

Maji de Watashi ni Koi Shinasai!

By Valeria

Introduction

Oh! Samurai Girls! This world is filled to the brim with the vivacious, the bodacious, the bold and the strong. Men and women of all walks of life have honed their martial arts to superhuman levels, some even becoming matches for whole armies. The sheer power of some individuals in this world has had great effects on the world. The fear of powerful people able to destroy the world singlehandedly is very real, though the many great heroes and the optimistic nature of this place make it an unlikely prospect. This is the world of Majikoi.

Kawakami City is the centre of much of the world's great events and rising stars, a city populated by many great warriors or the descendants of great warriors. Most of these rising stars go to a certain high school, Kawakami Academy, where the traditions of battle, honour and loyalty have been upheld for many years. Indeed, solving personal problems with official duels is a popular tradition amongst the students.

Kawakami Academy is divided into three years, each with many classes but the most important are Class F and Class S, the bottom and top classes in the academic roster. Both are populated by many friendly, strong and intelligent people but a fierce rivalry has existed between the two. This rivalry was enflamed to heights never seen before with the arrival of the Kazama Family, a group of childhood friends with many incredible talents.

The city and indeed, the world outside of Kawakami Academy can be a dangerous, even dark place, but there is far more good to be found in this world. The Kuki Megacorporation genuinely seeks to make the world a better place, many great martial arts masters protect the world from dark martial artists, and the leaders of the world are working towards peace. Problems can be solved by understanding, friendship and sheer, hot blooded wills that never give up.

It is this world that you have arrived into, enrolled into Kawakami Academy no matter what or who you are. The time is set during the Kazama Family's first year at Kawakami Academy, on the first day of school. Take these 1000 Choice Points (CP) to spend. Have fun.

Location

All players start off in Kawakami City. Kawakami Academy's front gates, to be exact, are where all players start. This is because you have been enrolled into one of the three year levels at this school, no matter how old or young you are or other responsibilities you may have. It's the first day of school and you'll get a warm welcome and initiation from your seniors and teachers. Don't worry if you don't fit in at first, there's so many weirdos in this place that not fitting in really is fitting in.

Origins

What's your story? Pick an Origin that decides who you were before you opened your eyes at the front gates here.

Kazama Family

You grew up in Kawakami City, been here all your life. When you were running in your younger days, you found yourself in a pretty serious bit of trouble. If it wasn't for the bunch of laughing brats that came and beat up your attackers, you might not have gotten out alive. The kids invited you to their little group afterwards, a rare honour it turned out. This is the Kazama Family, a group of now teens that will stand by you no matter what. Lead by Kazama Shouichi, a hot blooded man blessed by lady luck. The other members include Kawakami Momoyo, strongest woman in the world and eldest daughter of the headmaster of Kawakami Academy; Kawakami Kazuko, Momoyo's little sister and a hardworking, puppy-like young lady; Naoe Yamato, a brilliant young man with a penchant for strategy and social networking; Shiina Miyako, one of the greatest archers in the world and utterly in love with Yamato; Takuya Mooroka, cute young man who loves games and Shimazu Gakuto, a young man overflowing with masculinity, even if he has no idea how to use it. They'll see you as family, a brother or sister to the group, and even more members will come in time. All of you but Momoyo, who is a year older, are about to enter your first year at Kawakami Academy.

Kawakami Temple

As a baby, you were left at the footsteps of Kawakami Temple, the greatest martial arts institution in the world. You never found out who your real parents were or why they did this but the head of the temple, Kawakami Tesshin, took you in as if you were his own child. You grew up alongside the fighting monks of the temple and the two Kawakami sisters, Momoyo and Kazuko, who became your won adopted siblings. You're in great shape as a result of the daily regimen you followed since you were a child and have a good working knowledge of the Kawakami style of martial arts. Until this year, you were mostly home schooled by Assistant Master Lu and the other teachers here but now Tesshin decided you would start at the school he ministers, Kawakami Academy.

Kuki Family- 100

Fuahahaha! It's a familiar laugh, is it not young Kuki? The mighty Kuki family, born to lead the world to paradise, is the one you were born to. The Kuki lead the largest corporation in the world, a superpower in its own right, and dedicate themselves to becoming the greatest human beings they can in order to make the world a better place for all those less fortunate than them. You have three siblings- Ageha, the head-to-be of the family when she graduates school in a years' time and a young woman blazing with fire; Hideo, an endlessly generous young man in his first year at the academy, who lacks much real world experience but eagerly seeks to learn and Monshiro, your youngest sister, an illegitimate child of your fathers who is nonetheless every bit as kind and talented as your family. Under the eye of the family butlers and maids you have learnt many skills and become an excellent fighter for your age, though you have a long way yet before you are worthy of the Kuki name. Your father, Mikado, and mother, Tsubone, have just enrolled you at Kawakami Academy. Hopefully you can prove your worth here.

Kuki Servant

The Kuki Family had 999 servants, butlers and maids trained to the utmost level and ranked according to their power and skill. Now, they have 1000. You were inducted into their ranks after catching the interest of one of the family members or higher ranked servants, trained in the arts of

serving and in protecting your charges. For now, you are merely the 1000th ranked servant but by taking part in regularly scheduled battles you may raise your rank and authority. As either a general servant or as the personal servant of one of the three Kuki children, you have been sent to Kawakami Academy to both finish your education and protect those Kuki children studying at the school as well.

Soldier

The militaries of the world have not let the power of Martial Artists pass them by. If you face a warrior who can take on an entire army, it only makes sense to recruit your own warrior of that calibre. Many special units formed of powerful young men and women are now in service to their own countries and even mercenary groups have followed suit in forming their combatants out of martial artists. You're a decorated and talented member of one of these Special Forces, in a country of your choice, like The Hounds of Germany or of one of the many mercenary groups such as the Ryozanpaku team. Regardless of your choice, your superiors sent you to Kawakami Academy for a purpose. Perhaps you are there to protect another student or there to hone your skills in a safe environment before initiating live danger missions.

Itagaki Sibling

Not all Martial Artists are good and certainly not everyone within Kawakami City believes in wholesome things like honour or tradition. Those with a predilection for brutality, cruelty or simple, raw violence may find it difficult to gain acceptance. Luckily for you, you were found by a man willing to take you in even in spite of any flaws you might have. This was Shakadou Gyobu, a powerful ex-student of Kawakami Teshin's, and a dark one at that. He has a few other students, the Itagaki siblings, who ended up adopting you as one of their own. Ryuhei is the eldest sibling, a vicious young man who hunts down and forces himself on men who hurt women; his twin Tatsuko is the sleepy eldest sister of the family, hiding a terrifying berserker power beneath her drowsy exterior; Ami, the middle sister, runs an S&M club and is infamously cruel in battle, though she cares deeply for her family; Angel, the youngest sibling, is more than a little spoiled and loves fighting games of all kinds, though she's not that great in an actual fight. Unlike your siblings, you managed to get an invitation to Kawakami Academy. They're not usually the sort to like the nicer side of the city but they're happy for you that you got the chance regardless.

Bushido Babe- 200

The Bushido Plan was a project by a certain faction within the Kuki Corporation, to recreate figures of legend as modern day human beings to eventually lead the world to a better future. Against all odds, the project succeeded, creating clones of legendary heroes from the past. Clones of Japanese and Chinese people such as Musashibou Benkei, Yoshitsune Minamoto or Xiang Yu. Most of these clones also happened to be female clones. Don't ask. You're one of these clones, of a historical or legendary figure of your choice in this world. You share their appearance, many of their personality quirks and hold their memories within you. You even share many of their skills and talents, though it may take you time to get used to them and master them to the level of your original. The rest of the clones will stay on the island you all grew up on for another year but you were given the chance to experience life in the big city a year before the project's success was announced to the world, being enrolled into Kawakami Academy as of this year. Perhaps you can be a good guide to the other clones when they arrive later?

Check the Notes section at the end of the document for further details on this origin.

Exchange Student

You came to Kawakami Academy from another place, quite far away. Was it from Tenjin Academy, the rival school from the West of Japan? Was it from some foreign fighting school? Was it another world entirely, with you having no history in this world? You'll be a mystery to the other students at Kawakami Academy either way and a mystery always gets people interested.

Your gender is whatever it was previously. Your age is 12+2d20. Yes, even if it seems like you are too young or old. Trust me, you won't stand out. Either of these may be changed to possible results for 50cp.

Class

Orientation is over and you took your entrance exams. Did you do well? Did you do poorly? Seems like you get the chance to decide for yourself how good your marks were, something many will be jealous of.

Class F

The bottom of the academic rung yet hardly without talent of their own. Class F is for those students who score near the bottom of the overall rankings, out of idiocy or lack of interest or some other reason. They're all pretty friendly and relaxed about it though, something that bothers the homeroom teacher Ms Umeko to no end. She often takes the whip to particularly ridiculous or lazy students in an attempt to motivate them, often with no lasting effect. Still, she cares a great deal for her students and their future, so you'll be in good hands. The 2nd year class is currently the den of Momoyo Kawakami, who rampantly flirts with anyone she finds cute. The 1st years are made up of the rest of the Kazama Family and a number of other friends and students, each having their own special talents. It's likely you'll find yourself in a rivalry with Class S, with plenty of opportunities to prove Class F isn't to be looked down on in battles and competitions.

Class S

The top of the school and the academic scores. Class S is largely populated by the best and brightest, who often happen to also be the richest. Don't be mistaken, everyone in Class S has to earn their place. Fall below the top 50 academic scores in any test and you'll be booted out. It's a competitive environment that can push some people to the breaking point but a good number of charismatic personalities reside here, easily enough to inspire other students with their performance. Kuki Ageha is in her 3rd year here and her little brother Hideo is starting his first year too. The laidback, daydreaming homeroom Mr Usami takes care of Class S. He's little help on tests but talking to him about problems in life outside of school always seems to help. A lot of Class S looks down on Class F, though some do it just as a sort of encouragement for their juniors, and there's no doubt you'll get dragged into a few tournaments and competitions

Perks

Entry Requirements- Free

Everyone in Kawakami City knows how to throw a punch and those who enter Kawakami Academy are a lot better than that. You've got a lot of training in how to fight. You can choose either your bare hands in the form of a martial art, a specific sort of weapon or equal ability in one of both to gain skill in. Specialising will make you better of course. You're not Deva but you're well able to hold your own against the other normal fighters to be found in your year level. You've also got a fit, healthy body to match your combat training.

Scaled the Wall- 500

Martial Artists are found all over this world. Even those who have passed into the superhuman are not all that rare. A term exists for those who have reached truly special heights however. Those who have Scaled the Wall. You are one of these people, who has far surpassed all human limits on their own body. Strength, speed, toughness, all hundreds or thousands of times beyond what even the best of mere humans can achieve. The spiritual energy within you is just as powerful, obliterating entire buildings with a single blast. Even the limits of your own biology have been surpassed, silly little things like breathing or eating needing attention only once every few days at most. Your potential is just as great, with even the likes of Kawakami Momoyo not being out of reach if you put in the effort, though it may take you decades of work with just what you have by this option. For now, you are 'merely' one of the hundred or so strongest people in the world and capable of slaying entire armies of mundane and mortal humans.

Scaling this wall has also increased your power in other ways. Any 600CP perks you have taken receive an upgraded form as noted in the Notes section at the end of the document.

Origin Perks

100CP perks are free for their respective origins and other price levels are discounted.

Kazama Family

Aren't You Cute- 100

Something about you makes those older than you find you almost irresistibly adorable. Even if you aren't that cute physically, older girls and guys find it too much fun to not tease you and give you lots of attention. They even seem drawn to you, so you'll always end up encountering at least a few attractive big sister or big brother types. Why, you could even say they were more attracted to you than they normally should be. If you happened to be interested in them, it'd be a much easier task to enter into a relationship.

This is My Spirit Animal- 100

Or at least that's what you tell any who ask you about the talking puppets. You've become a fantastic ventriloquist, in both volume and the distance with which you can project your voice. Unless someone was right next to your face, they wouldn't be able to see your lips even tremble, yet you are able to yell at almost your maximum volume just the same. And distance? You could make your voice come out from the other side of a crowded room, or at least seem like it is. Wouldn't be hard to make your friends think that stuffed toy of yours really did have a mind and voice of its own.

No Friend, Zone- 200

What's the worst place in the world? The Friend zone, you say? Top marks. It really is the worst, isn't it, to feel all that love for someone and have them deny it and relegate you to just friends. Almost enough to drive someone to do something crazy right? Haha. I guess I'm not as lucky as you though player, since you never seem to end up in that dreaded zone. The boys and girls you're interested in become more interested in you in turn, over time. If there's no romantic spark there at all, it won't matter how long you lust after them but as long as there's even a little tension between the two of you and you stay faithful to your pursuit of them, they'll start to come around to you. Perhaps it'll just be trying out a date with you, where they find out you have more in common than either thought. Perhaps after a few years, they'll even feel the same love for you that you have for them. Just be patient and make sure no hussy comes to steal them before they become yours.

Naoedays, Information is King- 200

A lot of the time, it doesn't matter so much what you can do as it does who you know. Having a good social network set up can have you sail through life with relative ease, particularly if you manage to get to know some famous, wealthy or powerful people. Kawakami Academy is ripe for this sort of networking and you're set to take full advantage of it. You find it incredibly easy to talk to new people and make a good impression, as well as being able to figure out what people would want in exchange for a specific favour after a few minutes of talking with them. Spend a bit of time keeping in contact every day and you'll have an incredible network of influential people by the end of your school years.

Not a Single Gap- 400

No one, even if they can destroy the whole world on their own, can win a war by themselves. You need troops to hold territory and troops need commanders to lead them. You're a brilliant tactician and strategist, capable of expertly commanding military forces on local, large and grand scales.

Whether it's leading your fellow students against the other classes in a mock war or commanding a million man strong army to conquer China, there are few who could hope to match you. Even those few that can match your military mind would falter before its sheer expansiveness. Whether in a battle situation or not, you are always aware of everything you have that you could use in any situation, though limited by your own knowledge of what you have, or what you could reasonably get in time to help deal with your current problem. You really are able to account for every single soldier in your plans.

