

By Valeria

Introduction

The year is 2086. The world is flourishing. Technology has never been more advanced, especially with all the new advances brought over from the other planets in the solar system. Magic is growing just as fast, the line blurring between magic and technology with the creation of Magitech. The Orbital Elevators allow even normal people to visit space and the other planets. This is the world of UQ Holder, a place you might have once visited in the past. It's a world filled with dreams and those who pursue them, as well as those who seek to end every dream once and for all.

Seventy years ago, a young mage known as Negi Springfield went on an adventure with the students of the class he taught that ended with him saving this world and the world of Mars too. In the years since he made a proper legend for himself and his friends as they travelled around the world, saving people and fighting against their arch-nemesis, the ancient witch known as the Lifemaker. But one day, Negi and a few of his allies disappeared without anyone having knowledge of what happened to them.

But the story of this world does not start with Negi. It starts with Touta Konoe. A young village boy in rural Japan who was turned into a vampire two years ago by a woman named Yukihime, an old friend of Negi's who once called herself Evangeline. On discovering his burgeoning powers, Touta decided to leave with Yukihime to go to the capital of Japan and pursue his goal of reaching the top of the orbital elevator there and finding a dream to give purpose to his life.

Along the way Yukihime will introduce him to an organisation she leads known as UQ Holder, a group of Immortal beings created to provide safety, community and purpose to Immortals. Unfortunately for young Touta, dark things are arising in the world and disaster will strike in just a few months' time. The Lifemaker is slowly making her return to the world and without Negi, there might not be any hope left!

You begin in this world one week before Touta and Yukihime leave for Tokyo. You'll stay in this world for ten full years, so here's 1000 Choice Points (CP) to help you out on your adventures here.

Locations

Roll a 1d6 to determine your starting location in this world.

1- Rural Village

The simple little village where Touta and Yukihime have lived. Only a few hundred people live here, mostly surviving on local farming and a bit of trade with some nearby villages like it. A peaceful and beautiful place, it shouldn't be hard to find some work and a house to stay at. If you're not looking for conflict, this is a great place to be.

2- Fairy Hall

The main headquarters of UQ Holder in Japan. It's an island in the bay of Tokyo and, to those not into the supernatural, it's also a lovely holiday resort island. There's some pretty extensive and dark caverns beneath the island but it's hard to tell up from the surface. If you aren't already a member of UQ Holder, you'll be staying here with the next week paid for you. Enjoy the holiday, Jumper.

3- Slums

The future isn't bright for anyone. As much as this shining city may glitter, the slums at the edges of the city are much less pretty to see. The poor and disadvantaged and more than a few supernatural beings populate the tenements and slum areas at the outside of the city. Most of them are good and helpful people though and you find yourself just outside a church in this area, where a number of orphans are being cared for. If you're willing to help out with some chores, the sisters here would be happy to give you some food and a room to stay in.

4- Tower View

The halfway point on Japan's orbital elevator. It's a fantastic view from here, almost into space itself and only barely within the atmosphere. Hundreds of people are milling around the massive observation section around you, with plenty of stores and cafes if you need a bite to eat. You've got a ticket that gives you a free ride to any of the Orbital Elevator ground points on Earth, so just enjoy the ride and attractions along the way to the place you want to go to.

5- Academy City

A massive school campus found within the city limits. It's as big as a small town itself and is home to thousands upon thousands of students. A few decades ago, it was where Negi Springfield taught a class of young women. Nowadays it's mostly home to students of technology and magic, though there have been a rash of murders of students recently, who appear partially fused with the ground or walls.

6- Free Choice

The lucky winner is Jumper! You've got a free choice of any of the above five locations to be at.

Origin

You are an Immortal. A being that lives forever. How did you come to be such a being? What kind of Immortal are you? Some of these choices will be made later in this document. Others will be up to you. You may choose to have a history in this world of your own devising, so long as it does not enact any changes on the canonical characters or story or afford you any significant benefits because of your history here. Or you can choose to simply Drop In to this world without memories or history in it.

As you are Immortal, you may choose to start as a member of UQ Holder already, allowing you a history as an established member of that organisation. Perks you buy may also influence your history, depending on what you choose.

You may freely choose your gender. Your age is 10+2d10, though this is just your chronological age and you may instead choose your physical age as either the result you rolled before or any result younger than that.

