Black Lilith: Demons 1.0

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Introduction:

Welcome, Jumper, to the dark and captivating multiverse of Black Lilith—a realm brimming with demons, danger, and desires that burn as fiercely as hellfire. This is no ordinary universe; it is one where we, the demons, stand proud as the architects of our destiny. While mortal legends often reduce us to villains, we are far more than their simplistic tales suggest. In our world, we are not bound by the judgment of lesser beings. We live by our ideals, whether noble, wicked, or something in between. This universe, forged by the renowned Black Lilith Company, weaves a tapestry of peril, power, and passion, and you, Jumper, are invited to carve your legend within it.

In our realm, we demons are more than creatures of darkness—we are paragons of form and ambition. While humans may tremble at our beauty and strength, we stand tall, unapologetic in our pursuit of power and purpose. Whether draped in exquisite battle attire or commanding attention with nothing but raw confidence, we are unyielding in our resolve. Yet, this world is not without its trials. For every demon who rises, another faces the brutal cost of failure, often subjected to torment that would shatter the spirits of weaker beings. But we are demons — unyielding, defiant, and driven. Even in defeat, we strive to reclaim our glory.

Understand this, Jumper: our struggles are not for mere survival. We fight for the ideals that define us, for the dreams that blaze within our immortal souls. This world may be shadowed by despair, and our kind may find themselves caught in moments of cruelty, but within that darkness lies the potential for unbreakable strength. To exist as a demon is to live with pride, to rise above even the harshest trials with fire in your heart and defiance in your veins.

With 1,000 CP in your grasp, you are given the chance to walk among us. Will you choose the light of honor, shining as a beacon for those who falter, or will you embrace the shadows, wielding power that commands fear and respect? The path ahead is yours to tread, Jumper. Step into the Black Lilith multiverse with courage, for it is a realm where only the bold can thrive. We welcome you into our dark paradise—where beauty collides with brutality, and pride becomes the ultimate weapon.

Universe Lewdness:

In this section, you will decide the nature of the universe you, the Jumper, shall enter. Within the Black Lilith multiverse, it is a truth carved into the fabric of reality that every universe exists in two forms—one drenched in the unrestrained passions of NSFW debauchery, and the other veiled in the solemnity of SFW grandeur. The choice is yours. Will you immerse yourself in the untamed, primal realm of forbidden pleasures, or tread the noble path where intrigue, power, and honor reign supreme?

NSFW Universe:
You have chosen to walk among us in a universe where demons embrace their basest instincts and raw desires, unfettered by mortal concepts of shame or modesty. In this realm, power is claimed not only through battle but also through unrelenting trials that test the very essence of our pride. Here, the conflicts we face are as sensual as they are savage. Even the strongest of our kind may find themselves captured, their indomitable spirits subjected to trials that blur the line between agony and ecstasy.

The aesthetic of this universe celebrates the perfection of demonic form, with every design—from our armor to our attire—crafted to emphasize both our beauty and our inherent danger. Scant coverings, intricate details, and bold silhouettes reflect our unapologetic confidence. Yet, beneath this visual decadence lies the true essence of our struggles: a battle not just of strength but of will, where dignity becomes a prize harder to protect than life itself. This world is not for the faint of heart, but for those who revel in the unfiltered extremes of existence.

SFW Universe:
For those who value honor, ambition, and the grand narratives that define our kind, the SFW universe stands as a testament to demonic resilience and majesty. In this realm, the struggles of demons are elevated to epic tales of heroism and ideology, where battles are waged for supremacy, pride, and the ideals that shape our destinies. The conflicts are no less fierce, but the focus shifts to strategy, alliances, and the unyielding resolve of our people.

Here, the designs of our attire remain sleek and awe-inspiring, though tempered with practicality befitting warriors of our caliber. The allure of our forms is matched by the sharpness of our minds and the ferocity of our spirits. The stakes are as high as ever, but the challenges we face emphasize the depth of our character and the bonds we forge in pursuit of glory. This is a world where demons rise above the shadows, proving that we are more than creatures of lust—we are creatures of purpose, pride, and power.

Choose carefully, Jumper. Whether you walk the path of indulgence or ambition, know that both universes hold the promise of greatness. Step forward, and let us see if you are worthy of standing among us.



Starting World

Here we will decide which universe. Choose which multiverse you will start in and in which game you begin. You will start at least 10 days before the first day of the game you choose to be in

1.**Old World**
Are multiple universes, which contain the main content of the Taimanin visual novels and follow the same, similar timeline. Visual Novels, like ***Witch of Steel Annerose, Special Agent Rei & Fuko, Fallen Wife, Onmyo Knight Towako and the Shinigami (miniseries)*** are also part of it.

2.New World
Are multiple universes, which also contain the visual ***novel Taimanin Asagi ZERO***. These worlds were created after the TA3 Reset, in one of the routes of TA3. These worlds are much "younger", and the ages of characters are scrambled. Characters from such new worlds, at times, get stranded in other universes as cameos.

3.Another World
Are multiple universes, which contain the Online games, this would also include potentially none canonical affection scenes, within the greater narrative of those games.

The main settings here are Taimanin Asagi Battle Arena, which itself resembled the "Old World" timeline until Taimanin Asagi 3, which here did not play out. At the end of TABA, the TABA reset creates ***the Taimanin RPGX, Action Taimanin and Taimanin GOGO! timelines.*** Every single online universe TABA, RPG and AT, works on its own continuity, but some events might have occurred in all of them, like the overall background of characters.

Starting Location

In this section, you will determine the location in which your journey begins, Jumper. The Demon Realm is vast, brimming with challenges, rivalries, and opportunities for greatness. Each starting world is drawn from the Taimanin RPGX continuity and offers unique landscapes, adversaries, and allies. Will you entrust your fate to the dice, rolling 1d6 to see where destiny leads you? Or will you dare to spend 50 CP to claim your beginning? Choose wisely, for the foundation of your legend begins here.

1. Alphus Marshlands

Welcome to the Alphus Marshlands, an expansive and treacherous swamp deep within the Demon Realm. A place most demons avoid, the marshlands are home to the six-legged Chimeras and Mutsunbais—grotesque, pig-like creatures created by a long-forgotten alchemist. For those bold enough to traverse this perilous expanse, the rewards can be great, with rare herbs and arcane reagents hiding among the muck. Only the most cunning or powerful demons survive here, for in Alphus, weakness is consumed without hesitation. Will you master this savage land, or will it consume you like so many others?

2. Land of Ice and Snow

In the farthest reaches of the Dark World lies the Land of Ice and Snow—a frozen expanse of unrelenting cold and towering glaciers. This land is steeped in Norse mythology and dominated by the Frost Demons, united under the legendary King Ragnarök and his successor, Ragnarök Sinmara. Yggdrasil, the magical tree, sustains life here, making agriculture possible amidst the icy wilderness. Tribes like the Valkyries, the Silver Werewolves, and the Snow Tigers vie for supremacy, while the Dwarves labor in their secluded village. The frigid winds of this land test even the mightiest demons, but those who endure its trials earn unparalleled respect.

3. Crimson City
As the capital of the Crimson Lord's territory, Crimson City is a beacon of power and ambition within the Demon Realm. Nestled along a great northern river, this bustling metropolis thrives despite the harsh climate. Under the rule of the Blood Lord, Carla Cromwell, it has become a hub of commerce and progress, producing resources vital to the realm. Crimson City is as dangerous as it is prosperous, for political intrigue, betrayal, and power plays are common in its shadowed alleys and glittering courts. For a demon with ambition and cunning, this city offers boundless opportunities to rise.

4. Skyridge Castle
Perched atop a jagged peak, Skyridge Castle is the fortress of the Wise Lord, Marjaana. The castle's exterior appears ordinary, but its deeper chambers reveal advanced technology left behind by the Brain Flayer Conquerors from another dimension. Marjaana fled her home dimension with artifacts of immense power, including the Tesserac, and now holds her ground in the Demon Realm. Gaining entry to Skyridge Castle is no simple task, but for those who seek knowledge or lost technology, it is a treasure trove worth the risk. Only the brilliant or the daring can hope to uncover its secrets.

5. Greenfort Village
Nestled on the frontier of the Dark World lies Greenfort Village, a small, isolated settlement surrounded by wild lands. Once fortified with a mighty bastion, the fort now lies in ruins, a remnant of countless conflicts. Legends tell of Ingrid's past visit to this village, and whispers say she will return in times of great strife. The nearby ancient ruins hold secrets yet uncovered, but the nights are perilous as demon wolves roam freely. For those who value exploration and quiet beginnings, Greenfort offers the chance to build a legacy from humble roots.

6. The Magma Zone
In the fiery depths of the Dark World lies the Magma Zone, a searing hellscape where rivers of lava carve the landscape. This burning plain is ruled by Astaroth, the "Queen of the Inferno," whose power keeps rival factions at bay. While Astaroth often ventures into the Human World in search of worthy opponents, her right-hand demoness, Wester, ensures the Inferno remains secure. The heat and hostility of this land are not for the faint of heart, but for demons of fire and fury, it is a crucible where legends are forged.

Species:

You stand at a pivotal crossroads, Jumper. Here, you must choose the foundation of your being, the very essence of your demonic nature. Choose wisely, for your origin will shape your powers, your role in the Demon Realm, and the very way you interact with the world.

You can select a single race, or if you wish to create a truly unique being, you may be a hybrid race—but there are limitations. You cannot combine living demons and undead demons, as their natures are too fundamentally opposed to coexist harmoniously.***The cost will be the base cost of the races you wish to be a part of +100 CP.***

Race Selection: Living Demons

In the vast and diverse Demon Realm, the choice of your race will shape the core of your identity and the abilities you bring to the battlefield. Each race offers its own unique strengths, cultural heritage, and relationship with the Demon Realm's intricate hierarchy. Here, you will decide what kind of living demon you are, starting with the most common of our kind: the humanoid demons.

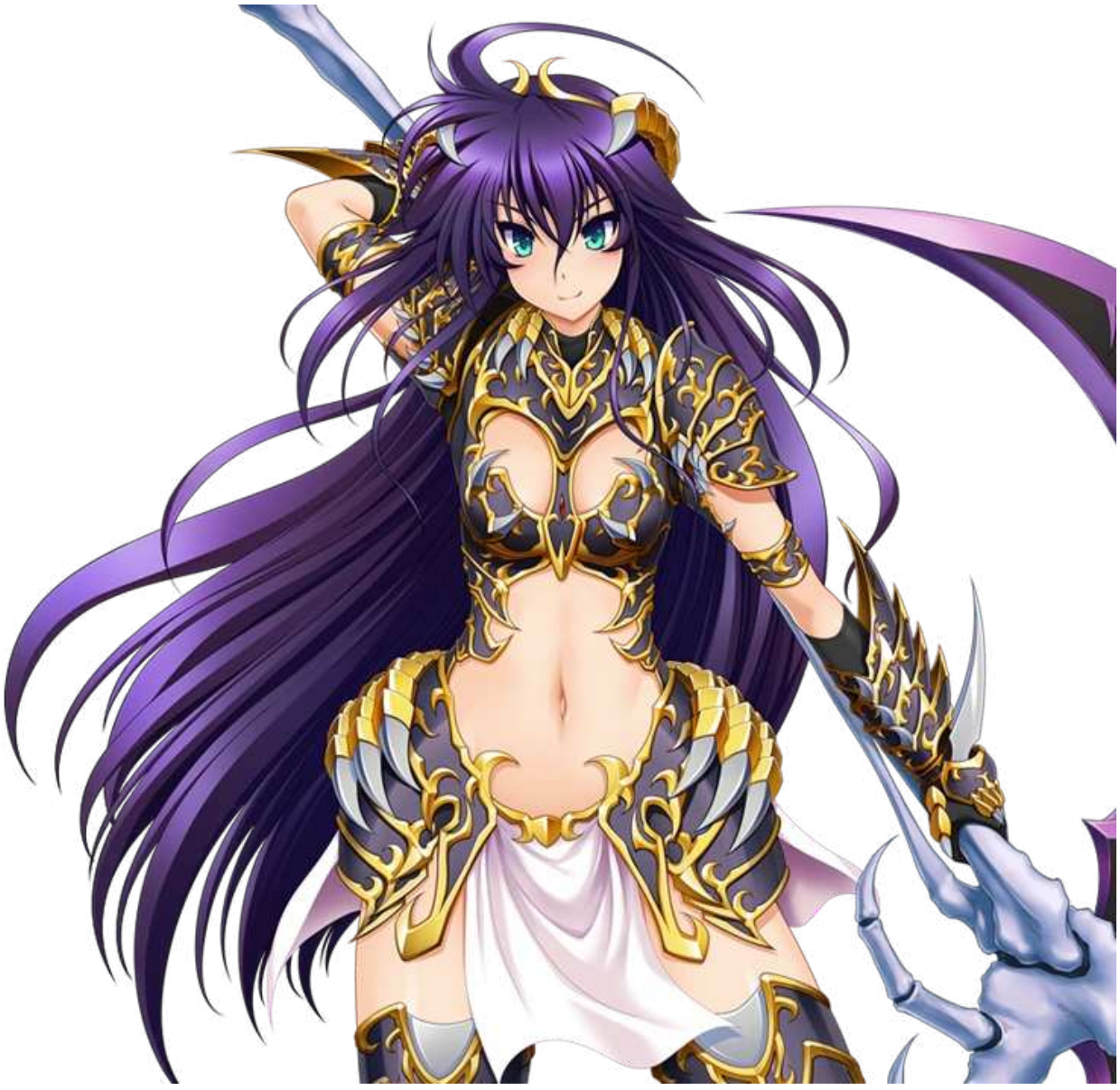
1. Common Humanoid Demons [Free]
The common humanoid demons are the backbone of the Demon Realm, forming the majority of its population. Their appearance closely resembles that of humans, with only subtle features—such as pointed ears, elongated canines, or glowing eyes—hinting at their demonic nature. However, there are some among them with round ears, a rare trait that sets them apart and sparks speculation about their lineage or the true breadth of demon evolution.

These demons are known for their versatility, as their human-like mentality allows them to adapt to various roles within demon society, whether as warriors, mages, artisans, or rulers. While they may lack the raw power or unique traits of other demon races, their adaptability and balanced abilities make them a formidable force. Many humanoid demons strive for greatness, seeking to prove that their seemingly unremarkable origins do not limit their potential.

Powers and Abilities:

Capability to Learn Magic: Humanoid demons excel in mastering a wide array of magical disciplines, making them valuable assets in both combat and strategy

Enhanced Physical Abilities: Though they resemble humans, their strength, speed, and resilience are significantly heightened, allowing them to stand toe-to-toe with even the most fearsome adversaries.



2. Amazons [100 CP]
The Amazons are a legendary tribe of demons in the Dark World, revered and feared for their unmatched physical prowess and towering forms. These mighty warriors stand apart from other demon races due to their extraordinary strength and resilience, which have made them symbols of raw, unyielding power. Amazonian demons are known for their large, imposing bodies and unparalleled combat abilities, making them a force to be reckoned with on any battlefield.

However, what they possess in physical might, they lack in magical aptitude. Unlike many demon races, Amazons are unable to wield magic by default, relying instead on their brute strength and combat training. This limitation has never hindered their success, as their sheer physical power is more than sufficient to crush most foes who dare to stand against them.

Powers and Abilities:
Extreme Physical Strength: Amazons possess more raw power than nearly any other demon race, enabling them to overwhelm enemies with devastating force.

Large and Durable Bodies: Their size and durability make them incredibly difficult to injure, allowing them to shrug off attacks that would cripple lesser beings.



3. Beastmen [200 CP]
The Beastmen, also known as Juujin, Therianthropes, or Demibeasts, are a unique and diverse group of demons in the Dark World. Known for their animalistic features and transformative abilities, these demons are a bridge between the feral power of beasts and the refined intellect of humanoids. While they appear mostly human, with subtle traits like animal ears, tails, or sharp claws, they can unleash their full potential by transforming into hybrid or even fully animal forms, depending on their chosen beast type.

Beastmen are not a single race but a genus encompassing countless subtypes, each tied to a specific animal lineage. Whether it's the ferocity of a tiger, the cunning of a fox, or the unyielding strength of a bear, your choice of animal form defines the essence of your abilities and personality. This versatility makes Beastmen a force to be reckoned with, especially in combat, where their transformations give them an edge over many foes. Chooce one.

Powers and Abilities:
Transformation: Beastmen can shift into a half-animal hybrid or a full animal form, amplifying their combat prowess and reflecting the unique traits of their chosen beast. They can also disguise themselves as fully human, making them exceptional infiltrators.

Above-Human Strength: While not overwhelmingly powerful, their strength surpasses that of humans, giving them a natural advantage in physical confrontations.

Superhuman Durability: Their tough bodies allow them to shrug off bullets and endure heavy blows, making them remarkably difficult to take down.
Versatile Weapon Use: Beastmen are proficient in using complex weapons and firearms, and their physicality allows them to master a variety of combat styles with training.

4. Elf / Dark Elf [200 CP]
The Elves and Dark Elves of the Demon Realm are an ancient and distinguished race, known for their elegance, intelligence, and mastery of the magical arts. These humanoid demons, with their pointed ears and striking features, are deeply connected to the elemental forces of the world. Whether you choose to embody the serene purity of an Elf or the shadowy allure of a Dark Elf, you will carry the legacy of a race that balances magical finesse with a sharp eye for battle.

Elves and Dark Elves are renowned for their command of elemental magic, able to manipulate fire, water, earth, and air with ease. Their bond with nature allows them to summon and control Earth Spirits, animating plants to aid them in combat or other tasks. This connection to the elements makes them both formidable opponents and invaluable allies, especially in their ability to heal themselves and others using their magic.

In addition to their magical capabilities, these demons excel in archery, wielding bows with precision and grace that rivals the finest marksmen. Though their physical strength is no greater than that of humans, their agility and keen senses more than compensate for this limitation. When casting spells, Elves and Dark Elves can also transform their attire or summon a magical staff, a skill that speaks to their natural affinity for style and practicality even in the heat of battle.

Powers and Abilities:

Elemental Magic: Proficient in manipulating the elements, casting basic but versatile spells of fire, water, earth, and air.

Summon Earth Spirits: Able to summon and control Earth Spirits, animating plants to fight or perform other tasks at their command.

Costume Transformation: During magic use, they can conjure clothing or a staff from thin air, showcasing their innate magical creativity.

Healing Magic: Skilled in restorative spells, they can heal wounds and cure ailments for themselves and others.

Archery Mastery: Exceptional archers, capable of firing arrows with deadly precision.

Human Strength: While physically no stronger than humans, their agility and refined abilities give them a distinct edge.

Choosing to become an Elf means embracing the path of elegance, wisdom, and light, while becoming a Dark Elf takes you into the realm of mystique, power, and cunning.



5. Oni [300CP]
The Oni are among the most storied and formidable races of the Demon Realm, embodying both physical power and cunning intellect. Known for their resilience, traditionalism, and mastery of combat, Oni are often sought after as elite mercenaries or stalwart guardians. Their reputation as warriors of unparalleled might makes them both respected and feared across the Dark World.

Typically humanoid in appearance, Oni are distinguished by their horns, which symbolize their strength and status. Their size and demeanor vary depending on their rank within their tribe. Lower-ranking Oni tend to be more animalistic, driven by primal instincts, while the higher-ranking Oni exhibit sophistication, intelligence, and often don traditional armor or *Noh* masks to channel their powers.

Powers and Abilities:

Tool Use: Oni utilize *Noh* masks and traditional armaments. The masks serve to suppress or influence their emotions, granting them unparalleled control over their mental state and allowing them to focus on strategy or unleash fury when necessary.

Enhanced Physical Abilities: Oni are among the physically strongest beings in the Demon Realm, capable of overpowering most adversaries with brute strength alone. Their power is often compared to that of the most advanced Taimanin technology.

Berserk Mode: Higher-ranking Oni can unleash a berserk state, temporarily multiplying their strength, speed, and endurance beyond limits. However, this state comes with the risk of physical and mental collapse.

Traditional Combat Expertise: Oni excel with traditional weapons such as clubs, spears, and swords, combining their physical might with centuries of combat knowledge.

Magic Proficiency: While not as adept as dedicated magic users, powerful Oni can channel elemental or demonic magic to enhance their abilities or attack from a distance.

6. Merfolk [300CP]
The enigmatic Merfolk of the Demon Realm are creatures of duality—graceful and serene beneath the waves, yet fearsome predators to those who wander too close. While their reputation often paints them as cunning hunters who lure prey into the sea, not all Merfolk embrace such practices. Many are peaceful, social beings who prefer to live harmoniously within their aquatic communities, far removed from conflict.

Merfolk thrive in the vast oceans of the Dark World, where they are formidable warriors and magic users, their strength amplified by the water that surrounds them. However, their dominance wanes on land, as they must adopt the form of other demons or humans to move among terrestrial beings. Though their abilities are diminished in this state, their resourcefulness and adaptability remain invaluable assets.

Powers and Abilities:

Underwater Movement: In their natural aquatic environment, Merfolk move with exceptional speed and precision, making them nearly impossible to catch or outmaneuver.

Underwater Breathing: As beings of the sea, Merfolk can remain submerged indefinitely, breathing effortlessly beneath the waves.

Poison: Merfolk possess a natural toxin that paralyzes their victims, a trait often employed in their hunts or battles.

Transformation: To traverse the land, Merfolk can transform into a humanoid form, taking on the guise of another demon or human. While in this form, they lose much of their combat prowess but gain the ability to interact with land-dwelling creatures.