Ritter- 400

To be a proper knight in these times can be difficult, to say the least. Even if most of these martial artists have some concepts of honour, there will always be those sorts around that are willing to use trickery and deceit to defeat those who worked for their power. Despicable sorts to be sure but there is little to be done save hope that the shining example of your own chivalry will be able to convince them their ways should be changed. You'll have more luck than most in fact, as long as you act honourably when in competition or battle against others, they'll find any sneaky methods to falter and fail. Sneak attacks will be found out, lies uncovered, misdirection fall through and bribery discovered. So long as you keep to your word and do not abuse your code or your power, they'll be subject to these same limitations. Any allies of yours are not affected by this penalty if they act in dishonourable ways but if you know of their actions and choose to not stop them, the ability will fail to help you.

Ace Kazama- 600

The day you were born was marked by a truly special occasion. A great cosmic event of some kind appeared, not to bless you but as a result of the blessings already upon you. You were born with good looks, a friendly disposition and an incredible instinct for getting yourself out of trouble. All these pale before your good fortune however. You've got enough luck that you could sit down at a poker table, completely unaware of the rules, and get two royal flushes in a row. Need some money fast? Someone just around the corner wants a few boxes moved and is willing to pay a surprising amount. Your friends in danger halfway across the city? The Prime Minister of Japan just landed next to you in his helicopter and is willing to lend it to you. You're blessed by lady luck and nothing will be able to take this blessing away from you. Coast on through life with ease or use this luck to do something important, it really is all up to you.

Weapon Saint- 600

From the moment you could first wrap your little fingers around objects as a child, your parents had you training in the use of a weapon. First it was just toys in the shape of that weapon, then wooden practice versions and by the time you started to learn to read, you were using razor edged metal. Pick a martial weapon of some kind. Be it a katana, a spear, a bow, a whip or something else entirely. Your skills with this single type of weapon have reached almost to the top of this world. Even if you have no martial training outside of the use of your weapon and are no stronger or faster than the average fit human, your sheer skills with your chosen tool would allow you to hold off one of the 4 Devas, four of the strongest samurai girls in Japan, for a few minutes. As your own abilities increase, so too will the level of fighter you can take on with nothing but skill. Too far beyond you and they'll beat you no matter how skilled with a blade you are but as long as you have your chosen sort of weapon in your hands, you can trade blows with those way beyond your normal weight limit. You'll also improve any skills related to this weapon many times faster than any of your peers as well. You've been at this for a while after all.

Kawakami Temple

Know Your Limits- 100

Hard work can't carry you forever, not in this world. People have limits, just as they have talents. This is truer in Martial Arts than anything else. There are women who can become strong enough to destroy entire planets before turning twenty and women who will never reach the level of even a senior monk, even by training all their lives. Experienced fighters can often get a sense of someone's potential after knowing them for a while but you can tell with a glance. You know how far someone can go in any field or area of skill, as well as knowing your own ultimate limits. This isn't perfect, things can happen to raise or lower how far a person can go, but you'll always know if someone could become a worthy fighter or not at the time you see them.

You Utter Beast- 100

It's not like you can help being such a...passionate beast as you are. Romance and love is in your veins, those who fall in love with you understand that fact well. Perhaps it's the reason they fell in love in the first place? They understand that they can't tame you and that any flirting or sleeping around you do really isn't meant in ill faith, just as part of who you are. They won't mind that sort of unfaithfulness, even if you rub it in their faces. A serious relationship would be too much for them however, so try to keep your heart with them, even if your body is with another woman.

A New Challenger Approaches- 200

Great power, by necessity, puts you apart from others. You wouldn't have great power if everyone was equal to you after all. In many ways, this can be useful and can be enjoyed. But years of this, years of being vastly superior to every peer you meet...it can wear on you. You'll find yourself desiring an actual opponent, one that can really push you to the limits of your great abilities and now, now you can be assured of finding those people. Fighting, cooking, academics, anything. Any field of skill or power, you'll now be able to quickly find someone who can challenge you in it if you look for them. Most of the time, they'll be straightforwardly around your level in skill or power but sometimes they will be somewhat below you, making up for the difference with cunning and trickery, or somewhat above you, forcing you to go beyond your current power else face defeat. You'll always be able to keep yourself entertained this way, even if you surpass everyone in this world.

Raised Well- 200

Fighting all your life, you learnt to love it. All that adrenaline pumping through your body, the thrill of pitting yourself against another human being in a struggle to see who'll prove victorious, even the pain of losing is just another way to enjoy the experience. But unlike some fighters, who lose themselves in their own bloodlust, you learnt to control yourself. As much as you may love battle, you'll never lose yourself to it unless you desire to, the berserking fury never overcoming your clear mind. Neither will you lack control over your own power, as you made sure to always master yourself before improving more. You're able to precisely control the power of your own attacks, never using more than you intend and never destroying more than you intended to destroy.

Light Side of Martial Arts-400

Kawakami Temple teaches its students to follow the light side of Martial Arts, mostly succeeding at it too. The Light Side is an honourable way of fighting and living, in harmony with the world around you. Not all students follow this path and this is accepted, so long as they don't stray too far into darkness and violence, but those who do follow it find that they are granted greatly heightened

focus, clarity of mind and stability of thought. You, more than most, embody the Light Side. Just by following a strict schedule of exercise, dieting and honourable practices in battle, your martial arts and spiritual abilities find themselves increased in power. The stricter and more extensive your regime, the more costly it is to your time and resources, the more this increased power will grow. Devoting yourself entirely to the martial arts might see you surpass even your teachers.

Time for a Comeback- 400

Special moves and magical tricks abound in this world but few are quite as unfair as this particular technique, created by Kawakami Momoyo herself. This technique allows the user to instantly restore themselves to top condition, healing any wounds and ridding themselves of any debilitating effects or conditions. Wordless and instant, it can completely reverse the course of a fight in a single go. Normally, the technique would only heal physical wounds and be terribly exhausting, such that a normal person could use it once per day and even a fighter of Momoyo's level could manage no more than thirty uses per day. You have mastered it to a greater level than Momoyo, allowing you to use it twice per day before exhaustion hits even as a normal human and allowing you the above ability to rid yourself of negative conditions. As your personal power grows, the number of uses you can manage per day will grow as well.

Earnest Little Puppy- 600

It's not an easy thing to become a master at smashing in people's faces. Not for most anyway. Some are born with enough natural talent that they can get to the face smashing before they even enter kindergarten. You don't seem to have been born with that same starting talent but you've got something special about you even so. When it comes to something you have no talent in or that is difficult to learn, you'll actually learn faster. The harder it is, the less talent you have at it, the faster you'll learn it. It'll be hard work mind. You might be learning faster than even the prodigies if the task is hard enough but you'll feel every second of that effort when you do so. There are some limits however. Even if it's the hardest thing in the world, you won't be able to surpass your own maximum limits with this and you'll never be able to accelerate your learning rate beyond a month's worth for every hour of work and even that would only be with the hardest of subjects that you possesses utterly not talent for.

Pulling Powers Out of Her Ass- 600

Creating a new technique is usually an arduous process. Learning to manipulate your internal energies to produce the desired unnatural effect. It's why you'll find martial artists bitching about how unfair it is that people like you and Kawakami Momoyo can make their Ki do just about anything you want. From weird shaped blasts of energy to miniature black holes and stopping time in the area around you, as long as you can picture it, you can make it happen using your spiritual energy. It comes with a cost though, one even the strongest woman in the world finds heavy to bear. The stronger and stranger the effect, the more energy it will cost. That short ranged time stop mentioned earlier? Even Momoyo finds it tiring to maintain even out of battle. Still, even with this exponentially increasing cost, there are few limits on what you are capable of, as long as you have the resources to pay.

Kuki Family

Fuhahahaha!- 100

For a Kuki to be anything less than the main lead of the story, it's almost unthinkable horrible. The Kuki were born to be large and take charge. Indeed, being magnificently over the top is a family tradition, one they train themselves to stick to at all times throughout their lives. You were brought up in this way, learning how to have a catchy line ready for every opportunity, how to use your body to make things even more over dramatic and how to easily play off those around you to make even more opportunities to chew at the scenery. A bit of work and you'll be able to sweep up those around you into the atmosphere, getting them to ham it up along side you.

No Need for Envy- 100

Tis an unfortunate fact but not all the world realises the Kuki truly do have nothing but good intentions. Some even become jealous or bitter when they see the good fortune you were born into. A sad way to live I agree but even if you wish to help them grow out of this, they often hide these ugly feelings away. Now you can ferret out those feelings towards you, so that you could address them in person rather than allow them to fester. You are always aware of how others truly feel about you, no matter how they might try to hide it from you. This is no more than an indication of their feelings towards you, not reading their minds to get the reason why, but you need only think of a specific individual to find out.

Soul of a Princess- 200

All Kuki are born with pure hearts. Not a shred of evil exists within the hearts of these silver haired babes and even as they grow up, evil will not enter their hearts. Whilst you are not immune to corruption afflicting you, you will always appear to have a pure heart. Particularly so for animals of all shapes and sizes, who look very fondly upon you for your supposed purity. They happily gather around you for attention and will protect you from anything they perceive as a threat, being particularly easy to fully tame as well. Animals capable of human-like thinking are mostly unaffected by your charms, though they can still perceive that you are a special sort of being.

Fool! Of Course We Are Friends- 200

Are you the sort to take it slow, to give people time to come to terms with themselves before offering a hand? Of course not! You are a Kuki! If a friend is in trouble, you charge in and beat the problem to the ground. And if they think this is a problem that can't be solved by you and your particular brand of forcefulness? You know they're wrong. When your friends find themselves mired in their own problems, wrestling with ill feelings towards you or struggling with madness, all it takes is a good old fistfight between the two of you to sort things out. Interpersonal problems? The two of you will not just discover the root of those problems but also come to the point of fixing what went wrong between you. Mental illness? Your taunts and the exchange of blows between you two will chase that sickness out. Even if they're simply unsure of their place in the world, your bull headed, stubborn efforts will show them that they have a place at your side, for a Kuki never abandons their own.

The Emperor Reborn- 400

As a fair man, it is only right to admit that you do have some flaws. An ego for sure, perhaps a bit too much sloth at times, a lack of awareness of how life is for some people less fortunate for you...minor things, to be sure. Still, it seems like many people have trouble getting past those traits when they encounter them in other people. Already realised you were a different case? Good, a Kuki should be

used to that realisation. Those negative traits of your personality only enhance your charisma to greater heights. The bigger your ego, the more people can't help but like you. The more conventionally unpleasant you may seem? The more loyalty and adoration you inspire. Mikado, your father, himself created and commanded the Kuki empire for years despite being an unpleasant, lazy and perverted scoundrel of a man. The sheer force of charisma that he commanded despite and because of those traits is now passed down to you as well.

Making an Impactful Impact- 400

Just as a true master can decide a match with his first blow, so too do the Kuki decide their conquests with the first meeting. When you go to a new location or meet a new group or join a new organisation, anything that puts you in contact with a new group of people, you'll see that your meetings are blessed with fortune. You make exactly the first impressions you were seeking to make, whether you wished to be liked or feared, and will be memorable to any who met you until at least your second meeting. You'll inevitably meet every one of import in any location or faction, being at least noted by them if you aren't greeted personally. Finally, as you meet everyone and make your first impressions, you become aware of what needs to be done for you to move up the ranks and place yourself on top. You'll know who you must defeat, what you must prove yourself capable of and which tasks must be completed to become the lady in charge. Now it's all up to you to do what you know has to be done, since a Kuki is never second in command save to another Kuki.

Golden Legacy- 600

The Kuki family is a family. Obvious, I know, but it means more than you realise. It is not the efforts of one great man that created Kuki Corp nor will it be the efforts of one great man to continue its legacy and goals on until the world is at peace. It was made by a husband and wife working together and it will be upheld by their children, you and your siblings. To do that, your parents must pass on everything you need and do it quickly, something you learnt well from them. Your students, be they your children or not, learn from you at an incredible pace. Things that take years to learn are mastered in just weeks of study under your wing. Students find their abilities pushed higher and higher, so long as they are giving every bit of effort they can to you, until they reach the very limits of their potential. Your actual children though? They are born as true members of the Kuki family. At least somewhat talented in everything they try their hands at and blessed with good fortune throughout their lives, you needn't worry about them finding happiness even if you pass on.

Take the World by Storm- 600

You've heard all the stories of the past, how your father and mother created the megacorporation they own today from two tiny, one building businesses. Hard work, dedication and good fortune, the three things they, or at least your mother, tried to impress upon you. It worked, better than they could have hoped, for your every bit the businesswoman your mother is and a match for your father. You have the skill, experience and foresight to take a small business working out of a single office and turn it into an international corporation in just a decade, with more to come in future years. Your foresight in financial matters is almost precognizant, with it taking active intervention from a hostile party to prove you wrong on the stock markets. And your luck in situations of wealth and business? You needn't fear anything save your own enemies, for no mere coincidence or act of nature would be able to harm your empire.

Kuki Servant

Dead It- 100

The servants to the Kuki family do not serve every hour of every day. They need hobbies, ways to spend their downtime, and with the strange events that surround their workplace, weird hobbies have become the norm. One of the most prevalent is something you have an incredible natural talent for. Playing dead. Yes, playing dead. The number 3 ranked butler, old Claudio, is a master at it and recognised the talent in you the moment he laid eyes on you. He took you under his wing and revealed the secret arts he had mastered over decades of effort. You took to it like a dead fish to water. When you play dead, there's nothing short of magic that could tell the truth. No amount of pain or humour or embarrassment can make you break your sacred pose of death, so long as you are actually playing dead. A year or two's time, there'll be a world tournament for this sort of thing.

It's time to ROCK- 100

The ranks of the servants of this great family are many and varied. People from all over the world have been gathered to pool their special skills and unique experiences together. Some people like to maintain links to their home country, a way of reminding themselves of who they used to be. Some take this too far. Way too far. You can probably tell which maid is American by the blonde hair, American Flag bikini, piles of assault rifles and the constant sprinkling of English words like FUCK and ROCK into every phrase. Yet this girl never gets in trouble and indeed, is even found to be endearing...in a strange way. You too can dive into the stereotypes associated with your country, profession, gender or other identifiers and come out with the positive stereotypical traits emphasised and the negative ones reduced to near nothing. You won't even get in trouble for silly little things like racism, since you obviously mean no harm.