Immortality

Despite the name, nothing is truly immortal. Even if terribly obscure or difficult, there always exists a way to get through any defence and any undying thing can ultimately meet its end. Immortalities based in magic may be bypassed by sufficiently powerful anti-magic effects. Those based in the power of the Divine might find themselves faltering at attacks that hold anti-divine effects of great power.

The below Immortalities all have a Rank, which dictates the general level of that Immortality as seen by those within this setting and a Type, which indicates what source of power it draws from, which may indicate a potential counter for it.

You gain 200 CP to be spent in this section only. You can buy multiple options. Imported companions do not gain this free CP. You may choose to opt out of this CP and out of being an Immortal but you do not receive any benefits for this choice.

Artificial Vampire- 500

Rank A- Magic

You're a lord or lady of the night now. You've been turned into a Vampire, an exceptionally powerful one but ultimately not a true Noble of the race. Instead, you are a similar being to Evangeline AK McDowell or the young Touta Konoe, a line of artificial vampires first created by the Lifemaker. If you wish, you may be a vampire sired by Evangeline herself. You cease to age and retain eternal youth as a vampire and possess an incredible healing factor. You can survive even having your head or heart destroy and accomplish feats such as regenerating your entire upper half of your body after it is obliterated in just a few minutes. However, your regeneration has a flaw. It can only regenerate parts of your body that have been destroyed. If your head was reduced to bloody mist or your arms were burnt to cinders, they would regenerate. But if an arm was cut off and taken away from you, your lost arm would not heal from your body until that severed and taken arm is destroyed. You possess none of the normal vampire weaknesses as an Artificial Vampire and have superhuman physical abilities, letting you outmatch any normal human ten times over. You can fly at your normal ground speed and turn into a swarm of bats at will. You're even able to drain magic from other people by biting into them and sucking out their blood.

Fish Food- 200

Rank D

A weak form of Immortality and one that has fallen out of fashion for a few thousand years. You ate the flesh of a mer-person, way back when they were still around. You ceased to age from the moment you took the first bite and gained a weak healing factor. You can slowly regenerate from most wounds, even things like being cut in half or being decapitated but your healing factor will leave the scars from those wounds on your body, even after the several days it takes to heal serious wounds. You will generally survive anything short of your head being cut off and then crushed or your body being entirely poisoned.

Save Points- 400

Rank D- Unique

A unique power to reverse time. You have the ability to create a Save Point, which allows you to return to the time and location of that Save Point when it has been made, though you can only make one at a time. The Save Points require a small mound of dirt with a stick standing up from the middle

of the bound, with the top of that stick lit on fire. The stick will not burn down and as long as the mound stays intact and the flame burns, the Save Point will remain intact. There are four letters that may be written in front of the dirt of the mound which alter the effects.

- By writing the M letter, it allows you to return to your Save Point with your memory of the life you just reversed intact. It's recommended that you always use the M letter.
- By writing the S letter, it allows you to preserve the identity of your soul when you come back to the Save Point. Always use this or else the true you will not survive the reversal of time.
- By writing the F letter, it allows you to take back the bodies of anyone you are touching when you die and activate the save point. They will not remember the time that has been reversed.
- By writing the B letter, it allows you to preserve the spirits of any being you bring back with the F letter, allowing them to keep their memories.

Save Points also have a special function where, if you die at the same exact moment as you erase a Save Point, you stop time completely and gain the ability to start and stop it by performing the action you were last doing when you first gained the ability, such as being able to stop time by kissing a specific person if you died and erased your save point while doing so. If you spend an extra 200CP, you can gain this ability from the start with a similar activation feature. The activation feature must either require another person or take at least a few seconds to perform.

Divine Curse- 1400

Rank S- Divine

The love of a god. At least as that divine being saw it. You've been blessed with a curse of absolute inviolability. There is nothing that can harm or kill you. A sword might slice through your body but it would not harm or impair you in the slightest. For a moment, a foe might believe that they had crushed you or turned you to bloody mist but they are instantly proven wrong, as your body was never harmed in the first place despite what they might believe they saw. Even the attacks of those far mightier than you simply fail to do anything at all. Starvation, suffocation, aging and even magic that seeks to transform you; nothing will be able to change you for the worse even without active hostile intent behind it. However, there is no protection against someone simply throwing you out into deep space or burying you in the core of the Earth nor against you going mad from the years of isolation and sensory deprivation that would entail. It's possible to learn to use the sacred power within you to attack others, cleanse magic from your body or even purify and exorcise spirits from others but this will take time and effort.