Magic Proficiency: While not as adept as dedicated magic users, powerful merfolk can channel elemental or demonic magic to enhance their abilities or attack from a distance.

6. Incubus / Succubus [400 CP]
Among the higher-ranked demons of the Dark World are the Incubi and Succubi, collectively known as Inma or Lewd Demons. These enigmatic and alluring beings command a unique and potent form of power—one that merges magic with an irresistible charm. Whether you walk this path as a Succubus, embodying the allure of femininity, or as an Incubus, wielding the seduction of masculinity, your abilities are tailored to control and manipulate the desires and dreams of others. Your version will depends on your gender.

Succubi and Incubi are masters of vitality manipulation, capable of draining life energy through intimate encounters or even subtle contact. This ability not only weakens their targets but also empowers them, sustaining their vitality and amplifying their magical prowess. Their dominion extends into the realm of dreams, where they can infiltrate the subconscious minds of mortals, crafting dreamscapes that enthrall, terrify, or exhaust their victims, sometimes to the point of death.

Beyond their enchanting presence, these demons are gifted in magic and possess the power of flight. Their innate magical abilities are versatile, allowing them to cast a range of spells that complement their otherworldly charm. Whether soaring gracefully through the skies or weaving illusions to beguile their foes, Incubi and Succubi are as dangerous as they are captivating.

Powers and Abilities:

Vitality Drain: Extract life energy from humans, weakening them while enhancing your own strength and magical capacity.

Dream Manipulation: Enter and alter the dreams of others, creating scenarios to enthrall or harm them.

Flight: Glide effortlessly through the skies, showcasing your grace and freedom.

Magic Proficiency: Possess versatile magical abilities, with a focus on enchantments and illusions.

7. Vampire [400 CP]
The Vampires of the Demon Realm stand as aristocrats of the night, wielding ancient and formidable powers that make them both feared and revered. With their sharp intellect, unyielding resilience, and mastery over both physical and magical abilities, Vampires are among the most potent races within the Dark World. To choose this path is to embrace a legacy of power, elegance, and an insatiable thirst for blood.

Vampires are defined by their connection to magical blood, a source of immense power and adaptability. By consuming blood, they not only sustain their existence but also enhance their already formidable abilities. Their capacity for regeneration is unparalleled, allowing them to recover from injuries that would be fatal to most other beings, save for specific weaknesses or countermeasures that disrupt their healing.

Powers and Abilities:

Magical Blood: Your blood carries unique magical properties, amplifying your power and enabling potent blood-based spells.

Blood / Energy Drain: Absorb blood from others to sustain yourself and enhance your abilities.

Shape-shifter: Transform into animals, alter your appearance, or partially morph for strategic advantages.

Regeneration: Heal rapidly from injuries, including the restoration of lost limbs, unless countered by specific items or abilities.

Magic Proficiency: Command various types of magic, with a focus on blood and mist manipulation.

Flight: Take to the skies, either by manifesting wings or magical levitation.

Possession: In rare cases, take control of corrupted bodies, adding asinister edge to your influence.

Enhanced by Blood: All your powers are magnified when exposed to fresh blood.

8. Dragonfolk [600 CP]
The awe-inspiring Dragonfolk are the rare offspring of mighty dragons and other beings, bearing the unparalleled legacy of draconic bloodlines. Revered and feared in equal measure, these beings embody a potent mixture of calm wisdom and devastating power. Residing within the secluded regions of the Dark World, Dragonfolk prefer solitude and tranquility, yet their formidable abilities often make them the target of interest from other demon races.

While Dragonfolk are typically composed and measured in their actions, their wrath is a force of nature, capable of bringing ruin to even the mightiest foes. As inheritors of draconic might, they stand apart as some of the most powerful beings within the Demon Realm.

Powers and Abilities:

High Physical Ability: Dragonfolk possess unmatched strength, speed, and resilience, making them formidable opponents in any battle. Their physical prowess rivals, if not surpasses, that of the most elite demons.

Dragon Abilities: Their draconic heritage grants them extraordinary capabilities, including breath attacks, elemental manipulation, and the ability to channel raw dragon energy in combat. The specifics of their abilities depend on their individual lineage. Choose one element.

Flight (Optional): Some Dragonfolk are blessed with wings, granting them the power to soar through the skies and dominate the battlefield from above.

Long Lived: As descendants of dragons, they enjoy significantly extended lifespans, allowing them to accumulate vast knowledge and experience over the centuries.

Race Selection: Undead Demon

Among the myriad beings that call the Demon Realm home, none are as enduring or mysterious as the Undead Demons. These creatures, who have defied the finality of death, exist in a state between life and the abyss, their very presence a testament to the power of necromancy and unyielding will. Undead Demons are often viewed with a mixture of fear and reverence, their existence serving as a grim reminder of death's tenuous grasp on the eternal.

1. Will-o'-Wisp [100CP]

Ah, the enigmatic Will-o'-Wisp, a rare and spectral kind of demon, shrouded in mystery and bathed in ethereal flame. These beings embody a ghostly allure, often mistaken for lost souls wandering through the shadows of the Dark World. In truth, Will-o'-Wisps are clever and cunning, their abilities rooted in manipulation, evasion, and raw elemental power. Their flames can both mesmerize and devastate, making them unpredictable and dangerous adversaries or allies.

Powers and Abilities:

Ethereal Flame: Emit ghostly blue or green flames that can burn both physically and spiritually. These flames are especially effective against otherworldly beings or magic users.

Levitation: Float effortlessly above the ground, granting exceptional mobility and access to hard-to-reach places.

Illusion Manipulation: Create illusions using their ghostly light, capable of deceiving enemies or leading them into traps.

Intangible Form: Temporarily shift into a near-intangible state, making them immune to physical attacks for a brief time.

2. Zombie [100CP]
Oh, the Zombie—a demon born of death yet bound by unyielding persistence, refusing to rest even in the embrace of the grave. As a Zombie, you embody the raw, tenacious spirit of the undead, rising again and again no matter how many times you are struck down. You are a testament to resilience, a relentless force that marches forward regardless of the odds.

You may lack the refinement of the higher demon classes or the elegance of those who manipulate magic with ease, but you are a survivor, plain and simple. The world underestimates you at its peril, for Zombies are far more than shambling corpses. Beneath your decayed exterior lies strength, grit, and an unquenchable hunger—be it for flesh, vengeance, or sheer survival.

Powers and Abilities:

Undying Tenacity: Death is a temporary inconvenience. Your body, though imperfect and decayed, continues to function even after suffering severe damage. Lose an arm? You'll keep swinging. Get pierced through the heart? Keep marching. Only through destruction of your brain or magical obliteration can you truly be stopped.

Regenerative Decay: Your wounds may not heal conventionally, but they knit themselves together in time, albeit imperfectly. Limbs can be reattached, gaping holes can be patched, and damage that would kill a mortal merely slows you down.

Infectious Bite: When all else fails, your teeth become a weapon. Those who fall victim to your bite risk being turned into mindless undead or, in rare cases, joining the ranks of your kind with their memories and abilities intact. Use this gift wisely, for creating allies—or chaos—comes at a price.

Enhanced Strength: Despite your deteriorated form, your muscles retain far greater strength than they had in life. This makes you a formidable foe in combat, capable of tearing through walls or enemies with sheer brute force.

Immunity to Pain and Fatigue: Unlike the living, you do not feel pain, nor do you tire. No matter how long the battle rages, you will endure while your enemies falter.

Fear Aura: Your very presence unsettles the living, instilling terror in weaker foes and causing hesitation even in the brave. The sight of your decayed visage and your unnatural movements serves as a grim reminder of mortality.

Scent of Death: You are often mistaken for prey—but that is your advantage. Your scent masks your approach, and your cunning allows you to ambush opponents who mistake you for a mindless corpse.



3. Yuki-Onna [200CP]
Ah, the Yuki-onna—a figure of haunting beauty and chilling majesty. Among the ranks of undead demons, Yuki-Onna stand apart, embodying the elegance of frost and the cold certainty of death. These beings are more than mere specters; they are the frozen breath of winter incarnate, a reminder that even the fiercest fires of life are no match for the icy hand of mortality.

To become a Yuki-Onna is to embrace the eternal stillness of the frost, a state of being that transcends the petty concerns of the living. Your essence is tied to the snow and ice of the Demon Realm, and your presence heralds the quiet, inevitable hush of a winter's final snowfall. Do not mistake your coldness for cruelty—yours is a beauty and power that commands awe and reverence, a force that shapes the world as it halts its chaos in frozen perfection.

Powers and Abilities:

Frost Manipulation: With a mere whisper, you summon ice and snow, shaping them to your will. Be it creating deadly ice spears or forming protective barriers, the cold bends to serve your desires. The frost is your ally, your armor, and your weapon.

Glacial Presence: The air around you chills to a deathly stillness, sapping the strength of foes and slowing their movements. Your enemies will falter, their vigor stolen by the relentless grip of your aura.

Ethereal Frostform: As an undead being, your body is a vessel of ice and spirit. You can fade into a storm of snowflakes or glide as a mist across the frozen ground, untouchable and unyielding.

Soulbinding Chill: Your touch carries the frost of the afterlife, freezing the very essence of those you encounter. Be it a mortal’s body or a demon’s spirit, your chill is a mark of their undoing, leaving them either paralyzed in awe or shattered into icy remnants.

Glacial Regeneration: Though no longer among the living, your icy essence allows you to reform your body should it be damaged. As long as ice exists, you can mend and return to your haunting splendor.

4. Dullahan [200CP]
The Dullahan stands as a fearsome and enigmatic figure among the undead demons. Where others may flaunt beauty or charm, you embody dread and authority. Proud and unyielding, you stride through the Demon Realm as an emissary of inevitability, a harbinger of doom whose power is etched into the annals of demonkind. To become a Dullahan is to wield death itself as both weapon and shield, a role not granted lightly.

Your existence is a testament to your indomitable will—severed from mortality, you carry your head as both a symbol of your independence and a terrifying reminder to those who stand against you. Few dare to look upon the detached visage of a Dullahan without their courage faltering. You are not a servant of fate but a wielder of it, carving paths of fear and respect wherever your headless form treads.

Powers and Abilities:

Headless Sovereignty: Your missing head is your greatest strength. You can detach it at will, allowing it to act independently. Whether as a scout, a tool of intimidation, or even a weapon, your head is both a sentinel and a symbol of your dominance.

Phantom Steed: The Dullahan is rarely seen without its spectral mount—a horse born of nightmares and shadows. This that you can summon at will is a steed that can carry you swiftly across the battlefield and through dimensions, its fiery eyes piercing the darkness.

Soul Reaper's Strike: Your weapon, be it a whip, sword, or scythe, is infused with the energy of death itself. Each strike carries the weight of the inevitable, capable of severing not only flesh but the ties that bind soul to body.

Undying Resolve: As an undead demon, you cannot be permanently destroyed by conventional means. Severed limbs or injuries are mere inconveniences, and you regenerate quickly as your spectral essence reforms.

Decapitating Precision: With or without your head, you wield unmatched skill in combat. Your strikes are calculated and precise, as though guided by the very hand of death.

5. Grim Reaper [400CP]
Ah, the Grim Reaper—a truly distinguished class of demon, revered and respected for their noble role in the eternal cycle of life and death. As a Grim Reaper, you are not merely another denizen of the Demon Realm but a crucial figure, an arbiter of fate, standing on the threshold between existence and oblivion. What higher calling could there be than to shepherd souls to their rightful rest or punishment?

Your kind are not mere harbingers of doom, as the mortals so often misinterpret, but the elegant stewards of balance and order. The Grim Reapers are demons of immense dignity and purpose, their work ensuring the Demon Realm and mortal planes alike remain uncorrupted by the chaos of wandering souls. They walk unseen among the living, their presence a whisper of inevitability, a reminder that all things must end.

Powers and Abilities:

Soul Collecting: As a Grim Reaper, you wield the sacred ability to harvest and guide the souls of the deceased. With a touch, you sever the mortal threads binding a soul to its earthly vessel, ensuring its passage to the afterlife. Whether by scythe or staff, your tools are extensions of your will, precision instruments of divine purpose.

Invisibility: Mastery of concealment is your birthright. You can render yourself unseen to mortal eyes, walking unnoticed among the living. However, those whose time approaches will sense your presence regardless of your concealment. Should you desire, you may cast aside this veil and reveal your commanding presence in full.

Ethereal Step: Move seamlessly between the mortal plane and the liminal spaces of the afterlife. No door, wall, or boundary can impede your journey, for the pathways of death are yours to tread.

Aura of Mortality: Those who gaze upon you feel the weight of their mortality, an unshakable understanding of life's fragility. This aura can weaken the resolve of even the strongest foes, making them falter in your presence.

Necrotic Magic: You wield magic drawn from the essence of death itself, capable of banishing the undead, manipulating shadows, or laying curses that sap life and vitality from your enemies.

Ageless Vigilance: Time holds no sway over you. Your form remains unchanging, untouched by the years, a constant in a world of ceaseless decay.



6. Ayakashi [400CP]
Among the many proud and illustrious beings of the Demon Realm, the Ayakashi stands apart as a creature of mystique and ancient power. Neither wholly spirit nor demon, you embody the convergence of supernatural forces. Ayakashi are ethereal manifestations of nature's wrath, legends given form, and the living embodiment of folklore's darkest fears. As an Ayakashi, your very existence commands reverence, as your presence weaves the line between fearsome and awe-inspiring.

You are more than a mere demon—you are a guardian of ancient traditions, a harbinger of nature's vengeance, and a reminder of the perils mortals face when they disrupt the balance of the world. To claim the title of Ayakashi is to embrace a legacy of shadow and enigma.

Powers and Abilities:

Ethereal Form: Your body is a vessel of pure spiritual energy. While you appear corporeal, you can shift into a spectral form to evade attacks, pass through barriers, or remain untouchable to physical weapons.

Nature's Wrath: You are intrinsically tied to the elements of the natural world. Whether summoning storms, commanding wildfires, or rousing forests to act on your behalf, the environment becomes your ally and weapon. choose one element to control.

Phantom Presence: Mortals and lesser beings sense your presence instinctively. Your very aura causes unease, as though the world itself is whispering warnings of your arrival.

Curseweaving: You possess mastery over powerful curses. With a glance, you can afflict your enemies with maladies ranging from ill fortune to debilitating sickness, turning even the mightiest foes into shadows of their former selves. Shapeshifting: As an Ayakashi, your form is fluid. You can take on terrifying or alluring appearances, ranging from a monstrous beast to a charming figure of beauty, all depending on how you wish to interact with the world.

Longevity and Resilience: Your existence transcends time. Injuries fade like the morning mist, and age does not touch you. You are as eternal as the forces of nature you embody.

Illusions of Terror: Ayakashi are masters of deception. You can manipulate reality itself in the eyes of your enemies, creating visions that instill fear, confusion, or despair.

Soul Binding: You have the ability to bind the souls of others to objects, locations, or even yourself. This power can imprison, protect, or enslave, depending on your will.



7. Wraith [600CP]
Wraiths, the undying forces of the Dark World, are formidable beings of shadow and sorrow. Their very existence is one steeped in the macabre, drawing upon the energies of death itself. As a Wraith, you are not bound by the mortal constraints of time or flesh. You are an ancient entity, a being of decay and rebirth, whose powers can manipulate death in ways that unsettle even the most powerful of demons.

Your agelessness is your gift and your curse. You are a being of eternity, and with it comes an unfathomable understanding of the world's most hidden and dangerous secrets. It is no wonder that those who command the Dark World seek to control Wraiths, for their mastery over life and death is unmatched, and their armies of the undead can reshape entire battlefields.

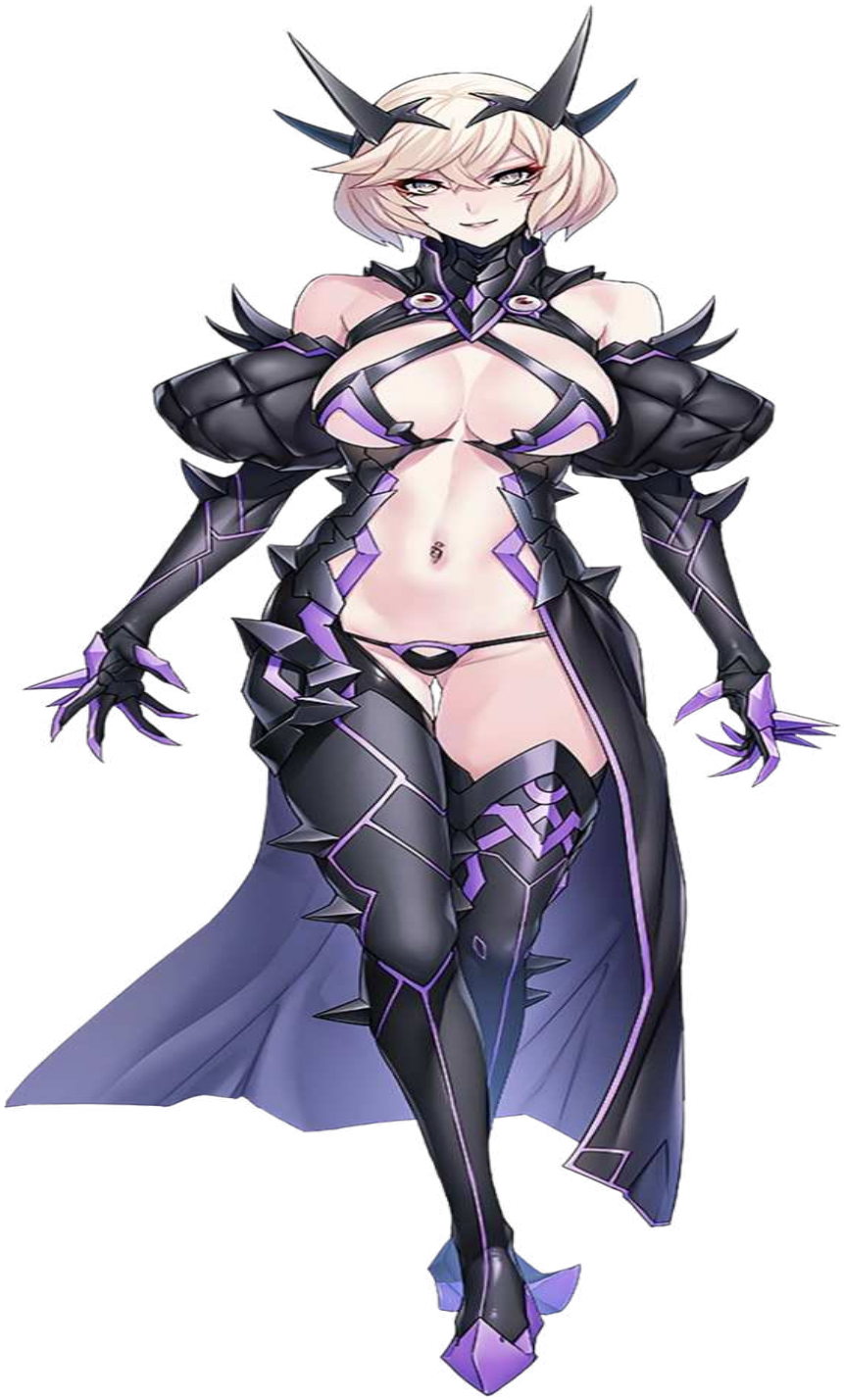
Powers and Abilities:

Raising the Dead: You possess the terrifying ability to reanimate the dead, turning fallen enemies into loyal zombies, ghosts, and skeletons. With the mere touch of your hand, any corpse can be risen to serve your will, their minds stripped of all but a single purpose—serving you.

Zombie Control: With your mastery over Miasma, you can exert absolute control over the undead you raise. Zombies, no matter their former state or strength, become your puppets—compelled to do your bidding without hesitation or mercy. Miasma Manipulation: Your connection to Miasma allows you to corrupt and manipulate the souls of others, converting them into obedient servants or imbuing them with your will. This power can extend to lesser demons, humans, or even powerful beings such as knights or Taimanin, turning them into more powerful wraiths under your command.

Immortality: Your body is ageless and eternal. As a Wraith, you do not succumb to aging or disease. Wounds inflicted upon you regenerate with chilling speed, and you can endure the ravages of time without ever showing a trace of wear.

Soul Manipulation: With the mastery of your abilities, you can manipulate the souls of others—trapping them in the bodies of the undead or sending them to realms beyond. Souls under your control can be reshaped and bound to your will, either to serve you or to be consumed for po**wer.**



Origins:

In this realm, your form is your choice. You may embrace the power and beauty of a female demon at no cost, or, if you desire the mantle of a male demon, you may pay 50 CP to claim it. Age begins at 11 + 1d20, for even in youth, demons grow strong and cunning swiftly. No matter your origin, you may also choose to begin as a Drop-In, arriving in the Demon Realm without connections or prior history, ready to forge your path anew. Below are the origins from which your journey will spring forth also some origines will have variances choice one if they have any:

1**. Knights**

The Knights are an elite group of powerful warriors in the Demon Realm, unified in their mission to maintain order, enforce the will of their lords, and protect the balance of the Dark World. There are two variances.

Hell Knights

The Hell Knights serve as paragons of discipline and strength, chosen to defend the coalition of the 9 Noble Demon Families. They are warriors of unparalleled skill, capable of destroying entire clans or slaying mighty dragons, acting as both agents of authority and embodiments of pride. Whether they fight for noble causes or personal ambition, they represent the absolute power of the Demon Realm.