Respect for the Elderly- 200

If you're already a servant to the Kuki family, then you've got at least a basic grasp on all the skills needed to be a proper butler and/or maid of the household. Unlike most new servants, you had one of the senior servants take a personal, long lasting interest in how your training proceeded. He took some time out each day to teach you the fine points of serving, turning you into a masterful household servant, with fully developed skills in cooking, cleaning, maintenance, driving, clothes making, body guarding and all manner of miscellaneous skills. This senior servant also opened their door in case you ever needed advice, looking upon you like a younger sibling or adopted child in time. In future worlds, you'll find you always meet a senior able to help you learn more about your chosen profession, as well as give advice on other issues.

Royal Taste Tester- 200

Counter-assassination work is an important aspect of the duties of some servants of the Kuki Family. Not all servants are suited for it, many of those that are have ninja training, but you are one of a special pair of servants. You and Sheila Colombo specialise in poisons, each having the power to absorb and produce poison of any kind. You already have over 250 poisons within your body, able to produce them in their natural forms from any point in your body and immune to the effects of all of them. You aren't necessarily immune to other poisons, just highly resistant, but any poison you survive contact with will then be producible by your body as easily as any other. You are even able to see poison, perceiving it no matter how well hidden so long as it is within visual range of yourself. This power is deadly, incredibly so, but could ostracise you from those who find out. Sheila experienced this her whole life, you'd likely make a friend for life if you shared your own experiences with her.

ROCK'N'ROLL- 400

Your childhood had little nice or soft in it. You had to get vicious to survive on the streets. Getting thrown into the middle of a warzone afterwards? You had to get a lot more than just vicious. You looked deep inside and found a beast just waiting to be let out. You can enter a special state named ULTRA ROCK. In this form, your physical abilities are magnified several times over and you are able to easily ignore any sort of pain or mental interference that might stop your fight. Unlike your fellow user of this state, Stacy Connor, you have learnt to master it and similar forms. This allows you to both enter these rage fuelled states at will and to maintain full control over yourself as you do so, powering yourself with your rage without letting it direct your mind.

Ninja Ninja- 400

The Kuki family has good relations with most of the ninja clans to be found within Japan, for security's sake or for the chance to get particular servants some ninja training. Not everyone gets the chance, you're a lucky exception. Probably. See, the only village that would teach an outsider, even one from the Kuki, was a Kunoichi village. Thus, you were trained in the same way as a Kunoichi. You came out with a mastery of stealth, silent combat, use of ninja weapons and tools and the ability to use ninjutsu of all different kinds, such as substitution or illusions. You even picked up a talent for battling other ninja or assassins, allowing your skills and abilities to grow even better when facing off against your kin. And yes, you even learnt the kunoichi arts too, though your teachers found it quite awkward. Something about not having the chest for it.

Only Humen- 600

Growing old is a terrible thing. Bad enough that you lose your youthful looks, the feeling of power ebbing away from your body or of not being able to last as long in a battle, it's no wonder eternal youth is so sought after. Even the 0th ranked servant, Hume, the strongest man in the world, is beginning to slowly feel the weight of his years. You may not have found eternal youth in full but a boundless well of energy seems to exist within you anyway. You never tire, no matter how long you fight for or how much energy you expend, you'll be able to fight just as hard and quick. You don't even need sleep, not technically, though staying up for too long may have adverse mental effects not relating to exhaustion. Even your more esoteric forms of energy, such as Ki, replenish at a much greater rate than normal, enough that an hour or two's rest is all you need to get back to full stock. It'll even replenish as you use it, at the same speed, though the active use will make for a much more mitigated replenishment rate.

The Bushido Plan- 600

The wildly successful Bushido Plan originated with the number 2 ranked servant, Ms Marple. A woman who has served the Kuki for years and years, already being an experienced warrior, scientist, servant and woman even before pledging allegiance to Kuki Mikado. Brilliant woman but not so much that she could have accomplished the project on her lonesome. She needed both funding and assistants, which Mikado provided with amusement and interest. You were one of the assistants and picked up much more than any of your peers. You know all the secrets and methods of the Bushido process, being able to take even a small genetic sample and extrapolate it to form a fully realised clone of the original being, possessing all their memories at the time the sample was taken from them. You even learnt how to genetically alter human beings, adult or not, on a large scale. Enhancing someone or transforming them to look entirely different, even another gender, isn't hard at all for someone of your skill. Sadly, you do need the equipment for these processes.

Soldier

Dog Collars- 100

In your line of work, style and fashion often fall by the wayside. Sure, that eye patch looks wicked cool but actually wearing it on the battlefield? You might as well put a gun in your mouth and pull the trigger yourself. There are those with enough skill however, to be able to manage looking good and fighting good at once, even tricking the opposition into believing what they see. People like you. No matter what sort of clothing or accessories you are wearing, it never restricts your movement range or combat ability. Even wearing an eye patch won't actually restrict your vision, at least if your eye works. You can even bait your foes into believing what you wear is something you actually need or does actually restrict you. They'll think those bandages make it harder for you to move or that eye patch gives you a blind spot, right up until you surprise them by putting your elbow through their face.

I Need a Medic- 100

With all the fighting going on here, particularly amongst the actual military units, you'd think that people would seek out a way to heal their comrades. Seems that the only healing techniques in this world are focused on the self, save for one exception. Two, now that you're here. You've got the power to use your inner energy to directly heal the injuries of others. The worse the injury, the more energy it will take from you to heal, but as long as you can pay the wound will disappear in an instant. You'll need to be in physical contact with the person though and the healing won't work on yourself or damage that goes beyond physical wounds.

Get Skilled- 200

How on earth did you become a First Lieutenant at that young an age? For god's sake you don't even meet the age requirements. If it were anyone else I'd cry nepotism or something but it seems that you really do just fly by all those sort of rank restrictions. Age, gender, background, race, none of it matters as to you getting a promotion or not, just whether you have the experience. And when it comes to getting experience? You do it better than anyone. Skills come to you twice as fast overall as anyone else but it's the little tricks and shortcuts, the stuff picked up over decades of experience on the job that you can see and internalise in just a few hours. You might not be as good overall as people who've been at the job for years but you'll be able to act like one and know the little secrets that they do with just a few days' work. And as long as you actually know your stuff, even if you haven't genuinely put in the time a normal person would take to learn it, people will believe you have the necessary experience on the job too.

Trauma Eyes- 200

You were born with two very special visual organs. From the moment you opened your eyes, you saw two streams of time at once. The first, the present, the same way everyone else sees the world. But you also see the future, just a few seconds forward, at all times. Growing up like this got you used to the effect too, so that no matter how much information is being put through your visual organs at any one time, you'll be able to process it all as easily as a normal person processes the information they get from just two normal eyeballs.

Mephistopheles- 400

Created originally by the Friedrich family, an old and powerful house in Germany, this powerful technique allows the user to return to their prime combat ability from any point, though the transformation does not last forever. By activating this state, you are returned to the point in time

where you were at the peak of your own natural power, temporarily ridding yourself of all wounds, illnesses, infirmities or other ill conditions, restoring your health and energy and regaining the power of yourself from a previous time. This form can be taken for only a few hours at a time before ending, leaving the user exhausted but they can enter it instantly, with just a call of the technique's name.

Little Ghost Girl- 400

An Ultra Rare power was your birthright, the ability to take control of other people and other things with your mind. Though your mind leaves your body when you do so, making it seem as if you were asleep, you are able to possess anybody within several kilometres that is relaxed or unconscious, though those with great wills may be able to resist you if they are still aware. You have full control over their bodies whilst you do so, though you do not have access to any of their memories or knowledge, just their physical form. You are also able to possess inanimate objects and move them to your will, though this tires you out faster the bigger this object is. You could easily maintain possession over a teddy bear though. Using this is tiring but it will become less so over time and your range of possession and range at which you can maintain the possession will also grow with practice.

Absolute Misuse of Power- 600

What? You requisitioned an entire company of soldiers, tanks and all, just to make sure your daughter gets to school safely each day? How the hell do you keep getting away with stuff like this? It seems that as long as you have some sort of authority or jurisdiction over it, you can do pretty much anything with what is under your power. As a general, you could wield your soldiers as a private army, so long as none of your actions directly impact the larger organisation that army belongs to in a negative way. No one will raise a fuss either, at least your superiors. Can't imagine a few thousand elite soldiers would find babysitting to be terribly interesting. Perhaps you could have them help you out in a martial arts tournament using those attack helicopters that just came in?

Mercenary Attitude to Training -600

If you can see it, you know how to do it. Much more than just a matter of experience, you have a special ability that allows you to understand and copy techniques that you see performed, whether they be regular skills like gymnastics or shooting, or they be powerful spiritual techniques such as those used by the Kawakami martial artists. As long as you have the basic abilities required to perform it, you can upon seeing it once. Of course, there are some techniques that may be dangerous to automatically copy in such a manner. With your copying abilities, you'll know the innate dangers to the user of anything you might be about to copy and can prevent yourself from doing so, or at least be prepared for any kickback involved when you use the technique.

Itagaki Sibling

Super Power Napping- 100

Isn't sleeping in just lovely? Those days when it's all cold outside, you're snuggled up under a warm blanket. It's like you went to heaven for a little while. Too bad it always has to end eventually. At the very least, you'll be able to experience that feeling whenever you want. You can fall asleep at will, for as long as you like and that sleep will be the comfiest sleep you could imagine. Even on freezing, rocky ground you'll snooze like a babe and have wonderful dreams, ones you'll always remember. Just a few minutes spent napping will revitalise you too, enough that taking an hour long nap a few times a day would let you go without longer sleeps entirely. Almost goes without saying but, when you're actually sleeping or just drowsy, you look pretty darn cute too.

Edging Hearts- 100

You know Ami, your big sis, doesn't work at the most respectable of workplaces. She enjoys it at least, though you could probably do with less work talk at the dinner table. Despite the fact that you're eating, she just loves to tell you all about how she does her job. Turns out, the secret to driving men wild isn't attention but the lack of it. You thought it was an exaggeration until, to the surprise of you and Ami, it actually does work for you. When you purposefully ignore or even mistreat a friend or loved one, it won't make them angry, lonely or disappointed. It'll just make them more eager, more interested and more devoted. If you're just forgetting about them or actively hurting them, this won't work at all, but with your purposeful guidance, you can apply this principle to anyone who cares for you.

An Angelic Fighting Style- 200

Honourable duels? Pft. What kind of dumbass goes for that? Everyone knows trying to pull that shit in a real fight just gets them a golf club to the back of the head. Often being swung by your own two hands, given you're such a nasty, rough sort and all. You've got an incredible gift for sneaking around or into an active fight, easily going unnoticed by all combatants until you actually take action against at least one of them. And when you do take action? Oooh boy does it hit hard. Sneak attacks against those occupied by something else hit with bone crunching force, even if they'd normally just leave a nasty bruise. Get it right and you could take the fucker out in just one blow to the back of the head.

Not My Type, Not Yet- 200

Not easy to land a guy that's just right for you. All too often, there's just a couple little things wrong with them. They might be as smart as you want but have no cunning to them. Maybe they're big and strong but have a wandering gaze when it comes to other women. It's just such a disappointment to let otherwise tasty bits of meat go because of a few rotten bits. If you're patient though, sometimes things can work out anyway. For you, that sometimes is an always. Whenever you're in a relationship with someone, over time they'll begin to take on or remove traits, stuff to make you like them even more. Want a guy with a bit of a wild side, yet stuck with a docile homebody? Spend a few weeks going out together and you'll find him getting closer and closer to your ideal. Don't like that your man is always making eyes at other girls? Over the next couple of days, he'll find that any girl but you just fails to interest him. The longer you're together, the closer they'll become to what is truly your ideal guy. And if that ideal partner differs to your expectations, even having flaws or quirks you might ordinarily dislike? Well, that'll just make it more fun.

Street Justice- 400

Just because you're a bad guy, doesn't mean you're the worst of the lot. There's levels of nasty in the world and even crooks like the Itagaki family can find things that make them take action to teach some punks a lesson. When it comes to crooks teaching the real monsters a lesson, people don't mind looking the other way, especially when the justice dealt out is fitting. When you commit a crime against someone who has done that same crime to another person, you'll get off scot free. No arrests, no sort of public shame. Sure, your victim and his loved ones might personally dislike you but no one else will find anything wrong with you handing down some ironic justice, even if your reasons for it aren't on the up and up. Course, just like your bro Ryyuhei, go beyond those who do crimes themselves and you'll find public opinion, and the authorities, rapidly decide you're too dangerous to be outside of a jail cell.

Dark Side Dragons- 400

Even Kawakami City has an underground. Quite a thriving one even, given the sheer extent of the gang and drug problems. The Itagaki family is on top of the pile though, save for their sometime employer who goes by Mallard as a code name. With their help, you've learnt how to take control and keep control of the darker side of a city like this. Drug running, controlling the gangs, backdoor deals, protection rackets, and the list goes on. Unless there's some sort of powerful protector or supernatural ward against you, you'd be able to take over a good portion of any city in a couple months work. And once you're in control? Taking you out is like pulling teeth. Whether it be the good guys or other criminals, removing you from a position of power once you're in it just sees them beset with constant ill fortune and hardships, even without you taking action against them.

You Snooze, You Win- 600

Big sis Tatsuko, she's nice and snoozy most of the time but when she really gets going, you've never seen something that could stand in her way. Or that she hasn't beaten to a bleeding pulp in her rage. As you grew up together though, you started learning how to put yourself into a similar state as your oldest sister. At any time, you can cause yourself to fly into a violent rage for a few minutes, targeted against your enemies, that greatly increases your physical and spiritual might. When in this rage, your eyes glow brightly. This is just the basic level however. The secret of your berserk rage is that the more time you spend asleep each day, the stronger the rage will become. A regular sleep schedule? You'd be two, maybe three times as strong as normal. Spend your time napping throughout the day on top of that? Could see more like five or six times as great a boost. Keep yourself drowsy throughout the day, slipping into a nap every time you stop actively doing something and a long overnight sleep on top? I bet you could wrangle out tenfold your norm. And the greater the power you pull out, the brighter your eyes will shine during it.

