high-ends and one-off abilities with practical usage get a lot more interest and funding than others).

This series is a fucking mess. Since it's basically a collection of stuff that happens to people and the worldbuilding is always just a leftover thing. Rereading this shit was a good way to see all the minor and major stuff that gets sent to the backburner.

In the beginning the Kiharas were just a group of 7 scientists that Crowly messed with so they would fall into madness and villainy, knowing full well of their actions but unable to stop themselves. As the concept of "Kihara" crystallized they fully became a family dedicated to the pursuit of science whatever the cause, using themselves to define it. They can add new members since they have some weird stuff to mess with brainwaves and create new Kiharas. Also they're all fucking unhinged.

Something weird about grimoires: Everything
Grimoires can take a multitude of forms-from normal books, to stones, to basically artifacts. Grimoires are usually made with a special technique that weaves the physical copy and the encrypted information stored within with the mana of the leylines. This way the grimoire obtains several characteristics,

for example they become semi-sentient to pass down the knowledge they have to someone worthy of it. They can also be used as catalysts or magic circles for the magic they contain, as well as their physical original copy being almost indestructible thanks to their connection to the ley lines (they can be destroyed but it needs a very weird ritual and basically perfect knowledge of what's written inside), and their contents also become tainted and something that can't be read without proper methods and even then it causes mind poisoning – this 'poison' is basically a debilitating mental illness (think Alzheimer or schizophrenia) in nature which is why Index's perfect memory and resistance made her able to read it all without issues.
Grimoires are encrypted in fucking senseless ways to me. According to Index, the Momotarou tale (you know, the peach boi that goes on an adventure to kill an oni with his animal friends) is actually a grimoire describing how to create an immortality elixir, as everything in the tale is a reversed allegory of the process (the peach isn't actually a boi, rather the boi just represents the youth that the old couple regains upon consuming it).

A Certain Magical Perk: This is basically making you a copy of Index (girl) in terms of magic knowledge. You're probably better off than her given she still has some restraints in canon while you have none and can cast magic with no issue. Its up to you if you're the index of another church, a failed precursor or something like that. Also, taking this as an Esper is a good way to fuck up yourself mentally for obvious reasons.
103,000 grimoires, all the same as Index, including the useless ones (like the Book of M that tried to separate magic in two categories but failed so its just random mumbling now) and the indecipherable ones (like the Book of Law that Aleister wrote with the guidance of Aiwass and it supposedly brought about the start of the end to the era of christianity)
Keep in mind that this doesn't give you perfect knowledge of magic (there are plenty of spells and such that Index has no idea about, even with Imagine Breaker she can barely make educated guesses she herself isn't sure about)
That said, you still can get affected by the grimoires if you ain't careful. Even Index got briefly damaged by the Mina Matthers grimoire after she added it to her mind collection. Of course, you don't get any grimoires that she didn't have either, like Moonchild (also written by Crowley and detailing how to use an angelic binding technique to summon a spirit).
When considering the potential of this thing, its fucking busted. You have basically all the knowledge needed to become a Magic God if you want to, or you could just explore the depths of the library in your brain and go beyond, reaching the levels of true experts and beyond. Keep in mind that actual experts in magic such as Anna Kingsford can easily slap down Aleister and everyone at that tier or below at the same time without even breaking her

stride. It's a level that's reached by understanding magic on a much deeper and more fundamental level and thus making all your magic go beyond the norm.

Ballad: This is based on two things. First is Touma's punch, which basically has everyone that he has punched before become an ally or haremette later down the line. The second is his uncanny ability to make up deep speeches in the moment. Like, it seems like every speech he gives someone touches his intended target to some extent – it basically set Accel and Zura on the path of becoming heroes, same with Fiamma and so on.
Combined with a harem perk this is basically 'tell them to stop being bitches, punch them, and add them to the harem'. Kinda busted.

Art Is Divided Between Geniuses and Eccentrics: I ended up mixing like 3 different mind perks since there were so many around. This is Accelerator + Yuuitsu + the siscon scientist.