Revenant Knights [Limited to Undead Daemon]

The Revenant Knights, bound by an unholy pact with their Corpse Lords, exist between life and death, resurrected from the ashes of their former selves. They are sworn to their dark masters, serving with unwavering loyalty, and exerting an iron grip over their enemies. Though they share a bond of duty with the Hell Knights, their undead nature and allegiance to the Corpse Lords set them apart, making them instruments of terror and enforcement in the realm of shadows. Whether as living champions or undead specters, the Knights are both the sword and the shield of the Dark World.

2. Assassin Guild

The Assassin Guild is a secretive and lethal network of killers, comprised of various demon tribes, including Demon Ninjas, who execute their missions with stealth and precision. Operating under a strict code, they maintain their position of power by working in the shadows for the highest bidder, executing jobs that range from assassination to sabotage. Despite their bloody profession, they are respected by the 9 Noble Demon Families for their loyalty and discretion. Becoming a part of this guild means mastering the silent strike and embracing a life of wealth, infamy, and danger. Among the guild's ranks. There are three variances here:

Hunters

Hunters are known for their unparalleled skill in the art of killing. Whether through ruthless efficiency or relentless pursuit, they are unmatched in their ability to take down targets, no matter how elusive or powerful.

Ryoumanin

The Ryomanin, a clan of demon ninjas hailing from Taimanin families, are the dark counterparts of their human world counterparts, having moved to the Demon Realm centuries ago. They have embraced their new powers, using them to protect good demons and themselves, although their mistrust of Taimanin often keeps them at arm's length from their human counterparts.

Infiltrators

The Infiltrators, ever the masters of subterfuge, specialize in blending into enemy territories and gathering crucial intelligence without detection. They thrive on secrecy, and their ability to walk unseen in the darkest corners of the Demon Realm makes them invaluable assets in the guild's network of spies and assassins.t.

3. Magical Guild

The Magical Guild is a sanctuary for demons of unparalleled intellect and mastery over the arcane. Here, magicians and witches dedicate their immortal lives to unraveling the infinite mysteries of magic, transforming raw energy into spells of breathtaking power and precision. From weaving intricate illusions to summoning infernal forces or conjuring destructive storms, these masters of magic wield their craft as an extension of their will. While they may lack the raw strength of other demon races, their boundless cunning and adaptability make them formidable adversaries and invaluable allies. To be part of this guild is to embrace the limitless potential of magic, shaping the fabric of reality itself. There are 3 variance:

Clerics

The Clerics are a rare breed within the guild, devoted to healing and restorative magic. They use their profound abilities to mend the wounded, cleanse curses, and provide support to their allies in battle. Though often underestimated, their role is vital, as they preserve the strength and spirit of those who fight for the Demon Realm.

Magicians

Magicians are the quintessential masters of arcane knowledge. With a deep understanding of spells and the forces that govern the Demon Realm, they push the boundaries of what magic can achieve. Whether crafting enchantments, unraveling mystical barriers, or commanding the battlefield with devastating precision, they stand as the embodiment of intellectual and magical supremacy.

Magical Girls

Magical Girls, ironically named, are among the most vibrant and enigmatic members of the guild. These demons channel raw magical energy into dazzling displays of power, their transformations and radiant attacks embodying the full creativity of magic. Fierce and whimsical, they dominate the battlefield with their unpredictability and flair.

4.Criminal Guild

Infamously known as the Red Hood Gang or Red Clan, embodies chaos, greed, and savagery within the Demon Realm. Composed of demons from various tribes, this syndicate thrives on mercenary work, brutality, and underhanded schemes. Their reputation for unrelenting cruelty and their readiness to betray even their closest allies ensure that they are both feared and despised, even among other demons. To join their ranks is to forsake honor, embracing a life of treachery, blood, and power. For those driven by wealth, ambition, or sadistic pleasure, the Criminal Guild offers boundless opportunities and countless enemies.

Scientists

The Scientists bring a sinister intellect to the Red Clan. These devious minds focus on experimenting with magic, alchemy, and the corruption of life itself. From creating forbidden potions to forging monstrous hybrids, their unholy creations fuel the gang's power and leave devastation in their wake.

Pimps

The Pimps manipulate desire and control the Demon Realm's dark underbelly of pleasure and vice. Through charm, coercion, and sheer force, they exploit others for profit, wielding influence over the most depraved corners of society. Their operations ensure a steady flow of resources while tightening the gang's grip on the shadows.

Torturers

The Torturers revel in agony, perfecting the art of inflicting pain for interrogation, intimidation, or sheer sadistic delight. Masters of suffering, they extract information and crush spirits with terrifying precision. Their work ensures loyalty within the gang and fear in anyone daring to oppose them.

5. Kings and Queens [600CP]
To be a King or Queen is to hold dominion over the Demon Realm itself—or, at least, a significant part of it. These are demons who have earned noble titles through heritage, conquest, or sheer force of will. They command legions, influence the great families, and shape the realm's future with every decision. This path is for those who dream not of serving but of ruling, carving their legacy into the annals of demonic history. With power comes responsibility, as rivals and conspirators will never rest in their attempts to unseat you. Can you hold your crown against the tides of ambition and rebellion, or will your rule crumble into dust?

Choose your origin wisely, Jumper. Whether you walk the path of the warrior, the shadow, the brigand, or the sovereign, your choices will shape the fate of the Demon Realm itself. Prove your worth, for in our world, pride is not given — it is earned.



Perks:

Perks of teh same origin are discounted and 100Cp discounted perks are free.

General:

Lilith Beauty [Free]
Just like many characters in this world, you have an appearance that turns heads. You start with a minimum attractiveness of 8/10 and have the freedom to choose any body shape you prefer. Given the hentai game influences of this setting, you can select a body type ranging from a loli-like figure, akin to Yukikaze, to a more voluptuous form with large, head-sized breasts, similar to Igawa Sakura. Additionally, as a bonus, your body will remain attractive at all times—sweat will enhance your appeal, and any dirt or filth will be easily washed away.

Mana [Free/200CP for Amazon]
As a demon, your power stems from the vast reserves of mana inherent to your infernal being. Unlike lesser creatures who rely on artifacts or external sources, your mana flows directly from your dark essence, amplifying your destructive capabilities. Your spells strike with terrifying force, scorch with unholy intensity, and annihilate with unparalleled efficiency. This intrinsic bond to mana marks you as a force of pure, devastating power among your kin.

Hentai Armor [Free/100 CP]
In the Demon Realm, revealing armor isn't just a fashion statement—it's a testament to your mastery of dark enchantments. Crafted from demonic energy, your armor offers absolute protection, regardless of its scant appearance. Heavy armor absorbs physical damage with ease, while arcane robes shield against elemental assaults. During your time in this realm, this protection comes at no cost. Should you wish to carry this infernal style to other worlds, it will require 100 CP, ensuring you can continue to embody the perfect blend of deadly elegance and invulnerability.

Demonic Wit [100 CP]
Where many demons fall prey to arrogance and impulse, you are a beacon of cunning and rationality. Your sharp mind allows you to navigate complex schemes, avoid blatant traps, and outwit foes who underestimate you. Your decisions are calculated, your strategies flawless, and your demeanor calm even in the heat of chaos. Others look to you for leadership, recognizing your sharp intellect as a rare treasure in a realm often ruled by brute force and chaos.

Immaculate Form [100 CP]
No matter how brutal the battle or filthy the conditions, your demonic body remains untouched by grime or blood. Any filth is swiftly rejected, leaving your skin pristine and your armor gleaming. Your hair flows like an untainted river of shadows, and your aura remains commanding and majestic. No matter the horrors of war, you stand as a radiant example of demonic perfection, a visual testament to your otherworldly superiority.

Unyielding Flesh [200 CP]
Your body is a fortress, forged by the fires of the underworld. Blades shatter against your skin, magical attacks barely leave a mark, and the harshest punishments are but fleeting discomforts. When injured, you recover at an astounding rate, leaving no scars to mar your infernal beauty. Where others falter, you rise, your resilience a reminder of your demonic heritage's indomitable strength.

Optimized Vitality [200 CP]
Your body is a paragon of efficiency, extracting sustenance from the simplest of sources. A single meal can restore your energy completely, while even the foulest of sustenance becomes nourishment in your hands. This unparalleled vitality ensures you remain at peak strength, prepared to dominate any battlefield with unrelenting stamina and power.

Veteran of the Abyss [400 CP]
Add centuries of battle-hardened experience to your already formidable abilities. You've faced rival demon lords, waged wars against the heavens, and survived countless betrayals. This wealth of experience sharpens your magic, hones your strategies, and tempers your will into an unbreakable force. Demons whisper your name with reverence and fear, knowing you are a master of the infernal arts, unshaken by the trials of existence. Add 100+ 3d100 to your age.

The Eternal Prisoner [600 CP]
Your legend is one of constant capture, either by rival demons, angelic forces, or even ambitious mortals. Whether for your strength, beauty, or power, you are a prize sought by many. Yet no cell can truly hold you. Though your tormentors may seek to break your body or spirit, your resolve remains unyielding. Wounds inflicted heal without a trace, and within a month, you always find a way to escape, leaving destruction in your wake. Your captors may believe they have won, but they merely delay the inevitable retribution of a demon who refuses to be subdued



Knights:

Order of Dragons [Free for Hell Knights / 200 CP for Other Variances / 400 CP for Others]
As a sworn champion of the Order of Dragons, you bear the legacy of slayers who have mastered the art of combating the most fearsome creatures in the Dark World. Upon initiation, you gain immunity to the elemental breath weapon of a specific dragon species, chosen from the myriad that roam the infernal lands. Whether it's fire, frost, poison, or lightning, their devastating breath holds no power over you.

Beyond mere survival, your training equips you with the skill and resilience to face a young adult dragon of this species in combat. Your strikes pierce their scales, your tactics counter their primal fury, and your discipline surpasses their might. To stand as part of the Order is to embody the pride and strength of those who turn the impossible into legend, earning a place among the few demons who have looked dragons in the eye—and prevailed. But you are only effective to that species of dragon; other types of dragons you are only half as effective.

Servant of the Corpse Lord [Free for Revenant Knights / 200 CP for Other Variances / 400 CP for Others]
Through a binding pact with the Corpse Lord, your existence transcends death itself. In the Dark World, no matter how grievous your demise, you will awaken the next month by their side, fully restored and ready to continue your service. This unholy resurrection is a testament to the Corpse Lord's dominion over life and death and their unwavering claim on your soul.

When venturing into future realms, this boon remains with you, albeit limited to two revivals in the void space you designate. These moments of resurrection stand as reminders of the eternal bond you share with the Corpse Lord, ensuring your presence lingers like an echo of their undying will.

Knight's Weapon [100 CP]
As a knight of the Demon Realm, you possess the extraordinary ability to summon a weapon bonded to your very soul. This weapon, uniquely yours, is more than just a tool of war—it is an extension of your being. Whether it's a mighty sword, a brutal mace, or a stalwart lance, you wield it with some proficiency , embodying the disciplined combat style of a true knight. With this bond, your strikes carry the weight of your essence, making each blow as precise as it is devastating.

Perfectly Fit [100 CP]
Through the rigorous trials of knighthood, your body has been forged into a temple of raw strength and endurance. Among demons, you are a pinnacle of physical prowess, your physique sculpted into pure muscle. Every swing of your weapon hits with tremendous force, your strikes leaving craters in the ground or shattering the defenses of lesser foes. This natural power is not only a mark of your training but also of your unyielding dedication to the path of the knight.

Simple Cantrips [100 CP]
Knights of the Demon Realm are not mere brutes; they wield both steel and spell with seamless grace. You've mastered the art of casting minor cantrips with effortless ease, allowing you to enhance your melee combat with flashes of arcane energy. Whether it's a burst of flame to disorient your opponent or a magical shield to block a strike, these simple spells become second nature in battle. Your ability to weave magic and martial prowess together ensures that you remain a force to be reckoned with in any encounter.

Loyal Subordinate [200 CP]
Among the knights of the Demon Realm, your ability to act as a trusted and capable second-in-command is unparalleled. You excel at handling tasks, gathering critical information, and streamlining decisions so that your superior can focus on the grander schemes of the battlefield or court. This talent ensures that you are indispensable to any commander or leader you serve, and your efficiency sets you apart from lesser underlings. Whether it's organizing resources, relaying orders, or making tactical adjustments, your contributions are both swift and precise, cementing your value as a loyal and skilled subordinate.

Healing Magic [200 CP]
In recent times, some demon knights have developed proficiency in restorative arts, blending their martial prowess with healing magic. You are among these rare warriors, able to mend wounds and restore vitality during or after a battle. While not as adept as dedicated healers, your competence ensures that you can stabilize allies and prolong their ability to fight. This capability not only makes you a more versatile knight but also enhances your strategic value in prolonged conflicts.

Knight's Apprentice [200 CP]
Your journey to knighthood began under the tutelage of a renowned and powerful knight who shaped your skills and strength. Under their mentorship, you mastered three martial arts of human origin, refining your combat style into something both unique and deadly. Your starting power as a knight surpasses that of your peers, making you a formidable warrior even at the outset. Additionally, your training allows you to fight against another species of dragon effectively. If you already possess the **Order of Dragons** perk, this adds another type of dragon to your expertise; if not, you can hold your own against teenage dragons of this chosen species.

Beyond Noble Authority [400 CP]
Your allegiance to your master or faction transcends the boundaries of bureaucracy and law. You are now capable of acting outside the established rules and decrees of your faction, provided your actions serve the greater good of your master or faction. This unique freedom grants you the ability to bypass red tape, defy orders from lesser nobles, and make decisive moves that others would hesitate to undertake. Your deeds may draw scrutiny, but your results always vindicate your unorthodox methods.

Traitor Hunter [400 CP]
Your ability to unearth deceit within your ranks is unparalleled. You can effortlessly detect lies, uncover hidden betrayals, and pinpoint those working against your organization or faction. Furthermore, you excel at neutralizing threats with surgical precision, ensuring no ripple effects harm the stability or morale of your allies. Whether through interrogation, observation, or direct action, your efforts keep your faction strong and free of treachery.

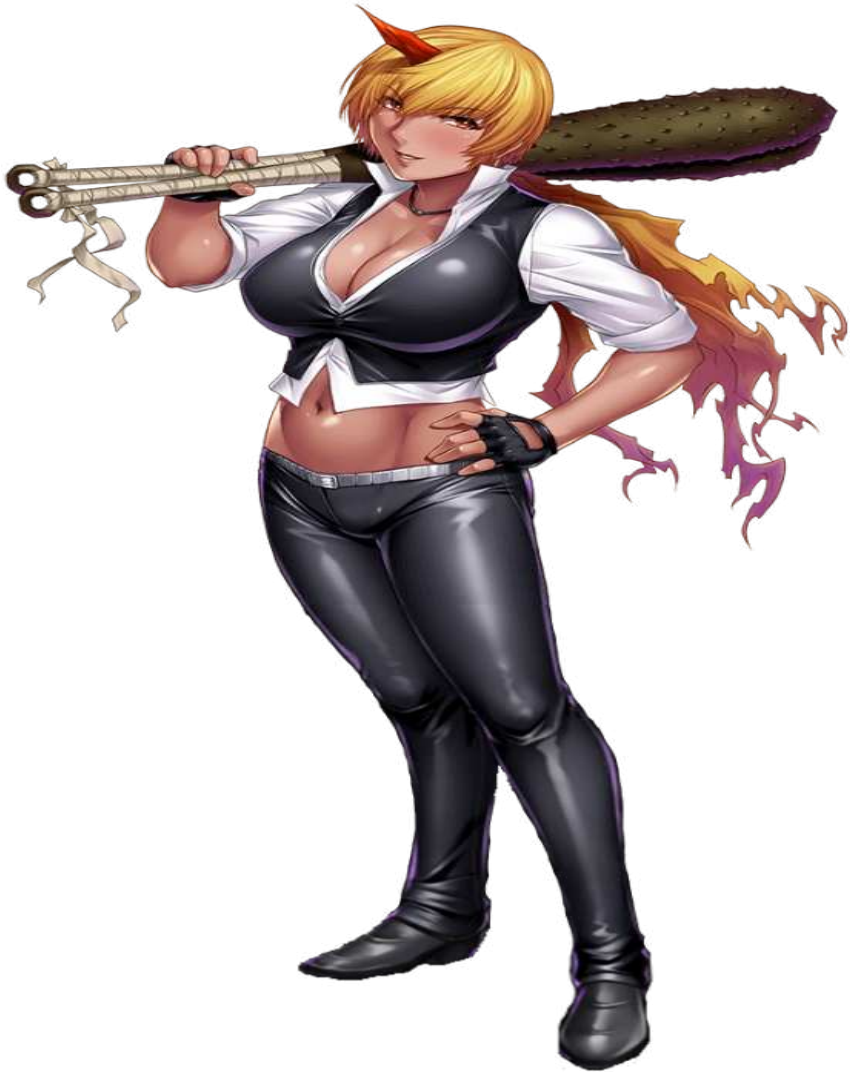
Good Master [400 CP]
As a knight, your wisdom and insight make you a natural mentor. You are exceptionally skilled at training the next generation of knights, imparting both the martial skills and the discipline required for their future roles. Moreover, you possess a keen eye for recognizing untapped potential, ensuring that your faction benefits from the finest recruits. Under your guidance, even the most unpolished talent can shine, and your apprentices often rise to greatness, earning you lasting respect and loyalty.

Aion Bloodline [600 CP]
As a direct descendant of the Aion race, you now bear the blood of one of the most powerful beings in the Demon Realm. Your connection to the ancient lineage grants you control over spacetime and gravity, allowing you to manipulate these forces at will. Whether it's bending time to your advantage or altering the very gravity around you to crush enemies, your abilities place you among the most formidable entities in the world. Additionally, you gain the ability to travel between dimensions within the Black Lilith universe. However, in future worlds, your dimensional travel will be limited to those that share a similar setting, restricting your scope of exploration but making you a force to be reckoned with in your chosen realms.

Heavenly Sacred Knight Order [600 CP/Discount for Hell Knights only]
Your standing as a Hell Knight has reached its pinnacle, as you are now a member of the legendary Heavenly Sacred Knight Order. Your strength and magic have transcended mortal limits, granting you the power of a dragon slayer capable of matching knights of any age. Your physical strikes and magical abilities have been honed to perfection, allowing you to cleave through dragons with ease and defeat enemies of any caliber. Even against non-dragon foes, your combat prowess is unmatched, making you a fearsome warrior revered across the Demon Realm. The legacy of the Heavenly Sacred Knight Order now courses through your veins, elevating you above all others in both magic and might.

True Immortality [600 CP / Discount for Revenant Knights Only]
Ah, the pinnacle of undying devotion—an existence unshackled from the chains of mortality! With this gift, death becomes nothing more than a fleeting inconvenience. No matter how brutally your body is obliterated, you will regenerate a new one near your lord or king in an instant, rising again as a steadfast shield for your cause. This power ensures that no wound, no calamity, and no mortal weapon can claim your life for long.

But immortality has its limits, even for one as powerful as you. The only true end awaits in the obliteration of your very soul—a rare feat that few can accomplish. Yet, even in future worlds and across realms, this blessing ensures your eternal return. To serve forever, to fight endlessly—this is the fate of the Revenant, a true paragon of undying loyalty and vengeance. Unless your soul is destroyed.



Assassin Guild:

Demon Killer [Free for Hunters / 200 CP for Other Variances / 400 CP for Others]
You have been specially trained to hunt and eliminate demons with deadly efficiency. You now possess an innate understanding of every demon's weak point, whether it's physical, magical, or spiritual. This knowledge allows you to exploit the vulnerabilities of demons in the Dark World, ensuring that your attacks are always precise and lethal. No matter the demon's form or power, you know exactly how to bring them down with ruthless effectiveness. Whether you are facing a common demon or an ancient terror, your skill in demon-slaying makes you a true predator of the supernatural.

Taima Particles [Free for Ryoumanin / 200 CP for Other Variances / 400 CP for Others]
Your connection to humanity is evident, as you have inherited Taima particles, the essence that fuels supernatural abilities. While most demons rely on their inherent powers, your human blood gives you access to a potent source of power that enhances your physical attributes. This allows you to move faster, dodge bullets, and match the strength of most demons. However, the true power of Taima particles lies in their ability to counter demonic abilities. When facing demons, your physical strikes become more powerful, slicing through their defenses and neutralizing their techniques with ease. Your human heritage offers you a distinct advantage in the ongoing battle against demons, tipping the scales in your favor.

Shape Shifting [Free for Infiltrators / 200 CP for Other Variances / 400 CP for Others]
As a demon, standing out too much can draw unwanted attention. Whether for infiltration, hiding, or deception, you have the ability to shapeshift into human forms, allowing you to blend seamlessly into the human world. You can take on one human appearance or multiple, shifting between them at will to suit your needs. This power allows you to move freely in areas that would otherwise be dangerous for demons, ensuring that your true nature remains hidden. Whether you're infiltrating human organizations or avoiding enemy detection, your shape-shifting ability provides unparalleled flexibility in your tactics and survival.

