

Mato Seihei no Slave

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==Introduction==

A few decades ago, mysterious portals started to appear all over Japan. Beyond these portals, there is another dimension around the same area as the Tokyo Metropolitan area. It was called the demonic metropolis, “Mato”, filled with demon-like creatures known as Shuuki that threaten all of humanity. But with this curse, a blessing appeared together, in the form of a unique resource. Explorers found an unknown form of tree. These trees, native from Mato, grow a fruit simply called “Peach” that grants special abilities when eaten. Peaches don't give special abilities to men and so, the power difference between men and women crumbled. As a way to place the gates to Mato under surveillance, a new organization was created: the Anti-Demon Corps, a unit specialized in battle and composed entirely, and exclusively, by women who received power from the Peaches. Thanks to these events, the concept of “gender equality” disappeared, with women becoming superior to men, while all the men became subservient to women. You arrive in this world when Yuuki Wakura, a “common” third-year student for now, accidentally enters a Gate and is transported to Mato. You’ll stay here for ten years. Good luck.

+ 1000 CP

==Origins==

Your gender is the same from your last jump and your age is 12+1d8. Alternatively, for 50 CP you can choose both yourself. Any origin can be taken as Drop In.

1. **Student (Free):** You're just a common student, living a normal and mundane life, even after the gates to Mato opened. As you're still a common human for now, there is potential residing within you and you'll probably be attracted to face adventures and danger. Your position in society will be significantly better if you're a woman and you may even have the chance to eat a Peach and awaken a special ability.

2. **Mercenary (Free):** Mato is home for many different resources, mainly the Peaches, and Japan basically has a monopoly on the exploration of them. Even if Japan sends a steady supply of Peaches to other countries, many different countries and organizations from all around the world would like to put their hands on more of them. As they can't directly take any action to acquire more, they contract mercenaries like you to invade Mato and steal the resources from the Anti-Demon Corps. While most of the contracted mercenaries and terrorists are also women blessed by the Peaches, nothing prevents men from becoming mercenaries too.

3. **Demon Hunter (100 CP):** You always wanted to be a hero and to defeat Shuuki and other threats from Mato, so you decided to join the Anti-Demon Corps to achieve your dream. The Anti-Demon Corps is split into units, numbered one through ten (excluding the unlucky four). All units reside inside dorms built inside of Mato itself and are protected by a barrier, which keeps Shuuki from invading. These dorms are located at nine different sections of Mato where gates leading to the human world exist, including the central location. You're a member of one of the nine units and will live in the respective dorm. If you're a man, you'll be in a similar condition as Yuuki: working as a caretaker of your unit's dormitory, being initially treated as a slave or equipment, and will just enter in battle if you have some combat potential.

4. **Former Human (100 CP - Female Only):** You were just living your normal routine, until a portal appeared on your way and absorbed you. While some gates to Mato are static, permanently staying at the same place, others tend to disappear and reappear in random places over Japan. When this happens, citizens may accidentally enter in that demonic dimension and be attacked by the monsters living there. This kind of event is called Mato Disasters. You're a victim of one of these disasters and, in a desperate attempt to fight the Shuuki, you decide to eat a Peach you found. This hasn't been a good idea,

as this combined with the miasma existing there resulted in the ability within you went rampage, becoming unstable and starting to cause physical mutations in your body. You fought for months to maintain your human mind, but you have already lost your humanity, being turned into a humanoid Shuuki, being more akin to a half-monster and half-human. You retain your human-like body, but also gain some monstrous features, like golden eyes, horns, claws and white hair. Many other former humans have been captured by the Onmyou Agency, but this fortunately isn't your case. Your inhuman physiology grants you some benefits above normal humans, but they'll be mentioned later.

5. **Devotee (100 CP - Female Only):** The so-called devotees are actually former humans that, instead of losing their humanity as an accident due to eating a Peach while in Mato, surpassed their own humanity by receiving the power of the Gods of Thunder. As compensation for the power they gained, they become the gods' soldiers and do their bindings. You're now also among the ranks of the devotees, being currently one of the gods' servants, but, unlike the others, you fortunately haven't received a curse seal that would kill you in the case of your betrayal. Your inhuman physiology also grants you some benefits above normal humans, but they'll be mentioned later.

6. **Shuuki (100 CP):** Many decades ago, many gates opened, with each one leading to another dimension. Some members of your species decided to invade and attack that dimension but few of them returned until the day the dominant beings of that place started to build their bases here. In truth, you aren't a human but instead one of the ferocious creatures known as Shuuki. Unlike most Shuuki, you have maintained your intelligence and won't be driven by your instincts alone. Your physiology is very different from humans, but this will be better explained later.

7. **Thunder God (400 CP):** You're no mere Shuuki anymore, but instead one of the so-called Thunder Gods. The Eight Thunder Gods are a group of eight powerful and intelligent Shuuki who referred to themselves as "gods", whose main goal is to drive humankind into ruin. As a Thunder God, the ninth of them, you'll be actually a newborn at the start of your jump, but a newborn already powerful enough to fight toe-to-toe with a unit chief like Kyouka with a good chance of victory. Like the mundane Shuuki, your physiology is very different from humans, but this will be better explained later.

==Locations==

Roll 1d8 to decide your starting location or pay 50 CP to decide it yourself. Each origin has at least one free location.

1. **Tokyo:** Officially, the Tokyo Metropolis is the de facto capital and most populous and famous prefecture of Japan, having a population of almost 14 millions of people. Like the rest of the country, Tokyo was also affected by the appearance of the Gates and the attack of the Shuuki, but, after some time, their inhabitants and their organization adapted to the existence of the threats from Mato. Students and Mercenaries may start here for free.

2. **Somewhere in Mato:** The Mato's territory is divided between nine areas, each assigned to a different unit of the Anti-Demon Corps: the center area, assigned to the 10th unit, and the eight directions, with each one being assigned to one of the other units. For example, the 7th unit is located at Mato's southwestern Demon Gate. You arrive in a random place located in one of these nine areas. While a Shuuki and even former humans would be at home, Jumpers with other origins probably will have problems staying here for some time. Shuuki and Demon Hunters may start here for free.

3. **Anti-Demon Corps 7th Unit Dorm:** The Anti-Demon Corps is split into units, each one being led by an Unit Chief. Your starting location will be the dormitory of the 7th unit. Currently, their members are Kyouka Uzen (the Unit Chief), Himari Azuma (the Vice-Chief), Shushu Suruga and Nei Ookawamura, but, in some time, Yuuki Wakura will join them and become the first male member and slave of the 7th unit and will live on its dormitory. The 7th unit dorm is located in Mato's southwestern Demon Gate, being protected by a powerful barrier capable of holding even an army of Shuuki for some time before breaking. If you're a Demon Hunter yourself and decided to join the 7th unit, you may start here for free.

4. **Hidden Village:** Fearing the Anti-Demon Corps and the Onmyou Agency and because of their Shuuki-like appearance, all women that became humanoid Shuuki remain in Mato and many times they decide to live in the Hidden Village led by Aoba Wakura. The Hidden Village is located in an underground cave system located at the edges of Mato, where there are no Peaches, so these places are little explored and the entrance to here is also beautifully hidden. There are currently about twenty people living in the village, all of them are women that became humanoid Shuuki, and they're self-sufficient, requiring little external resources to survive. While former humans and humans unassociated with the Anti-Demon Corps or other similar organizations would be warmly welcomed here, Demon Hunters and wild Shuuki would be treated as enemies and they would be attacked on sight.

5. **Palace of the Thunder Gods:** There are many secrets hidden on Mato. One of these secrets is the existence of the Eight Thunder Gods, a group of eight powerful and intelligent beings who referred to themselves as "gods", who manipulate the Shuuki and all the others living in Mato. Their goal for now is to reunite all the eight gods to complete the group. They're currently residing in a palace located within a cave in an unknown location. Fortunately, they still didn't notice your presence here, so I advise you to get out here fast. If you're a Thunder God, you may start here for free.

6. **Memorial to the Victims of the Mato Disaster:** Kyouka Uzen's home town was a tranquil place, full of life and surrounded by nature, until that day. While it's possible for humans to accidentally enter in Mato during Mato disasters, it's also possible for Shuuki to go out and enter our world. When this happens, they attack several towns and areas, which results in the brutal deaths of several humans. Her hometown has also been attacked by Shuuki, including a special named Shuuki called One-Horned. She is the only survivor of that disaster and trained all these years to avenge her hometown. In place of the destroyed town, the government built a monument to serve as a memorial dedicated to all the victims of the Mato Disaster.

7. **Onmyou Agency:** The Onmyou Agency is a research institute responsible for studying any captured Shuuki and even humanoid Shuuki, treating them as nothing more than just lab rats and using them to progress their research. While the agency isn't inherently evil, they don't care about their research subjects, even those that were humans, and their methods are a little cruel. The exact location of their laboratory is unknown, but probably is located near one of the fixed Gates. Depending on your origin, you may be just a visitor, a worker or even one of the many captured research subjects.

8. **Free Choice:** Lady Luck is on your side today. You can choose to start in any of the above choices, if you want, or anywhere in this world.

==Perks==

Each perk is discounted to their respective Origin.

General Perks:

Gender Equality (100 CP - Male Only): This is a society where the concept of gender equality doesn't exist anymore, with women being vastly superior to men and having much more rights and benefits compared to them. Even the world itself seems to benefit women over men due to the fact that us, men, are naturally unable to receive abilities and/or enhancements after eating a Peach. Even in this doc, there are many options exclusive to women, so I decided to give a chance to you to acquire these benefits even if you're a man yourself. Basically, this perk lets you purchase any female-only option even if you're male or vice-versa, essentially letting you take any option regardless of their usual gender requirements.

Blessings From the Peaches (200 CP - Free for Demon Hunter, Former Human and Devotee - Female Only): When the first portals to Mato appeared, humankind managed to acquire a unique resource that existed only on this demonic dimension: the Peaches. The Peaches are fruits that grow on an unknown kind of tree capable of granting special abilities if eaten, but only women can receive blessings by eating them, which resulted in the former power differences between men and women crumbling as well as leading to the end of gender equality in human society.
Normally, if a woman wants to eat a Peach to get a special ability, she needs to send a request to the government and go through a strict inspection to then eat it under the supervision of professionals, but of course they're different cases, like the victims of Mato Disasters eating a Peach on its native dimension, which results in them becoming humanoid Shuuki, or acquiring it by illicit means.
Regardless of the exact reason, you have already eaten a Peach and acquired at least one special ability of your own, granting you access to the **Blessings** section. If you're a man and have the **Gender Equality** perk, you'll also receive a blessing normally, but you'll be only case of a man affected by the Peaches in the entire world, so be cautious about who knows about this if you don't want to be captured and experimented by the Onmyou Agency or some government.

Ever-Growing Bond (300 CP): Beyond Kyouka's blessings, there are also other blessings that are affected by the compatibility between their users and others, such as the **Learning** blessing, which can only properly copy other compatible abilities, and maybe the **White Mausoleum** blessing, due to being pretty probable that it's easier to temporarily revive people that are compatible with the user.
However, due to compatibility being a factor that is hardly controllable in most cases, this may greatly reduce these blessings' utility and potential, with this being the reason why Kyouka had to train and become a physical powerhouse in order to compensate for her "worthless" blessing. Fortunately, this isn't going to be a problem for you. By taking this perk, your compatibility with other people, weapons and even

abilities will gradually improve with no upper limit the more time you spend with them.
It’ll still take more than a decade for you to achieve a high degree of compatibility with someone or something you had piss poor compatibility with before, however, this time might be reduced significantly by training with them or fighting alongside them, to the point that you reach this same level of compatibility with a few months of constant fighting and/or training.



Apex of Life (400 CP): Much like the commander of the Anti-Demon Corps and chief of the tenth unit, the legendary Ren Yamashiro, you're an unique existence that stands as the very best humankind can offer, possessing capabilities, attributes and aspects at the peak of the human species, both physical and mental.

Even as a mundane human, you would be able to learn skills and subjects at a frightening speed and even defeat a basic Shuuki in melee combat, but these feats are further enhanced if you manage to get the blessings of a Peach.

While this doesn't directly enhance the power of any ability you might have, it enhances your potential and allows you to train even the weaker abilities to get at least as strong as blessings like Golden Hour and Ame-No-Mitori. If you were to actually have one of such powerful blessings, you could pretty easily reach the level of the gods. Additionally, you also get a discount in a single **Peach Blessing** of your choice.

As a last benefit, this perk also works as a Capstone Booster, enhancing the power of every 600 CP perk.

Student Perks:

Trained In Housekeeping (100 CP): Men can't get abilities. Due to this fact, Aoba trained her little brother to polish his housekeeping and hand skills, basically making him do the housework or he'd be punished. Maybe you also had an older sister like her taking care of you or it's due to your own interest, but you excel at housework now, becoming a master of tasks like cleaning, cooking, sewing and many others, making you the perfect handyman. You also give excellent massages on par with the Great Azuma's Massage, a technique born to heal the fatigue that builds up from having little time to rest.