Dark Side of Martial Arts- 600

I guess they were right when they said you had a dark, brutal side to you. You're perfectly suited, some might say even born for, the Dark Side of martial arts. There's no limits, no holding back, no honour. Only brutal, savage, animalistic fury to be unleashed on anyone that stands against you. Your martial arts and your spiritual powers are greatly boosted in power because of you releasing all the limits you used to unconsciously keep on your body and you can increase this heady boost of power even greater by fighting with cruelty and extreme violence. The more you cripple your opponents, the more unnecessary pain and harm you deal out, the larger your might will grow. The greater the boost has grown, the more extreme an act will be required to increase it further and it'll reset to its normal level once you end your current confrontation or battle.

Bushido Babe

Mad World- 100

Ever felt like you were special? More so than those around you? Born for something greater than just going to school and studying each day? Every kid gets that way at some point in their life, no shame in it. Not every kid has it come true though. See, when you do things like give people dramatic warnings not to get close to you lest 'The Organisation' hurt them, more often than not it comes true. The more into your own childish delusions you get, the more dramatic the world around you will become. It won't really result in any change of events but people will take your antics seriously and even start to match you with their own sorts of delusions.

Miss Sex Hair- 100

Putting on all that make-up, making yourself all presentable...what a bore right? Who's got the time for that when there's all this stuff to play with? Sure, you might not look quite as elegant or whatever as some other girls but you've never needed to. With you, not putting in the work just makes you seem more enticing. Didn't make your hair this morning? It won't look tangled and stupid, just messy in a way that brings certain implications to mind. Didn't shower? I hope you did but even if not, the smell won't drive people away, just somehow prove alluring to them. If you're outright covered in pig shit or blood, you'll still gross people out but in general, the messier and less attention you pay to your appearance, the sexier you'll actually be.

It's Non-Alcoholic, I Swear- 200

Sure, you might not be quite of age yet, but as long as you're responsible, no one will mind if you have a drink or twenty. Heck, Benkei even got away with drinking beer at school, long as she kept up her grades. Fun as it can be, it's a real bummer to be pissed off your face when a battle starts up. It's a wonder you can fight so well, perhaps you've just lived that indolent a lifestyle till now? Whether it be simple booze or something as dangerous as combat drugs, you don't find yourself impaired at all whilst the effects last. You'll be every bit as controlled and focused as normal, even when almost black out drunk, as long as you need to be. Even taking dangerous combat stimulants won't hamper you while they last. Afterwards? You'll feel whatever effects are left on your body for sure and if they outright harmed your body, you'll still get that during the drug's effect, it just won't stop you from fighting at your best until the good side of it runs out.

I Am My Own Hero- 200

You were born to be someone else. Your whole life, you were raised with the knowledge that you were meant to live up to the legend of the person you were cloned from. That sort of pressure does terrible things to the minds of young children, especially if you were never given the chance to find out who you really are, separate from who you were cloned from. Some of your fellow clones found this problem but you found that you never needed to be given a chance. You always knew who you were, independent of what others thought or what foreign memories floated about your mind. No matter what happens to you, you'll never forget who and what you are unless you desire to, nor will you ever find your memories confused or altered from what they truly are. You are you, not the hero who birthed you, and so long as you have the desire to live your own life, nothing will change that.

War and Peace- 400

Some of the Bushido clones were problematic for the project. Too much power, too little control and bundled up with a whole lot of bad memories in the body of a teenager. Not hard to see why that's a recipe for disaster. So, Ms Marple made a change. She brought up the idea of creating a

more...docile personality, one that could experience the world and learn control. Eventually, this docile personality would have the truth revealed to them, allowing the true clone to take over but with all the control of the second personality. This was how Haou, also known as Xiang Yu, was meant to be tamed. This procedure was improved before it was performed on you, solely for the support instead of some plan for control. You gain a pair of secondary personalities within your mind, a 'Seiso' type and a 'Haou' type. Each personality is similar to yourself, sharing your memories, likes, dislikes and so on. The Seiso type is a much calmer, wiser and more compassionate version of yourself, always able to calm and placate you or offer a reasonable, clear minded point of view. They also excel at learning and teaching, helping you to study better and integrate information faster. The Haou type has no skill for talking. They are louder, more boisterous and more violent than you, with an instinct for battle and blood far greater than your own. She can fight even better than you, relying on her innate instincts to sharpen her skills, so allowing her to control your body increases your power even more. She could even defend your mind from mental attacks or intrusions. Both personalities will never betray you, seeing you as what they are extensions of and as a beloved family member, always happy to give support. If you like, they can even give a running commentary on what you experience.

Adamantine Charge- 400

Looks like the project played around a bit when they were creating you, for you've got a little bit of Benkei Musashibou in you. Enough that you managed to unlock, with a bit of help from her, her greatest and final ability. You are able to perform a technique which increases your power relative to the stronger your opponent and the more desperate your current situation is. It can offer truly incredible power but comes at a great cost, one that becomes greater the more power is gained. Firstly, it can only be performed in a desperate situation. Even against a strong opponent, you must be hurt and tired to even use it, Secondly, it takes several seconds of chanting to unlock, requiring vital concentration time. Thirdly, the greater the boost in power you gain compared to your normal strength, the less time the power remains with you. Normally it lasts only 3 minutes at base but against a strong enough foe, this may be just a minute or even mere seconds. Finally, once the technique's timer runs out, you will be totally incapacitated for hours, totally drained of all energy.

The Real Fake- 600

Not all the clones are perfect. The legendary abilities of the heroes of yore are difficult to reproduce at all, much less in a perfectly exact way. Even those done right are not born with everything that they can attain, just the memories and the potential to reach those levels. Only Xiang Yu was born with everything from the start, a perfect clone, though perhaps that was not for the best. You are as perfectly sculpted as she was however. Whoever you chose to be a clone of, you possess their abilities at their prime from the moment you wake up, rather than taking years to reach their full potential. Not only are you a mighty combatant, you are also master of many skills and fields of knowledge, though some may be a bit out of date. You will also master those skills most related to your 'ancestor' faster and get along very well with those who that ancestor used to know in life, even in other worlds. In future worlds, you will also find that your cloned nature carries on in part. This allows you to repeat the process of being cloned from a dead figure of the past in other worlds, though there are certain limitations to this. They must be of the same biological race as you, they must have died in the past, they will only transfer their appearance, knowledge, talents, memories and personality traits instead of any supernatural powers or unique abilities and it will take time to unlock those memories. The first part of this perk will also not apply to future cloned situations.

Fifth Heavenly Jumper- 600

Power. Speed. Technique. Accuracy. Range. Five different areas to become great in. Most fighters choose not to specialise in one above all others, instead spreading themselves across all or most of the categories in their martial arts training. You'd have to be really special to specialise in one without losing out on the others. Some manage it, the Five Heavenly Archers are famous for each specialising without losing out too much on the others, though there are...varying degrees of overall skill within that group. You're lucky enough that you've got the talent for one of these five groups, not just in relation to one form of weapon usage, but to martial arts as a whole. Choose one of the five listed areas and find yourself not only greatly increased in that aspect when it comes to martial arts but also improving on that aspect even more at a much faster pace. Power provides far greater strength to your attacks, speed increases the speed at which they travel and the speed with which you attack, techniques allow you to effortlessly create new and varied moves of great effect, accuracy letting you effortlessly control your attacks and let you deliver near exactly precise strikes, range increasing the distance at which your martial arts has effect, even allowing you to transmit your blows through the air. These specialisations also apply to the supernatural side of martial arts, particularly the spiritual abilities associated with it, but they must remain martial arts.

Drop In

Laying a Trap- 100

A certain kind of misdirection has always come naturally to you. Subverting the expectations of those who look on, fooling even the most experienced till the last moment, you've really got the hang of this. Whether it be making you look like a cute young girl or seem like a handsome young man, you're terribly good at pretending to be the other gender. Unless they actually physically examined you, no one would be able to see through your ruse either. You're even able to play to the stereotypes perfectly, seeming feminine or masculine in both appearance and action and thought, all the better to fool some fools.

Just Oil Problems- 100

Ah, the troubles of a young oil wrestler. All these fighters able to just dive in with what they have, they know not the pain and struggle you have dealt with, carrying great gourds of oil with you at all times. Why, the financial cost alone for a high school student. What misery! What anguish! What a blessing it is to no longer worry! For you see, on your body, you need not worry for oiling up so often. In fact, just one application can keep you slippery, glistening and wet for the whole day if you wished. Not just oil either. Any sort of product applied to your body, from oil to make up to lotion to special potions and ointments. Long as it's being applied directly to your skin, you can revel in it for a full day.

Medium Blessings Upon Ye- 200

There are many blessings of fortune to be found in the world. Some men seem to be loved by the world itself, gliding through life without any troubles. Some women have the opposite, being so cursed with ill fortune that the fear of meteors is a very real thing. You? You are mediocre. Not as bad as it sounds, trust me. You'll never experience bad luck. Things to frustrate, block or harm you will never happen just because the wheel of fate decided to stomp on you that day, even if it's being forced by an outside source to do so. You don't have any good luck either, not from this at least, so things will have to come down to a matter of how far your own skills can take you.

You Wanna War Me?- 200

Fighting is great. Fantastic even. Getting thrown in jail for it? Not so great. Thus comes the need for an actual duel to be set up. Just try and beat on a guy out of nowhere and no one's gonna look kindly but some people can get damn hard to get hold of. Not for you. You could have an amazing career in tournament organising for you almost never fail to get people to accept a formal challenge to battle. On an individual or group level, you can effortlessly organise formal battles of any size or rule set. Long as the rules don't specifically disadvantage them, involve something they're opposed to and they think they have at least a chance of winning, you'll find pretty much anyone is quite happy to give it a try. Getting kindergarteners to take you on in bloodsports isn't going to work but organising a bout between two entire rival schools of martial arts, whilst ensuring no one goes too far and accidentally cripples or kills someone? All in a day's work.

Force of Popularity-400

Sheer popularity can be a force of attraction all on its own. Sure, they might be an asshole but everyone is talking about that guy, so you just have to get to know him. The more well-known they get, the more attractive they can seem, even if they're really not all that. You've learnt the ways to gain fame and the methods through which to make the most use out of it. Not only are you able to expertly sell yourself and make yourself seem more important, you also become more convincing

and charismatic the more well-known and popular you are within any particular social group. The larger the group, the less you'll be able to influence it even at high levels of fame. Be the most famous movie star in a country? People in that country will have a hard time saying no to you. Be the best and closest friend with everyone in a small group? The only things they'd deny you are outright illegal and even those can be brought around in time.

The Ten Midbosses- 400

Maybe those Kawakami hicks do it differently but over at Tenjin? You don't skip straight to the boss. There are rules to follow and traditions to give respect to. The Ten Warriors are a hierarchy, not some ragtag group like you find in the East. If someone wants to take on the boss, they gotta fight all the other guys. You seem like a boss type, why don't you round up some guys? As long as it's not more than 10 other beings, you can designate commanders or a 'boss rush' for yourself, people that must be fought before you can be attacked. Long as you don't gang up on them and keep it to one on one battles, both sides will be okay with this set of duels to get the chance to fight you, even if they're right after each other. Of course, your bosses need to be available to count in the fight. Hide them away in an attempt to protect yourself from any battles and foes will skip right to the endgame.

Hyper Armour- 600

When you've got your eye on the prize, so set you don't let anything else even come into your mind, what time do you really have for the small fries? You have to get to the big leagues right away, you ain't living forever. That unique dedication to your own goals resulted in a special ability forming within your body. Hyper Armour, it is called. The ability is always active and has two main effects. The first, you are no longer physically moved or slowed by any attack on your being. Punching, shooting, slashing, burning, nothing can make you flinch or step back if you don't actively decide too. Secondly, it protects you from all forms of minor damage, relative to your overall toughness. A normal person with this would never get hurt by weak punches from other guys, cut themselves by falling onto some rough stones or get injured by small pieces of debris. The stronger you are, the more this Hyper Armour will automatically protect against. Get strong enough and you'll be able to stand still as a statue as all your foes beat on you to no avail, not even budging your mighty form.

Tachibana Traits- 600

Everyone in the world has a talent in at least one thing. Some have many talents, some have only a few talents though they may be well developed. The world of Martial Arts is the same. You were born with a sort of talent. Perhaps you were simply faster than any other kid your age could even perceive, maybe you were able to lift up and carry the family car by the time you turned three or could it just be that, no matter how much your childhood bullies beat on you, they never left a single bruise? Speed, strength or toughness, pick one of the three to become a truly prodigious talent in. This category, as well as the associated traits to allow it to be effective and not dangerous to you, will greatly outmatch whatever your current abilities are in the two categories you did not pick and will continue to outmatch them both, though your chosen attribute will only continue to scale fully if you improve both others equally, increasing at half the rate otherwise, and if the improvement is a permanent one. Even a normal person would be capable of matching a jet fighter if they chose speed and a member of the 4 Deva who chose the same would be able to cross a city in two seconds.

Class Perks

100CP perks are free for their respective origins and other price levels are discounted.

Class F

2D>3D- 100

This dirty world...how many times has it betrayed you, kicked you when you were down? How can anyone honestly say that they love 3D girls? You swore away such hopeless affections. You found a true path to paradise! The world of the 2D reigns supreme in your heart! No more do you need silly little things like affection or contact with other people. You are your own man and can provide yourself with all the human contact you need, never suffering from loneliness, isolation or disconnection from not being around other people. Even if you desired it, the 2D world provides all that you want.

This Perk is Funded by Matsunaga Natto™- 100

Product placement is an art. Do it wrong and all you do is make your product look bad as well as what it's being placed in. Won't make you or your advertisers happy then. It takes many things to do it right. Skill! Confidence! Charisma! Virtue! Power! Only by mastering yourself can you truly understand the art of advertisement. The Matsunaga School is always happy to take in new students, especially those with a taste for Matsunaga Natto™. You learned at the feet of masters and now, you too can get away with even the most obscene of advertisements. Dunk your new sauce all over someone else's food and as long as it's even mildly tasty, they'll love it and ask for more. Shove your product name into the title of a movie, they'll eat it right up. The sky is the limit on your ads, at least until you figure out something to do with the moon. Always remember your roots though player, and keep on supporting Matsunaga Natto™.