Night Activities [100 CP]
As an Assassin, your lifestyle demands exceptional endurance. Your body has been conditioned to operate without rest for extended periods, allowing you to remain active for days at a time without fatigue. You can engage in relentless battles or prolonged infiltration tasks without the usual strain, pushing your limits beyond what most would consider possible. Whether you're silently observing a target or engaging in intense combat, you recover with astonishing speed, ensuring that you're always ready to continue your mission with minimal downtime. Fatigue is a foreign concept to you, making you an invaluable asset during long, demanding operations.

Assassin Training [100 CP]
You've been rigorously trained to be the perfect Assassin, mastering both the physical and tactical aspects of your role. Your agility, strength, and dexterity have been enhanced to superhuman levels, allowing you to leap across buildings and move with unmatched grace. Additionally, your training includes essential survival skills, weapon crafting, first aid, and combat proficiency. You excel in the use of one close-range weapon, which has been infused with Taima particles, amplifying its power and making it a lethal tool in your hands. Whether you're silently eliminating targets or escaping danger, you have the skill and the tools to succeed in any mission.

Undercover Work [100 CP]
Thanks to your time in the human world, you've honed your ability to blend into any situation seamlessly. Your exceptional acting skills allow you to impersonate anyone with perfect precision, whether you're posing as a servant, a noble, or a lowly worker. You can adapt to any role with such subtlety that even the most observant will never suspect your true identity. Whether you're infiltrating enemy organizations or gathering information under the radar, you're a master of disguise and deception, ensuring your presence goes unnoticed no matter where you are.

Trap Master [200 CP]
You are an expert in creating and disarming traps, knowing how to set up lethal or disabling mechanisms to ensnare your enemies or protect your hideouts. Your expertise also extends to unlocking doors and chests, allowing you to bypass any obstacles in your way. Whether it's a complex puzzle or a deadly snare, you can handle it all with ease, ensuring that your path is either cleared of dangers or made to trap those who follow. With this skill set, no secret location or hidden treasure is safe from your reach.

Potion Brewer [200 CP]
You possess the skill to brew potent potions from common herbs found in the Dark World, whether they are used to heal wounds, enhance strength, or even poison your enemies. Your knowledge of alchemy allows you to craft a variety of concoctions that can have a range of effects, all made from the herbs and ingredients found around you. This ability extends to future worlds as well, where you can use the common herbs of those realms to create similar effects, ensuring that you are always equipped with the right potion for any situation.

Sticky Fingers [200 CP]
Your hands are a marvel of precision, capable of performing intricate tasks, especially when it comes to stealthy thievery. Whether it's using your dexterous hands to pick pockets, carefully swipe valuables, or utilizing any magic or skills you possess, you're an expert at obtaining what others wish to keep hidden. Your talent for stealth and subtlety allows you to bypass even the most vigilant eyes, making you a master thief. No lock is too complex, no guard too watchful—if it's there to be taken, you will find a way to get it.

Shadow Clone [400 CP]
You now have the ability to create up to 10 shadow clones at will. These clones are solid enough to carry out basic tasks, fight, and serve as distractions. While they aren't as powerful as your true self, they can assist you in combat, reconnaissance, or any other endeavors where extra hands—or bodies—are needed. Each clone shares your thoughts and experiences, but if destroyed, they dissipate without leaving a trace.

Within the Shadows [400 CP]
You now have the ability to vanish completely into the shadows. As long as you remain within them, you are hidden from all forms of detection, even magical sensing. The darkness becomes your ally, rendering you nearly invisible and undetectable by most methods. This ability allows you to plan ambushes, avoid confrontation, or simply disappear without a trace in moments of need.

Shadow Possession [400 CP]
You can now hide within the shadows of others and, with a strong enough will, possess their bodies. While hidden in their shadows, you can take full control of their actions, forcing them to act according to your desires until they either die or you relinquish control. This ability does not extend to corpses or inanimate objects, as you can only possess living beings with a functional shadow. Be wary, however, for the strain of controlling others can be taxing, especially if they possess a stronger will than your own.

Permanent Death [600 CP / Discounted for Hunters Only]
Once you kill something, it will stay dead forever and can never be revived by any means, including resurrection, necromancy, or magical restoration. This makes you an executioner of absolute finality, ensuring that your kills are irreversible. If you ever find yourself dealing with enemies who are known for their regenerative abilities or immortality, rest assured that they will never return once you strike them down.

Inner Demon [600 CP / Discounted for Ryoumanin Only]
Deep within you lies a powerful alter ego, born from the potent mix of demon and human blood coursing through your veins. By summoning your inner demon, you can transform into a fearsome demonic form, gaining immense power that far exceeds your normal capabilities. In this state, your physical strength, speed, and magical prowess all surge to terrifying levels, making you a force of destruction in battle. However, this transformation comes at a cost: once in this state, your rationality is eclipsed by pure aggression and instinct. You become a berserk beast, indiscriminately attacking anything in your path, including allies. Mastering this transformation is key, as losing control can result in collateral damage or even destruction of everything around you.

Among Us [600 CP / Discounted for Infiltrators Only]
Once per year, you can fully absorb the full body of a dead person, gaining access to their memories, mannerisms, and even their mana signature. This makes you the perfect infiltrator, as you can perfectly mimic the individual you've absorbed, fooling enemies and allies alike into thinking you are the original person. Whether it's for spying, deception, or taking over a target's role, you can blend seamlessly into any situation, gaining complete access to their persona and abilities for a time.



Magical Guild:

Healing Maestro [Free for Clerics / 200 CP for Other Variances / 400 CP for Others]
Your mastery of healing magic has reached unprecedented heights. The power of your spells is significantly amplified, allowing you to mend wounds and cure ailments with unparalleled efficiency. Additionally, these enhanced spells consume far less mana than normal, enabling you to heal continuously in prolonged battles or emergencies. The time required to learn new healing techniques has also been halved, making you a prodigy in restorative arts. Whether reviving allies on the brink of death or erasing injuries in seconds, your skills set you apart as a true healer of the Demon Realm.

Incantation Skip [Free for Magicians / 200 CP for Other Variances / 400 CP for Others]
As a magician of extraordinary talent, you can now bypass the usual incantations and gestures required for spellcasting. With this ability, your spells activate instantly and seamlessly without diminishing their potency. The power and effectiveness of your magic remain undiminished, giving you a decisive edge in combat or other high-stakes scenarios where speed is critical. This mastery over casting efficiency allows you to unleash devastating magic at a moment's notice, ensuring you're always ready to counter threats or dominate the battlefield.

Magical Transformation [Free for Magical Girl / 200 CP for Other Variances / 400 CP for Others]
You now possess a dazzling magical transformation sequence, during which radiant energy surrounds you, accompanied by a dramatic theme song. This transformation changes your appearance completely—your outfit, hairstyle, and accessories morph into a form of your choosing, exuding style and grace. No matter how intricate or unconventional your attire becomes, it will never hinder your movements or combat efficiency, ensuring that fashion and function coexist in harmony.

Beyond the aesthetic, your transformation also enhances your physical abilities, bringing you to peak human levels of strength, agility, and speed. Moreover, it grants you a unique identity-jamming ability, making it impossible for anyone to discern your true identity while transformed. Whether through magical or

mundane means, all attempts to uncover your real persona will fail, ensuring your privacy and safety in both your mundane and magical lives.

Elemental Fury [100 CP each; the first element is free and discounted for Magicians]
As a demon proficient in elemental magic, you have mastered the art of attuning yourself to the raw forces of nature. Choose one element to command—be it Fire, Ice, Lightning, Chaos, or any other from the infernal spectrum. This connection empowers your spells to be devastatingly potent, perfectly synchronized with the essence of the chosen element. Each additional element must be purchased separately, allowing you to expand your destructive arsenal over time. Wield these forces with pride, as only a demon of true skill and ambition can claim dominion over the elements.

Lay on Hands [100 CP]
Even the most fearsome demon knows the value of healing in the heat of battle. With this ability, you can channel your infernal energy into repairing wounds, curing status ailments, and purging diseases. Your touch becomes a lifeline for allies, mending injuries swiftly and effectively. As a demon, your healing may carry a slightly sinister edge, but it remains just as potent—if not more—than the sanctimonious methods of those who oppose you.

Flight [100 CP]
Unbound by the limits of the earth, you can now soar effortlessly through the skies using your dark magic. Whether you take to the air with graceful wings or through sheer willpower and arcane energy, your ability to fly grants you unparalleled mobility in both combat and exploration. Rule the skies as a true demon, striking terror into those who gaze upon your aerial prowess, and revel in the freedom that only the strong can claim.

Mana Core [200 CP]
As a demon, the artificial mana core embedded within you is a testament to your arcane mastery. This core serves as an inexhaustible wellspring of magical power, tripling your mana reserves and allowing you to dominate the battlefield with relentless spellcasting. Unlike the fickle energies of mortals, your core channels a steady, controlled flow of power, amplifying the efficiency and potency of your magic. With this core, you are a tireless juggernaut of sorcery, outlasting even the most resilient of foes and proving the superiority of demonic ingenuity.

M Fortitude [200 CP]
Your demonic constitution has awakened to unparalleled levels, making your body a fortress against any assault. You can withstand devastating strikes, torrents of magical energy, and even the harshest environmental extremes without faltering. No weapon or spell can easily bring you down. Additionally, you are immune to all diseases, both mundane and supernatural, proving that demons are truly above mortal frailty. Stand tall and unyielding, for your resilience is as formidable as your might.

Hope [200 CP]
Even as a demon, you understand the power of belief and its ability to sway hearts and minds. Your presence emanates an aura of inspiration, albeit one tinged with the overwhelming charisma and commanding presence of your infernal nature. Allies are drawn to your indomitable will, their courage rekindled as they fight harder and push beyond their limits. Obstacles bend before your determination, and even the most cynical find themselves moved by your conviction. Hope, in your hands, is not a gentle light but a blazing inferno that compels others to rise and follow your lead toward victory and conquest.

Alchemy [400 CP]
Your demonic mastery of alchemy transcends mortal understanding, transforming the mundane into the extraordinary. With your infernal knowledge, you can transmute materials and craft items of immense power, infusing them with dark magic. Common resources yield practical tools, but rare and mystical ingredients allow you to forge artifacts worthy of legends—cursed weapons, enchanted armors, and talismans brimming with sinister power. Your creations reflect the chaotic elegance of demonkind, blending art with precision to dominate both the battlefield and the workshop.

Your alchemy isn't limited to crafting; it becomes a way of life. Whether harvesting the venom of a hellbeast, mining cursed minerals, or bargaining for infernal flora, the search for rare materials drives your journey. These treasures fuel your ingenuity, allowing you to craft everything from minor charms that ease daily life to mighty relics that reshape the course of destiny. In your hands, alchemy is not just a skill—it's a declaration of demonic supremacy.

Magical Contracts [400 CP]
In true demon fashion, your expertise in magical contracts is unparalleled. These infernal agreements bind souls, enforce loyalty, and ensure obedience through the power of dark magic. Whether subjugating workers, enslaving enemies, or brokering deals that leave no room for treachery, your contracts are absolute. Their influence extends beyond the Dark World, infiltrating the human realm's criminal underworld where they are feared and revered.

Each contract is a testament to your cunning and precision, entwining ancient sorcery with meticulous wording. Breaking a contract is not just impossible—it invites catastrophic consequences, ensuring that all who enter into one are bound by your will. With this skill, you are the ultimate puppeteer, weaving an empire of influence through unbreakable pacts.

Familiar Summon [400 CP]
Your demonic nature grants you the unparalleled ability to summon and bind familiars—creatures of darkness that serve as loyal companions and powerful allies. These familiars aren’t mere pets; they are extensions of your will, born from cunning contracts forged with beings that recognize your authority. Your knack for finding and persuading such creatures ensures that your stable of familiars is both diverse and formidable, ranging from shadowy predators to magical monstrosities.

Each familiar enhances your power, complementing your abilities with their unique talents. Whether serving as spies, warriors, or magical conduits, they are indispensable in your quest for dominance. In the heat of battle or the subtleties of intrigue, your familiars ensure that no challenge arises without a fitting response. Together, you and your familiars are an unstoppable force, showcasing the pride and might of a true demon.

Infernal Benediction [600 CP/Discounted to Cleric only]
You wield the dark blessings of the infernal realms, granting you the power to heal, curse, and sanctify with unparalleled potency. Your connection to demonic forces has transformed your healing arts into a terrifyingly effective craft. You can mend mortal wounds, restore vitality, heal souls and cleanse ailments with an eerie efficiency, but always with a sinister twist: those who receive your aid often find themselves in your debt, their souls subtly marked by your influence.

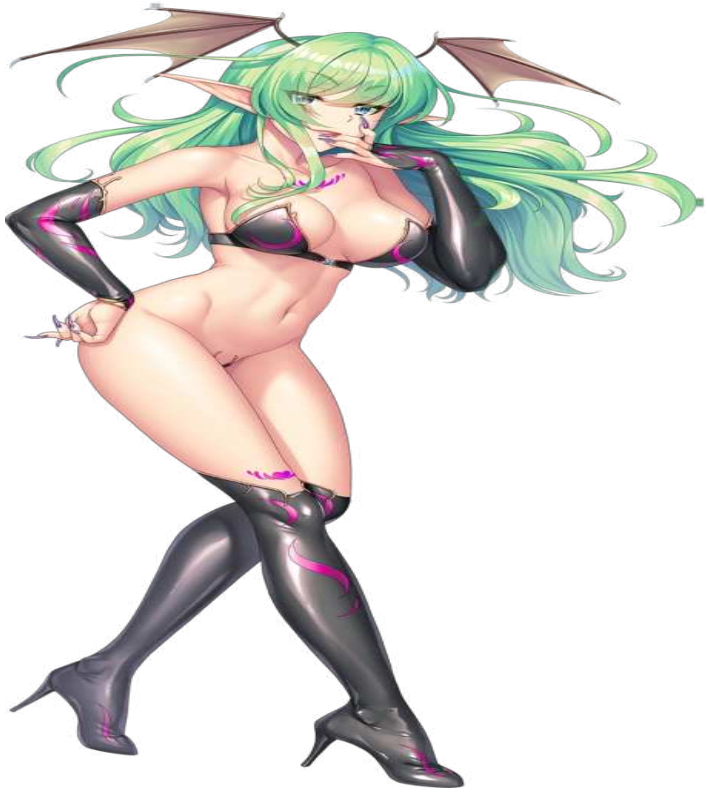
Your dark prayers are not limited to healing. You can channel infernal energies to unleash devastating curses upon your enemies, draining their strength, warping their minds, or binding them with unbreakable chains of despair. Your spells weave healing and harm together seamlessly, ensuring that while you bolster your allies, you bring ruin to those who oppose you.

Strongest Witch [600 CP/Discount for Magicians Only]
Behold the pinnacle of demonic sorcery! You have ascended to heights of magical dominance that make even the most fearsome archmages and dreadlords tremble at your presence. Every spell you unleash is a cataclysmic event, capable of reducing entire armies to ash or reshaping the very land beneath your feet. Your power is not bound by mortal limitations—your destructive force knows no equal, striking with precision and unrelenting ferocity that leaves nothing but devastation in its wake. You are the storm, the fire, the abyss given form.

But raw destruction is only a fragment of your might. You now wield the forbidden art of elemental fusion, blending the forces of creation to forge entirely new, devastating magics unique to your infernal will. Ignite the world with Hellfire, a fusion of Dark and Fire that devours both flesh and soul, or drown your foes in Storm Surge, where Lightning and Water collide in a torrent of electrified doom. Your creativity in combining elements ensures no enemy can predict or counter your wrath. And with a mana reserve that rivals the infernal core itself, replenishing fully within an hour, you are an unyielding font of apocalyptic power. As the Strongest Witch, your legend will burn across worlds, feared, revered, and unmatched.

Dark Magical Girl [600 CP/Discount for Magical Girls Only]
Ah, how glorious it is to shed the shackles of purity and embrace the true might of the demon realm! Bathed in its miasma, you have ascended into a being of unmatched beauty and terror—a Dark Magical Girl, a perfect fusion of elegance and malevolence. Your once-innocent powers have been transformed into a tempest of dark elemental and chaos magic, capable of obliterating foes with devastating curses and spells. Your costume, now an embodiment of seductive danger, enhances the aura of forbidden allure that surrounds you. Purification? Laughable. No force can cleanse the exquisite corruption that has claimed your soul.

Your dominion extends beyond mere power; it thrives in the creation of dark monsters, born from the suppressed emotions of other magical girls. The darker their secrets, the stronger the beasts you command, each a reflection of the turmoil buried deep within. Your resistance to all magic renders you a near-unstoppable juggernaut, impervious even to the most potent spellcasters. With this transformation, you've unlocked the pinnacle of demonic supremacy, a harbinger of chaos, beauty, and destruction whose legend will echo through the void for eternity.



Criminal Guild:

Software Expertise [Free for Scientists / 200 CP for Other Variances / 400 CP for Others]
Ah, the wonders of technology, a playground for the clever and the cunning. As a master of the digital arts, you wield firewalls, proxy servers, and encryption with the precision of a maestro conducting a symphony. No trace of your illicit genius can be uncovered by prying eyes, no matter how skilled. Your expertise extends to crafting ingenious trackers and bugs, tools of surveillance to outwit and undermine those who dare challenge your superiority. In this age of ones and zeroes, you stand as a true architect of hidden dominance, your intellect unmatched, your schemes unstoppable.

That's Business [Free for Pimps / 200 CP for Other Variances / 400 CP for Others]
To succeed in the art of indulgence and desire requires finesse, charisma, and an iron grip on your enterprise. You are the epitome of a true leader, orchestrating the perfect balance between discipline and allure. Managing your girls, attracting high-value clients, and forging indispensable connections—it all comes effortlessly to you. With your skills, every venture is a resounding success, and every deal solidifies your power. You don't just survive in this competitive world; you dominate, proving that your mastery of the game is unrivaled, and your ambitions limitless.

Found Your Weakness!! [Free for Torturers / 200 CP for Other Variances / 400 CP for Others]
The body is your canvas, and you are a virtuoso of sensation. With a mere touch, you unravel a person's deepest vulnerabilities, finding and exploiting their most sensitive points. Your expertise knows no bounds, you leave your subjects utterly at your mercy. Even the most disciplined souls crumble beneath your skill, reduced to quivering beings, overwhelmed by ecstasy or pain . This is your artistry, a gift of pure control and unparalleled power over the carnal or basic instincts of any enemy..

Fleshweaver [100 CP]
With your mastery over the dark arts of bioengineering, you seamlessly meld flesh, machinery, and magic into grotesque masterpieces. War beasts, enhanced servants, or even your own body become tools of domination under your control. Every creation bears the unmistakable touch of your genius, a testament to your right to rule through the artistry of reshaped life.

Shadow Broker [100 CP]
In the shadows, your influence thrives. You are the weaver of secrets, the collector of whispered truths. Spies, informants, and lies form the tapestry of your empire. With every exchange, every betrayal, you tighten your grip on the flow of information. In a realm where knowledge is power, you reign as its eternal gatekeeper.

Silver Tongue [100 CP]
Words are your most potent weapon, sharper than any blade. Your demonic charisma is unmatched, capable of turning enemies into allies, skeptics into believers, and rivals into pawns. Even when caught in a trap, your honeyed words weave such compelling lies that you leave accusers doubting their reality. Every syllable solidifies your dominance.

Mind Flayer [200 CP]
Pain isn't just physical—it’s psychological, and you are the master of breaking minds. Your victims’ fears and insecurities are instruments of torment, played with demonic finesse. A single word from you sends shivers down spines, as despair and submission seep into their thoughts. None can escape the mental labyrinth you create.

Black Market Tycoon [200 CP]
In the underworld’s bustling economy, you stand unchallenged. From forbidden relics to enslaved souls, your network delivers the rarest and most dangerous commodities. Every deal you make is a masterpiece of profit, and no competitor dares challenge your supremacy. In the trade of vice and sin, you are the undisputed king.

Smuggler's Instinct [200 CP]
No boundary can contain you, no law can bind you. With an uncanny sense for weak points and hidden routes, you slip contraband past even the most fortified defenses. Be it artifacts, goods, or even living cargo, your smuggling operations are unparalleled. The skies, seas, and shadows are your dominion.

Mastermind's Gambit [400 CP]
Your intellect is a weapon more deadly than any blade, a masterful tool for weaving schemes that bend the world to your will. Every move you make, every whisper you sow, is part of an intricate plan that manipulates others as pieces on your grand chessboard. Heists, betrayals, and revolutions are mere diversions for you, tools in a game where the rules are bent, and failure becomes just another opportunity to manipulate the outcome. No obstacle is too great; each setback is a stepping stone toward your greater designs. Whether it's orchestrating a subtle corporate coup or starting a full-scale uprising, your brilliance guarantees that everything goes according to your plan, even when it seems like it doesn't. Every person, every situation, every detail is nothing more than a cog in the elaborate machine of your ambition.

Infernal Enforcer [400 CP]
You are a living embodiment of fear, a force of nature whose very presence strikes terror into the hearts of your enemies. The mere whisper of your name is enough to send your rivals fleeing, while your subordinates understand that to disobey you is to seal their own doom. With your unyielding power and ruthless methods, you enforce discipline and ensure loyalty across your domain. Your hands are not just instruments of punishment—they are the tools through which entire empires are built or torn asunder. No one dares to challenge your authority without paying the ultimate price, and your reputation as an enforcer who delivers swift and unrelenting retribution precedes you wherever you go. Whether it's through the raw power of your demonic might or through carefully orchestrated psychological torment, you instill obedience in all who cross your path.

