Machikado Mazoku

まちカド　まぞく

Jumpchain

Welcome to Tama! This is a fairly small and energetic town in Japan, and one of the few places in the world where members of the Dark Clan, Demons, can live alongside the Light Clan, angelically-empowered Magical Girls, in peace.

In this world, the Light and Dark Clans have been at odds of millenia, but the Dark Clan is at a disadvantage -- the Light Clan calls upon their Navigators, fragments of biblical Angels sent to aid humanity, for stronger physical forms and the ability to make wishes using the power of sealed Demons, while the Dark Clan must rely on their innate powers, which as noted before, are slowly sealed away with each fight against the Light.

A kind-hearted Magical Girl named Sakura Chiyoda noticed the imbalance, as well as the fact that not all members of the Dark Clan were evil (or even particularly powerful compared to humans, given the centuries of seals placed on them) and used her extensive magical power to protect the town from being identified by other Magical Girls.

Unfortunately, it's been a decade since Sakura mysteriously vanished, leaving behind an extensive fortune of both material wealth and wishes to her sister, Momo. Since then, this young Magical Girl has spent her time protecting the town and the people in it -- Dark and Light Clan alike, and even saving the world once or twice.

All this, however, was completely over the head of young Yuko Yoshida, a kind and fragile girl, up until she awakened her secret Dark Clan heritage.

Origin

Regardless of origin, I hope that you have an enjoyable time while you're visiting! To make your stay a pleasant one in this small Japanese town, on behalf of our beloved town mascot tama-chan, please enjoy this complimentary **+1000 Choice Points**!

Drop In (Free)

This is actually surprisingly common in Tama, where travelers with indistinct backgrounds arrive to settle down all the time. I suppose it's a little less common for said travelers to come from outside this dimension, but the people here will welcome you all the same! You find yourself at the entrance to town, along with a suitcase with a week's worth of clothing, and about ¥20,000 to your name.

Town Resident (Free)

You've been in Tama for your whole life! You simply woke up this morning with a boatload of new memories and maybe even some new biology. This doesn't change the fact that you've still got school, though -- try and work out the confusion over lunch. You start out in a… *modest* apartment complex, to say the least, but at least you have your loving family! Feel free to determine the makeup of your family yourself, though -- or even become a sibling of Yuko!

Fortunate Child (100CP)

Regardless of circumstance, Tama is where you've ended up. Your family situation is… complicated, so you're here on your own! It's not all bad, though; the world knows your name, whether it's because you saved or threatened it, or simply because you're the heir to quite a sum from your estranged parents' company. No matter the situation, you're waking up in a cushy two-bedroom home, with a fortune in the range of tens of billions of yen in the bank. You could even be an adoptive sibling of Momo Chiyoda, or related to the Hinatsuki family!

Clan Affiliation

Unaffiliated (Free)

You're not actually affiliated with the clans of Light and Darkness, meaning your background is simply that of an average human in this world. While even average humans have some degree of latent mana, they're generally unable to use it for anything.

Dark Clan (Free)

You are a member of the historic Dark Clan! This comes with an unfortunate tendency to be hunted down and sealed by Magical Girls elsewhere, but at least in Tama you are mostly safe. You are a combination of flesh and mana, and with training you can increase the strength of both! Just try to avoid getting sealed away.

Light Clan (200CP)

You were once unaffiliated, but after being selected by a Navigator for having an exceptionally high amount of latent mana, you have become a Magical Girl! Your body was remade and unified with your mana into a substance known as Ether, increasing your strength and durability when transformed!

Age and Gender

You are 12+1d6 years old, though you can change this to whatever you like for 100CP. Additionally, your gender is whatever you'd like it to be! While there hasn't been any evidence that a member of the Light Clan can be male or non-binary, considering the title Magical Girl, there's also nothing saying they *can't* be!

General Perks

(Undiscounted)

Magical Cooking (100CP)

You can infuse some of your magical power into food! You can imbue food you make with any spell you have available, supercharge it with mana to use it as a mana storage and transfer system, or even use it to influence the emotions and behavior of those who eat your food, though this is temporary and wears off after a couple of days away from it. The influence is pretty weak unless someone consumes a *lot* of it, and further weakened on particularly strong-willed individuals, especially when they actively resist it.

High Mana Concentration (200CP)

Your mana is higher than most, and with a much higher quality than the average person, as well! If you're unaffiliated, expect to have a Navigator seek you out. If you're already part of a Clan, though, expect your base abilities in magic and physical enhancement when transformed to be given a bit of a boost! Nothing world-changing, but quite nice.