Please Call Me Big Sister- 200

Class F is a bunch of rascals, there's no denying that. They've got their unique talents but all too often, they leave problems and messes behind them, stuff that others need to clean up. The miniature class president, Amakasu Mayo, tries her best to take care of everyone and be a good big sister figure but wouldn't it be nice to lend her a hand? You do have the skills to manage such a workload. When it comes to juggling many tasks and responsibilities at once, it's a breeze for you. You can run a dozen trains of thought at once, though focusing on so many things does take concentration and a slight loss of quality over each. You don't feel stress from overwork either, or at least not the negative mental effects of it. You're still able to recognise when you're pushing your body and mind too far, it just won't hold you back or make you less effective. You also happen to be fantastic at time management and timetabling.

F Is For Freaking Talented- 200

Everyone in Class F is good at something. Just being bad at academics doesn't bar you from entering Kawakami Academy but you do need to be remarkable in some way to get in at all. Mitsuru Kumagai is a gourmet taster and critic that could match even the best critics in Europe. Oogushi Suguru can effortlessly hack through even military grade protections with just a school bought laptop. Oogaswara Chika has incredible skills with cooking, being one of the best sweet makers in the country. Any of these people are good enough to be scouted by the Kuki Corporation and offered a job while still in high school, in their second year no less. You have a skill on this level too now. Pick any skill not directly related to combat or the supernatural that you can think of and you now share

a similar world class level of skill in it. You'll also find that you are never short on employment relating to that skill, even in places or times when you probably shouldn't have a job based on it.

Kotodama- 400

The secret art of manipulating others through nothing more than verbal language. You've been taught how to utilise these tricks, which do not even require spiritual energy to function. Using this special use of language, you are able to manipulate the minds of other beings. You can forcibly paralyse them with a single word, stopping anyone who hears you in their tracks. With it, you could stop a person's sense of pain or induce an adrenaline rush like effect to them, or even simply bolster their willpower and mental defences. In time, you could even learn to induce full mind control or long term hypnosis on a person, particularly with regular contact. Those with strong wills may resist you but as your personal spiritual power grows, that will become harder and harder.

Roguish Charms- 400

Those guys from Class S? They're coming in with all the good stuff already. Good bodies, good brains, good looks and good bank accounts. If you wanna compete, you gotta learn to be cunning. Sneaking around, sleight of hand, feints and dirty fighting? That's just the beginning. You mastered all that with ease. That's not enough for some opponents. To fight them, you had to get really devious. You're an expert at both observation of people, to find out their flaws, weak points and personalities, and at emotional manipulation and long term planning. Long as you have a few days to get to know someone, you could very easily set them up to be in just the right emotional state at a specific time to really screw them over in a fight, even if they'd normally stomp you into the pavement. These sorts of emotional manipulation and planning skills will doubtless help you in the rest of life too, though you'd be wise to hide your sneaky nature from most people.

Every Underdog Has His Day- 600

They call you guys underdogs you know? Have you felt that way? With the bad equipment, the low quality classroom, the unfocused, easily distracted students and general lack of care for academic achievement, can you honestly say you feel like an underdog? I don't. Class F keeps pulling out win after win against Class S. Sure, you're disadvantaged in some ways but that sheer talent and determination and cunning lets you equal or surpass those smug bastards over in Class S. How good do you think you'd be if you weren't disadvantaged? Now you get to find out. When you're competing with someone or something else and get handed poor quality tools, poor quality working conditions, get stuck with unfair rules or lopsided handicaps...they all seem to equal out. Their tools and materials crack and rot till they equal what you have, their living and working conditions worsen till they match your own, they are forced to play by the same unfair rules as you and even if they'd get favouritism from referees, teachers or authorities, they'll find themselves suddenly treated the same way you are. Even their raw power and skill seems to rust and weaken the wider the gap between the two of you, though there is only so much of a gap to bridge before this particular weakening stops. Drag those guys down from their high horse and show them just how good they are when they don't have any of the advantages they say makes you guys the underdogs.

Class S

S Rank- 100

The spirit of Class S isn't just about being the best. If you can only get to the top by wheezing and sweating your way there, you've failed outright. You have to look the part as well as be the part. Everything must be cool, calm and seem to be effortless. Yeah, it might be harder than you imagine in reality but to everyone looking at you? It has to be the easiest thing in the world to you. No matter what you do or what situation you are in as you do it, you can make anything look effortless to onlookers. Oh, you'll feel every bit of strain as normal and your abilities are no stronger than before, but you'll make it look like you're barely bothering to exert yourself at all. You could even trick someone into thinking you're not using your full power, even if you're fighting as hard as you can.

You Learn Throughout Your Entire Life- 100

Women in their 20s employed by another nation's army. Generals of said army well into their 50s. Elderly butlers. Girls barely old enough for middle school, much less high school. You know Kawakami Academy is a special school but...isn't this all a bit too over the top!? Going to school with these crazily out of place 'students' is going to teach you how to pass yourself off just like they do. Long as you're either officially part of the group/profession or just looking the part, no one will doubt you hold the position you say you do. Got a school uniform? People will believe you're a student, even passing off your absences prior to now as a mistake. Hired as a soldier, even if you're not even ten years old? No one's going to doubt you deserve to be there or that you really are a soldier.

Elegante Quinto- 200

God damn, you're a tasty one, aren't ya? Why does Kawakami Academy get all the cuties? See, there's a little group the students of this school have nicknamed, called the Elegante Quinto. Quattro? Don't know what you're talking about. The Elegante Quinto is the five best looking guys in the school, so much that they blow everyone else out of the water completely. Style, elegance, attractiveness, sexiness, in every category you're at the top of the rung. Even if you're a girl yourself, you're so good looking that the other female students can't resist you anyway. This charm isn't just limited to your body either. You can charm the pants off of damn near anyone in the school, even the ones normally not into your gender or romance at all. There might be a couple able to resist your charms but they're the rare ones. Sides, isn't having an actual hunt more fun?

Junstice Will Save This Pure World- 200

You have to protect what you love right? When the thing you have dedicated your life to is threatened, you've got to completely lose it to protect them. When it comes down to that last line, you know how to let it rip against your opponent. When you fight for something you believe must be protected at any cost, even your own safety or life, you become mighty indeed. Stronger, faster, more artistically defined and with darker shading, you become a hero that can stand tall in the face of any adversity. Indeed, no matter what is brought against you, you cannot be forced to back down from protecting something you care about. You can be defeated, twisted, broken or tricked but never will you, willingly or unwillingly, step away from your charge when they need you.

Stand With Me Atop the World- 400

The competition of being in Class S can wear on people. Class F might think most of you are rich, elite pansies but they forget the sort of hefty duties and responsibilities that often come with that

wealth and status. Combine the two and add a bit of harsh reality and you can see how some of Class S's brightest stars fell so far. But they didn't fall forever. Why? Because they have people like you as friends who will stand by them. Anyone you're friends with, or in love with, is blessed to have you for you help them just by being there for them. Over time, your presence alone will help them get over any personal issues they have, slowly coming to solutions that let them move on happily with their own life. If they have problems controlling themselves, in anger or just controlling their power, you being there will let them learn how to in just a few weeks. There's no need to say anything if you don't want. Just let them know that you're there and that you're not leaving, no matter what they try to do to make you leave.

Top Dog- 400

Class F, they've gotten a little arrogant lately, haven't they? Blabbering all about their victories and how the gap between you two isn't so wide after all. Looking at their wins from the outside, you've come to know what's really going on. It's not skill or power that gets them through. It's luck. Allies arriving in the nick of time, soldiers on their last legs getting a sudden burst of energy from just a weak speech, all manner of tricks and lies. You've become able to take those things away from them. Those you fight or compete against, they'll do so with what skills they have and nothing more. There will be no sudden reveals of heretofore unknown powers, no lucky shots or dodges, no allies coming to save the day that they didn't plan to have come already. Against you and yours, they'll actually need to lay down their chips and really play with what they have, not what fortune gives them. And everyone knows what Class F has.

S For Superior- 600

Used to be that Class F knew its place. Before the Kazama Family arrived and messed things up, Class F was nice and submissive, knowing that Class S was its better. This was because they had a long, long record of losses that showed this very same fact. Perhaps they are different now but Class S still holds that overbearing spirit, one passed down to you. The more you win against someone or some group of people, the weaker they become. As you prove yourself, in any way, in competition against them, they'll become more depressed, more demotivated, more downtrodden. Their wills will be left sapped and unsure and even their powers will rust and lose focus. Long enough and just the thought of an uprising will be unimaginable. Even just staying consistently on top will slowly enforce this effect on them, though you can choose to exclude certain people from its effects.

Items

100CP items are free for their respective origins and all other tiers discounted to their origins.

Kazama Family

Two Best Friends- 100

You've gotten a fresh fish tank in the mail, holding a pair of hermit crabs. Wonderful little creatures these are. Name these crusty crustaceans whatever you like, they'll love any name you give them. Why? Because they love you. And that love will make spending time with these two critters endlessly enjoyable and calming. Having a rough day? Spend some time playing with your hermit crabs. Just got beat up? Feed those hermit crabs. Just realised that you will never be loved and that you have passed up all chances on love you will ever get? Your hermit crabs will always love you, whether you love them back or not.

Agave Seed- 200

The Agave plant, once full grown, only blooms every fifty years. An impressive sight, but so very rare. In your possession is a special kind of Agave seed, one that when planted, will fully grow and bloom in just around nine years. If you plant this seed alongside some friends, you'll find the bonds of friendship between all of you will be greatly strengthened for the experience. If you all promise to meet there again in nine years, each of you will have just a little more luck in any situation that would endanger your life. It might not be much but the dream of meeting up with everyone, even if you all split up over time, will manage to keep you or your friends alive a few times, even if you might not otherwise survive.

Family Hideout- 400

The Kazama family headquarters, found in a quiet yet nearby part of the city to the school, have served as a meeting point, playhouse and defended base for years now. Outwardly, it is an unassuming, ten storey high block of concrete, surrounded by high fences and with good lines of sight in each direction. On the inside? It's been decked out with everything the Kazama Family could afford to make it into a home away from home. Warm, comfy rooms filled with the latest electronics, toys and entertainment, everyone chips in to keep things updated and new. Spending time here with your friends will make you all grow much closer and even if you need a little alone time, the roof has a spectacular view of the night sky, somehow unmarred by the city lights, that can help to clear any mind. You'll find this building nearby in any future setting, the same one you and your friends worked so hard on. Or, if you're not part of the Kazama Family, a similar building will be waiting for you in some other part of the city.

The Social Network- 600

You've spent your whole life till now gathering favours, information and contacts. It's paid off, placing you at the head of a vast, global network of power and resources you can call on. Thousands of people across the world report to you, somehow getting back any payment they'd normally ask for from another source, allowing you secret and up to date information on happenings from across the globe. Endless favours are available to you as well, from quick and secret access to a fast private plane to calling in a whole Special Forces regiment to strike at your foes. You can even call in major favours or boons from the leaders of whole countries or armies, though it'd take a big hit to your influence with them to stretch that far. You'll find a similar network in place for you in future worlds and this and those can both be expanded over time with work from you.

Soldier

Jäger- 100

Conformity? Uniforms? Pft. It's more important to stand out on the battlefield than adhere to any of those stupid regulations, how are you going to become famous if you look like everyone else? This options gives you an accessory of your choice, something small but notable, that when worn will greatly enhance the rate at which your reputation grows. An eye patch perhaps or a special kind of hat. In combat or not, wearing it will ensure that you get noticed for your impressive feats and garner both fear and respect for them.

Sim Room- 200

A room filled with large, boxy machines has been attached to your warehouse or a property that you won. Each of these boxes is a connected, super advanced flight simulator of sorts. Able to perfectly simulate any real world vehicle or anything that you own, each machine is able to connect to a shared server to participate in mock battles, perfectly simulating a real world battle in those vehicles. Despite the name, they are not limited to aircraft either, capable of simulating land, sea or even spacecraft.

The Great Knight MKII- 400

An immense suit of powered armour, two or three times the height of a full grown man. Bulky and rounded, it is far faster and stronger than even its size suggested, as it has been improved from the original model utilised by The Hound unit's Thelma, a Special Forces group from Germany. This model of power armour was explicitly made for those who had scaled the wall, though it works equally well for those below that level. No matter how strong or fast you are, the armour will be capable of containing and keeping up with you. Prove too far beyond its intended level and it won't actually boost your speed or strength, as it provides a significant increase for those who have only just Scaled the Wall, but even if you are too strong, it will at least provide an extra layer of defence that does not hamper your combat ability at all.

General Germany- 600

Dedication, honour, intelligence and patriotism. Sticking to your principles paid off eventually, as you were recently made one of the top generals of your countries' army. It's a vaunted position, one that comes with a great deal of power but also a great deal of responsibility, even in peace times you will have many duties. Well, you should. It seems that as long as there's no active war on, your subordinates expertly take care of all your normal responsibilities for you and give all the credit to you. You could take a vacation to a country on the other side of the world and no one would notice you'd slacked off for months on end, long as a war doesn't start up. In future worlds, you'll continue to retain this rank, and the accompanying lack of care for actually doing your job in peacetime, for whatever your homeland is.

Kawakami Temple

Kawakami Water- 100

Even Kawakami Academy won't let students bring booze onto campus. So what might all those kids that keep getting woozy and clumsy be drinking you ask? Kawakami water. It's non-alcoholic. Perfectly safe for kids. It's totally got no alcohol in it. Just ignore whatever things you might think seem alcoholic. It's delicious, whether it's served cold or warm, and you've got a never-ending supply of the stuff. Just keep it under your hat. You never know who might get ideas seeing you drinking it. Some new teacher might think it was actually alcohol. Perish the thought.

Training Tyres- 200

Working out, getting strong and fast enough to make good use of the martial knowledge that's been given to you, it's no easy task. Especially when you're not allowed to keep using your equipment in class. Doesn't your teacher understand that you need to keep regular? Thus, your teachers at the temple got a little closet full of things as a present for you. All innocuous things, stuff that wouldn't seem out of the norm to have anywhere. Pens, books, tyres, clothing. Each and every one is a heavy weight, specifically to train different parts of your body. No matter how strong you are or what your body is like, you'll be able to find something in this closet that can give you a workout and you'll be able to use it anywhere, no one raising a fuss at you lifting some every day object. Might think you're a bit weird for sweating but you'll come out stronger for it.