Daily Life of a Harem Protagonist (200 CP): Much like Yuuki, the protagonist himself, you seem to have a special kind of charm within you that makes you clearly more attractive and charismatic for people of your preferred gender(s), but not only this, but you also tend to attract and caught the attention (and possibly the interest or even affection) of powerful people to you, from members of the Anti-Demon Corps to mighty former humans to even one of the Thunder Gods if you're lucky. This also affects those currently hostile to you, but obviously to a lesser degree. As a little gift, this perk also enhances your luck when it comes to certain "accidents", like falling with your head on a girl's breasts, accidentally entering the bathroom while someone is bathing or falling and getting saved by a handsome guy.

I Want to Become a Hero (400 CP): Regardless if your objectives involve getting revenge against the Shuuki/humans, finding a loved one that disappeared in Mato or becoming a hero to protect the weak and defenseless, your willpower and hope, while not absolute, are almost a fortress that would require a godlike effort to break it, as well as enhancing your endurance and pain resistance. No matter how hard you're beaten, you'll still be able to get up and find the will to stay fighting for whatever you wish.

Are You My Master? (600 CP): The chief of the Anti-Demon Corps 7th unit, Kyouka Uzen, received the blessing known as Chains of Eternity, "Slave" after eating a Peach, which allows her to draw out the strength from living beings that submit to her. This ability was considered worthless until a very special slave appeared, Yuuki. Even if you aren't him or haven't submitted to Kyouka, you gained a similar but opposite ability than hers, the ability of the slave rather than the ability of the master. In a manner similar to Yuuki, by submitting to someone, you're able to take on a Slave Form, an empowered state that makes you appear more like a Shuuki and draws out your latent power, granting you incredible offense, defense, and speed to the point of exceeding a normal Shuuki, allowing you to kill dozens of them in one attack.
Normally your Slave Form will have an all around build with no special abilities, your form, your physical attributes and possible special abilities will vary according to who is currently your "master", as someone with good defensive abilities making you assume a defense focused form and someone capable of remote visualization

making you gain special sensing abilities, but, regardless of which form you have, you gain access to a special form of power within you that can be used to enhance your attacks and abilities in short bursts like the Branding used by Yuuki or even achieve special transformations.
Of course, your slave ability also has its own limitations. First, even if it's *your* ability, it'll drain not only your own stamina and energy, but also the stamina of whoever is your current master. Second, while in your Slave Form, you'll be compelled to follow all their orders and your strength will be limited if you aren't fighting alongside them. Third and last, much like Kyouka's blessing, once your transformation is finished, the master will be forced to "reward" you in some way based on the task that you've done based on your inner desires, but you'll also be able to cancel or even delay the reward due to you being the slave and owner of the ability.

Mercenary Perks:

Underworld Reputation (100 CP): How would you find jobs to do as a decent mercenary if you're unknown for the ones that would hire your services? This perk is the solution for this. You'll start with a good reputation as a professional mercenary among the criminal world, ensuring that your name will become known to people interested in offering jobs for you, including a few heads of state with hidden objectives if you're skilled enough. This is toggleable, so you can decide to turn it on or off at the start of each jump.

Blackmail Radar (200 CP): You have a special kind of luck when it comes to catching people in potentially embarrassing or even incriminating situations, with or without context, as well as acquiring the evidence to blackmail them later. You also have an intuition of how serious and demoralizing the consequences of revealing said evidence to the right people can be, allowing you to better choose who you want to blackmail and with what.

Power Gifter (400 CP): Using your knowledge of chemistry and the Peach Blessings, you're able to develop special drugs and other chemical substances capable of granting people temporary access to the blessings you study and completely analyze. Initially, these drugs may have unwanted side effects, short periods of usage and can even cause harmful effects in whoever consumes them, but extra research and development is the key to remove the substances' drawbacks. The more powerful/complex the blessing is, the more time of study you'll need, with a basic blessing like memory enhancement requiring only a month while the legendary Vairocana would require entire decades of focused research to successfully replicate its effects. Post-jump, you'll also be able to replicate any biological superhuman abilities using this knowledge, like quirks and mutant abilities for example.

"The Strongest Human" (600 CP): A certain group of mercenaries hired by some unknown country is planning to attack the Anti-Demon Corps during the gathering of the chiefs using a modified horde of Shuuki and the so-called "strongest human", a man that was remodeled and turned into a mad berserker through abilities and drugs. Considering his condition, he isn't actually the prime subject to this process. Regardless, you now have the potential to become the actual strongest human, at least, the strongest without access to Peach Blessings. Your body is immune to the negative effects of any substance (chemical, biological, mechanical, magical, esoteric, whatever its nature is) that is injected on you, receiving only the beneficial effects from them and, at worst, not being affected at all if they would only cause harm to you. Youcan also select specific potential negative effects to happen if they would also bring some benefit together, like consuming a vial of demon blood that will grant you the classic demon weaknesses but also its strengths for example. Lastly, this quirk in your physiology grants you immunity against any toxin and poison as well as protecting you from developing addiction to any drug you consume.

Demon Hunter Perks:

Combat Training (100 CP - Free for Demon Hunter): Let's begin with the basics. As a proud member of the Anti-Demon Corps, you received same basic training that any other woman of the corp also received, in both mental and physical aspects, which includes, but isn't limited to, self-defense techniques, martial arts lessons, tactics training, how to handle the equipment used by the corp and, more importantly, how to effectively use your Peach Blessing in battle against opponents like Shuuki.

Trained Exorcist (200 CP): You didn't stop with just the basic training, but also improved your knowledge of Mato and the Shuuki with your own effort. As a result, you've become a specialist on this subject, having memorized all the geography of Mato and understanding how and why the Shuuki act and work for example. You also know the most efficient way to destroy hordes of Shuuki and to manipulate their behavior. Your knowledge is more limited in matters less known by the corp, like the existence of the former humans and the gods of thunder.

Demon Killing Sword Style (400 CP): The Shuuki are grotesque monsters that can't be defeated by conventional, so, to defeat these monsters from Mato, it's needed the power of the blessings, either to directly them or to enhance weapons, but, there is two exceptions to this rule, Kyouka Uzen and you. Following her steps, you developed your own original fighting style capable of defeating monsters like the Shuuki without the need of the power of a Peach Blessing. You also learned a special phrase from her that allows you to concentrate and release your brain's limiters as a way to enhance your body's movements and physical attributes, thus allowing you to fight at full capacity and ignore things like pain and muscular fatigue for example. Of course, if you overuse this technique, in addition to the strain caused by it, there is a considerable risk of you damaging your own body, because, after all, there is a reason why people aren't made to use their body to their full extent.

Unit Chief (600 CP): You aren't a mere rank-and-file member of the corp, but have already achieved the rank of a Unit Chief (or an equivalent rank instead if you don't command a unit). With extended training, experience and your own potential, your fighting ability is now clearly superhuman, having peak human physical attributes and being capable of feats impossible to mundane people, as well as being specially skilled in using your Peach Blessing, which, as a bonus, has its power enhanced up to its natural peak while still retaining the potential to grow even stronger with more training. You could even defeat a Thunder God with relative ease if you have a blessing like **Ame-No-Mitori**.
Lastly, you also gain the authority granted by your rank in the Anti-Demon Corps and most of the other members will respect you even if you're a man.

Former Human Perks:

Our Souls Are Still Human (100 CP): Due to consuming a Peach while in Mato, you've become a humanoid Shuuki, essentially losing your humanity in the process. It's undeniable you're no more a human being, but this is just true to the physical aspect, as your human side still remains alive within your mind and soul. No matter which species you're currently neither the powers you acquire in your journeys, you'll never lose your humanity in your way, as long as you don't want to lose it. Even if you've become an eldritch entity whose intellect is beyond mortal comprehension, you'll still remain human in your heart and won't lose your touch with humankind.

Shuuki Tamer (200 CP): You're particularly talented in taming and training wild beasts that also includes not only mundane animals but also the irrational Shuuki. You'll know how to direct their instincts to a way that benefits you as well as how to train them to understand and follow your orders. Remember, any successfully tamed Shuuki may be loyal to you, but, as your taming ability is only mundane, someone capable of controlling Shuuki will be able to turn them against you.

She Who Fights the Anti-Demon Corps (400 CP): The former humans living in the Hidden Village fear and despite both the Anti-Demon Corps and the Onmyou Agency, to the point that even their leader, Aoba, declared herself to be "the one who fights the Anti-Demon Corps". If you're going to be part of their group, you're prone to oppose much larger and more powerful organizations, but, fortunately, you're an expert in fighting much more dangerous threats and opponents. You know how to fight extremely well at a disadvantage, as a result of the combination of skill, creativity and, of course, preparation, to the point that even a single former human like you could become a threat to a Thunder God or a Unit Chief with your help. Of course, not even all the preparation of the world can help you if an adversary massively dwarfs the power of your forces, so finding ways to actually grow stronger are still important. You're also a master of several combat tactics, mainly forms of guerrilla warfare.

Inhuman Power (600 CP): The humans are limited to acquiring only a single blessing by consuming the Peaches, but, as beings that lost and surpassed their own humanity, one of the former humans' most notable traits is their capacity of holding multiple blessings at once, but this capacity is especially powerful in you. You're able to acquire multiple powers that originally would be limited to just one (or another limited number) under normal conditions, allowing you to be able to gain more blessings by devouring more Peaches. Some examples of usages of this perk in other settings are consuming multiple Devil Fruits, gaining multiple Stands or having a chimera kagune composed of three or four kagune types. You won't have any side effects from having multiple of said abilities, to the point you could even have a virtually unlimited number of quirks without suffering any consequence for example.

Devotee Perks:

Preserved Visage (100 CP): Most devotees end up acquiring grotesque forms after receiving the power of the gods, even if they still have the capacity of switching back to a human form, but you're a different case. In this jump and any future jump you visit, any normally monstrous form you assume will now remain with your attractive features intact, or at least will be considered attractive within the form's standards. If you prefer to stay monstrous and grotesque for some reason, you can also turn this effect off at will too.

Loved Priest (200 CP): Many deities would love to have a worshiper like you, as you have an intuitive sense of how to please divine beings and other generally worshiped entities, including the knowledge of which sacrifices and offerings they prefer, the best ways to gain favor with them and what they despise and forbid their followers to do. This perk is mainly focused on helping you to lead with deities, but this knowledge can also be used to piss off them beyond comprehension if that's more your thing.

Power of the Gods (400 CP): You've surpassed your own humanity thanks to receiving the power of the Thunder Gods, which, in addition to turning you into a humanoid Shuuki, also manifests in another way. Thanks to this power, you're able to switch into a monstrous form more similar to the grotesque Shuuki, which not only enhances your physical attributes, but is mainly tailored to synergies and enhances the power of any Peach Blessing you might have. For example, if you have a defensive blessing, you might gain a stronger and more durable body, or, if you have a blessing that generates electricity, you might gain extra body sections with the function of generating even more electrical energy than before.

Divine Vessel (600 CP): Before the Eight Thunder Gods completed their group, one of their attempts of hatching a new goddess (or god if you prefer) ended up failing, however, a deity isn't an existence that can be easily erased. Before this goddess' death, she managed to make you drink the "droplets of god" from her, thus making you a vessel to her spirit. Currently, her soul is now residing inside your "spiritual space", a kind of pocket dimension located inside your own soul. The goddess will be able to see, interact and communicate with you while you're sleeping or meditating, as well as even having the ability to shape your spiritual space according to her wishes, but she's unable to interfere with them in the real world or affect you in any way and can't return to life without outside interference.
In addition to being very friendly to you, even if you aren't an ally of the Thunder Gods, there is also a few other benefits of having a such beautiful goddess dwelling within your heart, as she can heal you from negative physical and spiritual conditions within her power level and you might have learn how to channel and use a portion of her power.

Shuuki Perks:

Demon Physiology (Free and Exclusive to Shuuki and Thunder God): The Yomi Shuuki, most times called only as Shuuki, are grotesque demon-like monsters that are the dominant beings living in Mato. The average Shuuki usually stands taller than an average adult male with numerous shapes and builds, with most of them having an almost dark skin tone and texture that resembles raw muscles while their misshapen faces are pure white in color and resemble a grotesque mask. They, and by extension you, possess physical abilities far beyond that of an average human, being basically impervious to damage caused by conventional weaponry. It's unknown the effects of the Peaches over them, but probably consuming just strengthens the Shuuki.
Alternatively, if you're a Thunder God instead of a mere Shuuki, you'll be considerably stronger, being already powerful enough to fight Kyouka even as a newborn, as well as having way more freedom in customizing your appearance. Usually, the male members of the group are still monstrous beings with the female members being more human-like, but nothing prevents a goddess from being monster-like or a god from being human-like.