Húlijīng (300CP)

Not quite demonic enough to be considered part of the Dark Clan by itself, the Húlijīng is a mischievous fox spirit from chinese folklore. You gain a cute and very fluffy fox alt-form, and can sprout fox ears and a tail in any humanoid alt-form you have. In addition, you can craft (admittedly fragile) illusions with nothing but leaves that you can summon with a minor expense of Mana, letting you make anything look like nearly anything else of the same general size -- including disguising humans! As the years go by, your mana capacity will increase, but don't expect the fabled omniscience after 1,000 years.

Soul Inhabitant (400CP)

You can give up your physical form and draw yourself into the soul of another living creature. The individual must either be willing, or simply quite a bit weaker than yourself, but the end result is that you become an intangible entity within their body and soul. While in this form, you can redirect anything that would affect you to the individual you inhabit, or alternatively use your own power to protect the individual from effects that would target their soul or mind. In addition, you can use any abilities you have as if you were standing in place of the person you inhabit, though any resistances you have *do not* apply to them, and they don't gain access to your powers. You can return to normal at will, but you are forced to return should the individual perish, which is extremely disorienting for you.

Drop-In Perks

(Costs reduced by 50% for the Drop-In origin. Perks that cost 100CP are free to that origin.)

Accelerated Reading (100CP)

Sometimes, there just isn't enough time in the day for everything you want to study. This should help! Forget words per minute, you can now read at a rate of about 400 words per second. This also gives a slight boost to your general ability to perceive things moving at high speeds, but its main use is in reading. Don't worry, you can process all that information as if you were reading at a more average pace!

Quirky And Cute (100CP)

You're quite a nice looking person, you know! So what if it means you may or may not come with a couple of strange personality quirks? Things that would seem out of place for you have a tendency to only increase your already quite notably endearing nature. Whether you're living in someone else's attic or just walking around town in a strange magical getup, expect a bit more leeway with people than normal as they brush it off as just part of your charm. Just be careful that people don't start basing town mascots and such on you, or it might get a little awkward, especially if you meet a fan of said mascot.

Aspiring Mad Scientist (200CP)

You've certainly got the skills for it, at least! On top of being several degrees better at information acquisition, pattern recognition, and problem solving, you gain a fairly wide degree of knowledge in a variety of scientific disciplines. Which is to say, all of them. Not enough to be considered an expert, or even really defend a degree, but what you lack in depth of knowledge you make up for with breadth. Besides, with your increased research skills, there's nothing saying you can't have both in the future!

Hero Insurance (200CP)

Look, sometimes, things get destroyed during the fight between good and evil. Maybe the villain slammed through a factory wall, or maybe you had to use a car as a baseball bat on a fireball, or myriad other issues that can come up. While awesome in the moment, at the end of the day, that can really ruin peoples' lives and livelihood! Not a problem anymore, though. It seems that every time you get in a fight somewhere you don't want obliterated by combat, everything's insured by fiat. Just don't think too hard about where the money is coming from, and don't expect to be able to abuse this for your personal gain -- it won't work unless you are using it sincerely to protect victims from the consequences of your fights.

Information Entity (400CP)

Despite your abnormal origins, it seems that you somehow managed to become a fragment of a demon of knowledge. You gain perfect memory recollection, and a *very* efficient indexing system for said memories, meaning the knowledge you obtain will be stored away nicely for when you need it, rather than affecting your day-to-day life. In addition, you can communicate with wireless devices if you know the protocols they use -- think of yourself as a biological wireless adapter.

Arcane Contract Lawyer (400CP)

Sometimes, magic depends on specific conditions and rules created at the time of casting. A curse, for example, applies specified effects to a certain target. A magical barrier draws from its power in order to reinforce certain aspects of itself. You are a prodigy, if not a miracle worker, at moving magic around in ways the original caster would never have expected. While this can't really increase the effectiveness of a spell ex nihilo, you can strengthen or change certain aspects of spells at the cost of others, or weaken spells by changing parts of their rules. Think of this as metamagic applied to any and all long-term spellcasting techniques. Weaken a curse by distributing its effects to other individuals, or strengthen a barrier by changing it to only block scrying and information gathering attempts! It's not infallible, but you can do a *lot* with this ability.