Big Five- 400

The Four Deva are the four strongest young warriors in Japan, each a fighter that has scaled the wall and become a superhuman, army slaying combatant. They are not necessarily the strongest in the world or even Japan, though one of its members is almost at that level, but they are renown across the world for their skill and power. Now, it's the Five Deva. A break from the tradition to be sure but everyone seems to consider you a worthy addition. You've got a reputation, here and in any future worlds, of being a near-divine martial artist, a level of fame that brings in offers of work, challenges to duels and equal mixes of respect and fear from all over the globe. Even if you are defeated several times over, this reputation never seems to leave you, as people find excuses for why you lost and why you should remain in your current position.

Kawakami Temple- 600

Found within the bustling restaurant district of Kawakami City, Kawakami Temple is a huge, magnificent structure. Guarded by immense walls and a grand gate, the temple is one of the central locations of martial arts for the entire world. Famous warriors come from everywhere for a chance to learn at the feet of the Kawakami masters, each of whom are great fighters in their own right. The temple is also entirely self-sufficient, able to grow all its own food and provide all water and power its residents need, though this does require regular upkeep. As a member of Tesshin's family, you've been made the technical heir to the Temple, though perhaps not its future master as Momoyo is aiming for that role. You'll be able to take this grand temple, along with each of its teachers (Excepting its head master, Tesshin), to future worlds and serve as its master then. The temple will retain its world class reputation. While the original teachers will come with the temple, new teachers or students will not be added to those who come along, only the original ranks count. If you are not a member of the Kawakami family, then a similar rival temple will be made for you to become the heir of, located in Kawakami City or some other nearby location.

Kuki family

Konpeito- 100

Every time you reach into a pocket, if you want, you'll be able to find a little bag of these tiny sugar treats. Made into tiny little coloured balls of sugar, these tasty treats will always cheer you up. In fact, if you present one of these bags to someone you've angered, they'll be a lot more likely to at least hear you out and let you try to make up with them. It's no guarantee but the sugar candies will give you a foot in the door.

Seat of Power- 200

Even a Kuki needs a license to drive and not all Kuki are yet able to get around quickly using just their own two feet. Thankfully, the corporation ensures that all family members have fitting transportation. This golden rickshaw was provided to you, a fancy and sumptuous seat from which you may be pulled along by any of your servants at great speeds. No matter how fast you are pulled, you and the rickshaw will not be damaged just from that speed. If you are in such an unfortunate situation as to have no servant available and no peasant able to take up the job, the rickshaw also has a simple AI capable of driving the rickshaw at race car speeds on its own.

Princely Retinue- 400

The 999 servants of the Kuki Corp are always ready to serve any whim of the family that may be asked of them. At times when one of the family members is called away from Kawakami City, the headquarters of the corporation, a number of servants will be sent with them. To ensure your safety, even after you take a personal servant, you have been provided with 20 of the servants between the 999 and 700 ranks. Each an experienced fighter and servant in all respects, as well as utterly loyal to their jobs and thus you, they'll carry out any order you give them to the fullest. None of them count as companions, though if any die they'll be replaced within a day, and no one will ever question their presence alongside you. You can even bring them to school with you and it'll be daisies.

Local Headquarters- 600

Every chick needs to leave the nest eventually. It might be a few years till you're an adult in full but your parents decided to give you some small responsibilities to prepare for then. Of course, 'small' for the Kuki means something very different. You've been placed in charge of the subdivision of the Kuki Corp located in Japan, by itself it is easily a match for any other large company despite just being the local offices of the entire megacorporation. You'll have full powers over its direction, Mikado being quite happy to allow you to experiment in your youth. You'll also have a fair number of the Kuki Servants there to guide you in your job as well as protect you from any threats. This subdivision of the Kuki Corp will come along with you to future settings too, quite easily being able to serve as an independent, wealthy and powerful company in its own right.

Kuki Servant

Properly Outfitted- 100

If you're going to serve the Kuki family, you have to look the part. Whether you're a man or a woman, you need the proper uniform to look good and to blend in to the background. A butler outfit or a maid uniform, both are tailored perfectly to you, come with several dozen replacements that repair over time and will allow you to effortlessly blend into the background of any situation short of an actual firefight. They're also really cute on you and happen to make you look rather more refined than you usually do.

Razor Wires- 200

Some of the older servants of the Kuki family can get a bit too into the various factions that exist within the group. Makes it unlikely for them to help potential rivals like you or other younger servants. Claudio, the number 3, is a noted exception. He loves to teach the younger generation and you were the recipient of his training in the use of razor wires. You've got a supply of these long, hyper sharp monofilaments, one that will restore itself in hours if you ever break or lose the wires. You're skilled in their use and they are capable of both slicing through metal as well as tightly wrapping something to move or protect it, the sharpness seeming to switch at your command. You could even use it as covert body armour, wrapping the wire around your body under your clothes.

Dirty Tools for a Dirty Job- 400

Even the Kuki need to get their hands dirty at times, even if only to counteract other villainous sorts that act against them. To do this, this sort of counter espionage and counter terrorism work, you've been outfitted with a wide range of tools, each of very dubious legality. From basic to exotic toxins and poisons, ninja tools of all shapes and sizes, equipment for and against espionage and methods to secure locations and to break into them, these kits of equipment are all of the highest quality and replenish fully by the day. All you need to carry out your missions are the skills to use these tools and with how good some of the tools are, sometimes not even that.

Butler Number One- 600

You've gotten the chance for something much more important than being 'just' a servant of the Kuki family. One of the Kuki family members has chosen you to become their personal servant, their right hand in all things for the rest of their life. You'll become their most trusted aide, cared for as if you were a part of their family, and given great influence over the rest of the servants as well. For Ageha, Hideo and Monshiro, you will replace their existing or future personal servants to become their sole companion but for Tsubone or Mikado, you will work alongside Hume, the greatest of the Kuki Servants. You'll be able to bring along your master as a companion for free and in the future, you'll find yourself effortlessly ascending to similar trusted positions to anyone you work for, though certain types of people might not trust anyone.

Itagaki Sibling

Fun Bag- 100

No party is complete without these, it'd be such a bore with nothing to liven stuff up. This small, unassuming handbag actually contains a seemingly limitless party mix of uppers, downers and all kinds of other weird shit. You'll never know what you're getting, other than that it won't outright kill you and that you're in for a wild ride. Strangely, no one seems to want to actually buy these, just enjoy the fun of them.

Big Boy Club- 200

It's in a pretty seedy place of town and it's by no means a reputable establishment but it is yours. Ami originally intended to make this as a sort of franchise for her first club but decided to give management to you instead, giving you full control over the club's directions and day to day business. It's dirty stuff but it has a good reputation amongst those in search of such things and turns quite the tidy profit. You can even use it as a surprisingly secure home, though it probably can't house more than yourself and a small number of others. It'll pop up in your name and ownership in future worlds too.

Battle Stimulants- 400

Aaah, who can be arsed with that training shit? Don't you just want to play around all day? Too bad all those goody goodies put in the work, makes it too risky to not train yourself, unless you're looking to get caught. Well, unless you think taking some boosters is less risky. These babies are the latest thing on the market, not some cheap mass produced shit either. Swallow one of the dozen or so pills and your body will go right to the max, putting out your maximum strength and speed for the next ten minutes without rest, magnifying both attributes several times over. When it's down? Unless you take another pill, you'll get a pretty nasty crash, but by then everyone's probably dead or something anyway. They're not addictive and taking one or even two in a row is safe but any more than two and you'll risk taking some stress damage. Use up all the pills and some new ones will appear in your pocket the next day.

Turf- 600

The Itagaki family rules the underworld of Kawakami City. All manner of criminal activities are controlled by them, granting them piles and piles of dirty money and influence, none of it obtained in a virtuous manner. Ordinarily, they either share the duties or leave running it all to their benefactor, the Mallard, but now it's different. They decided perhaps a leader from their own group is more suited to the task, conferring upon you the reins to command the whole itagaki gang's turf and all those controlled by it. Your territory covers the whole of Kawakami City and, while you probably wouldn't stand up to the likes of the Kawakami Temple, you've got a lot of manpower, resources and respect in that city. Lots of nasty sorts are going to try and take you out to, so you'll need to protect your title. You'll get this same sort of underworld turf in future worlds, covering a city of your choice, and if you're not part of the Itagaki family in this jump, you can choose to have your territory be in some other city or be competing with the Itagaki's in Kawakami City.

Bushido Babe

Histographies- 100

The Bushido Plan brought a unique opportunity with it. The chance to get a genuine, accurate account of what history was really like from the people making history themselves. How many people would pay to hear the autobiography of Alexander the Great? How much chaos would the diary of Jesus cause? You can find out now. Every week, you'll receive an in depth, entertaining to read autobiography written by a historical figure that has died of your choice, starting with the hero you yourself chose. In future worlds, you continue to receive these books, though it'll be based on the history of those new worlds instead.

The Lazy Club- 200

Every building you own or work at now has a secluded, quiet little extra room attached to it somewhere, in a place it seems like only you and those like you, the people who'd not care about slacking off and just want a place to relax and chat at, can find. This is the Lazy Clubroom, a place only slackers can find, stocked with little treats, board games and maybe a bottle or two of alcohol. Take a load off whenever things get too stressful here, because even if by some miracle your boss or teacher finds you here, they'll just usher you back to work and forget all about the Lazy Clubroom.

Historic Phantasm- 400

Heroes are rarely known for their actions alone. Oftentimes their legends are accompanied by the legends of the weapons that they wield, noble tools that fight alongside them. The Bushido project could not hope to recover the original artefacts but, with science and spirit, they've made some that might just be even better. As either the weapon associated with the figure you are cloned from or a weapon of your choice, you have received a work of art and marvel of science. This weapon is of the highest quality and can withstand and keep up with you no matter how powerful you are. Bows will be able to match your strength with their draw, swords will never shatter or melt no matter the speed you swing them at, even being able to project blades of forceful air pressure. These weapons will never break nor need maintenance, no matter the situation they are put through, and they'll always find their way back to you in your hour of need if you ever lose it.

The Organisation- 600

Who could have expected such a twist?! Yoichi's half mad, half Chuuni ramblings about The Organisation proved to be all too true. Indeed, The Organisation exists and it serves its' dark master-you! You're the head of a secret faction, buried within a much greater entity such as the government of a major country or as a significant section of a megacorporation such as the Kuki Corp. They hold great influence within that entity and seek to subtly carry out your goals and desires through the entity they are hidden within. They are extremely skilled at hiding traces of their existence and if found, are also masters of slipping away to form a splinter faction so as to continue serving you. They see you as something close to a religious messiah and would never dare entertain thoughts of betraying you.

Drop In

Oil Foil- 100

A big, solid gourd with plenty of straps for easy transport and securing. A core part of any oil wrestler's fighting style, this gourd contains a limitless amount of wrestling oil, able to turn you into the wettest, slipperiest young student you can imagine. It's not just wrestling oil either, if you introduce a different kind of oil to the gourd and wish it, it can instead endlessly stock itself with that oil, though anything with truly special properties will instead require a few hours to days to refill the gourd, depending on the oil in question.

Tenjin Cannons- 200

Tenjin Academy holds incredible firework festivals on a regular basis, outmatching all but the greatest of cities in the sheer scope of explosives on display. This pair of cannons you now hold are what is used by the many students of Tenjin Academy to create these incredible displays. Your new model never runs out of ammunition for anything from small firecrackers that can be fired in the dozens per shot to giant explosions that light up the whole sky. Truly immense or unique fireworks will need to be obtained separately and for each shot but the cannons themselves can easily handle any shape or colour short of actually animated displays. They also double as rocket launchers, able to break down brick walls at mid ranges and cause grievous harm to those who get too close.

TV Personality- 400

Despite your status as just a high school student, you've landed yourself a spot on every major television network. What's this spot about? Seems to be just about anything and everything. From talk shows to the news to game shows, you can get yourself welcomed onto every set you care to and the audience will eat up everything you say. Long as you're not outright trying to piss off the entire nation, you could easily swing your situation into country wide fame and popularity, not to mention the well paid benefits of starring on so many shows and bringing in the ratings every time. Even getting a role, temporary or long lasting, on dramas or long running shows that are sold outside of the country will greatly boost their, and thus your, popularity and profit margins.

Rival Schools- 600

Kawakami Academy is the most notable of all martial schools but hardly the only one of its kind. Tenjin Academy seeks the position as a rival school, filled with strong fighters and eager young students in the same way. Now, you've become the head of a third school, or at least its owner if you wish to continue your education at Kawakami Academy. This third school will serve as a rival to either of the first two and has many strong fighters and martial artists, students and teachers, in its ledgers. You'll be able to decide the curriculum and all uses of the budget, with a skilled and loyal staff on hand too. In future worlds you can change the focus of this school and have it serve as a direct, long standing rival to an existing institute of learning or have one created a new to oppose your school.

Class F

Matsunaga Natto™ Returns!- 100

Matsunaga Natto™ is not so cheap as to only be able to rent out one space in this Jump. For all the loyally waiting customers, the second ad break has arrived! In exchange for the low, low price of just 100 Choice Points, you can get a lifetime supply of the tastiest Natto this side of heaven itself. Why, we'll even throw in an extra few lifetime's supply, for each and every new life you live. You'll never run out of the tastiest food and if you just so happen to decide to say, sell it in unknown lands and worlds, that'd just be a treat wouldn't it? Matsunaga Natto™ is always happy to open new franchises with supportive customers.

The Candy Shop- 200

A family run store, your family if you so desire, the Ogasawara candy shop has been run by the same family for several generations by now. It's got renown from all over Kawakami City for the absolutely scrumptious candies it puts out, capable of creating any sort of sweet on Earth. Chika, the young Class F member who does much of the cooking, is well on her way to becoming one of the greatest sweet makers of all time. Taking this option either makes you the eldest child of the Ogasawara family and thus heir to the shop or provides you with your own family run shop, just as skilled and famous as the above is described to be. Either will come along with you to future worlds, managing to keep a surprising stream of income rolling in for a candy store.