Many Become One (200 CP): Every Shuuki, including you, has the ability to fuse with other Shuuki creating giant amalgam monsters. Even without taking this perk you'll have this ability, but, with this, your fusion ability will be upgraded to another level. Firstly, as a rational being, you're able to control the fusion easily without needing to fight for control with your fellow monsters. Second, you'll also gain the ability to alter the resulting appearance of the fusion, like allowing you to stay in more or less the same size instead of becoming the mandatory giant monster. Last and not least, post-jump, you'll become able to fuse with any other being of the same species as you, exactly like you could fuse with other Shuuki as a Shuuki yourself.

Extra Dimensional Demon (400 CP): Is it coincidence that Shuuki almost always go to the direction when gates have recently opened or is there a specific reason behind this behavior? Well, we don't know the answer, but one thing is clear in your case. Your nature as a demon from another dimension combined with extra dimensional existence as a Jumper actually gives you a degree of sensibility to alterations in space-time and other dimensional anomalies. You can sense people using space-time manipulation and especially dimensional portals in a planetary range, however you won't be able to determine their location this far, just feel them, but, in a range of five kilometers, you'll gain the ability to pinpoint their current location. You'll also get a general feeling of what you're currently sensing, so you can differentiate when you're detecting Tenka using her blessing and when you're detecting a recently opened gate.

Named Shuuki (600 CP): Even among the hordes of Shuuki, there a few strong ones that causes tragedies and gain a certain infamy with the Anti-Demon Corps to the point of gaining a nickname to refer them, like how the Shuuki responsible for

attacking Kyouka's hometown became known as the One-Horned. You're now one of these special named Shuuki, being strong as the average member of the corps and being capable of customizing your appearance as long as it's still looking monstrous. But this isn't the main benefit of this. The main benefit of this is that you gained the ability to grow stronger by consuming sources of power, like other beings like Shuuki and even Peaches, as well as also being able to evolve and transform into new forms once you reach a certain power level, in a manner similar to monster evolutions from many rpg-like fantasy settings. You don't get any special abilities by consuming them, only gaining the part of the raw power they contain.

Thunder God Perks:

Queen/King of Mato (Free for Thunder God, 400 CP For Everyone Else): You're a divine being among the Shuuki and, as one of the greatest authorities in Mato, this grants you a special ability for you. You have the ability to command and control other Shuuki, making them loyal to you and overwriting any non-supernatural or even weaker supernatural form of control that is affecting them, with mundane taming being useless compared to your control but you still won't be able to free a Shuuki from the chains of the **Slave** blessing. This power only works with the irrational Shuuki, with humanoid Shuuki and your fellow Thunder Gods being immune to your authority.

Intrinsic Divine Traits (200 CP): Unlike some may think, the intrinsic abilities used by the Thunder Gods aren't blessings but innate traits instead. As a consequence, it's very hard to restrict, suppress, nullify, steal, absorb, cancel and/or directly affect your abilities in any negative way without your permission, to the point that the only beings capable of doing it are the ones whose power massively dwarfs yours.
If you're actually a Thunder God instead of a mere human/former human/Shuuki, not even Ren Yamashiro would be able to nullify your abilities using her Peach Blessing.

Maker of Wonders and Horrors (400 CP): It's only natural to a god to be able to shape life to their heart's content and you're no exception to this. You gain the power of biomancy over the Shuuki and similar beings, allowing you to shape and customize their forms to your heart's content. Some of the feats possible include changing their appearances, modifying their physiology to add new limbs, grafting other body parts into them, causing hypertrophy to enhance their strength, merging multiple Shuuki into a more stable, customized fusion, among many others. You're also able to give a portion of power to them, which, when used in a human or another similar being, can end up mutating them and turning them into humanoid Shuuki or similar hybrid. This perk also increases your general affinity with biomancy with other sources.

Worthy of a God (600 CP): I was wrong, because you're no mere newborn, but you're far older than this and already a Thunder God for some time. You're now considerably stronger than before, being powerful enough to be a match even to a powerful Unit Chief like Tenka thus putting you on the same level of other powerful gods like Shikoku and Jouryuu. You have also "collected" a few blessings before the start of the jump or maybe were already born with them instead, granting you access to the **Blessings** section and an extra 200 CP to spend there. The blessings you purchase in this section were assimilated within you and will count as intrinsic traits to your being, much like how described in the above perk.

==Items==

Each item is discounted for their respective origins. Every item is fiat-backed.

General Items:

Basic Privileges (Free - Female Only): This is a society where the very concept of gender equality doesn't exist anymore, thanks to the influence of the Peaches, which made women vastly superior to men. The women in this world have much more rights and benefits compared to them and, if you're a woman, it's clear that you're no exception to this rule. You're able to enjoy all the exclusive rights of the women, like being able to access the luxurious female only areas and even the right to go to their exclusive metro, which, unlike the one used by the men, is significantly less occupied.

Post-jump, this ensures you'll be able to access the rights and benefits that would be restricted only to a specific class of the society, even if you aren't part of said class.

Collection of Signatures (50 CP): One of the members of the 10th unit of the Anti-Demon Corps, Ginna Bizen, has the hobby of collecting autographs of the famous members of the corp, like the Unit Chiefs and even Yuuki after witnessed him fighting alongside Kyouka. You receive a copy of her handbook, which will already have all the autographs of the main members of the Anti-Demon Corps, in addition to yours also containing autographs of other important people, like the Eight Thunder Gods and the girls of the Hidden Village for example. In each future setting you visit, the handbook will update itself to gain new pages containing the autographs of other important people you like.





Shangri-La (500 CP): There are a few space manipulation blessings that allow their wielders to create permanent, separate spaces that work effectively as true pocket dimensions connected to Earth through portals. For example, the Azuma Estate also has its own separate space, but, among these pocket dimensions, the one known as Shangri-La is on an entirely different scale, being one of the most precious assets possessed by the Anti-Demon Corps.

This pocket dimension takes the form of a large flowery field with a dormitory in its middle, equipped with all the self-replenishing resources and amenities needed to house up to twenty people comfortably, being connected to Earth through a large door. However, what makes this space special is the fact that even time flows differently in there to the point that a few hours inside it would be roughly equivalent to a few seconds outside it. Furthermore, in addition to the time dilation, any equipment that is damaged within this space will be restored in a few hours inside it, including its own entrance if it's destroyed but, if the entrance is destroyed, no one will be able to exit or enter this space while it's being repaired.

Thanks to these two unique features, Shangri-La is used as an ultimate training area by the corps as they can have several days worth of training in a few minutes, but, unfortunately, keeping this dimension active puts a lot of burden and strain over the ability's wielder so it's needed to make a lot of preparations in order to keep active for a short period of time.

By taking this item, you receive your own version of Shangri-La with its entrance being located in your Warehouse or in any other of your properties, but, as you're paying a special price, yours can exist independently from any blessing so it can be kept active for as long as you want, without needing to make any preparations. Your Shangri-La also doesn't have a limit of how many people can stay inside it at once. Furthermore, if you want, you can turn your Shangri-La's time dilation off or on at will.

Student Items:

Cellphone (100 CP): You receive your own fiat-backed cellphone, being of the most advanced model available to the common people. It never runs out of charge and will always have a top-quality signal and bandwidth. It also will connect to any form of wireless network in its normal range, without needing a network key or password, as well as being protected from invasions of any source and has an innate resistance against most kinds of malwares. It also comes with a pre-installed app containing a manual to what to do in critical situations like Mato Disasters for example. The quality of your cellphone will also automatically update itself to maintain cutting-edge tech whenever something new becomes available to the public and will update if you go to a more technologically advanced setting, without decreasing in quality in the case of you going to a less technologically developed setting. If lost or destroyed, it'll reappear in your Warehouse next month.

Apartment (200 CP): Again, the basics. You receive your own apartment, appearing in a city of your choice, in future jumps, equipped with everything a mundane house needs, with its basic resources being restocked daily, so don't worry about needing to buy food or pay for electricity and water anymore. To make things better, it's also rent free and its air conditioner is working. Lastly, as an extra benefit, the apartment and everything inside it are self-cleaning, so you won't need to waste time doing basic housework, unless you actually like doing it.

Self-Defense Guide (400 CP): You receive a special guide book that contains several techniques of self-defense and of a few other martial arts, as well as also all the instructions of how to lead with the many non-mundane threats that can be found in this world, like how to flee and combat Shuuki and even has a few mentions about how to lead with the Thunder Gods. While it's possible to learn all of this information by other sources, this book has two special properties. The first property is that anyone reading this book has a learning boost to the point that someone that has no previous experience with fighting could become quite proficient at self-defense by training only a week with this guide. The second property is that it will continue to update itself in new worlds to add more instructions to lead with the local threats, like how to lead with Titans in Shingeki no Kyojin and how to lead with demons in Kimetsu no Yaiba for example, but less known threats will have proportionally less information about.

Demon Tree (600 CP): Another tree that grows fruits capable of conceding superhuman abilities for those that eat them? Yes, another tree. You receive one of the native alien-like trees from Mato, capable of growing around three or four Peaches each month. The Peaches will work exactly like the ones you can find in-jump, granting blessings to women that eat them based on both their nature and knowledge. Unlike the canon trees, this one doesn't need any kind of special sustenance, beyond the common nutrients that any mundane tree needs, to bear fruits and survive, like the demonic miasma present in Mato, and won't grow bigger

than a mundane house. You can theoretically plant more trees from its saplings, but these new trees won’t be fiat-backed like the original and will need the Mato’s miasma to sustain themselves.

Mercenary Items:

Contacts in Low Places (100 CP): In this world and any future setting you visit, you'll already start with a pre-existing list of contacts in the criminal underworld, like arm dealers, mercenaries, black market dealers, mafia bosses, expert thieves, corrupt politicians/businessmen and other criminals in general. This list will be especially useful when you need to find jobs to do as a mercenary or need something from less legal ways.

Enhancement Drugs (200 CP): You gain a featureless bottle containing around thirty pills that was the gift of some of your previous contractors. These pills are actually a kind of enhancement drug, capable of strengthening the body and any superhuman ability of whoever consumes them. If someone could lift a few hundred kilograms using telekinesis, they would become powerful enough to lift more than a ton with their mind.
Unfortunately, the pills also have a few mild side effects, like temporarily weakening them or causing symptoms like nausea and exhaustion once the effect wears off or even worse if someone consumes them for a long time, but they won't cause something as extreme as addiction or other permanent detrimental effects. While the drug can be reverse-engineered, the pills in the bottle will be replenished yearly if consumed.

Remodeled Shuuki (400 CP): Without permanent access to a supply of Peaches, other countries and powerful organizations turned their attention to experimenting in other areas, like the enhancement drugs and some abilities that have scientific usages. Even the Onmyou Agency is testing on converting Shuuki into weapons on uninhabited islands. This is one of the results of said experiments, a Shuuki that has been artificially strengthened and chemically remodeled to be loyal to a specific controller, in this case, you.
This Shuuki is exactly as powerful as described in the **Named Shuuki** perk, but its appearance is like any common demon but more mutated due to its origin. Unlike tamed Shuuki, it was conditioned to be completely loyal to you to the point that not even the gods themselves could possibly turn it against you. This Shuuki also counts as your follower.

Super Soldier Regiment (600 CP): A certain government or private organization trusted you with the leadership of a special group constituted by around twenty elite soldiers that were modified through drugs and blessings, but without becoming mindless berserkers struck in a state of agony like what happened with other remodeled humans.
Physically, they're super soldiers on par with the likes of Captain America, but their trump is their skills as actual soldiers and spies, on par with the best humans can get without being outright supernatural. In addition to counting as your followers, the soldiers also don't have any more allegiance to the country or organization they once served, being only loyal to you and your Companions now.

Lastly, while most of the soldiers are men, there are also two or three women in the group that can still eat Peaches to receive blessings and, considering their modifications, it’s almost certain that the abilities they’ll attain are going to be powerful ones.

Demon Hunter Items:

A Weapon of Your Choice (100 CP): You receive a special, customized weapon that is enhanced by the power of the blessings to be strong enough to be able to wound Shuuki. You can choose basically any kind of mundane weapon, from brass knuckles, swords, staffs, handguns and even a chainsaw if you want, but I advise you to take one that is useful to wield together with your blessing, like how Yachiho has the power to stop time for five seconds and utilizes a handgun to attack her enemies.

Mato Bandages (200 CP): You gain a special set of bandages enhanced with a set of runes empowered by the power of the blessings and possibly created by the mysterious Mato Exorcists. When wrapped around a wound, it'll greatly boost the user's own healing factor and allow them to move again while regenerating the damage, serving as a great first aid to the members of the corps when other users of healing blessings aren't present. To have an idea of how powerful the enhancement is, with a single day of rest, a mundane human would be able to heal from wounds that would take a few weeks to properly heal under normal conditions. You have enough bandages to literally cover someone with them, but, while they're fiat-backed, they can't be reused after being applied to someone.