Magical Science (600CP)

Just like anything else, magic follows a set of rules that defines how it works and the behavior it displays. It stands to reason, then, that these rules can be studied, identified, and used in the same way normal physics can! You especially have a gift for this. Even if you're incapable of using magic yourself, you can figure out the laws of magical systems -- even if the magic is predicated on not being able to be confined to a set of rules -- and interface with magic in ways that nobody would be able to expect. Whether it's making complex potions in magic systems that lack much of the physicality required for it, or just installing USB ports on magical artifacts, you'll be able to figure it out, regardless of the system.

Heroic Sacrifice (600CP)

Heroes risk a lot for others -- not always their lives, but even small risks are needed to defeat challenges. It would be unfair to risk so much only to find that your best was just not good enough, wouldn't it…? Fortunately, you have a bit better luck with regard to that than normal. Whenever you sacrifice anything for a goal, be it a large sum of money, your physical form, or your life, you'll find that your efforts towards that goal are multiplied in effectiveness proportionate to what was lost. Now no sacrifice will be in vain, especially if they're for others' sake.

Town Resident Perks

(Costs reduced by 50% for the Town Resident origin. Perks that cost 100CP are free to that origin.)

Extreme Omnivore (100CP)

Keeping moving on an empty stomach is hard. Even in the direst of situations, people still need to eat, but there's not always good food on hand. Fortunately, this is less of a problem for you than it is for others. You're effectively immune to food poisoning from spoiled or improperly prepared food, as well as a number of common foodborne illnesses and some poisons. In addition, your sense of taste is tweaked so that as long as something is edible for you, it will not taste disgusting. That's not to say truly delicious food is affected in any way, just that you can hold down less-than-savory foods without any fuss at all.

Mind For Tactics (100CP)

You're far more wise when it comes to military tactics than some might be led to believe, especially if you did not elect to change your age with CP. You effectively have most older treatises of war, such as the works of Sun Tzu and Huang Shigong, memorized, and you can pick up on more recent military tactics with prodigal speed.

Excellent Cooking Skills (200CP)

Having had a taste of a wide variety of flavors and a lot of practice with low-quality ingredients can *really* help establish a cook as being able to make a tasty meal with nearly anything. Whether you have gone through these situations yourself, you now have the experience of someone who has! In addition, anything you make with the intent of giving to or sharing with someone else tastes just a little bit better, objectively. Don't ask how I've managed to objectively measure taste, just consider it the literal version of made with love.

Boredom-Proof (200CP)

Some might call it being easy to please, but this is even more than that. A human or human-like mind suffers from being idle, especially when that involves sensory deprivation or the lack of ability to communicate in a meaningful way with others. Fortunately, you're far more resilient to this effect than most; you have the imagination skills necessary to keep yourself busy for however long you need to be. Even if you're trapped in your own head for millennia, the worst thing that will come of it is that you may develop a mild fear of being alone or of the dark, and have some slightly degraded social skills for a time.

Magical Siphon (400CP)

While this does nothing to change your maximum quantity or quality of mana, you now replenish it at an *incredibly* rapid rate, compared to most. It's less of you having an affinity for magic, and more the other way around; beneficial magic works just a little bit better on you, and you can even 'piggyback' on others' magic if you're touching them at the time of casting. Normally, this would also apply to you accidentally taking on *negative* magic that others might be bearing, but since you are purchasing this with choice points, you are exempted from this drawback!

Hang In There! (400CP)

Most problems are solvable, but not everyone has the willpower to solve them. You're not just anyone, though. Your will is fairly unshakable in the long term. Sure, everyone has small slips where they will dip into personal pleasures, and you're no exception, but when it comes to shouldering through pain, accomplishing your goals, and simply keeping moving on through life, nothing can get in your way. Not only that, but you can spread these effects to others with just the reminder that they have to hang in there, and keep going -- even if they can't hear you.

Prophesied Return (600CP)

Nothing can keep you down forever, short of your death -- and even then, your enemies would be wise to keep an eye over their shoulder. Whether it's a literal imprisonment or sealing, or simply a binding placed on your abilities, it *will* be undone eventually, and nothing can change that. And, as an added bonus, this guarantees that such a return will happen before the end of whichever Jump you find yourself in, as long as your Chain continues. It would be pretty boring otherwise, wouldn't it? That's not to say you won't have to put in effort, but it will *always* be possible.