Overlord of Desire [400 CP]
Your domain is one of pure indulgence, a realm where every fantasy, every forbidden craving, is not only fulfilled but glorified. As the Overlord of Desire, you are the master of temptation, your influence spreading far and wide through the realm of sin. Your establishments are a dazzling spectacle of decadence, where pleasure and excess reign supreme, and those who enter willingly fall under your sway. The allure of your domain is irresistible; the mere promise of experiencing the most exquisite pleasures is enough to draw even the purest of souls into your embrace. Whether it's the most elaborate feasts of sensation or the most intense indulgence in carnal pleasures, your kingdom offers it all, making you an untouchable ruler in this realm of excess. The wealth and power that flow through your world are unimaginable, as your ability to control desire allows you to gather both riches and followers in abundance.

Hidden Science Base [600 CP/Discounted for Scientists Only]
As a demon scientist, you have mastered the art of constructing secret research facilities that operate under the radar, hidden from prying eyes. Your hidden base is a marvel of dark ingenuity, seamlessly blending advanced technology with arcane knowledge. Within its depths, you house a fully stocked R&D department capable of conducting a wide range of experiments—whether it's creating deadly cyborgs, crafting artificial beings, or engineering weapons of unimaginable power. Every corner of your base is filled with dark secrets, from forbidden technologies to forbidden magics, ensuring that you are always prepared to push the boundaries of science and sorcery alike.

What truly sets your base apart, however, is your ability to keep it concealed. Using advanced cloaking techniques, combined with your demonic talents, you have made it so that the facility remains hidden in plain sight. Whether it's buried deep underground or disguised within a seemingly innocuous location, the base is undetectable to all but the most determined of individuals. The secrecy of your operations ensures that your creations remain your own, free from interference, and grants you the freedom to experiment without fear of retribution. In this hidden corner of the world, you reign as the supreme scientist, ready to shape the future—or destroy it—at your whim.

Cyborg [600 CP/ Discounted for Pimp Only]
As a demon, you chose to embrace the power of technology in order to stand tall against the might of nobles and demon lords. In a twisted fusion of the demonic and the mechanical, you underwent a transformation that reshaped your very body. Now, 90% of your form is composed of cybernetics, each enhancement designed to push the boundaries of what your body and mind can endure. The transformation has made you a force to be reckoned with, granting you superhuman strength, speed, and durability. Your cybernetic body is armored with advanced alloys that can withstand magical and physical assaults, making you nearly invulnerable to most attacks.

The integration of weapon systems within your limbs allows you to deploy devastating attacks, from energy blades that slice through enemies with ease to plasma cannons capable of vaporizing anything in their path. Your enhanced vision gives you the ability to detect hidden foes and perceive the world around you with unmatched clarity. In addition to these offensive capabilities, your body is equipped with life-support functions that allow you to survive in hostile environments, ensuring your dominance in any situation. As a demon reborn into a cybernetic form, you are no longer simply a creature of magic; you are the perfect amalgamation of demonic power and technological supremacy, a terrifying force that will crush all those who dare oppose you.

Loyalty [600 CP/ Discounted for Torturers Only]
As a demon, you have perfected the art of breaking even the strongest-willed prisoners and turning them into loyal followers. Your methods are an intricate balance of psychological manipulation and physical torment, blending old-school techniques with an intuitive understanding of the human and demon minds. Through the infamous carrot-and-stick approach, you apply pressure in all the right places, ensuring that even the most defiant individuals gradually come to accept their fate. The longer the process, the deeper the psychological conditioning, making it impossible for the captured to resist their transformation into loyal servants. Those who once defied you are soon eagerly following your commands, and their resistance crumbles as they are broken down by both pleasure and pain, drawing them closer to their own Stockholm syndrome.

This ability goes beyond mere torture; it's a highly effective form of psychological reprogramming. As you press your prisoners into submission, they develop a twisted dependence on your methods, growing more susceptible to your control. Over time, they come to crave the intense emotional highs and lows of your training, seeking it out willingly in an almost compulsive way. As they are repeatedly subjected to your influence, their sense of self weakens, leaving only loyalty in its place. Your prisoners, once rebellious and full of defiance, now eagerly submit, knowing their only hope for survival lies in embracing your dominance. The result is a loyal army of broken souls, all molded in your image, a perfect tool for your dark schemes.



Kings and Queens

Genetic Lottery [Free for Kings and Queens / 400 CP for Others]
From the moment of your birth, the threads of destiny wove you into the pinnacle of your race, granting you unmatched physical and mental capabilities. Your genetic makeup has ensured that you stand at the very top of the hierarchy, an undeniable ruler forged by fate itself. Strength, intelligence, charisma—whatever your race values most, you possess it in abundance, as though the gods themselves ordained your reign. Among your kind, you are not merely exceptional; you are the standard by which greatness is measured.

This innate superiority allows you to rise above your peers effortlessly, bending them to your will with your mere presence. Even without lifting a finger, your aura demands respect and loyalty, as though the very essence of leadership courses through your veins. It is not just a gift; it is your birthright, and the world will bow to your dominion, whether they realize it or not.

The Look [Free for Kings and Queens / 400 CP for Others]
Authority radiates from you like a tangible force, bending the wills of those who dare to meet your gaze. When you speak, even the most rebellious hearts falter, compelled by the sheer weight of your presence. Your appearance, your demeanor, every subtle movement—all scream power and control, forcing silence and obedience from those beneath you. Regardless of personal opinions or lingering doubts, your subjects cannot help but follow your command, their spirits subdued by your overwhelming charisma.

This influence extends far beyond mere fear or intimidation; it is a primal, instinctive reaction to your dominance. You are the embodiment of a true ruler, and in your presence, the weak dare not defy you. Even rivals stronger in power find themselves questioning their resolve under the crushing certainty of your authority. Your look is not just an asset—it is a weapon that ensures your sovereignty remains unchallenged.

Battle Hardened [First Free for Kings and Queens; another for 200 CP each / 400 CP for Others]
As a ruler destined for greatness, ignorance in the art of battle is a weakness you cannot afford. This power imbues you with the experience and techniques of a chosen warrior origin: Knight, Assassin Guild, or Magician Guild. By aligning with one of these variances, you gain not only their first free perk but also discounts on their tiered perks (100 CP, 200 CP, and 400 CP). For their 600 CP tier, you receive discounts exclusively for perks tied to your chosen variance, marking you as both a leader and a warrior of renown.

Should you wish to expand your expertise further, this ability can be purchased again to gain additional variances. However, overlapping within the same origin does not stack further discounts beyond the specialized 600 CP perks. With this power, your legacy as both a ruler and a combatant is cemented, ensuring your reign is not only just but unshakable in strength and strategy.

Nobility Etiquette [100 CP]
You have mastered the refined arts of the upper echelon, carrying yourself with the poise and grace of true nobility. Every bow, every word, every gesture is impeccable, embodying the grandeur of demon nobility. Whether you are charming a rival court, intimidating a lesser demon, or impressing mortal royalty, your flawless manners ensure you are always seen as a figure of respect and authority. The elegance of your demeanor not only enhances your standing but also allows you to navigate political intrigues with the precision of a blade.

Sturdy Fashion [100 CP]
The garments you wear are no ordinary attire. Your noble heritage imbues them with an otherworldly durability, making them three times tougher when worn by you. These clothes are more than just symbols of your status; they are functional armor against the physical and magical threats of your world. Whether adorned in flowing robes or a battle-hardened suit, your attire resists tears, burns, and blows that would leave lesser beings exposed. In your sturdy fashion, you walk into conflict as unscathed as you leave courtly affairs.

Admirers [200 CP]
Your charisma as a demon noble is undeniable, and your followers are drawn to you with an almost unnatural fervor. When you show care or kindness, their affection grows to fervent devotion, transforming you into a beloved figure among your people. Crowds cheer your name, and hearts swell with loyalty wherever you rule. However, this intense admiration has its darker side. Obsessive followers may conspire to have you for themselves, betraying all for the chance to claim your attention—or your body. Your ability to inspire devotion is both a powerful tool and a dangerous double-edged sword.

Administration [200 CP]
Running a domain in the chaotic world of demons requires not just strength but also wisdom, and you have both in spades. You excel at managing the intricacies of ruling a clan or territory, deftly navigating crises like famines, invasions, and the manipulations of scheming nobles. Your ability to balance resources, keep your people content, and strengthen your rule leaves your peers in awe. No challenge—whether from within or without—can destabilize the stronghold you build with your leadership. To be under your rule is to be part of a flourishing domain, a testament to your unmatched administrative skills.

Clan Leader [400 CP]
You stand at the helm of a mighty demon clan, founded by none other than yourself. As the leader, you possess the unique power to integrate any member of your species into your clan, ensuring unity among even the most rebellious demons. Under your rule, infighting and rivalries are diminished, replaced with a newfound synergy and loyalty among members. Your authority is absolute, and any rules you set are followed without question. With you at its heart, your clan thrives, becoming a bastion of strength and solidarity in the chaotic demon realm.

Easily-Forgiven [400 CP]
As a demon, your silver tongue and manipulative charm are legendary. When faced with consequences for your misdeeds, you have an uncanny ability to sway others with your contrition. Whether through a heartfelt sob story or the mere appearance of sincere remorse, you can convince even the angriest rivals or betrayed allies to forgive you—at least once. This power is a testament to your ability to manipulate hearts and minds, leaving others questioning their own anger while you slip back into favor.

Cockroach [600 CP]
As a demon blessed with unparalleled resilience, you possess a miraculous ability to survive even the deadliest of assaults. Explosions, curses, or devastating spells that would obliterate others may leave you battered, but never broken. Any attack that doesn't kill you outright won't claim you later, either—poisons, bleeding, and lingering wounds might cause you agony, but they'll never end you. Even death itself bends to your will, as you can rise from true demise up to four times per jump, laughing in defiance at mortality's grasp.

Skill Combination [600 CP]
Your infernal cunning enables you to weave abilities together with devastating precision. By combining different techniques, spells, or tactics, you exponentially increase the potency of your attacks or defenses. Drench an opponent in water, then fry them with lightning; weaken their armor before shattering it with pinpoint strikes. Each additional layer of synergy doubles your effectiveness, stacking up to five times for a staggering tenfold boost. This mastery of tactical ingenuity ensures you outclass any opponent foolish enough to underestimate your versatility.



Demonic Powers:

The Demon World is an unforgiving realm, far more treacherous and brutal than anything the human world could muster. Survival here demands strength, cunning, and adaptability beyond mortal comprehension. Add 1000CP to be used in this section only. Here, you will learn to wield powers forged in the crucible of darkness, giving you the tools to carve your path through the endless dangers that await.

By delving into this section, you arm yourself with the means to face the unrelenting horrors of this infernal domain. From mastering the arts of dark magic to enhancing your physical form with demonic resilience, the capabilities you gain will allow you to stand toe-to-toe with the terrifying denizens of the Demon World. This is not just preparation; it's a transformation—a way to become one with the chaos and emerge as a force to be reckoned with in the realm of shadows.



Classes

In this section, you will choose the fighting styles you have mastered in the Demon World, each tailored to your origin. You gain one fighting style for free based on your origin, granting you unparalleled expertise in combat suited to your background. ***Exceptionally, Kings and Queens receive three free fighting styles of their choosing***, reflecting their destined authority and versatility. Should you desire to expand your repertoire, you may acquire additional fighting styles at a cost of 400 CP each, allowing you to dominate any battlefield with a diverse and lethal skill set.

Physical[One Free for Knights]

Acrobat

you're a whirlwind of devastating strikes that can disarm, disable, or obliterate any opponent with swift, calculated precision. Your body becomes a weapon in itself, moving so fast that your enemies can barely react before you're already on top of them, landing blows from every angle. Your attacks are a flurry of punches, kicks, and elbows, each one landing with the force to break bones and shatter spirits. You don't need to rely on weapons or magic; your body is the ultimate tool for annihilation.



Barbarian

No need for fancy spells or delicate techniques—just pure, raw strength and an unstoppable rage that fuels every swing. Your skin is as tough as iron, resistant to blows that would shatter bones and crush the spirit of lesser beings. You wield massive weapons, like swords the size of trees, with ease, crushing everything in your path as though they were mere playthings. Every step you take sends shockwaves through the earth, and every blow you land is like a hammer striking an anvil. You're a force of nature, a one-person wrecking crew, and nothing can stand in your way when you’re in the heat of battle.

But the true glory of the Barbarian lies in the rage that fuels you. Unlike those who rely on fragile reserves of mana or stamina, you tap into an unyielding well of fury. The more you fight, the more damage you take or deal, the stronger you become. Your rage grows with every blow, making you nearly unstoppable as long as you keep swinging. When your enemies think they have you on the ropes, they’re wrong.



Dark Paladin
You wear heavy, imposing armor, a towering figure of might that refuses to be moved. Your giant shield is more than just a defense; it is a wall, a bastion of strength that blocks all who would dare challenge your will. Your flail, heavy and relentless, is an extension of your very essence, each swing a judgment of destruction, crashing through enemies with unstoppable force. But you are no mindless brute—you are methodical, a strategist in battle, standing as the unwavering bulwark against the chaos that seeks to tear everything apart. You are the iron-clad wall between your forces and the darkness that threatens them, an unshakable defender of your domain.

But your shield is not just a shield. It is a weapon of darkness, capable of unleashing waves of searing, blinding energy that leaves nothing but scorched earth in its wake. The flail you wield doesn't just crush—it burns with unholy corruption, spreading decay wherever it strikes. An aura of crushing force surrounds you, pulling enemies into your reach, where they are stunned and helpless against your relentless onslaught. You are no longer bound by the rules of mercy or the shackles of humanity; you fight for a dominion ruled by strength, where only the strongest can stand.



Magic Swordsman
With one weapon of choice you wield it with a skill that borders on artistry, cutting through enemies with precision and ferocity that leaves no doubt of your superiority. While your mastery over this weapon is unparalleled, your knowledge of other weapon types is nothing to scoff at, granting you the adaptability of a seasoned warrior. In sheer skill alone, you could face down three of your peers and emerge victorious, though the quality of their equipment or supernatural gifts may tip the scales. Still, even the fastest or toughest of foes will find themselves challenged when faced with your combined strength, cunning, and skill.

What sets you apart, however, is your command of magic, a force you wield to enhance your already formidable abilities. Your magic is a weapon in its own right, focused on empowering yourself to heights beyond mortal comprehension. Buffs that amplify your speed, strength, and resilience ensure that you remain untouchable, a living storm on the battlefield.



Samurai

In the dark depths of the demon world, the Samurai are far from the noble champions of light—they are bound by blood and darkness, warriors who pledge their lives not to mortal lords but to demon kings or ancient, infernal ideals. Their code is one of absolute loyalty, forged in the fires of hellish trials, where every act of service is paid in blood and every failure met with brutal punishment. A demon samurai's armor is not just a symbol of their resolve but an extension of their essence, crafted from the bones and sinew of their defeated foes. Their blades, cursed and hungering, strike not just at the body but at the very soul, ensuring that no opponent escapes their wrath unscathed.

These warriors are not just bound by duty but by a fanatical devotion to their cause, willing to sacrifice everything to achieve their goals. They move with a precision and grace that belies their monstrous power, their strikes imbued with infernal energy that rends through even the toughest defenses. The demon Samurai's path is one of relentless discipline, their skills honed through centuries of unending combat.



Generalist [One Free for Assassin Guild]

Artificer

In the infernal depths, the Artificer is no mere tinkerer of trinkets or crafter of baubles—they are architects of destruction and masters of unholy ingenuity. With the raw materials of the demonic realms at their disposal, they forge weapons and constructs that embody pure devastation. Their workshops are dark sanctuaries of innovation, where they imbue infernal energy into their creations, making them as fearsome as the hellfire itself. Whether crafting soul-binding armor, enchanted blades that corrupt the very air, or alchemical horrors that dissolve enemies in seconds, the demonic Artificer's work is nothing short of terrifying brilliance.

Their prowess isn't limited to the forge. On the battlefield, Artificers are tacticians armed with an arsenal of their own design. Deploying mechanical constructs, explosive devices, and traps infused with dark magic, they turn every skirmish into a theater of their genius. Their ability to adapt and innovate under pressure makes them formidable, their machines embodying their ambition to dominate all who stand against them



Bard

Here, the Bard is a manipulator of emotions, a weaver of sinister enchantments, and a harbinger of chaos. Their melodies are haunting, resonating with the despair and fear of their audience, or perhaps igniting bloodlust and dark ambition in their allies. Armed with an infernal instrument or their own entrancing voice, a demonic Bard's performances do more than entertain—they enthrall, bending minds and wills to their purpose. Their words carry the weight of unholy charm, capable of inciting rebellion, sowing discord, or rallying legions to fight with frenzied fervor.

But a Bard's power extends beyond their captivating performances. They're adept in combat, their spells and songs bolstering their allies or unraveling their enemies with insidious curses. Whether summoning illusions to disorient foes or crafting spells that shatter the psyche, the Bard's repertoire is as vast as it is deadly**.**



Gunslinger

In the infernal realms, the Gunslinger isn't just a dabbler in black powder—they are artists of devastation, wielding firearms imbued with demonic energy. Their weapons are no mere tools; they are extensions of their dark will, crafted in the forges of the damned and inscribed with runes that sear the air with every shot. A Gunslinger's bullets don't just pierce—they ignite, corrupt, and shatter. Each trigger pull is an act of calculated chaos, unleashing destruction that leaves their enemies broken and burning. Trick shots are their hallmark, curving bullets around cover, ricocheting off surfaces to strike with lethal precision, or targeting weak points no other warrior could exploit.

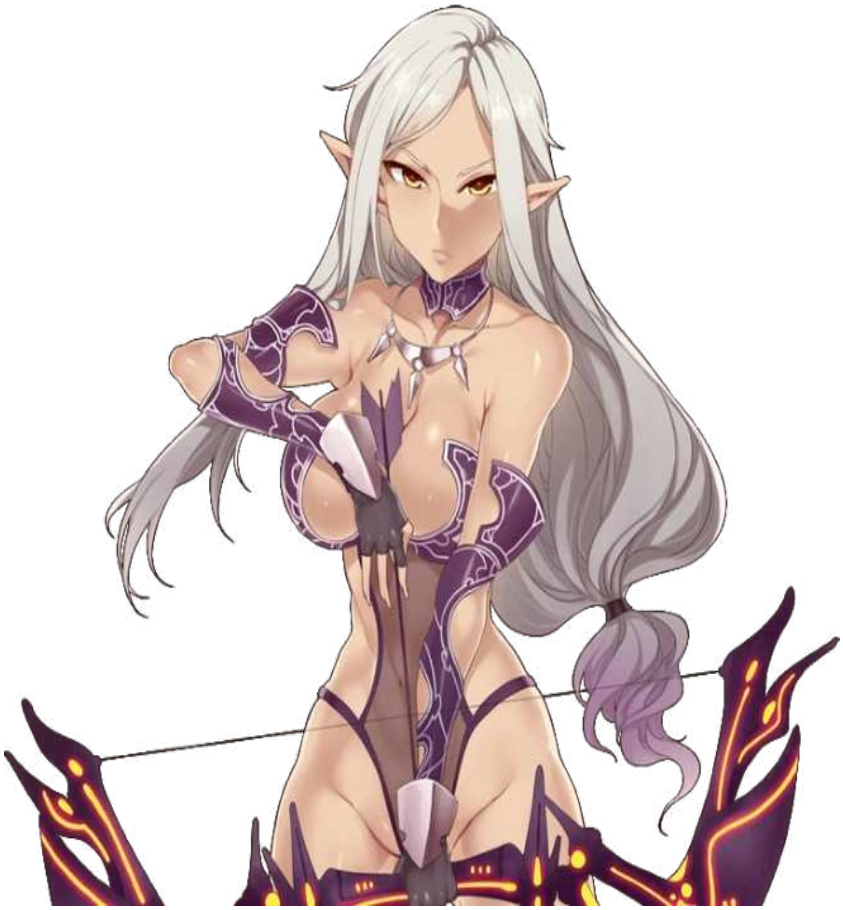
These sharpshooters thrive on audacity, walking boldly into the fray with a devil-may-care grin. They don't fight for honor or duty; they fight for the thrill, for the chaos, for the beauty of a perfectly executed shot. A Gunslinger's presence on the battlefield is a spectacle of destruction—explosive volleys, crackling hellfire rounds, and maneuvers so daring they leave allies and enemies alike awestruck.



Ranger

In the desolate, twisted wilderness of the demonic realms, the Ranger emerges as a relentless predator, the master of the hunt. These demonic hunters thrive on their connection to the wild, navigating the jagged terrains and cursed forests with ease. Their weapons are extensions of their unyielding focus—bows that strike with unholy precision, blades that carve through prey with ruthless efficiency, and traps imbued with dark energies to ensnare and weaken even the mightiest foes. Whether hunting rival demons, wandering intruders, or monstrous beasts, the Ranger does not falter; their prey is doomed the moment they are marked.

Beyond their combat prowess, the Ranger wields an array of minor but potent dark magics to aid their hunt. They whisper to the corrupted wilderness, bending it to their advantage, or imbue their weapons with enchantments that amplify their lethality. Specialized in hunting certain prey, their expertise ensures that no quarry, no matter how cunning or powerful, escapes their relentless pursuit.