Barrier Talismans (400 CP): You receive a set containing forty talismans that, when placed on the ground, generates a basic barrier capable of protecting a few people and resistant enough to resist a barrage of attacks from several Shuuki without breaking. When more than one talisman is placed, the resulting barrier will be stronger and bigger, to the point that all the forty talismans together will generate a barrier on par with the one that protects the Anti-Demon Corps' dormitories, which can literally evaporate common Shuuki that attempt to attack it. Your talismans will be restocked monthly.

Your Own Unit (600 CP): Maybe you were already on par with Unit Chief (or maybe even stronger than this), but now you're officially the chief of a new unit of the Anti-Demon Corps. Be it the 11th Unit or the unlucky 4th Unit, your unit will have its role in Mato, either as serving to support another unit to protect its respective area or maybe even acting as a quick reaction force to act during emergency situations, and will also receive its own dormitory, equipped with all the self-replenishing resources and amenities needed to house your unit's members, including the protection barrier surrounding the building. Initially, you'll be the sole member of your unit, but you'll be able to recruit other people to enter in it and, much like the dorm, they'll follow you along your chain if they want to, counting as followers, unless you import each one separately as companions. Lastly, you can incorporate your unit's dormitory with any other property you have and it'll retain any modifications done to it.

Former Human Items:

Ice Cream (100 CP): As a former human forced to live on Mato, you probably miss many things from Earth, but ice cream isn't going to be one of them. You receive a 3 liter pot filled with delicious ice cream of a flavor of your choice, which in addition to being refilled weekly, it's also guaranteed to not melt while inside the pot, no matter how hot outside is. Lastly, unlike mundane ice cream, this one won't cause any health problems due to overconsumption.

Hidden Village (200 CP): You receive a copy of the Hidden Village where the former humans led by Aoba are currently living. Like the original, your village is located in an underground cave system located at the unexplored edges of Mato, with its entrance also being beautifully hidden, and it's self-sufficient, requiring little external resources for its residents to survive. Post-jump, the village and its cave system will follow you and reappear in somewhere of your choice that is also equally hidden.

Tamed Special Shuuki (400 CP): Using your own talents, you managed to tame a special unique Shuuki, one exactly as powerful as described in the **Named Shuuki** perk, having an appearance of your choice and might even have a few special abilities related to their physiology. Unlike other tamed Shuuki, it'll be completely loyal to you to the point that not even the gods themselves could possibly turn it against you. This Shuuki also counts as your follower.

Cursed Peaches (600 CP): You receive a box containing four special Peaches that were warped by large concentrations of the miasma present in Mato. When consumed by a woman, the Peach will still grant them a blessing but in a distorted way, making the ability within them to go rampage, becoming unstable and starting to cause physical mutations in their body, essentially causing them to transform into a humanoid Shuuki. Normally, this transformation would only happen in the case of someone were to eat a Peach while in Mato, but these warped Peaches will cause it regardless of the presence of miasma. In addition to this, the transformation will be far more stable than they naturally would be, so it'll take just a few hours to be completed and they won't need to resist the transformation to retain their human minds. The box will restock itself bimonthly to replace any eaten or lost Peach.

Devotee Items:

Worshiper Clothes (100 CP): The devotees have a specific dressing code when outside battle, with every one of them having an attire that shows their status as the followers of the gods and you also receive one of these attires, in the form of a black robe combined with a mask to hide your face, This outfit is able to repair and clean itself, as being able to reappear in your Warehouse the next day if lost or destroyed.

Staff of Thunder (200 CP): As a way to reward your accomplishments, the Thunder Gods decided to gift you with a weapon, by default a khakkhara staff but you can choose another form if you prefer, designed to amplify any electric-based ability you might have. Even if you don't have any ability like this, you can still use it to generate weak electrical attacks and as a good melee weapon.

Purple Lightning Barrier (400 CP): Similarly to the barriers used by the Anti-Demon Corps, the Eight Thunder Gods developed their own form of mystic barrier talismans to be used by their servants, like you. You receive a set containing forty talismans that, when four of them are placed on the ground, a cubic barrier made of purple electric-like energy will be formed. The barrier is extremely resistant, to the point that only a Unit Chief with a destructive ability on par with Tenka's Ame-No-Mitori would be able to destroy it without absurd effort, while its maximum size is around forty cubic meters. Your talismans will be restocked monthly.

Statue of the Great Devourer (600 CP): While wandering around one of the palaces of the Eight Thunder Gods, you found an immense statue of a sinister demon-like figure forming a type of chamber with its claws. Upon close inspection, you discovered how the statue's mechanisms work. By putting a woman with a Peach Blessing in the chamber, they'll be painfully drained from their blessing within the span of an hour and their ability will be transferred to a new Peach-like fruit that will sprout from the demon's chest area. Anyone that consumes this demonic fruit will receive the blessing that was stolen, including men in this case due to not actually being a Peach. In addition to losing the blessing, the victim will also be left severely weakened but still alive and in theory could even regain their lost ability or attain a new one by consuming another Peach. Post-jump, this process will also work with any superhuman ability equivalent to the Peach Blessings.

Shuuki Items:

Mato Mushroom (100 CP): It's not only power granting fruits and demonic monsters that exist in this alternate dimension, but also other fauna and flora exclusive to this ecosystem. An example of this is the Mato Mushroom, a species of mushroom that gives energy even when eaten raw. But there is a problem, as it has a certain side effect on beings that aren't native from Mato. Just merely smelling the mushroom is capable of causing hallucinations for a few instants and possibly making someone lose control and "attack" people around them, much like how Yuuki has been affected by it and ended up literally seeing Yuno's breasts as meat buns (I'm not joking). This effect is even more potent and long lasting when they're actually eaten. You receive a small garden with some of these mushrooms, as well as a guide of how to cultivate them and even how to make soups with them. They actually smell and taste great when they aren't causing serious hallucinations.

Personal Gate (200 CP): A few decades ago, mysterious portals started to appear all over Japan. These portals were named as Demon Gates and connect Earth to the demonic metropolis, Mato. Some of the portals appear at random and simply close after a few hours, while others remain fixed and become permanent passages between both dimensions. Somehow, you managed to find a fixed Demon Gate located in some hidden place that hasn't been discovered by the Anti-Demon Corps or by the other Shuuki, allowing you to safely travel between Earth and Mato without needing to go to guarded areas or wait for new gates to appear. You also gain the ability to move this Demon Gate to another location once a month. Post-jump, the Demon Gate, instead of being connected to Mato, will be connected to one of your personal dimensions or properties, so you'll also be able to change its destination or even temporarily close it if you aren't currently using it once a month.

Miasma Flasks (400 CP): There is a strange liquid substance inside the ten flasks in front of you. Upon further observation, you discovered what this substance is. It's a very concentrated form of the demonic miasma present in Mato, which, when released in the air, returns to its gaseous state and starts spreading to a large area, capable of affecting an entire city block after a few minutes. When in contact with the miasma, unprotected living beings will be mutated into monstrous Shuuki-like creatures that will attack anyone that hasn't been turned by it. Actual Shuuki, including former humans, will be spared from this effect and won't even be targeted by the mutants. Fortunately, the effects caused by the miasma wears off after a few hours, causing the mutants to harmlessly return to their normal forms. The content of the flasks is replenished over time, requiring around an entire year to fully recover.

Shuuki Troops (600 CP): Due to your power combined with your extra dimensional nature, you gained the loyalty and devotion of an entire horde formed by thousands of common Shuuki and a few special Named Shuuki among them. Unlike the normal Shuuki, the members of your army are not only loyal to you, but also inherently immune to the control of other intelligent Shuuki and, by extension, also to any other

attempt of mind control done by anyone else, as long as they aren’t actually godlike in power. Each one of the Shuuki counts as your followers and their intelligence will be enhanced to allow them to understand mildly complex orders, letting them follow battle strategies and recognize specific individuals easily.

Thunder God Items:

Gods' Punishment (100 CP): You receive the instructions of how to apply the same curse mark that all the devotees usually receive from the Thunder Gods. This curse can be applied on anyone that is willing to receive it in the first place, so you can't forcefully implant it in someone.
When activated, by your command or if the person decides to betray you, the mark will cause the victim's body to explode from within and, even if their body is still healed from the damage, their mind won't be returned as they'll die from their body breaking down unless they have a lot of willpower combined with an ability to maintain their body alive for some time despite the damage.
It's theoretically possible to remove the curse mark with the right means, but even removing the entire afflicted area will just result in it reappearing in another part of the body and not even Tobera's Transience is effective against it. As a last benefit, you'll be able to remove any mark you personally implant at will.

Divine Palace (200 CP): You receive a copy of the hidden palace that is used as one of the Thunder Gods' bases. The palace will be located in a hidden cave in Mato (and reappearing in similarly hidden locations of your choice in future jumps) and will be equipped with all the luxuries worthy of a god like you, from fine food and fancy lighting to a wardrobe filled with divine clothes and a comfortable large pool. The resources in the palace will be replenished daily.

Dimensional Jewel (400 CP): You receive a strange gem-like object that contains an absurd amount of dimensional energy, powerful enough to, if broken, open a giant, fixed gate, which will basically be a giant dimensional breach, with the size of a small city that leads to Mato. Such a function will definitely be of great help in the invasion of your fellow gods, but it'll have a new function in future worlds. In future jumps, you can also use the gem to trigger the appearances of gates around the world, essentially opening the way to a new dimension similar to this universe's Mato, but being completely another different plane. The gates in future worlds will work exactly like how they work here. If broken, you'll receive a new gem at the start of each jump.

Shuuki Cards (600 CP): As a gift of your fellow gods, you received a set of fifty Shuuki Cards, which are literally Shuuki stored in special cards to be later summoned, but this isn't the best part. The best part is that each one of these fifty Shuuki was customized by another Thunder God, making each one of them unique in form and extremely strong, at least on par with a Named Shuuki, as well as having around five special Giant Shuuki whose strength is comparable to some of the weaker Unit Chiefs.
Once summoned, the card will be consumed and you'll be able to store them back, but you'll receive new ones with new Shuuki to replace them at the start of each jump (or after a decade, whichever comes sooner). Lastly, as an added bonus, you also gain a set of another fifty blank cards, which can be used to store anything no

bigger than a Giant Shuuki, from objects to defenseless beings, and they’re also replenished at the start of each jump.

==Blessings==

Blessed/Cursed Physique (Free): Regardless of which blessings you might have, just by being blessed with a superhuman ability from a Peach, and maybe even cursed into becoming a humanoid Shuuki, your physique was enhanced to beyond the normal to a mundane human. How enhanced it was varies according to the strength of the blessings you purchase in this section. Taking just a 100 CP blessing will make you fit as an athlete while taking Vairocana is enough to make you strong enough to be on par with Captain America without even needing to use your powers.

Custom Blessing (Varies): There are many different canon blessings you can acquire in this section, but, if you want some more freedom to express your individuality when it comes to this power system, this is the option for you. By taking this option, you'll be able to create your own unique blessing with the abilities and effects you choose. However, this blessing's price varies according to its power level, being around the various tiers the other blessings are listed on, so you'll need to fanwank responsibly to decide which tier your custom ability fits in. For example, basic abilities like a mere enhancement or extra appendages would cost 100 CP, more esoteric supernatural abilities would cost 200 CP, supernatural abilities with greater combat potential would cost 300 CP and abilities that have some broken aspect would cost 400 CP. Meanwhile, the higher tiers are the ones of the godlike blessings, like 700 CP tier being for "divine" abilities that allows someone to face a Thunder God on a one to one battle and the 1000 CP tier being reserved only to the greatest and most broken blessings, being on par with the legendary Vairocana.

Augmented Senses (100 CP): One of the simplest blessings, your ability essentially augments one of your five main senses to a supernatural degree, allowing you to perfectly see even a kilometer away if you decide to enhance your vision, while the other four senses will be increased in a similar manner. For an extra 200 CP, all of your five senses will now be enhanced instead of just one and you won't need to worry about being overwhelmed by your own senses, as your mind and body are perfectly adapted to them.

Memory Enhancement (100 CP): Another very simple blessing, instead of augmenting one of your senses, your ability enhances your memory instead, granting you an eidetic memory with unlimited storage capacity, as well as granting you the capacity of erasing specific memories you don't want to retain forever. Besides letting you learn fighting styles easier, this blessing actually doesn't have any direct combat potential.

White Wings (100 CP): In a manner similar to a certain Thunder God, your blessing allows you to manifest a pair of white wings on your back that allows you to fly at around your running speed. By training this ability, the wings will become bigger and stronger, thus increasing your flying speed too.

Electricity Generation (200 CP): You've gained the ability to generate a certain amount of electrical energy, which you utilize to enhance your melee attacks and even use to counterattack those that attempt to attack you at close range. The electricity is initially not enough for you to be able to project it for long-distance attacks, but this is a possibility with enough training and experience.

Disaster Dispel, Thorn Power (200 CP): You gained the ability to manifest and control thorns from your body, which are sharp to even damage Shuuki. Initially, this blessing, like any other, will start underdeveloped, allowing you to just cover your body in thorns at the cost of exhausting yourself, but training and experience will allow you to grow more powerful, letting you generate more thorns and even more freely control them.