The Spirit Of Tama (600CP)

The worlds you visit will often be of a wide variety of tones. Sometimes, a world is filled with adventure and fun, other times, pain and despair. More often than not, they are a mix of both concepts, and even more. You, however, are almost a world unto yourself; regardless of the "themes" of the world you find yourself in, you'll be able to maintain the outlook you desire. As long as you continue to embrace a theme and embody it in yourself, it will spread from you infectiously to the people around you. This won't change a world on its own, but much like Tama, you can be a bastion of peace and happiness in a world of strife between a dying clan and morally ambiguous angels, or a bastion of… anything else.

Fortunate Child Perks

(Costs reduced by 50% for the Fortunate Child origin. Perks that cost 100CP are free to that origin.)

Excellent Aim (100CP)

And I do mean *excellent*. You have a preternatural degree of awareness of how projectile motion affects anything and everything; you could make shots with a bow and arrow that would rival some medium-range rifles, not to mention just what you could do with a proper long-range weapon and a scope.

Absurd Strength (100CP)

I'm not entirely certain this degree of strength is possible for a standard human, but you have it nonetheless. It's not enough to go knocking down buildings unassisted or anything, but you could certainly lift one side of a car off the ground with only some moderate effort -- a feat most humans would need an unhealthily strong adrenaline burst to replicate. Note that this is applied *before* any magical or supernatural effects which multiply or increase your strength -- you can expect much larger returns from such things.

Fast Friendship (200CP)

Quite simply, you're very easy to make friends with. If you make an active effort to befriend someone, and the individual isn't wholly polarized against you, events will fall into place that allow you to rapidly deepen your friendship. On top of that, you have an effortless knack for knowing what might make the people around you happy, to the point where it may get hard to tell just where your actual knowledge of them ends and this perk begins. Ten years isn't long, so make what friends you can with the time you have, and cherish them until it's time to go your separate ways!

For Want Of A Therapist (200CP)

It can be hard to get through life as just a normal human being in an unassuming world, let alone places with otherworldly threats and unreasonable expectations. To make matters worse, it's not always possible to book a therapist that you can talk to about the things you've seen, especially when you're a being composed of pure magic or if you've visited countless worlds prior. Fortunately, you're a lot better at partitioning and handling the trauma and troubles affecting you than most. This doesn't mean it happens instantly, mind you; I've found it's healthier working through your issues the long way rather than using magic or fiat to fix it. It will, however, make working through them easier, more effective, and guaranteed to work eventually. Having supportive friends helps, and you can share this perk with others by supporting them in recovery as well.

Homunculus (400CP)

Pick a mundane furred, clawed mammal of your choice! You can now assume certain traits of that animal, including fur, ears, tail if present, and teeth, but most importantly, you can manifest claws from your fingertips, replacing your fingernails. Unlike the mundane creature of your choosing, these claws are *absurdly* sharp, able to cut through steel with the same amount of effort as you may put into tearing through paper.

Extreme Resilience (400CP)

You're far more resilient than the average human to physical and magical harm. Because of this, you might as well be completely immune to scrapes and cuts, and you can take a lot more punishment than anyone would expect you to be able to before giving out. To sweeten the deal, this has a similar effect to **Absurd Strength**, meaning any perks, magic, or abilities which enhance your durability and ability to take blows will be similarly improved.

Guardian Angel (600CP)

Within your soul is a non-sentient entity that seeks to protect you from potential danger. This entity wields telekinetic abilities that, while only as strong as an adult human, are not limited by things such as a need to keep musculature intact; You can't direct this force, but it responds to sources of danger by either directly manipulating the source of the danger or the environment around it, and it wields near-complete information of your surroundings including things out of view. Your enemies may find it hard to keep hold of their weapons, and falling objects will be smacked out of the way before they hit you. That said, unlike the original bearer of this power, you need not worry about it acting up at non-hazards that surprise you. It will only act on things that would genuinely harm you if you were a standard human being.

Operation 28 (600CP)

Whether by human experimentation or magic, you are far beyond the average human, now. You're now five times stronger than your baseline, and just as resistant to harm. In addition, you can learn and internalize information twice as fast as normal, especially when it comes to adopting new languages. Your senses, and ability to interpret sensory inputs, are at the peak of what is humanly possible, and your reaction time is about half above what a human is normally capable of. Finally, you can take **High Mana Concentration** for only 100CP, and even without it, your baseline ability to store and handle magical power is slightly enhanced.

Clan-Unaffiliated Perks

(Costs reduced by 50% for those without a clan affiliation.)