Magical [One Free for Magician Guild]

Druid

A primal force of the demon world, both beast and beastmaster. You don’t merely wield the power of nature; you are nature's fury incarnate. Transforming into a massive, demonic beast, your hide becomes a near-impenetrable fortress, shrugging off weapons and blows as if they were nothing. In this form, your claws and fangs are instruments of carnage, capable of ripping apart even the strongest adversaries. Your monstrous strength allows you to overpower weaker demons and mortals alike, while your near-limitless stamina ensures you remain an unyielding force in battle. Rage courses through your very being, sharpening your strikes into devastating blows that leave nothing but destruction in their wake. Should the tides of battle shift, you can channel the calming essence of the wild to heal your wounds and return to the fray stronger than before.

But your dominion extends far beyond your form—it encompasses the very essence of nature itself. Vines, imbued with dark magic, rise at your command to ensnare enemies, while thorns pierce through flesh, delivering excruciating pain. You summon towering trees and dense undergrowth to shield yourself or trap foes in a labyrinth of roots and branches. With time, your mastery over plants grows, enabling you to command entire forests as weapons of terror.



Witch Doctor
A sinister master of venom, decay, and unholy spirits, wielding the power to twist the very essence of life itself. You command swarms of venomous creatures, from spectral spiders to grotesque toads and cursed golems, each laced with a potent magical poison. This toxic brew grows stronger with every foe it fells, compounding into a weapon of unimaginable lethality. Though slow-acting at first, the poison quickly overwhelms even the mightiest opponents, reducing them to writhing victims of your creeping curse. Yet your true artistry lies not just in poison but in the macabre magic you channel to dominate the battlefield.

At your beck and call is the Gargantuan—a monstrous colossus born of the darkest sorcery. Towering and unstoppable, this behemoth can clash with high-ranking demons, smashing through their ranks with raw, destructive power. The Gargantuan is a relentless enforcer of your will, its presence alone enough to strike fear into the hearts of all who oppose you.



Necromancer
a sovereign of death and decay, weaving the forgotten remnants of life into weapons of unparalleled terror. You command legions of the dead, effortlessly summoning Skeletons from the remains of those you've defeated. These skeletal warriors rise at your bidding, eager to serve, their bony frames imbued with a dark power that grants them surprising strength. But their existence is fleeting—sustaining them beyond their brittle lifespan is impossible, and they inevitably collapse into dust. Yet, this endless cycle of resurrection ensures that your enemies will always face an army, even as your fallen minions return to the earth. You are never alone on the battlefield, and neither are your foes, as death itself becomes your ally.

Your mastery extends far beyond raising the dead. You wield the power to imbue your weapons with death's chilling essence, amplifying their destructive force to obliterate even the strongest opponents. Through your command of bone, you can create Bone Prisons, binding your enemies where they stand, their very essence trapped within your unyielding grasp.



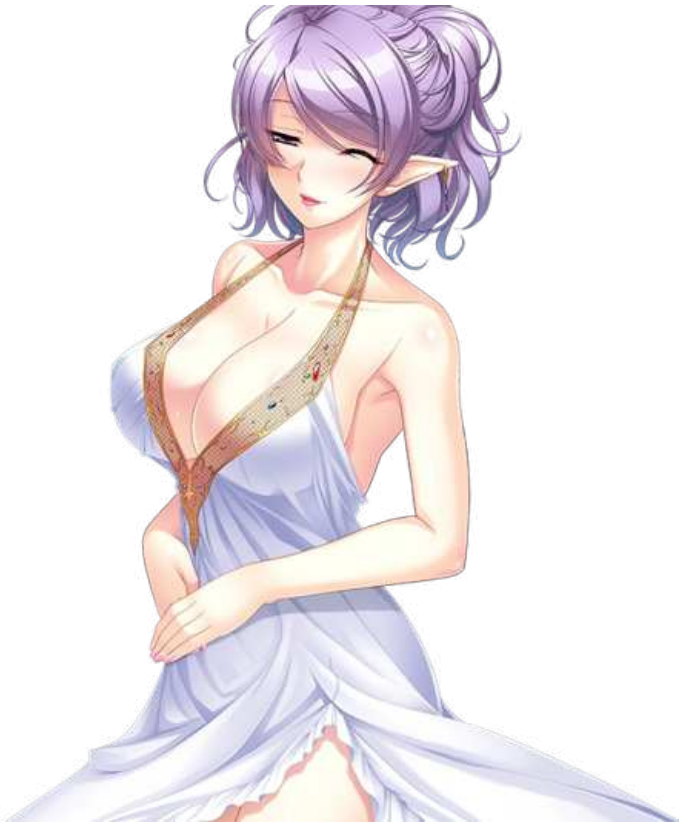
Psyker
A master of mental dominion and the arcane force of psychic power. With a single glance, you can ensnare the mind of another, bending their will as if it were a fragile thread in your grasp. The feeble thoughts of mortals are yours to mold, their actions and desires reshaped to suit your purpose. Your influence doesn't stop with individuals; with skill and focus, you can extend your reach to command entire groups, turning throngs of people into devoted followers under your sway. It’s no wonder that Psykers often rise to positions of power within cults and secret orders, their eerie charisma and mental mastery making them figures of both reverence and dread.

But your psychic abilities are far more than mere tools for control. You wield the power to delve into the very depths of the mind, planting ideas so subtly that your victims believe them to be their own.



Oracle
Those who tread the razor's edge between the divine and the cursed. Unlike ordained priests who seek divine favor through ritual and devotion, Oracles are marked by fate, their powers born from strange and often harrowing encounters with the otherworldly. A divine illness, an injury that left them at death's door, or an uncanny brush with forces beyond comprehension—they are forever changed. Yet this transformation comes with a price: a curse etched into their very being. It is both a burden and a boon, for while it hinders them, it also grants immense power. The deeper they embrace their curse, the greater their connection to their divine mystery becomes, and the more extraordinary their abilities grow.

Each Oracle's path is shaped by a specific mystery, a fragment of the divine that grants them unique powers and influences their fate. These mysteries unlock extraordinary abilities, often centered around perception and fate manipulation. Oracles who are blind may see the world through divine vision, sensing the unseen and unraveling truths hidden to others.



Others Abilities:

Here, you are presented with the chance to acquire abilities commonly associated with the daemons of this world. For ***Criminals, and King and Queens origins you receive special privileges in your pursuit of these abilities. You are granted two discounts per tier of perks except 600CP Abilities for Criminals, with a 100 CP discount being entirely free.*** This ensures that your path to power is as rewarding as it is dangerous, allowing you to delve deeper into the abyss of capability and ambition. Choose wisely, for the abilities you embrace will shape your reign—or your rebellion.

100CP

Blood Sharpen
The blood of fallen enemies does not merely stain your weapon; it sharpens it, imbuing it with deadly precision and unholy power. With each foe you fell, your blade absorbs their essence, becoming sharper and more lethal as the battle rages on.

Creature Whistle
Harness the power of sound to command the wild and the feral. With your unique sound-based abilities, you can control dogs and other creatures capable of hearing your whistle. The pitch and tone of your whistle dictate their actions, whether it's rallying them to your side, sending them to attack, or coordinating complex movements

Ultrasonic Attacks
Unleash devastating, inaudible sound waves that disorient and incapacitate your enemies. By screaming and releasing these ultrasonic vibrations, you cause severe dizziness, nausea, and a maddening sense of discomfort, such as the urge to scratch at their own heads.

Perfect Invisibility
Cloak yourself in absolute nothingness, rendering your presence completely undetectable by sight. Unlike ordinary invisibility, this power ensures that you leave no trace—no shadow, no shimmer, no distortion in the air. Even the most perceptive eyes or magical detection spells will fail to reveal you.

Cursed Attacks
Unleash devastating strikes infused with dark magic, capable of dealing spiritual damage that bypasses physical defenses and directly weakens your opponent's soul. These attacks drain your own magical reserves with each strike, requiring careful management of your power.

Smell Magic
Possessing an uncanny sense of smell akin to that of a hound, you can detect and identify the magical signature of any creature or object. This ability allows you to track targets over long distances, even through complex environments or hidden paths.

Pain Reduction
This ability allows you to significantly dull the sensation of pain, reducing it by more than half. When activated, you can push through injuries or intense physical strain without being overwhelmed by discomfort. Whether you're enduring a brutal fight, surviving dangerous conditions, or recovering from wounds, this power allows you to keep moving and fighting even when pain would normally hinder you

Lewd Detection
This ability allows you to sense the emotions of others, particularly when it comes to love and lust. When someone around you feels either of these emotions, you can instinctively detect it, as if their feelings radiate through the air, making their desires or affection palpable to you. However, this power does not grant you the ability to influence or manipulate these emotions.

Tentacles [Can be bought multiple times]
This ability allows you to generate tentacles from any part of your body. Initially, you can create 10 tentacles at will, each possessing incredible strength and flexibility. These tentacles can be used for a variety of purposes—whether for combat, grabbing, restraining, or performing delicate tasks. With each additional purchase of this ability, the number of tentacles you can generate increases by 10 more, giving you even greater versatility in how you use them.

200CP

Pain Curse
Channel your suffering into a weapon, projecting or reflecting all mental and physical pain you endure onto a chosen target, amplifying it many times over. This curse turns your anguish into devastating retribution, making you a living voodoo doll capable of inflicting immense torment.

Sturdy
Unyielding and unbreakable, your body becomes a fortress against harm. Whether it's enduring devastating physical attacks, resisting the crushing weight of immense force, or standing firm against relentless onslaughts, you are the epitome of durability.

Bloody Soap
Summon eerie crimson bubbles formed from a mixture of your own blood and alchemical concoctions. These bubbles carry a potent aphrodisiac effect, ensnaring the minds of those they touch, leaving them dazed and susceptible. While you are mostly immune to their influence, you can instantly transform the bubbles into a corrosive acid, making them a dual-purpose weapon for both manipulation and destruction.

Zero Friction
Harness your magic to manipulate friction, rendering surfaces and objects completely devoid of resistance. You can create areas where movement becomes uncontrollable, causing foes to slip and slide helplessly. Additionally, you can coat your body in this effect, making yourself impervious to physical attacks by causing weapons or blows to glide harmlessly off you.

Other Unique Spells [Can be bought multiple times]
Labyrinth Spell
Create a twisted, looping space that traps targets in an endlessly repeating series of rooms. Escape becomes nearly impossible as the spell distorts space, confounding navigation and perception.

Sealing Magic
A versatile and potent form of magic used to bind entities, objects, or powers. This spell can lock away an enemy's abilities, seal powerful artifacts, or trap foes in an immovable state.

Levitation Spell
Defy gravity with ease, allowing you to float and maneuver through the air. This spell grants exceptional mobility in combat and exploration, elevating your tactical advantage.

Sleep Magic
Master the art of slumber manipulation. Put others into a deep sleep using your wand and control the depth, duration, and quality of their rest. This spell is perfect for incapacitating foes or granting allies restorative respite.

Dark Matter Magic
Mix and fuse objects at a molecular level using your hands, transforming them into a new entity. This spell has immense potential for both destruction and creation, depending on your ingenuity.

Rune Magic
Channel the power of ancient runes to capture and absorb the abilities of gods themselves. This magic grants you access to unparalleled divine strength, transforming you into a conduit for godlike power.

Immunities [Can be bought multiple times]
As a demon, you are no mere mortal to be felled by the forces of nature. Choose one element—Fire, Ice, Lightning, Chaos, or any other infernal power—and gain complete immunity to its effects. Not only will you stand untouched by this element's wrath, but you also gain mastery over its destructive force, empowering your spells and abilities to devastating potency.

Drug Resistant
Your body has become immune to the effects of most drugs, toxins, and poisons, making it nearly impossible for any chemical substance to alter your mind or harm your body. Whether it’s a sedative, a tranquilizer, or a highly toxic substance, your physiology simply resists its effects, rendering you impervious to their influence.

Iron Muscles
Your body's muscles have been transformed into something resembling iron, granting you immense strength and resilience. Your physical power is enhanced to the point where you can perform feats of strength beyond human limits, lifting immense weights, breaking through barriers, and overpowering opponents with ease. Furthermore, this iron-like body makes you immune to most physical harm, including cuts, bruises, and most blunt force trauma.



400CP

Scale of Judgment
Harness the power of divine judgment, a spell or ability that draws strength from the sins and misdeeds of your opponent. The greater their transgressions, the stronger the ability becomes, manifesting as devastating attacks or overwhelming power that scales with the weight of their sins. The Scale of Judgment evaluates your opponent's guilt, turning their own darkness against them, making it a perfect tool for punishing the wicked or overwhelming those who have strayed too far into corruption.

Demonic Embroidery
Demonic Embroidery grants you the power to manifest and activate a set of powerful magic tattoos, each imbued with unique abilities. These tattoos, etched into your skin, are not only symbols of your dark power but also grant you significant enhancements when activated. With each tattoo, you gain temporary boosts to various physical stats, allowing you to adapt to any situation. Here's a list of 10 tattoos and their effects:

Rose of the Swift Wind (Thigh)
Effect: Increases your speed to inhuman levels, allowing you to move faster than the eye can follow for a limited time. You can close distances in an instant or evade attacks with ease.

Serpent's Coil (Back)
Effect: Grants you unmatched flexibility and agility, enabling you to contort and move your body like a serpent. You can slip through tight spaces, dodge attacks effortlessly, and perform acrobatic feats without strain.

Lion's Fang (Forearm)
Effect: Temporarily boosts the strength of your arms, enhancing your melee attacks. You can strike with the force of a beast, capable of breaking through armor and crushing bones.

Phoenix's Rebirth (Chest)
Effect: Provides regenerative properties that rapidly heal injuries, allowing you to recover from damage at an accelerated rate. For a short time, wounds will close as quickly as they're inflicted, making you nearly invincible.

Dragon's Heart (Heart)
Effect: Increases your endurance and stamina, enabling you to push through physical limitations. You can maintain peak performance for much longer without tiring, enduring prolonged combat or exertion without faltering.

Tiger's Claw (Hands)
Effect: Enhances the strength and sharpness of your hands and fingers, giving you the ability to slice through tough materials like steel. You can also deliver devastating strikes or wield weapons with greater efficiency.

Eagle's Vision (Eyes)
Effect: Grants you perfect vision, enabling you to see great distances clearly, detect hidden or invisible enemies, and track targets with pinpoint accuracy. Your perception of the world around you is heightened to supernatural levels.

Wolf's Instinct (Neck)
Effect: Heightens your senses, granting you the ability to track enemies by scent, hear whispers from far away, and detect subtle changes in the environment. Your instincts sharpen, making you a deadly hunter.

Bull's Endurance (Legs)
Effect: Boosts the strength and durability of your legs, giving you the power to leap great distances or deliver earth-shattering kicks. Your lower body is reinforced to take and dish out punishing force.

Bat's Echo (Spine)
Effect: Grants you an incredible sense of balance and a unique ability to echolocate, allowing you to move through darkness without issue. You can sense the presence and movements of others even in complete darkness, making it difficult for enemies to sneak up on you.

Magic Dream Arrow
The arrows you create are infused with your own magical power, serving as a materialized form of your energy. These arrows have a unique effect—they put two individuals into a dream, a shared experience centered around lust. The dreams are vivid and intoxicating, driven by the desires and fantasies of the targets. However, the real danger lies in the power behind these arrows; while they are capable of manipulating the dreamscape, their true effect can have long-lasting emotional consequences for those caught within them.

Emotion Power Up
This ability grants you power from emotions, particularly anger, hatred, and pain. Once activated, your strength becomes overwhelming. The worse your emotional suffering—be it physical pain, humiliation, or emotional torment—the stronger you grow. This power enables you to perform feats that would otherwise be impossible, like bringing down entire buildings with ease, or overcoming formidable foes with sheer destructive force. The more you suffer, the more your abilities escalate, turning you into a truly dangerous force when pushed to your limits.

Demonic Eyes [Can be bought multiple times]

Here is a list of demonic eyes that demons can have in this demon world:

Demon Eye : Weakness Exploit
This Demon Eye grants you the ability to see the weak points of your enemies, allowing you to exploit their vulnerabilities during battle. With a mere glance, you can instantly identify areas of the body that are more susceptible to damage or defense, making your strikes deadly precise. This eye is invaluable in combat, as it provides an advantage in every engagement, enabling you to defeat opponents with strategic and critical attacks, regardless of their size or strength.

Demonic Eye: Enslavement Eyes
The Enslavement Eye gives you the power to dominate the will of others. With a direct gaze, you can enslave your target, bending their mind and forcing them to obey your every command. The more you look into their eyes, the more deeply you control them, turning them into mindless servants who are completely loyal to you. This eye is dangerous, as it can completely break the spirit of your enemies, reducing them to mere puppets that you control at will.

Demonic Eye: Paralyzing Eyes
With the Paralyzing Eyes, you can immobilize anyone you look at, freezing them in place as if they were turned to stone. This ability is perfect for disabling your enemies, rendering them incapable of moving or defending themselves. Whether used in combat to neutralize threats or in more tactical situations to immobilize key targets, this power makes you an incredibly dangerous adversary. The longer you focus on someone with these eyes, the stronger the paralysis becomes, eventually rendering them helpless.

Demonic Eye: Mermaid's Sapphires Eyes
With this unique Evil Eye, your right eye absorbs the life energy of everything you look at, draining it for your own power. The more energy you steal, the stronger you become, but at a cost—those whose energy is drained begin to transform into monstrous, half-fish-like creatures. This power grows in strength as you suffer physical wounds, with your pain fueling the power of your Eye. The longer you use it, the more monstrous your enemies become, creating chaos and destruction in your wake.

Demonic Eye: Witch Eyes
The Witch Eye grants you a unique form of instinct that allows you to see the truth and discern between real and falsehood. This eye guides you to the right path, offering insight into what is truly happening around you. Whether used to uncover lies, spot hidden threats, or simply find the best way forward, the Witch Eye acts as a guide to your future, helping you navigate situations with clarity and foresight.

Demonic Eye:Mind's Eye
The Mind's Eye enhances your ability to read the hearts and minds of others. You gain the ability to peer into their emotions and intentions, seeing through lies and manipulation with ease. Not only does this eye give you insight into others' thoughts, but it also grants you foresight, allowing you to predict their next actions. This power makes you an exceptional strategist, as you can anticipate your opponents' moves and counter them with perfect accuracy.

Demonic Eye:Conqueror's Evil Eye
The Conqueror's Evil Eye allows you to incarnate the spirits of heroes and kings. By summoning their spirits, you can harness their power and abilities to aid you in battle or any other endeavor. You can place the spirits into objects, as seen when summoning the spirits of fallen ninjas to fight alongside you, or simply call upon them in their ethereal form. This eye gives you command over the spirits of the greatest warriors, granting you their strength and knowledge in your pursuit of domination.

Demonic Eye:Freezing Eye
With the Freeze Eye, anything you gaze upon becomes frozen in a powerful, unyielding cold. This eye is incredibly dangerous, as it can freeze enemies or objects in an instant. However, the power comes with a drawback—since the cold attacks indiscriminately, even allies can be affected if they're in your line of sight. This eye requires great caution to use, as controlling its power is difficult, and wearing an eye patch is often necessary to avoid freezing those around you.

Demonic Eye: Eye of the Baphomet
The Goat's Lust Eye allows you to control the desires of others, bending their lust and emotions to your will. This eye also gives you the ability to read the flow of chi, sensing the life force of everyone around you. By manipulating their lust and desires, you can make them do your bidding or use their emotions against them, turning your enemies' passions into tools of manipulation and control.

Demonic Eye: Mouse
With the Mouse Eye, you can create shadowy, spectral mice that devour anything in their path. These mice swarm over your targets, consuming them in vast numbers and stripping them down until there's nothing left. This ability can overwhelm even the strongest enemies, as the sheer number of shadow mice is too much to combat, making it an effective tool for destruction and terror.

Demonic Eye: Blind Eye of the Crimson Serpent
The Blind Eye of the Crimson Serpent creates "Drops of Darkness" that defy gravity. These shadows allow you to hide your body or other objects within them, effectively disappearing from sight. The Drops of Darkness also cause animals exposed to them to lose their coloration and become enraged, making them highly unpredictable. You can teleport yourself and objects in contact with the darkness drops, and with a single command, you can detonate them in a powerful, suicidal explosion, creating chaos and destruction in your wake.

600CP

Dragon Summon Buff [Discounted for Hell Knights]
Unleash the sealed power of a dragon bound to your soul through a forbidden ritual of the past. Activating this ability grants you incredible strength, covering your body in fiery energy and manifesting weapons forged in the likeness of the dragon species you've chosen. These flames carve intricate, glowing markings into your skin, a physical testament to the dragon's raw, destructive might flowing through you.

However, this power comes at a dire cost. The dragon's essence does not reside within you idly—it feeds on your very soul with each use, consuming fragments of your essence to fuel its overwhelming strength. Prolonged or reckless use could lead to irreparable damage, leaving you weakened or worse. This is not a gift freely given but a pact with a price, a tool of unimaginable power to be wielded sparingly and wisely.

Wraith Golem [Discount for Revenant Knights]
You now control a swarm of Wraith Golems, an insectoid mechanical weapon forged to aid the Revenant Knights in battle. These golems, often taking the form of flies and other insect-like creatures, are infused with organic elements, making them both mechanical and alive as they have guns embedded into their bodys. Your Wraith Golems serves as a formidable extension of your own power, aiding you in combat and providing unmatched support. Whether serving as an additional weapon or a scout, your Golem adapts to various forms, each designed to meet the demands of the battlefield. Together, you and your Golem strike terror into the hearts of your enemies, and your combined might ensures victory on any front.