Exclusive Resort- 400

Located deep within the mountain ranges, this idyllic resort is perhaps one of the most beautiful locations on the planet. At the top of a mountain side, surrounded by lush forests, calm rivers and large waterfalls and lakes, this holiday resort can serve hundreds of people at a time if needed, though it will stay reserved for you and any of your guests unless you instruct otherwise. With its state of the art facilities, world class staff, constantly changing entertainment and attractions handled by an expert committee, it'd be able to attract the rich and famous from across the world. If you didn't want to keep it for your own personal use, you'd be able to use it to network with some very influential people/

Hiragumo- 600

Our third and final ad break, Matsunaga Natto™ has returned to give you good players a final offer. We here at Matsunaga Natto™ know that there are times when good food cannot solve every problem. When you must fight to protect what you must protect. Family! Justice! Natto! To do this, the Matsunaga Style- Hirogumo Powered Suit was created! A form fitting, curve hugging suit empowering the wielder to be able to compete with those who have scaled the wall, even as a normal human, as well as allowing the user to summon up to half a dozen arm shaped weapons platforms, it truly is the greatest weapon of the modern era that science has produced. It even comes with an accompanying Satellite Laser! Only the strongest monsters could resist the all devouring roar of the Hiragumo Star unleashing its' fury from the skies! For one time only, we're selling this gorgeous beast of a machine for just 600 Choice Points! Buy it or not, always remember that Matsunaga Natto™ **has got your back!**

Class S

Snow Angel's Gift- 100

Class S has a little white angel of its own. Sakakibara Koyuki, a strange young girl who is always there to cheer people up or give support in the form of fluffy white marshmallows, similar to the girl herself. You've got a big bag of these white puffballs of sugar, a bag that constantly refills anytime too much is drained from its stores. Pop one of these marshmallows in your mouth and it'll feel like all your problems are fading away, the stress just draining out of your body. It won't actually fix your problems for you but it will give you a few minutes to think without all the aches, pains and pressures weighing you down. Darn tasty too.

A Lady's Armoury- 200

A noble lady can't be seen carrying around an automatic rifle or a long sword, not unless she wants to send some very unladylike impressions to society. Still, there is need of being able to defend oneself and not all young ladies can do so with bare knuckles. That's where this old, well-furnished closet comes in handy. It's filled with scores of easily obscured or easily excused weaponry, stuff that wouldn't get a second glance even in high society. Pretty little fans made of solid, but concealed, iron. Bracelets that can be easily slotted together to become knuckle dusters. Necklaces that unravel to become razor sharp whips or garrotes. Even hairpins that are filled with poison and can pierce through thin steel or body armour. You'll be able to go into any party covered in weapons, alert not even the most alert and handsy of security guards all while looking damn fine in the process.

Excellent Prospects- 400

Wealth and influence, they supposedly have no weight in Class S. To be on top, you need to earn your place, even the Kuki work for their awards. But even the teachers of Kawakami Academy are human. Everyone has something they'll take as a bribe or something that'll work as a threat. Your family knows what both are for everyone and they ensured you'd excel, regardless of your actual performance. Amazing test scores, countless volunteering hours, lists on lists of recommendations from respected sources and extracurricular activities and awards and more. An academic and work history has been crafted for you that'll make you look like prime material for any career you desired. Its rock solid too, no one will find out your secret unless you tell them.

Powerful Parent- 600

The samurai traditions have been passed down through the generations in Kawakami City, as have the powers used to do war in olden times. Is it any wonder that the parents of the student at Kawakami Academy are just as, if not more notable than their children? One of your parents is a figure of global importance, a person whose words and actions alter the course of entire countries. Someone who could start or end a world war with the right time and place. Perhaps an information broker with favours from the smallest of small time thugs to the leaders of the world superpowers. The head of a major country. A terrifyingly powerful martial artist capable of competing with other world shaking fighters. They are mighty and some of that influence passes to you, simply by being their child. They care greatly for you, a deep and honest familial love, but there is no guarantee that they are a good person. Indeed, whoever your parent is, they are invariably involved in something particularly shady. It's up to you as to whether you can overlook their dark side in exchange the love, power and good they can potentially do. In future worlds, you may choose to retain this benefit and apply to an existing parent or to have an adopted/surrogate parent to act in this role.

Companions

Jumper's Family- 50 per

Have you already made friends that you would like to share your gifts with? At 50CP a piece, you may import a single companion with each purchase of this option. They will gain a free origin and class origin, though they must pay for any origin with a cost, and 600CP with which to buy perks for themselves. They also gain all freebies and discounts associated with their chosen origins. You may also use this option to create a new companion entirely instead.

Canonical Friend- 100 per

With all the lovely people you can meet here, how can you not want to take some of them along? Every time you take this option, you'll get a chance to bring along one character from this world with you on your future journeys as a companion. You'll be assured off meeting them time and again in favourable situations to the two of you forming a close bond, as you'll need to convince them to come with you to turn them into a companion.

Cookie- 200 per

The Cookie robot line was created by the Kuki Corp to serve as the first true Artificial Intelligence and the first All Purpose Robot Servant. The robots are able to take on several different forms. Their basic form is an egg shaped robot on tracks, able to perform a wide range of cooking, cleaning and other servantly duties. This form has a bright, cheerful personality, if a bit airheaded. The second form is a combat mode, taken to protect its owner. Cookie will become the size of a full grown man and take on a much more humanoid visage, gaining a beam saber weapon and an aggressively protective personality. The third form takes the body of a small egg, becoming a hyper intelligent super computer that can easily assist its owner in any intellectual pursuits, though it becomes quite obnoxious. The fourth form, for more lonely masters, takes the form of a young, cute human girl. Having a calm, affectionate personality and lesser versions of the abilities of all previous forms, Cookie 4 is a wonderful life companion. Finally, the fifth form takes on a much greater size, becoming a giant mecha able to let its owner control it from the inside and unleash destruction on their surroundings. You may buy multiple Cookiebots and customise their colour and basic personality as you wish.

Personal Butler/Maid- 400

Discount to Kuki Family

Every Kuki must eventually take on a personal servant, someone who will always be at their side no matter what happens. Often, this servant will become a romantic partner as well and the Kuki Patriarch and Matriarch both encourage this idea. You've already picked your personal servant, who can be a new companion or an import, with this option. They hold the entire Kuki Servant perk tree, being a skilled servant and fighter. They are or become perfectly suited as your counterpart, able to counter the worst of your urges or flaws and enhance or support your good side and virtues. They may not necessarily become your true love but they will assuredly be someone you can put the utmost of your trust into and be certain that they will never willingly let you down in return.

Shaka Bro- 300

Not quite a true companion as much as a constant figure in your journeys, this shaggy man proves again and again to be a surprisingly good teacher. He's not the absolute best at what you might want to learn but he did learn from the best and is one of the better guys in the whole world. Martial Arts to cooking to car maintenance, this man's lived a long and varied life and is ready to take on a

student, someone he believes might normally get passed over. For some reason, eh chose you. He's happy to teach you all he knows, even if his methods of education can get very rough, and sticking with him will bring you quite far before you need to move on your own. It's unfortunate however, that this man will constantly get himself into trouble with the good guys. Mostly willingly, sometimes by mistake, he'll cause some trouble or mess or crime and if you want to keep learning from him, you'll need to stick with him, even if it turns you into a criminal as well. Once you leave this world, you'll find a man almost identical to the original in each future world, ready to teach you about life.

Drawbacks

You may take up to 1000CP worth of drawbacks from the below selection.

85% -100

Have you ever had to watch as something you care for takes forever to arrive? See the agonising lack of progress it has made in its travels towards you? Day after day of nothing happening, nothing you can do to speed it up? That's just life for you. No, really. That's your life. Your life seems to be running at the slowest pace possible. Time still progresses as normal but things that should be done in minutes take closer to an hour, stuff that might be done in weeks or a month drag on for a year or more. Nothing you do will speed it up, you just need to sit and wait. And wait. And wait. And wait. And just to make things worse, you'll get to know just how far everything is from getting done. We'll even give you a little meter. Has a nasty habit of getting stuck at a certain percentage though.

Basic Bitch- 100

You've never been the type to go with the flow. Nonconformity, no one would bat an eye to that at Kawakami Academy. But you? You went as far as you could go into making yourself a walking, screaming tower of shock factor. Skin tanned deep brown, bright blonde hair, the most stark and overdone make up you could get your hands on. It's not just your body either. Even your personality has taken on traits to force even those who might not mind your appearance to take a step back. Loud, simple sounding, obsessed with vapid things and far, far too aggressive to those who catch your eye. It'll be rare to find anyone who's not put off by your body or mind, making friends is going to be quite the process when you can't stop yourself from looking or acting this way.

Even This Jump Must Advertise Matsunaga Natto™ - 100

No matter where you hide, where you run, Matsunaga Natto™ will find its way back to you eventually! We're back for one final hurrah! A special employment offer for one lucky fella/lady out there. Matsunaga Tsubame, angel that she is, does such a wonderful job of bringing the brand to new heights and places but she cannot do everything alone. A new spot for a second advertiser has opened up and we'd like you to take the job. What's it entail? You'll have to advertise Matsunaga Natto™ every day in everything you do. Win a fight? Credit the victory to Matsunaga Natto™. Cook a family dinner? Serve everything with a nice heaping of Matsunaga Natto™. Have a baby? Name them in honour of Matsunaga Tofu. Every day must be spent spreading the word of this great brand. We've got a hot 100 Choice Points just waiting for anyone who takes this offer, so come on over and let's get you suited up. The Matsunaga Natto™ brand needs a mascot too.

Red Belt Is the New Red Shirt- 200

In a world filled with strong warriors, someone has to take on the role of the mooks. The guys there to show how strong everyone else is. Sadly, you just got the job alongside all of your friends. Every day you'll get yourself into some tussle with a major character that will end with you all twitching on the ground, beaten to people that you should by all rights have defeated with ease. They'll never permanently cripple you but most of your time will be spent tired and bruised up. If it comes down to an important fight, something with a life at stake, than you'll be able to briefly ascend from your mook tier before crashing back down right afterwards.

Daddy's Girl- 200

When that person says they're proud of you or like you, your heart gets all pitter patter in your chest. You just really, really want to meet that person's expectations for you, show them that you

really can do what they believe you can. You never will though. Whether they be a parent, teacher, friend or lover, you'll never manage to meet what they expect of you, even if they only want you to love them. It'll be the person whose opinion you care most about and no matter what you do, you'll always fail them/

Premium!- 200

Having a bit of pride isn't always entirely bad but the extent you take it just drives everyone up the wall. Perhaps not so bad if it was just having a large ego but you've been cursed with ill luck to match that ego. You'll find yourself constantly landed in hot water with powerful or important people because of your boasting and showing off. Trying to bully a new student? Turns out they're the youngest Kuki heiress. Insult a restaurant's cooking? A very angry, very British, very martial artsy chef comes out to deal with you. And you'll never learn either. Hopefully you can back up your bullshit.

Bloody Battle Bitch- 300

From the moment you were born, you desired battle. Your blood roars in your ears whenever you get in a fight and the harder the fight, the better you start feeling. But despite this world being filled with battle maniacs and powerful fighters, you'll never manage to have a satisfying fight. Constant interruptions, weak opponents, fights cut short and worse. All of it will drive your battelust deeper and deeper, making it harder and harder for you to control the urge to do something bad, just to finally get a good fight. Eventually, no matter how great your will, things will progress to the point that the world considers you a threat on the level of Kawakami Momoyo, another superhuman struggling to control her bloodlust, and will seek to put you down for the safety of the world.

A Freaking Meteor!?- 300

Fortune is important. Fortune and good luck have appeared many times so far. Right now, this is not that. This here is the very worst luck imaginable. You won't be needing to worry about missing your bus or losing your keys. You won't have time when lightning bolts are raining down on you from clear skies or sinkholes open up beneath you if you stay in one place too long. If something can go wrong, it almost certainly will go wrong, no matter how improbable it going wrong is. If you're not keeping a watchful eye on the sky, you might even find an actual meteor falling down on your head.

Kooky Kukis- 300

The Kuki were born to lead this world to paradise. The path behind that great family is littered with the crushed bodies and conquered minds of countless would be rivals. Now, the family has found a new rival to pit their strength against. You. Each section of the family will be seeking to prove themselves against you, taking their time to allow each part a chance to try you on. At first it will be Hideo and his ninja maid Azumi who seek to duel you. Defeat them and then Kuki Ageha will lead the Servant corps against you, excluding the rank 0 servant Hume. If you prove victorious, Tsubone and Mikado Kuki will take command of the Bushido Project to battle you with all the clones, including Haou/Xing. Your final challenge will be the young Kuki Monshiro, accompanied by Hume Hellsing, the strongest man in the world. You must prove yourself against each and every member of the family and their accompanying retinue, though you need not necessarily do it alone. Just as the Kuki battle you with their allies, you too can make use of any who wish to follow you into battle.

Scenario

Strongest Woman in the World

Kawakami Momoyo is a living Goddess of War. Not even eighteen years of age and already she can compete with the world's strongest man. That amount of power, bundled together with an ever growing hunger for battle, brings great worry and fear to the leaders of the world. If Momoyo were to rampage, to decide to simply destroy everything, who could stop her? As the years go by, the few who can challenge her grow older and she herself grows stronger. If left too long, one day she might be a threat no one could stop.

And yet, the idea of simply allowing Hume Hellsing to slay the beast has never been considered. Despite her monstrous power, Kawakami Momoyo holds just as much right to life as any other living being on this Earth and thus the world leaders, from the heads of governments to the CEO of Kuki Corp, are opposed to that solution unless absolutely necessary. The Kuki Corp has been looking for a way to solve the problem and they believe that Momoyo suffering an honest defeat would put an end to her ever growing battle lust and allow her to finally start to learn control.

Hume could defeat her, for certain, but the man himself has refused. He believes that if he were to fight her, she would not accept it as a defeat. Would a prideful man be humbled by losing in a fistfight with a supernova? His belief is that her opponent must be at most her equal, that they cannot surpass her or the plan will fail before it begins.