Information Broker (200CP)

Finding out the local gossip is as easy as breathing for you. In fact, you need not even find contacts to acquire information; any gossip that might be found out by a layman wandering in your area is available to you at a moment's notice, seamlessly incorporated into your own knowledge much the same as if you heard it directly from a primary source. That said, this is only knowledge a *layman* would know. If a building isn't open to the public, you'll only know what the people who *are* allowed inside would conceivably say in public loud enough for others to hear.

Fortune Telling (400CP)

This isn't the cold-reading, cheap parlor trick fortune telling. This is the real deal. You can, with some time, effort, and knowledge of a subject, obtain a premonition about a future event involving said subject. This can't really be directed, but it prioritizes more urgent or important events over the mundane, so don't worry about failing to foretell a death by instead seeing that they'll get a discount on pork soon. Your prediction of future events isn't guaranteed to come about, but you do gain the knowledge needed to set things up so it is. Whether you're willing or able to change or preserve the future, however, is entirely up to you.

Lucky Break (600CP)

Your luck is pretty legendary! Aside from giving a 30% (multiplicative) boost to your odds in anything that straight up relies on random chance, not-so-random-but-still-unpredictable events are pushed slightly in your favor as well. Friends will gravitate towards you when you're lonely, family will remember your interests when thinking of presents, and coincidental problems will plague you far less frequently. Car accidents that you're involved in will be a thing of the past as long as you pay attention and drive well, and you even get sick less often! Truly dangerous situations will still be dangerous, but your chances of surviving them will be higher assuming someone's not attacking you or anything!

Dark Clan Perks

(Costs reduced by 50% for those associated with the Dark Clan.)

Crisis Management Form (200CP)

In a pinch, you can shove your clothes into a sort of temporary pocket dimension, and manifest your Crisis Management Form! Don't worry about the clothes -- they're kept safe, and you get your own! That said… they're a little skimpy, but that's because bare skin tends to help with the mana flow. Entering this form grants an immediate 20% boost to all of your measurable abilities, such as strength, intellect, etc. Over the course of a couple of weeks' training, you can learn to manifest this ability even when you're not faced with a challenge, and customize its appearance -- though keep in mind the bare skin requirements.

Dream Demon (400CP)

When you fall asleep while focusing on someone who is also asleep, you can enter their mind. In this mental space, you retain all of your abilities, and even have access to those which may be sealed off, though you can only affect the mental constructs you find in their mind. This ability is useful both for gathering information as well as shifting the views of those you contact, being able to plant subliminal thoughts a-la Inception. Over a couple of years' training, you'll eventually be able to use this ability on others while you're awake, and even manipulate or erase memories. However, be warned that memories of love or affection are bound to the mind by stronger powers than yours, so your memory manipulations may come undone if you try to affect their view of people they love.

The Dragon In The Mountain (600CP)

Your command over your mindscape is like that of a deity over their world. You can look inwards and shape the metaphorical representation of your mind to look however you please, and manifest yourself in your mind to explore your own dreamscape; not only does this provide an intense defense against those who would seek to read or otherwise enter your mind, but it comes with an additional feature. If someone is far weaker willed than you, perhaps at only 10% of your mental fortitude, you can draw their mind into your mindscape forcibly, leaving their body in a state much like a coma. This can be dangerous if they find a way to harm you from your mind, and you can't inflict anything but psychological trauma this way, but you can always boot them back out, and it remains a potent method of severing people from their bodies temporarily.

Light Clan Perks

(Costs reduced by 50% for those associated with the Light Clan.)

Ethereal Body (200CP)

The concepts of mana and health or vitality are now one in the same for you. While you can still get injured, these injuries heal *incredibly* rapidly by draining on your shared pool of magical energy slightly, though the more grievous the damage, the more mana is used. Thanks to this merger, the shared pool is about five times larger than it normally would be, allowing you to cast spells or take damage more than anyone who has these as separate concepts. Finally, you can transform by making a certain set of motions, which grants you a significant bonus to the efficiency of your magic usage. To make sure you don't vanish, there are natural limits to how much magic you can use, but you can forcibly override these if you need to.

Spellcasting Virtuoso (400CP)

Most people need to practice or perhaps even study in order to make use of magical abilities effectively, but you get to take a shortcut by having the standard magic of the Light Clan available at your fingertips. On top of plain offensive magics, such as firing energy beams or manifesting weapons made of magical energy, you can do things like enhance your physical attributes, defend against both magical and physical attacks, and place seals on demons or other dark-aligned entities. Even if you can't seal the demon entirely, which would transform them into a still sentient but powerless totem, seals you bind demons with can reduce their abilities, strength, or put other, more abstract limits on them, effectively to any degree you like so long as you can manage the spell required. Be warned that a Light Clan seal is severely weakened if the sealed entity manages to get a hold of the blood of a divine entity, such as a member of the Light Clan.