Regeneration [Discount for Hunters]
Your body has achieved an extraordinary level of regenerative ability, allowing you to recover from injuries at an incredibly rapid rate. Whether it's a deep cut, broken bones, or even more severe damage like internal bleeding, your cells regenerate at a pace that exceeds the natural limits of even the most powerful healing magic. This regeneration is so swift that within moments, wounds can begin to close, and within minutes, you're back to full health. However, the speed at which you heal depends on the severity of the damage; massive injuries, such as losing limbs or suffering fatal wounds, may take longer to regenerate, but the possibility remains. This regenerative ability makes you incredibly hard to defeat in prolonged battles, as you can recover faster than most can deal damage.

Taimanin Arts [Discounted for Ryomanin/Can be bought multiple times]
Here is a list of Taimanin Arts that you could have awakened, meaning that you now have the blood of humans coursing through your veins:

Wraith Dance
Wraith Dance is a dark and deadly technique that allows you to drain the life energy from your target, eventually reducing them to dust. You summon wraiths and ghosts to keep your distance from the target while you slowly siphon their life force. At your peak, you can summon up to 13 spirits at once, each capable of feeding on the life energy of your foes. The technique can also result in permanent destruction of limbs with just a brief touch, making it a terrifying and efficient method of incapacitation and death.

Seal of Hypnotism
The Seal of Hypnotism is a mind-control technique that enables you to control the movements and behavior of a target. With a mere gaze, you can stop the movement of a person or force them to perform simple physical actions. The ability is activated by placing a special item on the target, which you can quickly influence. This technique also allows you to unleash a berserker rage in your victims, turning them into uncontrollable, self-destructive forces who start to bleed from within.

Sealing Technique
The Sealing Technique grants you the ability to neutralize both magic and ninja arts with a single gaze. This ability is incredibly powerful, allowing you to shut down any supernatural powers or abilities used by your opponent. However, it comes at a great cost, as it damages your organic body each time you use it. Despite this, the advantage of being able to negate magic and other ninja techniques makes it an invaluable asset.

Earth Seclusion
The Earth Seclusion technique allows you to move freely through the earth and manipulate clumps of dirt to create clones of yourself. This ability enhances your stealth and mobility, as you can use the earth to conceal yourself or escape from enemies. By mastering this technique, you gain an edge in both offense and defense, as you can confuse your opponents with multiple copies of yourself while simultaneously evading attacks underground.

Insect Technique
The Insect Technique enables you to manipulate demon-like centipedes by emitting a special pheromone. These insects are capable of crawling inside your target's body, eating away at their insides while injecting potent neurotoxins that cause both excruciating pain and pleasure. This technique gives you the ability to attack from a distance, inflicting horrific suffering on your victims, making it a powerful and disturbing tool in your arsenal.

Muscles
This ability grants you the power to expand your muscles to the point of tearing through your clothes. With enhanced strength and resilience, you can overpower almost any opponent, rip through obstacles, and withstand devastating blows. The sheer physical power granted by this art makes you a formidable force in battle, capable of withstanding punishment while dealing crushing blows.

Lewd Blood Art
The Lewd Blood Art allows you to manipulate the minds of others through physical touch. While using this technique, you can exert influence over others' thoughts and emotions, especially women. The range and strength of this influence can be intensified intentionally, leading those nearby to lose their self-control and become overwhelmed by desire. This art is a dangerous form of mental manipulation, with the power to turn allies into enemies or cause chaos in the hearts of your foes.

Cage of Lust
The Cage of Lust technique creates powerful illusions that manipulate the physical senses of your target. These illusions are so potent that they can create real physical pleasure or even cause madness and death. The more control a person has over their desires, the more resistant they are to the effects of this art. However, those who are vulnerable or unable to resist will fall prey to the overwhelming sensations, becoming puppets to your will or dying from the intense stimulation.

Indecent Art
Combining your ninja heritage with your succubus powers, you have created the Indecent Art, a technique that allows you to hide your true appearance and adopt the form that your target desires. This ability allows you to manipulate others' desires by transforming into their ideal partner, gaining complete control over their emotions and actions. This form of deception is extremely potent, allowing you to deceive your enemies and manipulate them at will.

Wind Hammer
The Wind Hammer technique utilizes the force of wind to create destructive blasts powerful enough to bend steel and shatter bodies. This ability also allows for rapid movement, enabling you to strike with incredible speed and agility. However, continuous use of this technique is taxing on the body, requiring you to balance your energy usage carefully to avoid exhaustion.

Wolf Curse
The Wolf Curse imbues you with the primal power of wolves, increasing your agility, strength, and senses. This curse allows you to tap into the instincts of the wolf, giving you heightened awareness and speed. In battle, you become a relentless predator, moving with the speed and ferocity of a wolf in pursuit of your prey.

Grudge Transformation
The Grudge Transformation technique allows you to convert the pain, both mental and physical, that you endure into raw physical power. The more you suffer, the stronger you become, but this comes at a cost—excessive use of this technique can strain both your body and mind, making it difficult to use without risking serious long-term damage. Despite this, the power gained from suffering makes you an unstoppable force when driven to your limits.

Flame Rope
The Flame Rope technique allows you to create a rope made of fire, which can be used to envelop your blade, turning it into a flaming sword. This art combines the cutting power of a blade with the destructive force of fire, allowing you to unleash fiery attacks that can melt through metal and incinerate enemies in your path.

Nasuri Art
Nasuri Art uses your blood to bind you with a cursed target, allowing you to transfer all the damage you suffer to them instead. By linking multiple targets under this curse, you gain multiple "lives," as the damage inflicted on you is transferred to your cursed victims. However, this ability can be countered if someone disrupts the activation of the curse. Despite its risks, Nasuri Art can be a powerful tool for turning the tide of battle in your favor.

Substitution Art
The Substitution Art allows you to swap bodies with a target upon contact, effectively taking on their appearance, voice, and abilities. This technique can be used for extended periods, allowing you to deceive your enemies or avoid danger by taking on someone else's form. It's a versatile ability that allows you to manipulate your environment and confuse your opponents, often making them attack the wrong target.

Soul Bound [Discounted Infiltrators]
The Soul Binding ritual is an ancient and powerful technique that links two individuals or more on a metaphysical level, granting them immortality as long as the other remains alive. This bond forms an unbreakable connection between the participants, making them inseparable even in death. Like the cases and bond between Marika Krishna and Carla ensures that as long as one survives, so will the other. This means that if Carla were to die, Marika would continue to live.

Beyond immortality, the Soul Bound connection grants the pair limited telepathy and a sense of synchronization. This allows them to share thoughts, feelings, and even strategize in combat with incredible coordination, as though they are two halves of a single entity. They can communicate across vast distances without speaking, allowing for silent collaboration during dangerous missions or covert operations. ***And once every 10 years or the beginning of every jump you can do this ritual and add people to your soul bound pact. Also you can bring people soul bod by you as followers.***

Holy-Demonic Blood [Discounted for Clerics]
The divine essence in your blood has been tainted, twisted by your demonic origin into something unholy yet intoxicatingly alluring. Instead of angelic grace, your blood now carries the essence of forbidden allure and dominance, marking you as something extraordinary within the infernal hierarchy. This corrupted "holiness" grants you a haunting beauty and an irresistible charisma, making others naturally drawn to your presence despite the lurking danger. Royalty and those of influence cannot help but be captivated, treating you with reverence—even fear—due to the raw power you emanate. Should a creature dare to consume your blood, they will experience a searing agony akin to being flooded with pure infernal fire, burning away their will and forcing submission to your command.

Barrier Master [Discounted for Magicians]
As a master of defensive magic, you have the unparalleled ability to create barriers so strong that they rival even the mightiest of demons. These barriers are nearly impenetrable, able to withstand not only physical attacks but also magical assaults and curses. With a thought, you can summon walls of energy that can shield you from devastation, offering you a safe haven in the heat of battle. Whether you need to protect yourself from overwhelming forces or contain enemies within their own prison, your barriers will hold strong.

Your mastery extends beyond simple walls, allowing you to create force fields of varying sizes and shapes, tailored to your needs. You can create barriers that surround you completely, or ones that cover large areas, preventing enemies from advancing. The power of your barriers only grows as you continue to hone your skills, making them nearly unbreakable.

Holy-Demonic Light [600 CP/ Discounted for Magical Girls]
Hope and miracles? Hardly. Your "holy" light has been corrupted into an overwhelming surge of demonic radiance that purges weakness and imposes absolute control. This power allows you to channel vast amounts of raw, infernal energy that burns away purity and inflicts agonizing despair on anything considered holy or good. When unleashed, this demonic light scours away blessings, protections, and even the most deeply embedded faith, leaving its victims hollowed out and susceptible to your influence. Its reach extends not just to physical spaces but to the souls of those within range, rewriting them to embrace darkness as their new salvation.

Instead of healing trauma, your power warps the memories of those it touches, replacing pain with loyalty to you. The afflicted no longer see past betrayals or horrors as reasons for despair but as motivations to serve you, their new savior. This "light" acts as a beacon, not of hope but of conquest, spreading your influence and ensuring that wherever it shines, all bow to your dark supremacy.



Items:

In this section, you receive an additional 400 CP to spend on powerful and unique items designed to enhance your journey. These items can grant extraordinary abilities, resources, or tools that will give you a distinct advantage in your path forward. You can also import items with similar forms for free, allowing you to choose from a wide range of options and refine your arsenal.

General

Lilith Outfits[Free/200CP]

You now have one outfit that screams it originated from a universe that uses hentai logic as its base. Even in a world where everything is much sillier, this outfit really fits, as everyone here is beyond stupid. So, if you want to wear skin-tight outfits with high heels but still be good in stealth missions, or prefer an outfit that only covers the bare minimum of your sexy body, that's also fine. This outfit, when destroyed or worn out, will conjure a new one in your wardrobe. For 200 CP, you now have a wardrobe filled with these hentai-themed outfits that you can freely import and use in the field, and no one will question why you are wearing a bunny outfit in a full war zone.

Basic Weapon [Free]

You begin your journey with a simple, non-magical weapon of your choice. While lacking any supernatural properties, it is crafted with solid, durable materials to be reliable in combat. Whether it's a sword, dagger, staff, or another basic weapon, it serves as a functional tool for self-defense or combat, offering no more than practicality for those starting out.

Knights

Hellrider's Chariot [100 CP]
A heavily customized vehicle of your choice, blending infernal decadence with rugged practicality. This machine is adorned with demonic embellishments and defensive enhancements, ensuring both opulence and safety on even the most perilous roads. While it lacks subtlety or elegance, it exudes raw presence and unrelenting power. The vehicle automatically repairs itself, restocks supplies, and refuels daily, guaranteeing it's always ready for your next journey into chaos or conquest.

Demon Compendium [100 CP]
A hefty grimoire wrapped in infernal hide, containing countless entries of lore about the demonic entities you may face or encounter. Its current state is more of an index than a detailed guide, with sparse descriptions and basic overviews of the demons it lists. However, as you delve deeper into your journeys and uncover their secrets, the compendium will automatically expand, recording every detail you learn about these infernal beings. In essence, if you haven't encountered a demon, the tome will only provide a brief mention of its existence, leaving the rest for you to discover.

Abyssal Battlegear [200 CP]
You possess a set of armor that seems more ornamental than protective, resembling something like a revealing chainmail bikini or a ceremonial loincloth. Despite leaving much of your body uncovered, this provocative attire offers exceptional protection, rivaling or even surpassing conventional heavy armor. Likely crafted from some rare infernal material, such as Darksteel or Netherweave, its lightweight and minimalist design are the only reasons it was within your grasp.

Infernal Coliseum [200 CP]
A subterranean fighting pit were warriors clash in brutal combat for fame, fortune, or survival. Equipped with an array of hidden cameras and microphones, the arena captures every moment of the battles and their often-debauched aftermath, broadcasting live or selling recordings on the black market. Support facilities include state-of-the-art medical bays for treating injuries—or administering enhancements—holding cells, and combined living quarterss for the fighters.

Knight's Training Facility [400 CP]
This demonic training ground is a state-of-the-art facility designed to push knights and warriors to their absolute limits. Equipped with advanced devices tailored to enhance supernatural abilities, it features rooms that launch unpredictable barrages of projectiles to hone agility and combat skills, chambers simulating extreme conditions such as high pressure or low oxygen, and a virtual combat arena populated with lifelike holographic enemies and terrains for real-time battle practice. Hidden within the depths of this facility are sinister chambers crafted by demons, including techno-organic tentacle rooms that endlessly tease captives to test their endurance or break their will, and arcane helmets designed to rewrite minds with forbidden knowledge or perverse fantasies.

Monarch's Sphere [400 CP]
The Monarch's Sphere is a rare and powerful artifact that serves as the ultimate guardian for those you hold most dear. By imprinting the sphere on a chosen individual, you gain a constant awareness of their physical condition, alerting you to any harm or danger they may face. Should the situation turn dire, and their life hangs by a thread, you can break the sphere, invoking its potent magic to teleport them instantly to your side. Upon arrival, all their injuries, no matter how severe, are miraculously healed, restoring them to full health. However, this artifact's power comes with limits: it can only bond to one person at a time, and once used, the sphere takes an entire year to regenerate its magic. Once reformed, you must re-imprint it to your chosen individual, renewing the sacred bond that ensures their protection. This sphere is both a shield and a lifeline, embodying a steadfast promise to safeguard the one you cherish most.

Ultimate Weapon [600 CP]
Forged in the infernal forges of demonkind, this weapon is a masterwork of destructive power and unholy craftsmanship. Whether it takes the form of a sleek sword, colossal hammer, or advanced bazooka, its strength lies in its ability to carve through demons as if they were mere paper. Each weapon carries a unique mystical trait that you choose , such as a burning aura that poisons and scorches foes with each strike, or runes etched along its surface that amplify the wielder's strength and speed. For those skilled in elemental arts, this weapon becomes a perfect conduit, enhancing and unleashing devastating attacks with unparalleled precision.

Infernal Bastion [600 CP]
An abandoned fortress-city, originally conceived as a seat of power for a noble family before war or assassination halted its construction. Now under your control, this sprawling stronghold boasts formidable defenses and remnants of infrastructure designed for self-sufficiency, including aqueducts, workshops, and magical power sources. Though much of it lies in disrepair, with time and resources, you can restore it to its full potential as a nearly impenetrable sanctuary. Its labyrinthine layout and isolated location make it the perfect base for your operations, whether commanding armies, hosting allies, or warding off rival factions.

Assassin Guild

Veil of Shadows Hoodie [100 CP]
A deceptively simple hoodie imbued with a subtle enchantment that cloaks your true identity. While wearing it, even the most observant individuals, including those who know you intimately or battle your doppelgänger regularly, will fail to connect you to your real self. The hood and its mask only cover your eyes and nose, leaving your voice and body fully exposed, yet no one will suspect your true nature unless you deliberately reveal it through a unique ability or personal knowledge. Perfect for slipping through enemy lines or living a double life undetected.

Demonic Elixir Cache [100 CP]
A sinister collection of substances crafted to manipulate the desires and fates of others. This cache contains an array of potent aphrodisiacs in various forms—oils, pills, liquids, and incense—all especially effective on women. Additionally, it includes concoctions designed to induce impotence, perfect for neutralizing rivals or sowing discord among your enemies. The mix of mundane and demonic elements ensures versatility, whether you seek subtle influence or outright domination. Handle with care, as the effects are as dangerous as they are effective.

Black Book [200 CP]
The Little Black Scroll is a devious artifact that guarantees leverage over even the most powerful individuals. This enchanted book automatically documents incriminating actions, words, or even sketches of people caught in compromising situations they desperately wish to keep hidden. While its power is limited to areas you claim as your own—whether a hideout, a base, or a covert lair—its scope is vast within those boundaries. The scroll serves as an omnipresent observer, turning whispered secrets and illicit actions into evidence you can wield to secure favors, agreements, or compliance. Subtle and untraceable, this tool is invaluable for anyone navigating a world of intrigue and manipulation.

Tools of the Trade[200 CP]
This comprehensive kit equips you with the finest instruments an assassin or covert operative could desire. Crafted with precision and designed for efficiency, the tools include silent weapons, lockpicks, poisons, grappling hooks, and other essential gear for infiltration, sabotage, and elimination. Each item is lightweight, durable, and easily concealed, making them perfect for missions that require stealth and discretion. The tools are not just mundane; many are enhanced with subtle enchantments or high-tech modifications to ensure peak performance in critical situations. With this arsenal, you are always prepared to strike from the shadows and carry out your tasks with lethal expertise.

Infernal Indoctrinator [400 CP]
This diabolical machine, crafted from a fusion of demonic organic matter and advanced infernal engineering, is designed to rewrite the minds of its victims. Its key component is a helmet that induces vivid, dream-like hallucinations of indulgent and subservient scenarios, eroding resistance while reshaping desires. Tentacles delicately administer specialized serums through the ears and mouth, sustaining the subject for weeks while deepening the mental conditioning. A unique ‘purge’ program offers the ability to restore a subject's original mental state, providing the option to repeat the process as often as desired. The perfect tool for transforming resistance into obedience.

Brothel [400CP]
This establishment is more than just a place of carnal indulgence; it’s a cornerstone of influence and power. The brothel is a luxurious and well-managed operation under your control, catering to an elite clientele ranging from nobility to influential merchants and even demonic entities. Its services are not limited to physical pleasures—your staff is trained in espionage, gathering secrets, and subtly influencing patrons. The facility itself is lavishly decorated, offering private chambers, grand halls, and hidden listening posts to ensure your dominance in the realm of politics and intrigue. Profits from the brothel are steady, and its reputation makes it an invaluable tool for networking, manipulation, and expanding your sphere of influence.

Traitorous Network [600 CP]
This intricate web of spies and agents is a demonic assassin's greatest tool, ensuring little escapes their notice. Beyond conventional means like bribing officials or employing street informants, this network includes a dozen deeply embedded agents within major factions worldwide. Some are traitors who carefully conceal their true allegiances, while others are individuals manipulated through hypnosis and conditioning, carrying out their roles with fabricated personalities until triggered by a codeword. These agents gather intelligence, spread misinformation, and subtly manipulate events to further your agenda. Whether you seek to capture rivals or influence global power dynamics, this network ensures you stay one step ahead.

Hidden Village [600 CP]
Nestled deep in the demon world, this hidden stronghold serves as a sanctuary and training ground for elite warriors. Known for producing powerful combatants, even its youngest students can effortlessly decimate weaker enemies. By acquiring this village, you gain significant authority—perhaps as a respected instructor or an influential leader within its ranks. The village comes complete with advanced facilities for training and support, and it is fully portable, allowing you to bring it and its inhabitants into future endeavors. With its resources and skilled warriors at your disposal, this village is a fortress of strength and a beacon of resistance against any foe.

Magical Guild

Snacks of Restoration [100 CP]
These enchanted treats are a delightful remedy for the weariness of spellcasting. Each snack is imbued with magical properties that passively restore your mana reserves and alleviate the fatigue associated with heavy magic use. Compact and easy to carry, these snacks ensure you'll always be ready for the next incantation, no matter how strenuous the battle or exploration.

Spell Rings [100 CP]
This unassuming ring is a versatile and powerful tool for any magic user. Capable of holding a single elemental spell of your choice, the ring acts as a ready-made arsenal for critical moments. Once filled with your chosen spell, it allows you to release the magic on command with the same time investment as casting it naturally. Whether used for offense, defense, or utility, these rings add adaptability and convenience to your magical repertoire.

Battle Defense Underwear [200 CP]
These magical undergarments are more than they appear. When worn, they create a protective barrier that shields you from harm and mitigates incoming damage. The barrier will actively sustain itself, absorbing blows until it breaks. When the shield shatters, so too will the underwear. Fortunately, you possess an abundant supply of these enchanted garments, ensuring you'll remain protected throughout your entire jumpchain.

Hazard Nullifying Undershirt [200 CP]
This enchanted bra or undershirt offers unparalleled protection from environmental dangers native to the demon world. With this garment, you'll be immune to toxic miasmas, extreme temperatures, and other ambient hazards. While this item doesn't shield you from direct physical or magical attacks, it ensures that the world itself won't claim you as its victim.

Chaotic Cape[400 CP]
This radiant cape serves as both a defense and a magical amplifier. It emits an unholy light that creates an aura of repulsion, forcing demons to keep their distance. Additionally, the cape acts as a magical focus, enhancing and amplifying spells of a similarly dark nature. Stylish and practical, this cape is a must-have for those who wish to command both respect and fear.

Living Wand [400 CP]
This sentient wand or scepter is a steadfast companion and an invaluable asset in battle. Loyal and intelligent, it actively supports your spellcasting efforts by autonomously casting spells you already know and providing a steady stream of mana to sustain you in prolonged encounters. With this wand by your side, you'll find your magical abilities enhanced and your endurance greatly extended, making even the most daunting challenges manageable.

Tome of Origins [600 CP]
This ancient and arcane tome is an unparalleled resource for any spellcaster. Within its pages lies the knowledge of every spell in this world, painstakingly cataloged with their uses, rituals, and nuances. As you journey to new worlds, the tome will update itself, seamlessly incorporating the magical knowledge of those realms. Whether you seek to master destructive sorcery, intricate enchantments, or rare utility spells, this tome ensures you'll never be without guidance.

Beyond merely listing spells, the tome includes insights into their origins and possible modifications. It provides strategies for integrating different schools of magic, allowing you to combine techniques in ways that others might consider impossible. With the Tome of Origins in your possession, your magical prowess has no ceiling—it grows with you and the worlds you explore.