Sure to Find, "Promise" (200 CP): After awakening your Peach Blessing, you gained a rare clairvoyant ability. You're able to detect any relevant living being, humans and Shuuki alike, at locations around 5 km far from you. Initially, you'll only feel their presence, but training will allow you to even see and hear them and even increase your range.

Koko Juice (200 CP): Your Peach blessing gives you the ability to manipulate your bodily fluids, allowing you to release a slime from your skin, capable of making your invulnerable against almost all manner of physical attacks, ranging from punches and grapples, all of which harmlessly slips off you making said attacks effectively useless against you. Another usage of this blessing is healing wounds by covering them in your saliva that possess regenerative properties, which can be applied by literally licking them. However, despite your immunity to blunt attacks and immobilization, you're still susceptible to slashing attacks from blade-based weapons.

Darkness Manipulation (200 CP): Your power is to rule over the shadows. The main usage of this is allowing you to transverse through shadows and to use darkness-based attacks, like the Black Spiral used by Shikoku, a dark sphere that creates an attractive force that affects anything in front of her. While it has a similar growth potential of the other elemental blessings, the power of manipulating darkness has less direct combat applications and is severely weakened when exposed to strong light.

Concealed Beauty, "Hitori Shizuka" (200 CP): Another simple blessing, you have the ability to phase her body through solid matter, allowing you to basically "hide within things, both organic and inorganic alike. The main limitation beyond the stamina cost is that it requires conscious thought to be activated, so a surprise attack can still affect before you have the chance to become intangible. Lastly, if you were to face someone with a similar power to yours, like Naon and later Kuusetsu, if

they’re currently intangible like you, they’ll be able to touch and interact with you normally.

Effortless Flow, “Python” (200 CP): Your Peach Blessing allows you to precisely pre-program your next movements by imputing a series of commands into your body through an interface located on your legs that will transmit them directly to your brain. After it, your body will follow these commands flawlessly, as well as strengthening your body during the execution of the pre-programmed movements, basically granting you speed and force exceptionally intense. In addition to needing to have a good typing speed to use this ability properly in battle, this blessing also has a main weakness as you won’t be able to change the action sequence of commands after it begins, so it’s good to plan well your movements and avoid to create long action sequences to not run the risk of something unexpected happen while you’re being forced to do specific moves you can’t change.

Scarlet Flag Bearer, “Red Soul” (200 CP): Normally born from the desire to support other people in general or even a single specific person, you gained a strengthening type blessing, which allows you to manifest a giant flag that, while you’re keeping it held high, you’re able to strengthen a single person. As you aren’t a simp like Megumi, you won’t be locked to only enhance the power of a specific person, like how her blessing only strengthens Mira, so you’ll be able to choose who you enhance when using it, but, of course, the power boost won’t be as expressive as it’s with her blessing, unless you decide to focus on strengthening a single someone too.

Deadline (200 CP): This is a Peach Blessing that requires you to also be proficient at marksmanship and use it together with firearms. As long as you keep your eyes on your target, your blessing drastically increases the bullet's power and your tracking ability. This simple blessing can be used with any kind of firearm (and possibly even with other long-range weapons like throwing spears and bows), but it synergies especially well with sniper rifles, making you a fearsome assassin.

Scarlet Regiment, “All-Killing” (300 CP): You’re basically a one woman regiment. Much like the “Crimson Mira”, you’re able to clone yourself multiple times, with each one of your copies sharing your personality as well as having your physical abilities, thus having the same strength as their master, in this case, you. You can create up to dozens of clones with each one of them being fully loyal to you and possessing no actual independence from you. If the clones are fatally wounded or you decide to willingly dismiss them, they’ll vanish into a mist-like smoke. Lastly, it’s also possible to clone only individual parts of your body, like creating multiple arms for example, but this is very hard as only Kuusetsu showed to be able to do it.

Stone Body (300 CP): Much like a certain unnamed devotee and Jouryuu, you awakened the ability to cover your body, or specific body parts instead, with stones

that both serve to enhance your durability and your physical strength at the cost of potentially decreasing your speed. There aren't too many ways to evolve this straightforward ability, but you can still learn how to increase the stones' density or even give them metallic properties.

Laser Beams (300 CP): You gained the ability to focus your energy to release massive energy beams from your mouth, which wields destructive power and speed. Another user of this blessing, Aoba, is able to wound a being like Kuusetsu by focusing all her power into a single laser. The main downside of this is that it's extremely tiring so a normal human will become exhausted after using it just a few times, so you'll need a lot of training to get used to its massive stamina consumption.

The Great One (300 CP): You have the ability to conjure two giant hands, which act according to your commands. The hands can be utilized in numerous ways, such as grabbing and restraining your opponents and even acting as an aerial transport. They can also serve as a protective barrier and, while their endurance is limited, you'll be able to rapidly replace them as they are destroyed, though this quickly drains your stamina. You also have the ability to turn the hands into different forms using the element nearby, like using bath water to form two giant hands for example. This blessing is also capable of immobilizing her opponents while the hands remain unseen, somehow.

Golden King Yi Quan, "Beast Power" (300 CP): In some martial arts, people try to imitate animals' movements as a way to "channel" a bit of their strength to use in combat. While this is also basically the core idea of your blessing, you go even beyond them. Through your Peach Blessing, you can replicate and assume the characteristics and fighting styles of both animals and beasts, referred to as Forms, like replicating a tiger that results in you gaining their strength and speed as well as also being able to use slashing attacks as if your fingers were actual claws. There doesn't seem to be a limit to the creatures you can replicate, ranging from the more modern animals, to prehistoric, irregular, and mythical animals, just needing to at least research and understand about how they act (or would act) when fighting. There is a limit of how strong a Form can be, as past your power limit, they won't enhance you anymore, so copying a giant beast to copy the entirety of their massive strength won't work unless your ability is powerful enough to reach this level.

Tyrant's Edict, "Imperium" (300 CP): By devouring a Peach, the power of your mind grows powerful enough to manipulate physical objects and people around you, effectively granting you the ability of telekinesis. It'll start fairly weak, around the same level of your physical strength and capable of affecting one or two things at once, but, fortunately, training and experience will not only enhance the strength of your telekinesis but also its precision. As your blessing is a power of the mind, it's possible for others to resist it using their own willpower to a certain extent but not completely.

Members Only Arena, “Ginna Club” (300 CP): By drawing boundaries in the ground, you’re able to produce a barrier around said drawn line, which won’t break even if a thousand Shuuki attack it (but will instead fall apart if attacked by someone as powerful as a Thunder God). Those who have given you their signature in a scroll that you can also summon are able to enter and leave the barrier, and as an added bonus those who've signed their names will have their injuries healed inside the barrier no matter how severe, unless if said injury was directly caused by someone that hasn't signed it. If you’re a member of the Anti-Demon Corps, expect to also be sought after to be the referee in the Mato Exhibition Games if Ginna isn’t currently available.

Armed Beauty, “Bang Bang Bang” (300 CP): You’re truly worthy of being called a beautiful goddess of war. Your blessing allows you to transform various parts of your body into upgraded versions of mundane weapons. This also includes firearms and melee weapons (like swords and claws), as well as armor (like shields), and even tools that aren’t conventionally used as weapons, such as a chainsaw. Originally, there appears to be no limit as to what weapons you can transform yourself into, aside from your own imagination, but to make its limits clearer, you’ll need at least a basic understanding of how the weapons works, so, if you have no idea how a certain sci-fi weapon works, you won’t be able to turn into this sci-fi weapon. You can’t replicate supernatural weapons, unless you have access to its power source, making you unable to copy a magic staff if you don’t have magic for example.

Big Sister Mode, “Invincible” (300 CP): At first glance, the blessing you awakened made your hair become extremely good, healthy and durable, but this is just the tip of the iceberg. The power you actually awakened is to manipulate your hair, growing it longer than it usually appears and to also use it defensively, allowing you to block attacks, and offensively, allowing you to capture and crush opponents. Your hair is also very physically strong and durable, to the point that any common Shuuki will be completely overwhelmed by its strength.

Imperial Liberation, “Paradigm Shift” (300 CP): You were granted the power to alter your size at will, allowing you to grow to become even bigger than a giant Shuuki, as well as gaining overwhelming physical strength on par with your current size. Growing bigger is a tiring action and you won’t be able to stay at your maximum size for more than just a few minutes. You can also alter your size to shrink instead, which consumes way less energy, allowing you to stay in this state for long periods of time. When using your power, things on your body, like clothes or simple objects, will also change size, but it’ll be difficult to make complex objects like phones or weapons grow together with you.

Crazy Sheep (300 CP): You awakened a pretty uncommon form of strengthening blessing. You’re able to strengthen yourself by a predetermined amount of time, with

the minimum amount of time being 1 minute and the longest amount of time being 60 minutes. The shorter the time limit, the stronger that you become, with your 3-minute state already making you strong enough to overpower the giant transformation of the Paradigm Shift. However, once the time limit ends, you won't be able to use your power again for the same amount of time. As an additional benefit, in the event that you fall asleep during a battle while using the strengthening of Crazy Sheep, you'll still continue fighting because of your heightened fighting instincts, which in turn, causes your powers to become all the more powerful.

Strong Swordswoman, "Hero" (300 CP): You gained the ability to manifest a sword and the strongest shield in the entire Anti-Demon Corps (at least this is what Jenna thinks), capable of even tanking the overwhelming attacks of the Paradigm Shift's giant form, as well as changing your clothes into armor with the design of your choice. This heroic transformation also significantly increases your strength and durability and, as this power comes from the transformation itself, it doesn't matter how much revealing the armor you gain is, the physical enhancement and defensive power you gain will be the same, regardless if you have a juggernaut-like armor or an actual bikini armor complete with breastplate, thong, gauntlets, greaves, and a domino mask, similar to Jenna's.

Night Storm (300 CP): You gain the power to create and control winds, which can be trained to reach to the extreme level of generating winds and whirlwinds able to tear Shuuki apart, as well as being able to use them for safe transportation with several people and high-speed flight. While you won't obviously start at this level, this power is now within your reach with enough effort.

Vega's Cocoon, "Miracle Care" (300 CP): Your ability allows you to encase other people inside of large cocoons that heal them and restore their vitality, allowing them to heal from serious wounds to full health again in one or two hours. Once a person has been healed, they can emerge from the cocoons with ease without needing your intervention to release them. The more mysterious part of your blessing is whether the cocoons made using your power remove a person's clothing once inside or the person has to strip naked before being wrapped in the cocoons.

Haruno Shikigami, "Origami" (300 CP): Your power allows you to manifest and shape your energy in the form of various origami cranes that can freely fly through the air and, despite their fragile appearance, possess great offensive capacity, as each one of them can tear holes in Shuuki. This ability already starts pretty powerful, but mastery over it in theory will allow you to shape your energy into other origami forms, increasing your versatility in battle, and maybe even create less lethal variants of the origami cranes to use as a form of transportation.

Sun-Piercing Spear, "Sunset" (400 CP): By eating a Peach, you gained one of the simplest, but with the potential to become one of the strongest, known blessings.

You're able to summon a yari-based spear out of thin air with a symbol resembling the sun on the spearhead. In addition to being very durable and you being capable of resummoning it every time it's destroyed, the spear is capable of extending and retracting at will, being as long or as short as you desire in combat. You'll also have full control over the spear's maximum power. To give you an idea of how strong this blessing can get, the 9th Unit's Chief, Fubuki Azuma, only needs to use 30% of her spear's power to fight a Vice Chief like her daughter.

Swift Whip Asura, "Urumi" (400 CP): After you ate a Peach, you gained a blessing which is of the nature as the one mentioned above, being simplest, but theoretically having the potential to grow to similar heights. Unlike the Sunset, which is based around a spear, your blessing gives you the ability to manifest a urumi, a flexible, whip-like blade, out of thin air. In addition to being very durable and you being capable of resummoning it every time it's destroyed, the urumi is capable of extending and retracting at will, making its whip as long or as short as you desire in combat. You'll also have full control over the urumi's maximum power. Even if the original user of this blessing, Prachi Sherawat, the Vice Chief of the 8th Unit, isn't as strong as Fubuki, considering their abilities' very similar natures, this blessing has possibly the same potential as the Sunset.

White Mausoleum (400 CP): By clasping your hands together, you're able to summon a spiritual mausoleum that allows you to bring a dead person back to life temporarily and employ them in combat. This individual will retain all of the abilities they had in life, but also strengthened, allowing even a mundane martial artist to be able to defeat Shuuki without the need of another blessing. You need to have personally known the person in life to be able to temporarily revive them or at least have a sample of their body otherwise. The stronger the individual was in life, the more tiring it will be to revive them, so it'll be far easier to revive a mundane man than reviving a powerful woman with a blessing for example. Lastly, you'll also be strengthened in a similar manner during the usage of this ability.