Wishes of Divine Light (600CP)

By binding demons or stopping evil acts (as judged by your Benefactor), you can acquire wish tokens. You can expend these tokens to obtain wishes, as the name may imply! The more wider-reaching or potent the wish, the more tokens required. If you were to seal every single demon in a world where Light and Darkness are generally evenly matched, you could probably get a wish that would let you change a major moment in history, or even prehistory. That said, most demons nowadays are quite significantly sealed and friendly at that, so it's unlikely you'll get such a potent wish in this world, at least.

Unaffiliated Items

(Costs reduced by 50% for those who are unaffiliated with clans. Items that cost 100CP are free to them.)

Magical Journal (100CP)

A magical journal that is a part of your very being -- it is effectively a 1:1 match of all of the information you have in your head, organized into an indexed and easily read-able journal with limitless pages and illustrations that match the detail available in your mental visualization. While this only lets you access knowledge you already know, it can be a useful way of centering yourself and reviewing information. People will only see shifting, unreadable text and blurry images unless you allow them to look through the journal, and even then, they'll only be able to see what you allow them to. Since it's a part of you, and since it's reasonably simple, you're able to manifest the book to your hands whenever you please -- even in Gauntlets! It's about the size and shape of a relatively light textbook, and is perfectly weighted to be comfortable for you to hold.

Family-Owned Store (200CP)

A cheerful, family-owned shop or restaurant which you'll find tends to appear with you in Jumps, seamlessly incorporating itself into wherever you first make a permanent home. It's nothing particularly special, generally selling the kinds of things a lower-middle-class family would be able to buy, but it's up to you what this kind of thing is, and you can change it each Jump! Defaults to a fairly well-stocked butcher-and-meat-shop, if you can't think of anything that would fit. It's run by either your family in-Jump, or, if they're unavailable for whatever reason (for example, by being a drop-in) or by your decision at the start of a Jump, it will instead simply have a friendly staff that understands you to be a major shareholder. You won't get much money from this place, but expect generous discounts for you and yours, and a nice place to hang out!

Magical Materials Set (400CP)

Magic comes in many forms, and not all of them are easily accessible, even to the clans in this world. Certain crystals or stones like Jade can be valuable conduits for magical power, and certain ingredients in food can boost your mana and have a variety of other valuable effects. This crate comes with a spice jar of valuable magical ingredients, a stone collector's box of useful crystals and magical rocks, and a few small ingots of rare metals for you to experiment and practice magic with. Anything that's missing from the box is restocked after two weeks; while this means you *can* stockpile things if you really wanted to, it would be simpler to just use this as intended, wouldn't it…?

Dark Clan Items

(Costs reduced by 50% for those who are part of the Dark Clan. Items that cost 100CP are free to them.)

Quality Digital Camera (100CP)

A high quality digital camera with unlimited, read-and-erase-only memory storage. Take as many pictures as you like, delete them, or upload them to a computer with a convenient USB port! Important things will stand out a little more when you look through the viewfinder, relative to the situation. Whether it's the best place to aim the shot for a beautiful picture, or a clue you may have overlooked in some private detective work, it'll be a bit more obvious to you.

Well-Stocked Pantry (200CP)

One of the greatest joys in life is sharing good food with friends and family. That's hard to do when you can't afford any! This item is actually a simple placard which sticks to any door you place it on, and can be easily pulled off. When stuck to a closed door to a room with no other entrances (such as a bathroom, closet, etc) the door instead leads to a fully stocked pantry with foods and ingredients one would find in an average suburban Japanese home -- there's also one or two cuts of beef, for celebrations. If you need more, just close and reopen the door while nobody's inside! The placard is easily customizable, able to be changed in appearance and what's engraved on it by simply picturing what you want while holding it.

The Whatever Staff (400CP)

The Staff of Aaron, a legendary artifact from before the mesopotamian era, capable of transforming into whatever the wielder visualizes so long as they have the general power to perform the task needed, and the item has the rough shape of a staff. While someone with very low mana quality and capacity might only be able to replicate kitchen utensils, with enough mana or enough skill, you can replicate nearly anything, including other magical artifacts. It's less efficient than actually using said magical artifacts by far, since you have to expend mana to both form *and* replicate the use of the items, but if you have a truly astonishing amount of magical power to spare, this can be an extremely potent weapon.