Sweet Entrapping Hole: I was thinking of making a traptrix ragnaraika deck while writing it so that's where the name came from. How long and how much interaction it requires to fully replace their mania with you depends solely on the person. It's a very fast thing anyway, since I based it not only on Touma and Shiage but also Mikoto and Misaki. Give it a week at most to have schizos slobbering over your crotch… Then again, this is completely useless against normal well-adjusted people.

About the Esper Level system. For Jump purposes I'm giving you full autonomy on choosing your power. Get whatever you want. Just know that all powers are something really simple at base. Tsuchi can create a slime (a super weak one that just covers broken arteries). Mikoto, Junko, and Mugino mess with electrons but they all have very different end powers – Mikoto is an electromaster, Muggers makes some beam that's made of neither waves nor particles, and Junko is a weird variant of electromaster that goes Super Saiyan. Misaki has fluid control that somehow ends up as mind control and bleeds over to give her some level of psychometry, which is vastly different (and inferior) from the Psychometry of Sha (since that's her power focus).
Also know that even if the end result is quite lame, it doesn't mean that the base power is so. Uiharu may only be able to keep stuff lukewarm, but her Esper power basically rapes several laws of thermodynamics.
Only exception to this rule are the holistic espers, that instead of making a small change that affects the whole (micro to macro) they instead make big stuff happen to end up in a small event (creating black holes somewhere in the universe to cause a leaf to move), pret

If you care about powerlevels, just know that under most circumstances Saints and Saint-tier magicians mog most Espers. Even Mikoto was getting

bullied by Brynhild. There are some exceptions to this, like ironically Misaki, Accelerator and maybe Kekine. This doesn't mean much in terms of factions when you look at the big picture. There's only 20 or so saints and magicians that reach their level or surpass are relatively rare (compared to the amount of middling magicians, there's still several in the story). Meanwhile

Special thanks to Nyanko-anon for proofreading this to make it readable in english instead of the ESL blabber that it was originally.

On Esper Powers. You only need to purchase Current Level, it's implied you had the potential for it, obviously, and that's your limit. If you don't like that being your limit then you can purchase Potential, which is basically how far you can go if given the resources and time for it.

Canon Companion: 100cp is the usual stuff, you get lots of chances to easily get close to them and if they're alive by the end and accept to join you then you can take them. 200cp is more hardcore, basically you can edit (with memories and other stuff included) the selected character to change them and their relationship with you. Changes can be anything as long it doesn't mess up their power and knowledge. Aqua uses an afro and fought alongside you several times in the past, you replaced Touma in Misaki's plot, Accelerator is a cute girl, Touma did manage to save Ayu without the phone, Orsola has even bigger tits, etc. You can't use this to make someone a Saint, give yourself MG knowledge and other shit like that. It's basically a 'get companion in super easy mode' since you can mod your relationship with them and tweak them a bit.

The Arcs (basically the shit you can expect to happen/come down unless you mess with it) this (Old Testament) time period cover are:
-Level Upper
-Index
-AIM Burst
-Fanfare
-Big Spider
-Poltergeist
-Deep Blood
-Sisters
-Silent Party
-Angel's Fall
-Necromancer
-Liberal Arts City
-Orsola Aquinas Rescue
-Road to Endymion
-Miracle of Endymion
-Rainbow's End

-Daihaseisai
-Astral Buddy
-0930 Incident / Academy City Invasion
-La Regina del Mare Adriatico
-Bust Upper

-Styl
-Skill Out Uprising
-Document of Constantine
-Battle Royale
-Aqua of the Back
-British Halloween
-DRAGON
-Jailbreaker
-World War 3

Keep in mind that all this happens within a few months. Starts on July 13th and by 31st of October, the jump ends.

I don't even need to say this but messing with some of the plots can change others. Like saving Index yourself without what happens in canon will result in Tree Diagram not being taken down and affecting the Sisters plot (also all of Railgun's arcs to some extent). One of the good things about Raildex is that each arc is connected to another, even if it takes time to show those connections.