Transience (400 CP): This is the scary Peach Blessing possessed by the head of the Azuma family and former commander of the Anti-Demon Corps, Tobera Azuma. You have the ability to absorb the vital energy of other living beings via direct contact or from a distance, although the latter method requires time for preparation, aging them considerably and possibly killing them if you don't stop. You can use it however you want, to accelerate your regeneration, regain/maintain your youth, enhance your physical condition or hasten growth, as well as having the ability to store any excess life force within you and also transfer it to others.

Noble Aspirations, "Learning" (400 CP): In a few words, you gained the power to use other powers. You can utilize other Peach Blessings after learning them, then setting them onto a holographic gui you can project on air or through any device like a smartphone. However, in addition to needing to train to be able to use each

blessing effectively and just being able to use a single ability at once, the main drawback of your ability is that, if a blessing isn't compatible with you, the Peach Blessing you learned will be reduced to a downgraded and unstable version, making it to lose most of its original qualities and might even become impractical to use in combat. You also can assume a special form once you reach a certain level of mastery over your Learning ability that makes your entire body bathed in light, with markings on your forehead and forearms, which also allows you to use multiple learned abilities. Post-jump, your Learning ability will also work with other kinds of superhuman powers instead of only Peach Blessings.

Golder Hour (400 CP): Do you also have the desire to spend more time with your cute little sister? Regardless of it, the Peach Blessing you attained allows you to manipulate time itself, but only when you do what Yachiho refers to as a noble pose. By posing, you're able to stop time five seconds or rewind it the same amount of time, but these are tiring actions, so using either powers will exhaust you more and more with each use. Once you acquire enough mastery of your blessing, you'll be able to use the technique known as Prime Time that allows you to double the amount of time you can manipulate, but this is even more exhausting and you'll need to do a "supreme pose" to trigger it.

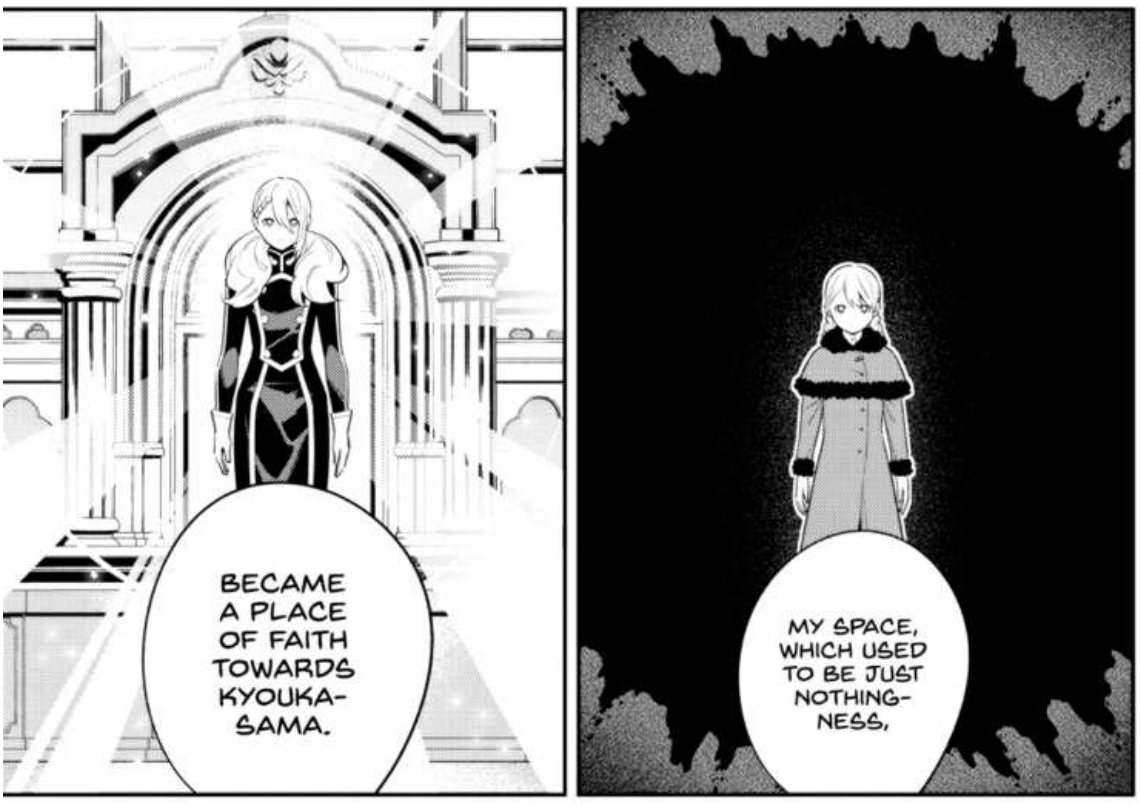
Laughing Juroujin, "Canopus" (500 CP): You've awakened a truly terrifying and dangerous blessing, haven't you? Either you awakened it due to being an equally terrifying person or due to a strong wish for a strong ability, your Peach Blessing is the one capable of killing anything tangible when used offensively. In your blessing's Attack Mode, you can manifest an orb of light from any tangible thing within your range, be it living or inanimate, causing the target to shine in the process. This orb essentially represents that target's "life", and, if you manage to remove their light orb, the target instantly crumbles to dust, ceasing to exist. However, even if the light is manifested, only you can remove the orb manually, so you must be within close proximity to your target to do so and you can dissipate the light once it is removed. Furthermore, in your blessing's Protection Mode, it'll safeguard your own life, preventing your death and allowing you to recover even from normally fatal wounds. The exact limits of this protection are unknown, as sufficient damage could still kill you, however, it's known that the only way to disrupt this mode without using similar life manipulation abilities is through the usage of abilities that nullify the Canopus itself, such as Vairocana.
These are the only known usages of this blessing for now, however, maybe with a lot of training and experimentation, it's probable that you can discover other modes that also utilizes the manipulation of a target's "life", but it'll be totally up to you to discover.



Chains of Eternity, “Slave” (300 CP/500 CP): You gained the power of a Master. Your Peach Blessing lets you draw out the inner strength and potential of living beings you have enslaved, by making them willingly submit to you or by force, turning them into your Slave. This grants them enhanced physical prowess at a basic level, but, if the Slave has enough inner strength, they’ll be enhanced even further, allowing them to transform into a Slave Form whenever used. Additionally, if you, the Master, is more compatible with whoever became the Slave, then the enslaved person can also use greater power. Whenever using their powers or riding onto them, a metal collar and chain manifests around the Slave’s neck, which you can grab onto to better control them and they’ll be able to even use more energy. After successfully making someone your Slave, whoever is slaved will be compelled to obey your orders while transformed and this effect will linger even after undoing the transformation, so even slaved Shuuki will continue to be docile to you after it.

Of course, your master ability also has its own limitations. First, even if it's *your* ability, it'll drain not only your own stamina and energy, but also the stamina of whoever is your current slave. Second and last, once the Slave's transformation is finished, you will be forced to "reward" them in some way based on the task that you've done based on their inner desires, with mindless Shuuki preferring only receive meat as reward while a horny teenager like Yuuki tends to receive sexual rewards. Third, actually finding someone that has enough inner strength and enough compatibility with you to use the full power of this blessing may be tricky and arguably pretty difficult as even Kyouka took a long time without a proper slave before finding Yuuki, so, unless you're lucky or have the **Ever-Growing Bond** perk and gradually train your slaves, you'll probably be left with a weakened version of Kyouka's blessing.
However, for **500 CP** instead of 300 CP, your Peach Blessing will be enhanced to allow you to have a high compatibility with anyone you find, on par with the compatibility between Kyouka and Yuuki.

Lastly, there is also another aspect of your ability: Lending. You're capable of lending your Slaves to other people that also have Peach Blessings (or another equivalent superhuman ability in future jumps) after they grab onto the chain around their neck. In the case of someone that has access to the Slave Form, lending will cause them to take on different forms and gain different attributes based around the particular abilities that the new "master" has such as gaining heightened senses because of Nei's Promise for example. However, Lending your powers to others causes a serious drain in your stamina and energy more than if you were using this yourself. Those who you lend your powers to are also forced into giving the Enslaved rewards. It's also possible for two people to simultaneously control your Slaves, granting them a new form that is a fusion of the two separate transformations, but, while this will greatly enhance their power, the energy consumption is even greater than before.
By lending a Slave too many times, their base Slave Form will start growing stronger and gaining some of the traits of their other alternative forms.



Pantheon (400 CP - Can be Purchased Up to Three Times): The power to create a space that gives its owner the upper hand. This is the sentence that better represents the nature of your blessing, one that you share with the 8th Unit Chief, Varvara Pilipenko. However, due to this blessing's complex nature, you'll have three different versions of it that you can choose, however you can take this blessing multiple times in order to acquire the other versions.

The first version is Varvara's current ability, the **Noble Cathedral**, that originated after she fell in love with Kyouka. You'll have access to a pocket dimension which takes on the appearance of a large cathedral devoted to a specific someone to the point of even possessing a giant statue of them, with this someone being the person you love the most by default, however, you can choose any person you like, or even yourself if you're narcissistic enough.
Thus, your Pantheon will have varying effects upon the people within it, depending on their perception of your loved one. The effects are divided into four different levels:

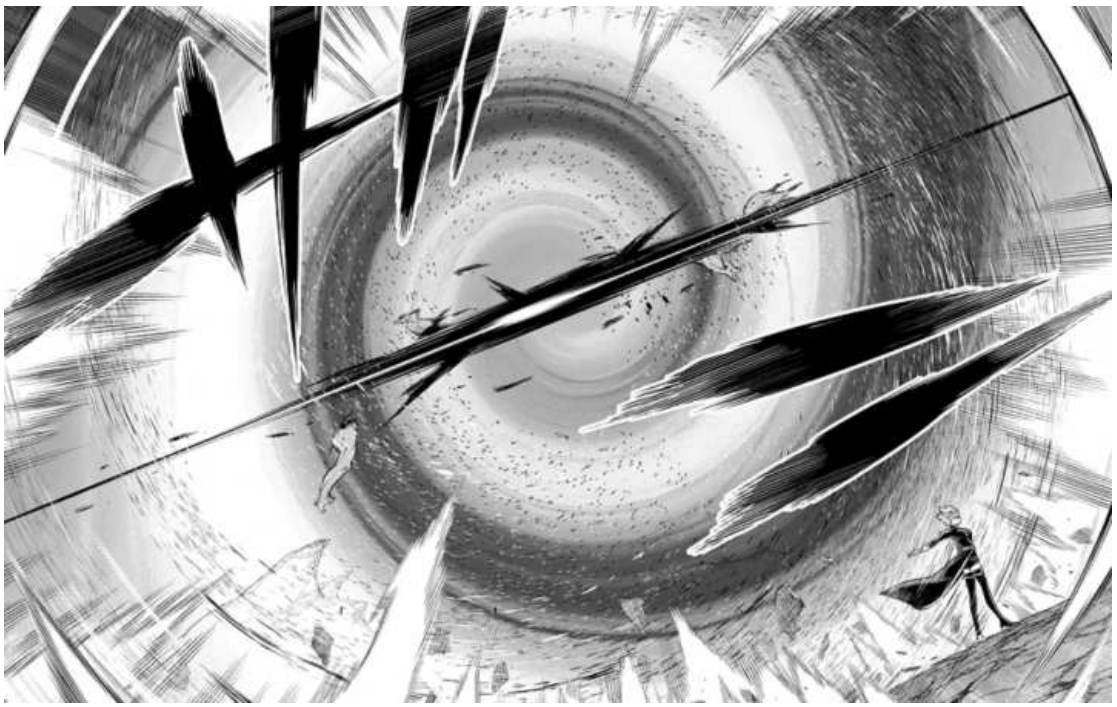
- Praise: If everyone present in the cathedral holds a certain amount of respect for your idol, the cathedral will heal and recover all those inside of it, meanwhile, the opposite is also true, as people that hold any degree of animosity towards them will be subject to a discomforting feeling similar to having their skin burned.
- Sermon: If there is anyone present who doesn't know a sufficient amount about your loved one, all forms of conflict will be prohibited for 1 hour (which usually would include a lecture about your loved one, if you prefer).

- Paladins: If there is anyone present who holds ill will toward your loved one, everyone that does hold a positive feeling towards your love will gain an increase in power every time they show an act of virtue and you will also receive a miraculous power, in the form of a great enhancement of one of your other blessings if you have any or of a powerful ice manipulation ability, with the goal of condemning your enemies
- Holy War: If there is anyone present who blasphemes your loved one's good name to an egregious extent, Pantheon's miraculous power will intensify and the statue of your idol will come to life for the sole purpose of smiting the offender. This ability was slated by Varvara to be so devastating that even she couldn't put it into words.

Additionally, those who perform acts based on the virtues of Honesty, Bravery, and Kindness will also receive a power boost and, due to your Pantheon acting as a separate space, you'll be able to control who and who isn't summoned into it, however, being able to summon anyone a few meters near you however only a certain number of people can be allowed inside this pocket dimension at once.