The Kuki Corp has searched far and wide, even attempting to create a fighter capable of this task, and has finally found you, the being they have the absolute certainty can defeat Momoyo in the correct way. With the fate of the world potentially at stake, as well as the life of a young girl, they have promised the greatest of riches and power as a reward if you are able to successfully defeat Kawakami Momoyo in a way that satisfies all parties.

There are several conditions that you must meet in order to complete this scenario.

- Momoyo must be defeated by a being of equal or lower power to herself. If you are stronger, you may forcefully limit yourself in some manner but greatly overpowering her will not lead to success.
- Momoyo must be defeated in direct combat. Poisoning her or using magic from afar will not humble her pride in battle.
- Momoyo cannot be killed. The Kuki do not hire assassins to slaughter teenage girls and even if she may be a potential threat, her death is not something that they can accept.
- Momoyo must be fought by yourself with your own personal power. Relying on allies or on outside beings for power will not satisfy her. Technology, magic, spiritual techniques and the martial arts, anything can be used to battle her so long as it is your own power.
- The methods you use to fight Momoyo must also give her a fair chance of victory. Even if not relying on raw power, if you simply leave her unable to resist or combat you at all, the result will be just as ineffective.

Momoyo is a mighty warrior. Able to destroy entire planets with her fists, travel at a fraction the speed of light, possesses almost unsurpassed skill in combat as well as an incredible instinct for

battle and seemingly make up powers and techniques on the spot as the whim strikes her, it would take a truly skilful, cunning and fortunate opponent to beat her without relying on sheer overpowering force.

Succeed and the Kuki will deliver on their promise. They will offer you an adoption into their family, as the new heir of the Kuki Corporation. You are a man who proved himself to be one of the strongest in the world, saving it in the process, and could there be any more suitable a successor? If you wish, you may also take one of the family members as a spouse. The true benefit of this reward is the entirety of the Kuki Megacorporation itself.

With official assets at 800 billion USD, and unofficial assets coming out to be several hundred times that, the Kuki Corp has enough resources and influences to be a superpower in its own right. This company will follow you to future worlds, with you at its head. The 999 servants, plus Hume himself, will follow as loyal servants to you, along with the rest of your new family, the Kuki clan. Each such accompanying person will function as a follower, not bound by companion limits but neither may they be imported. If you wish, you may make them into companions upon which they will follow all the usual rules. Your new corporation will fit seamlessly into future worlds, seeming to have been part of it all along instead of disturbing economies with its immense wealth and power.

We Ride Together, We Die Together

Kazama Family Origin Exclusive

The Kazama Family has been together since they were children. You and your friends are as close as siblings with each other and there's been no end to the times you've saved each other's lives or had each other's backs. In time, more students will join the family and things will get even more lively and fun. There might be problems awaiting in the future but you'll always have your friends to rely on.

That will now change. Over the course of the next few years, the other members of the family will begin to encounter serious problems. The sort of things that could result in them leaving the family, perhaps even losing their own lives. If you want to get the family to stick together, it'll be you who has to help out each and every one of your friends. Why only you? Because everyone is about to be wrapped up in their own issues, all starting at once.

The problems will begin a few months after you enter the jump, once Chris and Mayucchi have joined the family. You will not be able to head the problems off until this time and they will very quickly progress to their full problematic force. Described below are the challenges that each member of the family must face. You must help your friend through this problem, letting them reach a conclusion that allows them to move on and regain their happiness.

Naoe Yamato has come under greatly increased pressure from his father, an extremely influential criminal. The man desires a worthy heir sooner rather than later and has seen fit to take an active hand into crafting Yamato into a suitable successor. Yamato will be forced to deal with increasingly complicated and messy situations, from being accused of cheating on tests to being framed for serious crimes, and expected to get himself out of each problem using his own wits. These tasks might be manageable for the young genius at first but soon enough they'll spiral out of his hands. You'll have to help him last long enough without being imprisoned or seriously hurt to get to meet his father and resolve the differences between them, whether that means Yamato accepting his new role or getting his father to accept that his son will not follow in his footsteps.

Kawakami Momoyo's battle lust is beginning to grow beyond her control, far faster than anyone had predicted. She has perhaps a year, maybe two, before she will be unable to hold back her desire for battle and descends into a rage that could result in the destruction of the entire planet. You must find a way to alleviate this battle lust. Defeating her in equal combat, finding her a romantic partner she honestly cares for and can pour her energy into doting over, teaching her methods or abilities to control her bloodlust, all are possible methods. If you also took the previous scenario, Strongest Woman in the World, then you must defeat her as described in that scenario to gain the rewards offered for that feat. Solving her problems in the ways described here will only qualify you for this scenario's reward.

Kawakami Kazuko will have her dreams of becoming the Assistant master at Kawakami Temple crushed in a far more horrific way than it would normally be. Instead of getting many chances to prove herself against her family and friends, she will be brutally beaten by a rogue martial artists from the school. Despite the damage done to her, it only made her determination to become strong ever more intense. You must either convince perhaps the most iron willed girl in the world to find another path in life or heal and train her until she can genuinely stand as one of the strongest fighters of the world, breaking all of the limits that would have held her back normally.

Shiina Miyako's love for Yamato has deepened to dangerous levels. Where she was obsessive, jealous and protective before; she has now become almost murderous in her desire for her friend. Girls who even speak to Yamato will turn up badly beaten the next day, refusing to talk about their assailant. Refusals to enter a relationship from Yamato will only drive her madness to greater heights. If someone doesn't interfere and help her come to terms with her love madness, she'll eventually end up causing a death, which will inevitably be discovered as her fault. To prevent her incarceration, you'll have to help her through her madness. Getting Yamato to accept her feelings may work but it might perhaps be best to teach her how to let go.

Christiane Friedrich, Chris, has discovered the extent of her father's overprotectiveness. He has assigned the entire Hound Special Forces unit to her protection, along a large contingent of soldiers. This will not be enough for the man, who will quickly decide he simply cannot abide her being away from him, will arrive with the full force of the German army behind him to retrieve her, something no one seems to take issue with. If she gets taken away, you doubt she'll ever be allowed to return. You'll need to prove she is safe with you and the others, with words or with your fists, against the Friedrich patriarch and an entire army of angry Germans.

Mayuzumi Yukie has been forced into an arranged marriage with a particularly unpleasant individual. Her father is responsible, a man honestly and truly convinced that he has made the right choice for her. Sadly, the legal documents were already signed and the marriage is set to take place quite soon. Her husband to be is not only a vile man but also one with no small amount of power, strong than her at the very least. Unable to overpower him, Yukie is resigned to her horrible fate. To save her, you'll need to either force that man to give her up and end the marriage or to find some way to nullify the union to be before he can take her away. Either way, you're in for a fight.

Kazama Shouichi, the Captain of your little family, has found himself wrapped up in an adventure of his own. A mysterious girl claiming to be a princess on the run, a dark organisation after something precious that she is keeping safe, a series of bad guys with ever increasing strength. It's like something straight out of an anime and despite the many good qualities, Capt simply lacks the power to see it through to the end. Unless you intervene and fight alongside him, perhaps as a mysterious masked rival, he'll die in the attempt to do what he thinks is right.

Shimazu Gakutou, ever the womaniser, was tricked into a pretty serious debt after a little too wild of a night. Legally binding and with no way to simply beat his way out of the problem, Gakutou is desperately searching for a way to gather the funds to pay off his debts, else he and his mother may be left homeless and in poverty. You'd have to get him to get rid of his pride before he'd accept any money from you, though you might be able to discover that this debt wasn't quite on the up and up if you investigate well enough.

Morooka Takuya finally found a girl who shares his hobbies and seems to be fully in love with him. Unfortunately, the girl he fell in love with only cares for him as long as he can amuse her and she'll grow increasingly abusive of the young man, who'll be unable to leave the relationship without his friends to support him. You'll not only have to convince him to break up with his increasingly psychotic girlfriend but also fend he off once they do break up, as she'll try to end things permanently rather than allow him to leave her.

If you can manage to solve everyone's problems and keep the family together, you'll be able to keep that family for the rest of your adventures. The entire Kazama Family will join you as companions at no added cost, each one with an utterly unbreakable bond of friendship with you and each other friend in the group. You can treat them as only taking up a single companion slot, though imports of this single slot must be divided up equally, whether this means one person gets everything or everyone gets an equal fraction. You can also choose to divide them into individual companions, though this choice is a permanent one.

Ending

Ten years of time have flown by and you've been presented with a choice

Do you want to *Go Home* to your original world?

Do you want to *Stay Here* with the samurai girls?

Do you want to *Continue On* to a new world and a new adventure?

Notes

Special thanks to the cutest, coolest guy ever- NuBee

Bushido Babe- You have no real limits on who you can choose to be a clone of but there is a certain power ceiling on what you get from it, even if you choose to take The Real Fake. Your target to be cloned from cannot be stronger than the in universe versions of Benkei or Yoshitsune at their best. You can't pick someone and have them make you an equal to Haou/Xing. There's still a fair bit of power and even supernatural abilities to be gained from it but it's not the be all end all option.

Capstone Boosted Capstones-

Ace Kazama

Your fortune in life includes the fortune you have in family and friends. In any world you go to, you will be sure of attracting multiple people who will become good friends to you, eventually as close as family if you are willing. These friends can range from those with notable talents and tragic pasts to some of the strongest people in the world.

Weapon Saint

You are no longer limited to a single type of weapon. Your innate instinct for battle and training has allowed you to apply your skill with one weapon to your skill with any and all forms of battle that you are capable off. Your skill with your chosen Sainthood now transfers over to any other weapon, including hand to hand fighting, along with sharing your skill in any other form of fighting as well.

Earnest Little Puppy

Perhaps you are not a prodigy. Perhaps all you can do is hard work. But even a stubborn hard working brat can have some insight every now and then. Whenever you are trying to learn something or practice something, you'll get at least one moment of sudden clarity. Inspired by something you see around you, as you train or during a break, or just a light bulb moment, this realisation will propel you forward in a great leap of learning or even teaching you something completely new, showing you a new trick or way to use something.

Pulling Powers Out of Her Ass

Your bullshit isn't limited to just the spiritual anymore. As long as you can pay the cost, you're able to do anything you can think of with anything at your disposal. Magic, Psionics, Ki, Martial Arts or even just sheer, raw, pure skill. Whether it costs magical energy, mental stability, life force, stamina or something else, as long as it has a cost to increase, you can use it in tandem with this to achieve any effect.

Golden Legacy

The benefits of this perk now apply to any family member or ally that you have, not just your students and children. All of them also gain the children only effect and, as they grow into their newly granted power and talent, they will also gain a stronger and stronger compulsion to be loyal to the family, with you as the 'head' of that family.

Take the World By Storm

Your business empire will outlast even the greatest of national empires. Any of your businesses are unnaturally resistant to being taken apart or destroyed by changes over time and so long as you

personally created it and brought it to it's current state, you may have those businesses you made appear in your control in future worlds.

Only Humen

It is not merely your stamina which proves to be without end. Now all energies you possess have their own endless wells within you. Magical, spiritual, weirder still, you will never run dry. However, you are limited in the amount you can use at any one time by your maximum storage. Using that energy will not drain from you but neither will you be able to hold more than you can hold at once.

The Bushido Plan

You are no longer limited to creating clones that are imperfect. Now, with even the tiniest piece of the original's body, you can create a perfect clone, possessing every memory, skill, power and ability of the original. You are also able to extend this need for only the smallest samples to other biology related experiments.

Absolute Misuse of Power

Not even actions that harm your organisation are barred now, as everyone in the organisation believes you to be a paragon with the best interests of the group at heart. Even making a man kill his own family or order soldiers to publically execute men is fair game. So long as you are not actively and openly working against them, things that give no benefit and just harm will be overlooked.

Mercenary Attitude to Training

Your copying is no longer limited by your own skill or even that of your enemies. Instead, you flawlessly copy the core ideas of what techniques or attacks you see, allowing you to understand them and perform them at the level of a master. You may not understand everything required to perform the technique masterfully, in which case your effectiveness will be reduced.

You Snooze, You Win

Your power up does not rely on sleeping and drowsing anymore. Instead, all it requires is that you refrain from any sort of active combat. The longer you refrain, the bigger the boost in your first eventual fight, upon which the timer resets. The higher it can be is refraining from fighting for 24 hours straight, in which case your powers will increased twenty times over. You no longer suffer a loss of control from rage either.

Dark Side of Martial Arts

A life drenched in blood will make you all the stronger. Just being bloodthirsty, cruel and evil in your everyday life outside of combat will increase your overall power to a point, independent of the increased you gain within combat.

The Real Fake

Bit of a mule aren't you now? Rather than just a single clone, you're the mix of a dozen or so different donors that have all been successfully formed into a single body. You've got all the normal benefits of the perk, only instead with a dozen different targets at the same time. You'll also find yourself a lot more talented at anything they were known to be good at.

Fifth Heavenly Jumper

Your talents have expanded greatly, now covering all five possible specialties. Power, Speed, Technique, Range and Accuracy now apply to each and every martial and spiritual discipline you possess.

Hyper Armour

While you ignore the force of attacks and ignore little blows entirely, there are certain troublesome effects that can your life unpleasant regardless. Certainly, your skin ignores weak blows entirely, but if those blows were coated in contact poison or enchanted with some mystical effect to kill on touch, your defence that is based on power would fail to work. No more. Now, unless an attack is enough to sufficiently hurt you and not be ignored by the perk, every part of it is ignored. Any added effect, enchantment or ability is as useless as the damage it was meant to cause.

Tachibana Traits

With this boosted perk, you now instead gain all three traits at their increased levels compared to your original stats in each. All three stats will now scale to each other, increasing all 3 equally when any one of them improves and also preventing any of them from decreasing unless all 3 decrease at once.

Every Underdog Has Their Day

You don't just force the privileged to fight against you without their advantages, now you take those advantages for yourself. Whilst their tools become poor quality, yours become equal to what they previously had. Whilst they weaken, you grow stronger.

S For Superior

With this boosted effect, just winning once is all you need to make the effect continuously happen. Until they win, it'll be as if they lose to you once a day without end. The longer this goes on, the more submissive they'll get. You can also beat them again and again to stack on top of this automatic once per day win. Unlike the base effect however, this automatic win must come from a significant victory over your opponent. Beating them at rock paper scissors won't count but humiliating them in an honor duel would.