Keep in mind, the requirement for having "the rough shape of a staff" is fairly lax -- cell phones, pens and pencils, kitchen tools, magic wands, and even certain guns are all long and narrow enough to count.

Light Clan Items

(Costs reduced by 50% for those who are part of the Light Clan. Items that cost 100CP are free to them.)

Magical Weightlifting Kit (100CP)

A variety of different weights and other weight training equipment! Enchanted to adjust to the user, these weights will be, relative to their size, always the weight to need the equivalent effort an average human would take for the listed weight. It's a little hard to wrap your head around, but the five pound weight, for example, will always be as hard to lift as an average human would find five pounds. This won't increase the upper biological limits on your muscle capacity, but it will mean that you can keep training up to it without having to buy new weights, at least!

Fancy Home (200CP)

A spacious single story home with a two-bedroom, two-bath setup, open-plan kitchen linked to the living room, and three unused rooms ready for decoration. The home cleans up automatically whenever unobserved, and the central heating and cooling system is top-notch. The only thing this home *doesn't* have is friends to share it with.

Wish Token Cache (400CP)

A cache of twenty greater wish tokens. Each token has enough divine power to kill an average human, create nearly any mundane item up to the subjective value of a car, or grant a very minor permanent power on the level of something you might accomplish with Prestidigitation from D&D. More tokens can accomplish more potent deeds -- using all twenty at once could permanently shield an entire town from methods of scrying or detecting certain creatures, or other feats. You get a new cache at the start of each Jump.

Companions

Invite a Friend! (100CP)

Gift an existing Companion 400CP to spend in this pleasant slice-of-life world. They are free to choose any background they like, though they do still have to pay to be a part of the Light Clan. You can spend additional intervals of 100CP to grant them 400 more CP each time, and may bring in as many companions as you like!

Mikan Hinatsuki (100CP)

A cheerful if somewhat timid member of the Light Clan, who is a long time friend of **Momo Chiyoda**. While she comes with **High Mana Concentration**, **Excellent Aim**, **Fast Friendship**, **Ethereal Body**, and **Spellcasting Virtuoso**, she is unfortunately plagued by the 200CP level version of the **Failed Summon** Drawback at the start of the Jump. Maybe you can help her?

Ugallu (100CP)

A malformed magical construct who lacks a lot of the education that other characters have in language and how the world works, but she makes up for it with an outgoing personality, eagerness to please, and lots of physical strength. She comes with **Soul Inhabitant**, **Boredom Proof**, **Absurd Strength**, and **Homunculus**, but has the 400CP version of **Failed Summon** at the start.

Lico (100CP)

An adorable fox girl with a very misguided view on morality and a love of tapirs. If you can tame her wild and unpredictable nature, she has a lot of strength in her magical abilities. She benefits from **Magical Cooking**, **High Mana Concentration**, and **Húlijīng**. She starts out with a little less control over the **Magical Cooking** perk than she otherwise should, though, so be careful eating too much of what she makes.

Sion Ogura (200CP)

A slightly creepy science-minded girl who has a strong interest in the magical workings of the environment and people around her. She's not very strong, but she's smart, and can figure out ways to help in any situation. She has **Accelerated Reading**, **Quirky and Cute**, **Aspiring Mad Scientist**, **Information Entity**, **Magical Science**, and the **Magical Journal** item. Try not to be bothered by her minor stalker nature, she means well.

Yuko Yoshida (200CP)

An energetic young member of the Dark Clan who only recently discovered the ties to her heritage. She's quite agreeable, kind, and admittedly a little ditzy, but she tries her best. She benefits from **Extreme Omnivore**, **Excellent Cooking Skills**, **Magical Siphon**, **Hang In There**, **Crisis Management Form**, and **Dream Daemon**. If you take her with you, you can also take **Momo Chiyoda** for free, on account of their, uh, "rivalry."

Momo Chiyoda (200CP)

A quiet and reserved member of the Light Clan who reached a certain degree of global stardom after saving the world from some unspecified menace. She's a little bit of a sadist at times, but more likely than not, it's just a defense mechanism she formed to deal with some unfortunate early trauma. Benefits from **Absurd Strength**, **For Want Of A Therapist**, **Extreme Resilience**, **Operation 28**, and **Ethereal Body**. If you take her with you, you'll also be able to bring **Yuko Yoshida** with you for free, on account of certain circumstances.