The second version of this blessing is the **Empty World**, Varvara's original ability from her time before joining the Anti-Demon Corps. Instead of a glorious cathedral devoted to your loved one, your personal space won't be an actual pocket dimension, being manifested as a large dark sphere of nothingness from which various elongated arms made of the same shadowy matter can emerge from. Even at the very beginning, these arms are strong enough to easily restrain two adult women and, of course, they can grow to be far stronger and capable of manifesting way more arms, at least on par with Varvara's current ability.

Lastly, the third version of this blessing available for you is Varvara's actual **Pantheon**, one that grants you the ability to create a space that gives you the upper hand, however, in a form that reflects your heart and soul, being able to adapt and change as you change yourself. This means that your pocket dimension will be based on your own heart and mentality instead of being a copy of her other abilities, so it's hard to guess what it'll be. For example, Varvara's previous unfeeling and cold self was reflected on her space of nothingness while her love and adoration towards Kyouka caused her space to change into the Noble Cathedral. However, regardless of your personal space's nature, it's sure that it'll at least have the same potential as Varvara's different abilities.



Ame-No-Mitori (700 CP): You were truly blessed when you gained such godlike power. While Golden Hour allows the user to manipulate time itself, Ame-No-Mitori allows the user, like Tenka and you in this case, to manipulate space itself. This lets you teleport from one location to another seemingly without limit, but needing to touch someone if you intend to teleport them with you. With mastery and precise control over this power, you'll have near-absolute control over the battlefield, being able to teleport to avoid attacks, counter-attack, and tear apart space ignoring the defenses of even the most durable of enemies.
Another user of this blessing, the 6th Unit's Chief, Tenka herself, has displayed precise control over her spatial powers, being able to tear apart Yuuki's clothing without a single wound on his actual body for example, but you still have a long way to go to reach her level.



The Infinite Universe that Makes Up All of Creation, “Vairocana” (1000 CP): Now, this is an ability worthy of a god slayer. You receive a copy of the same legendary Peach Blessing possessed by Ren Yamashiro, Vairocana, the strongest known blessing of all. Your blessing gives you the power to manifest several circling shining cards around a circle of light by holding your hands in a meditative pose of your preference, which allows you to deploy mandalas to make use of the eight different abilities of eight Buddhas, which appear in your eyes.

You’re capable of using two abilities at the same time, one for each eye, or, alternatively, you can put a single ability on both your eyes, giving it a power boost. Furthermore, as you grow stronger, you’ll eventually learn how to switch your active abilities without needing to hold your hands in that meditative pose. Until this point, just six of the eight abilities were already displayed thus far, so only Ren herself knows all the abilities you have access to.

These abilities are: **Flight**, giving you the ability to levitate and fly at high-speeds, thus allowing you to cover vast distances in a matter of seconds; **Shockwaves**, allowing you to release very powerful shockwaves from your melee attacks; **Ability Canceling**, allowing you to nullify other Peach Blessings (with the Slave’s rewards

being the only aspect of a blessing that is immune to this effect); **Teleportation**, which allows to teleport people to locations you have prior knowledge about, even if said location is located on another dimension, but, unlike Tenka's Ame-no-Mitori, you can't use teleportation on yourself; **Clairvoyance**, allowing you to see things at very far distances with considerable precision, but remaining unable to see through solid objects; And, lastly, **Restoration**, that allows you to revert time on specific objects that can be used to repair damage very quickly, including any damage on your own body, but you can't use it in other living beings other than yourself.

Even having just recently received your blessing, you're already powerful enough to potentially defeat an opponent like a Unit Chief in combat and your potential is way higher than this.

==Companions==

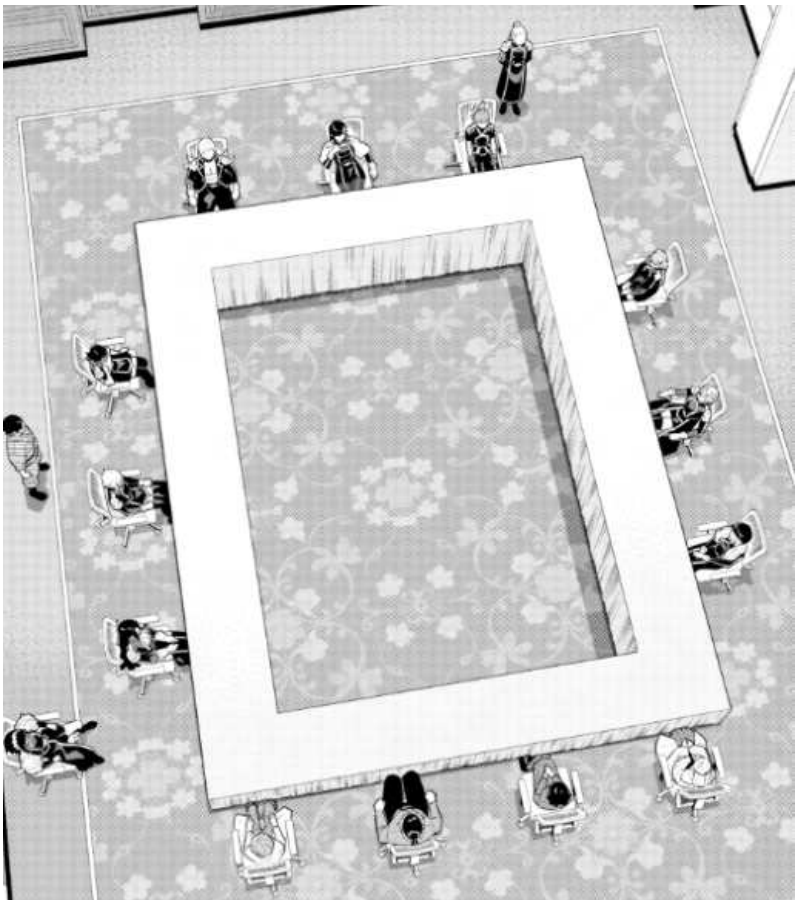
Companion Import (50 CP for Each One): You can import a companion for 50 CP each, with an origin of your choosing, still needing to pay the price for it, and 600 CP to spend on perks and items. For 300 CP, you can import all eight companions. They get 600 CP to spend anywhere in this jump.

Canon Companion (50 CP): For 50 CP each, you can choose to bring a single canon character that you can convince to follow you in your chain. You can start with some pre-existent relationship with them, like friends or even rivals, if you prefer.

Pet Shuuki (50 CP): During an exploration in Mato, you managed to find a unique being, an actual cute baby Shuuki. Unlike its adult counterparts, this baby, despite its failed attempts to intimidate, is actually adorable and harmless, to the point that it'll never do any harm to any human, as well as intelligent as a domesticated dog. This baby doesn't actually age like a normal creature, but can still grow bigger, stronger and more developed by consuming other Shuuki and other beings. By default it counts as your follower, but you can freely import it as a Companion if you prefer.

==Scenarios==

You can take as many scenarios as you want, as long as they aren't incompatible.



The Next Commander: A few months after your arrival in this world, the election to choose who will be next commander of the Anti-Demon Corps will happen in Shangri-La, where all the unit chiefs and other Japanese politicians with voting rights will be gathered to decide how they'll lead with the threats of Mato and the Thunder Gods from that moment forward.

In short, the commander election is decided by eleven people with voting rights (the current Unit Chiefs, the Japan's Minister of Defense, and the Inspector General of the Ministry of Defense) over a campaign period of five days, being overseen by a committee of three members that will be monitoring the election through their abilities, thus ensuring a fair election. On the last day of this period, the votes will be cast and counted, with the votes not being anonymous.

As you might imagine, each candidate for the position has their own opinions on how the corps should act so, in this election, you'll have the chance to influence them depending on the results. Maybe you're a member of the Anti-Demon Corps worried about the future, an ambitious mercenary trying to acquire some advantage, an agent of Mato trying to infiltrate the corps, or even just trying to help someone in specific. Regardless of your true intentions, there are two possible paths for this scenario.

First, you can decide to support your own candidate among the nine Unit Chiefs and other influential figures including former chiefs or even the former commander, Tobera Azuma. You can choose any of them to be your candidate as long as you have an at least friendly relationship and manage to convince them to join the election. Unfortunately for you, to make things interesting, even if you pick a popular candidate that originally would have high chances of victory, like Ren and Kyouka, fate will conspire against them to make sure she'll be unable to win without your heavy support. For example, if you decide to support Ren, the scandals related to the Onmyou Agency will heavily damage her reputation and her idea of accepting the gods' surrender will be considered unacceptable by all the other Unit Chiefs, with your other possible candidates going to face similar problems.

Second, instead of supporting one of your allies, you can instead choose to join the elections by yourself if you're an **Unit Chief**. In this case, fate will conspire to help your adversaries. Unless your actions cause enough butterfly effect to change this, your adversaries in this upcoming election will be Mira Kamiunten, Kyouka Uzen, and, of course, Ren Yamashiro, but Kyouka will be the one with the higher chances of victory.

Regardless of which path you followed, you'll need to do your best to convince the swing voters that it's the best option to support you or your candidate be it through offering benefits, manipulation, using actual good arguments, spending some time with them, finding ways to show off your or your candidate's power, or even merely showing them a cool secret move you have (yes, this will work with a certain Unit Chief). You could also try to find a way to cheat in the election, but I wouldn't attempt this as the committee has access to a pretty powerful ability that prevents cheating, so they could probably even detect abilities like mind control/manipulation for example.

However, merely winning this upcoming election isn't enough to complete this scenario, as you or your candidate will need to stay in the position of the Anti-Demon Corps' Commander until the end of your stay here, without losing the subsequent elections and doing a good enough job to keep the corps properly working.

-Reward: As your main reward for completing this scenario, you'll be able to bring the **Anti-Demon Corps** itself together with you along your chain, with you or your candidate being its highest authority. By default, your Anti-Demon Corps will become affiliated to the local government of each future setting you visit but it may become a private organization instead if you prefer this way. In addition to the corps' assets like its many dormitories and facilities following you along your chain, the current members of the corps, and the future ones that you recruit, will also follow you if they wish for, with them counting as your followers, unless you decide to import each one separately as Companions.
As a bonus, if you helped someone else to become Commander, then you'll be able to bring her as a **Companion** for free.

==Drawbacks==

There is no drawback limit, take as many as you think you can handle. Remember the rule: Drawbacks always override perks.

World of Husbandos (Free): According to a certain person, there are so many waifus in this world but not enough husbandos. If this is a problem for you, here is the solution. By taking this toggle, not only the gender of every person will be switched but even the whole situation of gender inequality will also be reversed, so making Peaches capable of only affecting men instead of women and the Anti-Demon Corps will become constituted by only boys (husbandos instead of waifus basically) with the genderbend Yuuki being the only girl of the corp. Even this doc is altered as any female only option becomes male only option for example.

Birth of a Slave (+100 CP): Much like a certain protagonist, you seem to have a submissive aura, regardless of your actual personality, that makes most people want to dominate and command you as long as they have the minimum wish of doing it. While this might be useful when leading with some people, including the ones that would be only hostile to you otherwise, this submissive aura will probably become a problem if you find someone like Ren, as she would be willing to make you submit to her as a good dog, by force if needed.

Actual Pervert (+100 CP): I'm not talking about you being a pervert like Yuuki and any other horny teenager, but you're now perverted and lustful on the same level as the 5th Unit Chief, Yakumo, who is known to tease (and basically on the verge of sexually harass) other members of the corp and whose very dream is to make a harem of Anti-Demon Corps' girls. This also makes you pretty much shameless when it comes to lewd things, like undressing in front of others and talking about your dream for example, and you'll try to seduce almost anyone that you're attracted to at least once.

Born From Your Desires (+200 CP - Requires Blessings From the Peaches): There is a theory that the abilities women attain from their Peach Blessing might actually be derived from their nature, desires, knowledge and maybe even personality. Well, even if this isn't always the case, this will be completely true for you, meaning you'll develop some kind of negative personality trait that directly reflects your Peach Blessing.
Darkness Manipulation? You have a gloomy personality. Stone body? You're now just too stubborn to match your body's durability. Electricity generation? You're a superactive person that reaches the point of being annoying to others. Have a powerful blessing like Ame-no-Mitori or Vairocana? You develop a superiority complex that is only compared to your blessing's power.

Whatever it might be, it always seems to hinder social interaction, meaning you're less likely to make friends or allies whatever role in life you choose to lead, but it's not something impossible to lead with.

Show Them Our Divinity (+200 CP): Despite their power and title, the Thunder Gods aren't actually deities or some other kind of divine beings, being only powerful Shuuki instead, but, regardless of this fact, nothing in the world can change their minds that they truly are gods. Even if you aren't part of the elite of Mato, you now share this same god complex, whether you have the power to be considered "godlike" or not. This will also severely impact your ability to empathize and relate with mere mortals, that is, anyone that you also don't consider a god on par with you.