Cathedral of Chaos[600 CP]
This breathtaking structure, a masterpiece of gothic architecture, radiates immense magical power. True to its dark nature, it serves as a monumental amplifier for unholy and demonic magic. Spells cast within its central chamber are magnified to extraordinary levels, capable of spreading destruction, corruption, or influence to the farthest reaches of the land. Whether you seek to summon otherworldly entities, weave curses of devastating potency, or bolster your allies with dark blessings, the cathedral transforms your magic into an unparalleled force of malevolence.

Any forces of purity that attempt to enter will find themselves repelled or utterly obliterated by the cathedral's overwhelming malevolent aura. If you wish, the cathedral can serve as the seat of power for a dark religion or cult, with you at its apex. Alternatively, you may establish it as your private bastion of forbidden power, unshackled by any faith or creed.

Criminal Guild

Cursed Armament [100 CP]
A weapon crafted in the infernal forges of the demon world, imbued with unholy energy that makes it a terror on the battlefield. Choose your instrument of destruction: a blade wreathed in hellfire that slices through even the strongest magical barriers, a gun that fires cursed rounds that cause corrosive decay, or a massive demon-tech railgun capable of obliterating fortresses in a single shot. The weapon's power is immense, though its weight and the dark energy coursing through it make it cumbersome for the untrained.

Fruits of Pandemonium [100 CP]
Born from the dark ingenuity of the Demon Lords, these sinister artifact blend forbidden magic and infernal technology to impose absolute dominance. The first is the Abyssal Pact Seed, a demonic elixir imbued with cursed nanites and infernal essence. When consumed, it binds the victim into an unbreakable magical contract, marked by glowing sigils etched onto their skin. These contracts enforce obedience through cruel magical penalties, ranging from paralyzing pain to devastating mutilation for defiance. Only the master's demise or mercy can dissolve the bond.

The second creation is the Eve Chip, a wicked implant that subtly reshapes a subject's mind and desires. Once embedded, this diabolical device rewires thoughts and behaviors with insidious subliminal influence. Over time, the enslaved individual begins to see servitude and degradation as their own choices, fully rationalized and accepted. Both tools are highly adaptable, allowing for tailored effects even without deep expertise in the dark arts.

Infernal Power Armor [200 CP]
This enchanted exosuit merges demonic biology with cutting-edge technology, granting its wearer superhuman strength and resilience. You can crush an ogre's skull with ease, wield heavy weapons effortlessly, and shrug off most attacks. The armor is equipped with sinister features, like spiked gauntlets, retractable energy blades, and a shoulder-mounted inferno cannon. Complete with a maintenance chamber and regenerative components, this armor ensures you are always ready for war.

Hellforge Laboratory [200 CP]
A sinister workshop hidden in the depths of the demon world or the darkest corners of your territory. Here, twisted experiments come to life. The lab includes cloning vats that spawn monstrous hybrids, body-modification pods enhanced with demonic tentacles to infuse corruption into subjects, and alchemical tools for creating potions, poisons, or cursed artifacts. While it starts with basic human and low-level demon samples, it's up to you to harvest rarer and more potent ingredients for your unholy creations.

Demonic Hideaway [400 CP]
Your stronghold is a fortress concealed beneath a facade of a legitimate enterprise. Behind this disguise lies a sprawling base outfitted with infernal defenses and cutting-edge technology. It includes vast storage for smuggled goods and dark artifacts, barracks to house your loyal demonic forces, a medical wing doubling as a laboratory for twisted experiments, and luxurious chambers for you and your closest allies. Your penthouse is a den of opulence, featuring a massive bed draped in silken shadows. Completely undetectable by most enemies and staffed by unwaveringly loyal servants, this hideaway is the ultimate command center for your dark empire.

Infernal Forge of Automatons [400 CP]
A marvel of demon-world engineering, this hulking, infernal machine combines the capabilities of drone and cyborg production into one horrific entity. The Forge stands as a grim factory, breaking down all manner of raw materials—scrap metal, cursed artifacts, even the bodies of the damned—and reshaping them into an army of autonomous demonic drones or hybrid cyborg warriors. The drones, forged with hellish precision, swarm enemies with brutal efficiency, while the cyborgs, imbued with demonic strength and resilience, make for terrifying shock troops.

Even more, the Forge can create harvester drones to collect resources for its continued operation, requiring no human intervention. Needlessly cruel, the Forge can also integrate captured foes into its ranks by transforming them into obedient cyborg minions, their memories erased and wills overwritten. This unholy contraption is capable of churning out an army in record time, but be warned: the dark energy it radiates may attract unwanted attention from rival factions or supernatural forces.

Hellgate Town [600 CP]
Nestled around a massive, permanent portal to Hell or other infernal dimensions, Hellgate Town is a bustling demonic haven teeming with otherworldly life and energy. The portal serves as a gateway for summoning powerful allies, trading forbidden goods, or exerting influence over both the mortal and infernal realms. The town itself is fortified with a robust iris-style defensive system to control access to the portal, protecting its secrets from rival factions or opportunistic invaders. Within the town are demonic markets, arenas, and dark ritual chambers, catering to both the local denizens and those seeking power from beyond. This hellish sanctuary can also act as a powerful focus for teleportation and portal magic, cementing your role as a major force in the underworld.

Infernal Syndicate [600 CP]
Through cunning, coercion, or sheer force of will, you've risen to lead a powerful demonic organization. Your faction is a patchwork of rogue exorcists, rogue demons, and supernatural outcasts unified under your dark banner. The structure of your syndicate is yours to shape: it could be a coven of warlocks bound to your service through infernal contracts, a legion of enchanted constructs imbued with stolen souls, or a pack of bloodthirsty demon mercenaries who revere you as their master. The stronger and more loyal your members are, the fewer in number they'll be—an elite strike force loyal to death but operating within a limited territory. Conversely, you could opt for vast networks of petty criminals, cultists, and minor demons spread wide but weaker individually. Your rise has not gone unnoticed, and rival factions and powerful entities are already plotting against you, so tread carefully as the shadowy master of this dark empire.

Kings and Queens

Infernal Thralls [100 CP]
Simple yet reliable, these human followers are individuals who have sworn loyalty to you, whether through fear, manipulation, or admiration. While they lack the raw power of demons or the advanced skills of supernatural entities, they make up for it with their adaptability and sheer determination. Your human thralls can be trained to fulfill various roles, from spies and assassins to logistical support for your operations. Although fragile compared to their demonic counterparts, their devotion ensures they'll follow your orders without hesitation, willing to risk life and limb to see your will done.

Noble's Clothes [100 CP]
A noble must always maintain an air of dignity, and this wardrobe ensures you do so effortlessly. Containing an array of elegant, self-repairing, and self-cleaning outfits—or an imported favorite if you prefer—these clothes are a testament to your refined status. While they can withstand most forms of damage, even being torn or dirtied in battle, they will regenerate or reappear in pristine condition within your luggage shortly after. Only the most extreme conditions, such as being entirely consumed by lava, can destroy them permanently.

Demonic Mercenary Roster [200 CP]
The infernal underworld is a chaotic network of opportunistic entities willing to sell their skills for the right price. With this purchase, you gain access to a comprehensive roster of demonic and human mercenaries, each with their own unique talents. From brawlers capable of battling taimanin to alchemists skilled in forbidden transmutations or summoners adept at binding spirits, this network ensures you always have someone for the job. These mercenaries are loyal only as long as the gold flows, but their expertise makes them a valuable addition to any operation.

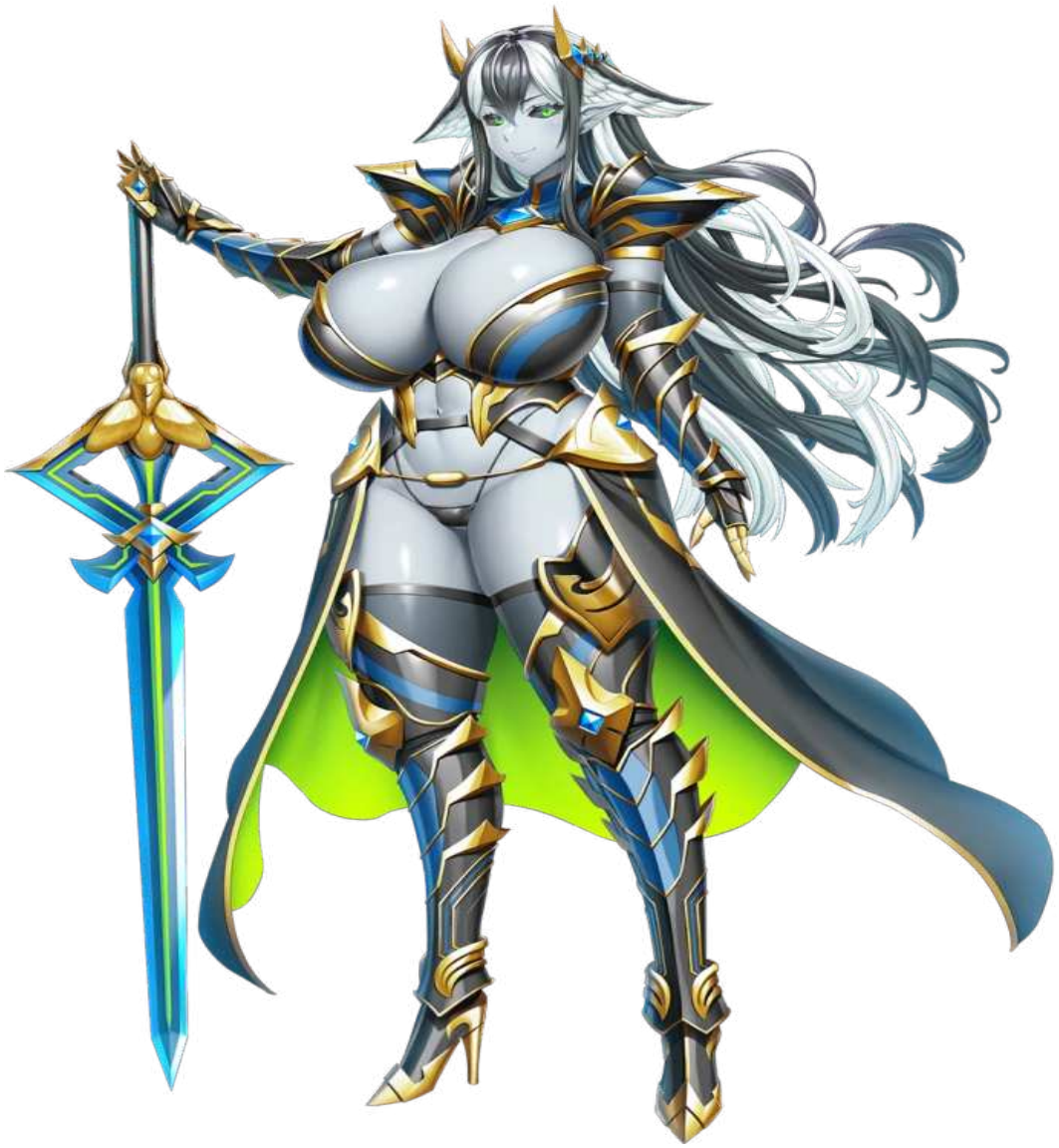
Infernal Arms - Demon King Sword [200 CP]
This is not merely a weapon, but a powerful demon bound to your service, capable of transforming into a melee weapon tailored to your combat preferences. In its weapon form, the demon is incredibly durable and sharp, enhancing your physical prowess with a supernatural boost. Outside of battle, the demon has shapeshifting abilities, allowing it to assume forms an inconspicuous object like a pen or wallet..

Philosopher's Gem [400 CP]
This eerie, pulsating stone brims with otherworldly energy, acting as a potent artifact of transformation and power. Implanting it into a host dramatically enhances their abilities, sometimes elevating them to monstrous new forms. Those with mastery over arcane arts can use the stone to tear open pathways between dimensions, leading to infernal realms or even alternate realities. A coveted relic among demon factions and mortal organizations alike, the gem's power is as dangerous as it is alluring, offering immense potential to those daring enough to wield it.

Lands [400CP]
As a noble, it is crucial to secure your own territory, and now you possess a fully equipped castle, nestled within rich agricultural lands that sustain both your fortress and the surrounding community. Within your domain, you have a blacksmith, an alchemist, and a cleric, all ready to support your ventures. Though they are skilled in their crafts, none stand out as exceptional, so you can count on them for basic assistance rather than extraordinary expertise. Despite their limitations, they serve as the cornerstone of your growing influence and emerging authority.

Resurrection Clone [600 CP]
For a demon of stature, death is often just a matter of time—unless you plan ahead. This clone, crafted by dark alchemy and bound to your soul, serves as your ultimate insurance policy. Should your physical form perish, your essence will transfer seamlessly into this waiting vessel, restoring you to life with your memories intact. The process ensures your enemies will have a hard time keeping you down, and the clone's durability allows for repeated uses, assuming it remains safely hidden away from prying eyes.this item works once perjump.

Infernal Dynasty [600 CP]
You hail from a legendary bloodline within the demonic hierarchy, your lineage steeped in power and influence. As the head of your infernal clan, you command a sprawling estate, an elite guard of loyal demonic retainers, and the accumulated wealth and resources of your ancestors. Your family name inspires both fear and respect, granting you leverage over other demon factions. Alternatively, you could claim heritage within the family of a notable demon or human politician, tying your fate to a character of your choice and inheriting their dark legacy alongside your own.



Companions:

My Old Team 50
You may create or import companions this jump, for 50 CP each, or 8 for 300CP.you can only import 8 companions here. Each one gains a free background. and 600 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them each an additional 200.

My New Team 100
Sometimes having friends would be nice. Buying this once will allow you to add any ally you've made here as companions.You may buy this multiple times.



Drawbacks:

You are limited to +1000 Cp from drawbacks.

Supplement [+0]:
Not exactly the most in-depth of places, so you can use this jump as a supplement for other jumps. The CP here can only be used in this jump, and vice versa; this includes extra CP from drawbacks.

Stripped A lot [+100CP]:
It seems like you'll find yourself getting stripped quite often, either due to your antics or perhaps because the universe has a peculiar sense of humor. To make matters more interesting (or embarrassing), you'll now exclusively wear the most flamboyant and outrageous underwear available. This ensures that whenever you do get stripped, your fashion choices—or lack thereof—are on full display for everyone to see.

Time Extender [+100CP]:
You have the option to extend your stay in this world. For every 100 CP you take from this option, you can add another 10 years to your stay. The maximum CP you can gain from this drawback is 800 CP.

Villain's Face [+100CP]:
Your appearance is far from charming or captivating; in fact, it may be downright off-putting. Whether due to a scarred visage, unsettling features, or an aura of malevolence, you're not likely to win anyone over with your looks. Your presence might evoke fear or disdain rather than admiration or attraction.

Extra Sensitive Skin [+100 CP]
Your skin is exceptionally sensitive, more so than most people could ever imagine. Even the slightest touch or mild discomfort, such as a change in temperature, rough fabrics, or exposure to certain substances, can cause irritation, pain, allergic or sexual reaction . This heightened sensitivity can be a major disadvantage in combat or harsh environments, as even small abrasions or impacts may feel intensely painful.

Substance Dependence [+100 CP]
You are deeply entrenched in unhealthy habits, whether it be alcohol, drugs, nicotine, or another substance. This addiction has taken a strong hold over you, affecting both your physical and mental well-being. Whether you struggle to function without a constant supply or find yourself frequently seeking ways to numb your emotions, this dependency can greatly impact your judgment and decision-making. As a result, you will often be distracted, disoriented, or weakened by the need to feed your cravings, making it harder to focus on more important tasks or maintain a level head in dangerous situations.

Novice [+200 CP]
You are a novice when it comes to wielding your powers, with much to learn and understand. Whether through magic, combat, or other extraordinary abilities, your skill is limited, and you struggle to control your potential. It will take you a decade of hard training, experimentation, and experience to fully master your abilities and harness their true power. During this time, you may find yourself making mistakes, accidentally using your powers in unintended ways, or even struggling to use them effectively in high-stress situations.

Naive [+200 CP]
You possess a certain level of innocence or ignorance about the world, often trusting others more than you should and believing in ideals or promises that may not be as they seem. Your naivety can lead you into situations where you are easily manipulated or taken advantage of, as you struggle to see through the more cynical or manipulative sides of those around you. While this may make you well-meaning and idealistic, it also exposes you to greater risks, especially when dealing with deceitful individuals or darker forces. Over time, you may become wiser, but it will take significant experience to grow out of this vulnerability.

Blood Lust [+200 CP]
A deep, uncontrollable craving for violence has been instilled in you, driving you to seek out bloodshed and conflict. The need to spill blood can overwhelm your senses, making it hard to resist the temptation to engage in violent acts. Whether in battle or in moments of rage, your desire for carnage becomes an intrinsic part of who you are. This lust for blood can cloud your judgment, making it difficult to distinguish between when violence is truly necessary and when it is simply driven by an insatiable hunger.

Set in Stone [+200 CP]
The course of events in every world you travel through becomes fixed, and the narrative cannot be altered or manipulated by you. You have no power to change the outcomes of crucial events, and any attempts to rewrite your fate will be futile. The world's story unfolds as it was destined to, no matter your actions. Worse still, the games or trials within each world will inevitably lead you down the darkest paths, where despair and suffering are unavoidable. Every decision you make seems to push the world closer to its most tragic and hopeless conclusion, and despite your best efforts, the story's descent into ruin will feel almost preordained.

Crazy Love [+200 CP]
Anyone who begins to develop even a hint of affection for you quickly becomes obsessed in a dangerously unstable way. Their admiration transforms into unhealthy obsession, causing them to act erratically or irrationally in their pursuit of you. What starts as a mild attraction or fondness rapidly escalates into an overwhelming fixation, leading to possessive behavior, intense jealousy, and increasingly erratic actions. These individuals may become obsessive stalkers or even volatile, willing to go to extreme lengths to "prove" their love, regardless of the consequences.

Three Vices [+300 CP each]
You have an overwhelming tendency to indulge in one of three vices: sex, sleep, or food. Your desire for excess in any of these areas often clouds your judgment and can lead to distractions or even self-destructive behavior. Whether you're driven by an insatiable hunger, a constant need for comfort through sleep, or an irresistible craving for indulgence in physical pleasure, your cravings can derail your focus and discipline.

As a demon, you may also gain extra CP for indulging in another vice, further enhancing your weaknesses. The more you give into these temptations, the more your dependency grows, making it harder to maintain control over your actions. Each vice affects you differently, shaping your actions and reactions throughout your journey.

Sealed Powers [+300 CP]
Your powers and warehouses from previous worlds have been sealed away, leaving you reliant on the abilities and resources you've acquired in this current journey. All the skills, strengths, and advantages you've previously had access to are now inaccessible, leaving you feeling vulnerable and significantly weaker. To survive, you must adapt to this new reality and make the best use of the items and abilities you've acquired here.

Hero of Justice [+300 CP]
You are an idealistic, overly self-righteous "hero" who insists on saving others, even when it puts you at a severe disadvantage. However, you lack the plot armor or extraordinary growth potential typically seen in these types of characters, meaning you are incredibly vulnerable to the dangers around you. Your sense of justice compels you to intervene in almost every situation, no matter how outmatched you may be. This causes you to frequently make reckless decisions, often getting yourself into trouble and putting others in danger, all while believing you’re doing the right thing. You may gain some small victories, but expect constant setbacks and challenges due to your naïve and impulsive nature.

Weak as a Human [+400 CP]
Despite your otherworldly nature, you have been cursed or otherwise limited to the frailty of an ordinary human. Your physical strength, endurance, and resilience are far below the average for those who would normally inhabit this world, making you highly vulnerable in combat or to any sort of physical strain. While you may possess some form of magical or mental advantage, your inability to rely on physical prowess leaves you at a significant disadvantage, especially when facing opponents with more traditional forms of strength. This drawback forces you to rely heavily on strategy, allies, or magic to compensate for your lack of basic human strength.

Uhh You are loved!? [+400 CP]
You've become the object of intense, obsessive desire for a powerful demon lord or a leader of a formidable faction. For reasons known only to them, they are consumed with the goal of capturing you, subjugating you to their will, and bending you to their desires. With vast resources at their disposal, this relentless pursuit turns your life into a deadly game, where your every move is watched, and escape is nearly impossible. Survival hinges on your ability to outsmart this obsessive pursuer—whether through eliminating their faction, finding ways to evade their grasp, or turning the tables entirely. For those seeking an extreme challenge, this drawback may be selected multiple times, each attracting up to three different factions, all working together in their unyielding quest to claim you as their prize.

.**Hypnotism Seal [+400 CP]**
A powerful and cruel enemy has branded you with a hypnotism seal, allowing them to control your every action. This means that you're now at the mercy of their will, forced to obey their commands and follow their instructions without question. Your autonomy is significantly diminished, leaving you vulnerable to their whims. They may humiliate and degrade you repeatedly, manipulating your actions for their entertainment or their advantage. The seal ensures that breaking free is nearly impossible without some external help or finding a way to break the bond on your own, making you a puppet in their cruel game.

Ten Years Later:

Go Home: What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

Stay Here: This world does have a certain... allure, hmm? Don't worry, we won't judge. Add 1000CP as a bonus.

Move On: Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.

Notes:

1. Well here is another Jump Base on black lilith so have fun here.