Other Character (200CP)

If this selection isn't enough, feel free to pick another canon character to bring along with you, or invent a new person out of whole cloth! It's a little weird, but I don't judge. They have 800CP to spend on perks, but if you take a canon character, try to pick perks that match their abilities? It's not required, but it will at least make sense!

Drawbacks

(You can take up to 800CP in Drawbacks)

Aches And Pains (100CP)

There are all sorts of reasons for them. Maybe your neck is weighed down by surprisingly dense horns that you didn't grow accustomed to, or perhaps your assets pull at your spine a bit more than average. Maybe you just get a lot of tension in your muscles? Either way, you'll find aches, tension, and muscle pains to happen every once in a while, regardless of how many perks you have that might relieve you of those human-like tendencies. At least massages and spa days will be extra enjoyable for you, as that stress is temporarily relieved.

Quite The Appetite (100CP)

Even if you don't necessarily *need* to eat, you'll definitely want to. Unless you're actively snacking, there won't be very long between finishing your last bite of food and starting to think about when the next will come. This won't necessarily mean you have to constantly be gorging yourself on food, but expect to carry a light snack around at times, and for the fastest way to your heart to be through your stomach for a while.

Mundane Fear (100CP)

It's pretty simple, actually -- you simply gain a fairly common, mundane fear. Maybe it's the fear of the dark, or the fear of needles, or hospital equipment, or insects, or something else. There doesn't have to be any horrible backstory for why you have this fear, but everyone else seems to have one!

Horrible Nickname (100CP)

You've been given a wonderful gift from your friends or family. A loving nickname! It's catchy, and soon everyone will be calling you it! Unfortunately for you, it's also the most overblown, nearly-mocking nickname possible, sounding like it was created by a chuunibyou at the height of their most dramatic, intentionally edgy moment. Something like "Shadow Mistress of Destruction: Yuko," for example. Well, at least you'll have company.

Demon Seal: Fortune (200CP)

Your fortune has been sealed away, meaning that you'll be fairly unlucky throughout your time here. It's not exactly lethal, or even really harmful, but expect to trip and fall at times, or be just a little too late for an offer you wanted, or to be seated in a poor position at the theater.

Demon Seal: Wealth (200CP)

Your wealth has been sealed away. From now on, you'll be limited to living on 40,000 yen a month, or about $370 USD. Any more wealth than that and you'll find that some series of wild and unfortunate events takes the excess from you. Bank error, mail mistakes, sometimes even wild animals fleeing with bills taken directly from your hands. There's an apartment building in Tama that rents for cheap, if you don't have anywhere else to go, living like this.

Failed Summon (200/400CP)

There was a summoning attempt, trying to create a semi-sentient force to protect an individual. Unfortunately, the summoner was a brave and foolish novice. For 200CP, you are the individual who was intended to be protected by this spell. Instead of activating and manipulating events to keep you out of danger, instead the spell activates whenever you're overly excited. Or scared. Or shocked. Any extreme of emotion, really. Events are shifted to cause harm to the cause of your emotional extreme, so learn to control your emotions or risk hurting others!

For 400CP, though, *you* are the Failed Summon. You're free to decide exactly what this means for your background, or you can simply consider yourself a Drop-In with your background functioning solely as a means for discounts. Either way, your task is to protect your ward to the best of your ability -- if they die, so do you. Fortunately, your one-ups work on them, and you have limited control of your powers, as with **Soul Inhabitant**. Unfortunately, your awareness has been severely impacted by the improperly constructed spell, and so you can only get vague senses of emotional state and the objects and creatures that cause those states. Try not to be too much of a burden, alright?

Demon Seal: Power (400CP)

Your magical powers and your Perks have been sealed by divine means. It's not to say that you don't have them, just that they're so much weaker than they were before, and so much harder to use and control. As a bit of a reprieve, at least the Perks gained here are less affected, but expect something like complete invulnerability to still be nerfed all the way down to "fairly decent durability compared to an average human." Fortunately, this world isn't very dangerous.

Demon Seal: Health (400CP)

Your physical health, stamina, and strength have been sealed away. If you were particularly strong among humans, you're now just below average. If you were average before, though, you'd now be sickly and prone to illness. I wouldn't recommend taking this if you're already weakened, unless you like hospital stays.

Notes

Several perks were designed with certain characters in mind, but like the Other Character companion option says, it's only a recommendation that you give the character you take with you perks that would make sense for them.

It's all Shamiko's fault.
Version 1.1 (04/29/2021). I can't believe I forgot Drawbacks the first time. -Fel