Just a Piece of Equipment (+200 CP): People have a strong tendency of simply not respecting you at first. Maybe they'll consider you a worthless man or they'll think your Peach Blessing is useless, but, regardless of the exact reason, you'll be considered inferior to everyone else in whatever role you're currently playing. If you're a member of the Anti-Demon Corps, they'll probably take a lot of time to consider you more than a mere piece of equipment or a pawn to someone else, even if you're a Unit Chief yourself.

Nah, I'd Win (+200 CP): You seem to suffer from the same syndrome that many that are also considered the "strongest" suffer. While you're still able to notice when someone is more powerful than you, you tend to get too cocky and overconfident once you know an opponent is weaker than you, with you getting cockier the longer your victory streak is. This means you'll underestimate weaker enemies and probably will ignore things like battle strategy, abilities matchup, environmental advantage and, if you get too used to being the "strongest", you might end up purposely falling on obvious traps your enemies prepare for you just because you think you can handle anything those "weaklings" use against you. I hope you can learn your lesson before it's too late.

Peach Allergy (+300 CP - Female Only): Due to some weird quirk in your physiology, you're literally allergic to some substance found on the Peaches to the point that merely touching them is enough to trigger an allergic reaction, thus making it impossible for you to acquire Peach Blessings in-jump or even by taking the **Blessings From the Peaches** perk. Even if you force yourself to eat a Peach, you won't attain an ability anyway and you might even end up killing yourself due to it.

Shuuki Magnet (+300 CP): You have a strange aura around, one unnoticeable by humans but highly noticeable by Shuuki. Any of these monsters in a range of five kilometers near you will be attracted to you and will attack you with increased aggressivity. A simple walk in Mato will now be impossible to do without needing to fight a horde of Shuuki coming for your head. Fortunately, your aura doesn't affect

intelligent Shuuki, like former humans and the Thunder Gods, but they'll still sense your presence due to your aura when within its range.

World of Despair (+300 CP): In a manner similar to Akame Ga Kill (another manga written by the same author), this world is now much more prone to tragedies and deaths, as any plot-armor that would protect important people will now be removed. Expect fights ending differently than in canon and a lot of important people to end up getting killed in tragic ways. Not even Yuuki, the *protagonist* himself, is now safe from a bad ending, in the same way as Tatsumi wasn't.

Demonic World (+300 CP): The demonic metropolis, Mato, is another dimension parallel to Earth with around the same area as the Tokyo Metropolitan area. Well, that would be the original area of this dimension, but your arrival in this universe changed this. At the exact instant of your entrance, Mato will be expanded to be an entire planet with proportions equal to Earth, resulting in the numbers of the Shuuki hordes increasing proportionally as well as even revealing a few sub-species of these demons that live in other regions and a few other beings that have power on par with the Thunder Gods, despite not being part of their group.
While Japan will still be the focus of this extra dimensional invasion and home to almost every fixed gate, random gates will start appearing around the rest of the world and even a few fixed portals will also appear, granting access to Mato's resources for the other countries and causing the Anti-Demon Corps to lose their monopoly over the exploration of said resources. All of these consequences will result in the forces of Mato becoming a far greater threat than originally.

Cursed By the Mother (+300 CP): Something went wrong during your entrance into this universe, almost as if the force behind Mato and the Eight Thunder Gods didn't want you to be here. Unfortunately for you, while this force won't be able to take any other action against you during your stay here, you still lost access to your Warehouse and your out-of-jump perks and items. You'll be reduced to just your Body mod and the things you purchased from this Jump. This drawback affects your companions as well.

Anti-Jumper Corps (+400 CP): For reasons beyond your control, you were marked as a priority target of the Anti-Demon Corps, being classified on the same level of dangerousness as the Thunder Gods themselves. They'll dedicate all of their forces to eliminating you and, unless you completely overpower them and/or force them in a condition where they won't be able to continue with the war against you, it'll be impossible to negotiate with them, as even the solitary members of the corp will refuse to hear you. They might even convince a few countries to send their forces to support them in their quest and also expect Ren Yamashiro herself to come after you at some point.

Another Cute Dog (+400 CP): They tried to alert you to avoid making eye contact with her at all costs, but you didn't listen to the advice and gave in to the temptation to peek. Now, bear the consequences. You've attracted the attention of the strongest woman in the world, the legendary Ren Yamashiro herself, and now she wishes nothing else than to make you submit to her, by force if needed, thus making you another one of her good dogs, even more that she wants to make Yuuki pays for the humiliating reward she was forced to give him. In addition to her authority as the commander of the Anti-Demon Corps and her being extremely powerful, possibly only surpassed by the leader of the Thunder Gods, she's also very smart and influential, to the point that even heads of state can be manipulated by her. It isn't impossible to try to talk and negotiate with her, but she won't give up on making you one of her dogs, whatever it takes.

The Gods' Wrath (+400 CP): You've made some very powerful enemies. In addition to bringing ruin to humankind, after meeting you, the Eight Thunder Gods gained a second main goal: annihilating you. Each one of the gods is extremely powerful on their own, at least being on par with a Unit Chief, with the strongest of them, Taikyoku, being even stronger than any human, including Ren. They'll be willing to use all of their resources and servants if needed and any negotiations with them is impossible. If you have taken the **Thunder God** origin, you'll now count as a rebel instead and their enmity towards you is now a personal subject for them too.

==Ending==

Go Home: Return to your home, with everything you gained until now.

Stay Here: Continue in the world of Mato Seihei no Slave, ending your chain.

Move On: Go to the next jump and continue your adventure.

==Capstone Boosted Perks==

Are You My Master? → Heart of a Slave: You weren't forced by someone or something to submit, but willingly accepted the mantle of a slave to defend other people. Almost as if it responded to your heart of a slave, your ability evolved and some of its limitations are now lifted. First of all, you're now able to assume your basic Slave Form, the one with all around build and without special abilities, without the need of submitting to a master, in exchange of consuming more stamina than before. You can even assume a partial Slave Form by morphing specific body parts instead. Additionally, as the chains of slavery that once bound you become chains of fellowship, you won't be forced to obey the orders of your masters, but still slightly compelled to follow them, being more like a relationship of equal battle partners instead of the former slave-master relationship.

"The Strongest Human" → Evolving Model: All of these serums, enhancement drugs and even boosts granted by abilities usually share a common disadvantage: their effects are all temporary. But, as the perfect subject to become the super soldier and the strongest human (without counting blessings) these greedy countries want to create, this isn't a problem for you, as your body slowly assimilates any temporary buff that is applied to you until the point of you gaining their benefits permanently without the need of using some external source to refuel them.
For example, drink a magical potion that enhances your skin's durability for a few minutes? Over the course of a few months drinking it every week, its effects start to last longer until becoming permanent in the last week.

Unit Chief → Deputy Commander: Thanks to your power and skills, you stood out a lot in the position of a Unit Chief, to the point that you were granted the rank of Deputy Commander, becoming the one of the highest authorities of the Anti-Demon Corps, being second only to the Commander herself, Ren Yamashiro. In addition to the authority and influence granted by your position, the power of your Peach Blessing was greatly enhanced, allowing you to fight and defeat a Thunder God on your own even if you have a weak blessing like **Python** for example, while, if you actually the **Vairocana**, you'll become powerful enough to be a match to Ren herself, which is able to take on multiple gods with a good chance of victory.

Inhuman Power → Power Forge: Merely holding multiple blessings? No, you didn't stop in only having multiple of these limited powers, but they actually evolved within you. You gain the ability to merge any abilities you have into a single, new ability, which combines the traits of both its progenitors powers, regardless if the abilities have compatible natures or not. You can combine fire manipulation with metal generation to create molten metal manipulation or combine the **Slave** and the **White Mausoleum** blessings to gain the ability to temporarily revive and enhance the dead as your slaves. You don't lose access to the original abilities used in the fusion, so

you'll still be able to manipulate fire and generate metal even if you used them to create the molten metal manipulation ability.

Divine Vessel → Warden of Souls: You received the blessing of becoming the vessel to the spirit of a goddess, with your spiritual space initially being a limited plane where only she resided, but, as time passed, this space and your power grew and resulted in the awakening of a new ability. You're now able to capture the souls of anyone that you kill or that at least die near you, allowing you to seal them in a prison located on a separate portion of your spiritual space.
You'll be able to communicate with them while within this prison and even learn how to channel their power and energy to your own advantage. You don't need to worry about being negatively affected by any soul inside you, like if they attempt to control you from within or your soul being corrupted due to hosting several evil souls for example. Theoretically, it's also possible to absorb the souls of allies instead of enemies, so, in this case, you can also release them from the prison, allowing them to stay in the same plane where the goddess is or even freeing them from your body.

Named Shuuki → Candidate to Thunder God: While you aren't actually a Thunder God, you're a being born from an experiment done by them before Kuusetsu's creation. As a result of your origin, your physiology was modified to have a special trait also shared by Kuusetsu, a large mouth that can open up from your body. By devouring living beings using this mouth, you're able to absorb them into yourself, with whoever you absorb becoming akin to living batteries to fuel you as long as they're inside you. As such, you inherit all of their traits and superhuman abilities, sometimes taking some aspects of their physical appearances. It takes some time before you fully assimilate someone, so there is a chance of them being able to resist you or even use their own abilities to harm in some way during this time. For each victim you absorb and assimilate, there will be some physical sign to show it, like how Kuusetsu gains a pair of dots below her eyes to each person she absorbs. It's possible for someone to remove the living beings from your body, but this is a feat very hard to do, even more so if a long time has already passed since you assimilated them, but, in the event of someone actually managing to do it, you'll lose the access to their abilities.

Worthy of a God → Head of Pantheon: You're way stronger than I previously predicted. You're powerful enough to be a match to the leader of the Thunder Gods, Taikyoku, who is said to be so strong to the point that no human, including Ren herself, is powerful enough to defeat her. The full extent of your current power as one of the two most powerful gods is unknown for now, but, regardless of this, you still receive an extra 300 CP to spend only in the **Blessings** section.

==Notes==

1. For the sake of classification, if you're a human and take multiple blessings, they'll all be integrated and count as a single blessing, much like how the Vairocana is a single blessing but is composed by multiple abilities;
2. Alternatively, if you're a former human or if you have taken the **Inhuman Power** perk, the blessings you purchase will actually count as separate blessings as only humans can't have multiple of them;
3. If you have the **Maker of Wonders and Horrors** perk and some other ability of biomancy, you'll be able to use its abilities in other beings other than only Shuuki;
4. While the exact reason behind this is still unknown, the Peaches can grant blessings to any being (including animals like dogs) that is biologically female, both in this setting and any future one you visit;
5. The Anti-Demon Corps is also translated as Mato Defense Corps;
6. In theory, if you have the **"The Strongest Human"** perk and eat a Peach while in Mato, you won't need to worry about losing your humanity and being turned into a humanoid Shuuki unless you want to;
7. The Thunder Gods are also otherwise known as Hachiraishin;
8. Ren Yamashiro will be your opponent in both the **Anti-Jumper Corps** and **Another Cute Dog** drawbacks, but in the former it'll be a problem more of the corp than hers while in the latter it'll be personal to her and she'll be fully determined in making you her dog, so she might even thrown the corp against you but they won't have a specific reason to go after you beyond her orders;
9. If you take the **Another Cute Dog** drawback and manages to do the absurd task of convincing Ren to treat you as an equal and not as a candidate to become her subservient dog, you may take her as a Companion for free;
10. There is a force behind the Eight Gods of Thunder that was called "Mother" by Taikyoku which is also probably the reason for the gates' appearance, but its true nature is currently unknown for now;
11. As shown by Varvara's flashback, prisoners that have blessings are contained using straitjackets wrapped with a set of bandages imbued with runes that likely suppress their Blessings;
12. Thanks to u/aciortiv for suggesting a gender bender toggle;
13. Thanks to u/Grimms-VI for suggesting an update for the **Gender Equality** perk;
14. Thanks to u/Rexen2 for your suggestions;
15. **Drawbacks** are removed after the end of your jump.

==History==

V 1.2: Second Update

-Added new notes;

-Renamed the **Hair Manipulation** blessing to **Big Sister Mode, “Invincible”**;

-Renamed the **Body Fluid Manipulation** blessing to **Koko Juice**;

-Updated the **Vairocana** blessing to add its two new abilities;

-Added a new perk: **Ever-Growing Bond**;

-Added a new item: **Shangri-La**;

-Added a new scenario: **The Next Commander**;

-Added a new drawback: **Nah, I'd Win**;

V 1.1: First Update

-Added new notes;

-Updated a bit the **Gender Equality** perk;

-Renamed the **Python** blessing to **Effortless Flow, “Python”**;

-Updated the **Chains of Eternity, “Slave”** blessing to decrease its price from 400 CP to 300 CP and added an extra option that cost an extra 200 CP to allow you to have a universal high compatibility with anyone you use your ability;

-Added new Blessings:

-**Custom Blessing**;

-**Swift Whip Asura, “Urumi”**;

-**Strong Swordswoman, “Hero”**;

-**Laughing Juroujin, “Canopus”**;

-**Pantheon**;

V 1.0: Released