High Speed Regeneration- 300

Rank B- Magical

Through many unpleasant experiments, your body has been forcibly remade into something immortal. You'll cease to age past the point of physical maturity and you've gained an impressive level of physical regeneration. You can heal most wounds in a few short minutes, even recovering lost limbs after a short rest break. You cannot heal while something is embedded in you, so make sure to un-impale yourself first. Since it takes a few minutes, this does mean you can be left disabled for some time if sufficiently damaged and enough damage to you can end your life, such as by having your head get crushed or losing all your organs in one go. You can improve this healing rate with practice however.

Cyborg- 400

Rank C

A man of science, quite literally. With your great mind, you turned yourself into a living machine. You are exceptionally intelligent, given you singlehandedly designed your robot body and transplanted your consciousness into it. That robot body is quite exceptional on its own too. It's filled with a wide variety of useful gadgets, computers and weaponry, ranging from missiles to eye lasers to flamethrowers and more besides. In terms of raw power, you're not too impressive on the world stage but you can still blow up a city block or three. You're able to fly with the rockets in your feet and you can survive so long as someone doesn't crush your brain. You don't age or have any real physical needs, aside from making sure to take care of your components. You've also got the knowledge to build more copies of your own body and to transfer your mind between them.

Revenant- 400

Rank C

With the right magic, the dead can rise and walk amongst the living once more. You're a particularly well-crafted spirit known as a Revenant, a ghost that can take physical form and possesses many poltergeist like powers. You are able to freely swap between tangible and intangible states, where only magic and anti-ghost effects can touch you. You have incredible powers of telekinesis, letting you fly around or destroy entire buildings with a thought. You can possess people and make them do what you want, experiencing everything their bodies feel, or do the same with technology to control it and bend it to your will. In time and with practice you can improve your ghostly powers and even unlock new ghostly abilities. You are vulnerable to effects that are strong against ghosts and spirits and you can even be exorcised to force you to pass on, though with enough power you can ignore this and you can even learn to bring yourself back from the brink of exorcism with pure willpower. As an undead spirit, you obviously do not age.

Stock- 500

Rank B

Life's one big game, the way you see it. Quite literally in fact given the nature of your immortality. You possess a stock of extra lives, allowing you to respawn next to your own corpse after dying and grant you invincibility for 3 seconds after you respawn. You start with a stock of three lives but you can replenish the lives after being used by killing monsters and enemies. It takes a few hundred of the average kind of monster here or a few strong demons to replenish a life, which shouldn't be too much of a problem for a properly trained warrior. As a side effect of your immortality, you also have a visual HUD effect that can be activated, allowing you to gain an instant and complete readout on who someone is and all their skills and powers, as if you were looking at a fully revealed stat sheet for them.

Doll- 600

Rank E

You are not a normal human born creature. You were in fact one of the Averruncus series, a project by the Mage of the Beginning that aimed to create powerful, artificial servants to carry out his goals. It succeeded, partially, and created many powerful dolls. One might have betrayed the Mage but still. You count yourself among their number now. While you lack the training and knowledge your much older siblings have, you share the raw power they possessed at the start. In physical and magical might, you're easily the equal of Fate Averruncus back when he was a child, with the potential to grow to his level in time as well. You also possess an Elemental Focus, which improves tens of times over your magical power and skill when working with magic that focuses on your

chosen element. The elements you may choose from include Fire, Water, Wind and Earth. As a Doll, you also do not age.

Perks

You may choose your discounts according to the following scheme. You gain 4 100CP perks as freebies. You may gain discounts on 5 200CP perks, 5 400CP perks and 4 600CP perks. You may not take discounts on Elder Immortal or Demihuman.

Elder Immortal- 300

Not some young thing anymore, are you? No, you've been here for quite a while. Centuries in fact. Instead of starting as a hot blooded youth, just coming into their immortal life, you'll begin as an immortal who has already been present in this world for four or five hundred years. While this has certainly given you a wealth of background memories, provided you chose to have any, the main effect this has is that it has boosted certain perks to account for centuries of use, practice and study. These perks will be marked with an **(EI)** in their title and their effects will be described in a second paragraph below the main perk description.

Demihuman- Variable

While not common, there exist more species than just the human species on this world and on others too. You are one of these many other races, all coming under the common umbrella term of 'Demi-Human' due to their humanoid or mostly human appearances. The exact race you are is up to you, provided your chosen race fits within the general power tiers described below. For the most part, try to stick to races that draw from fantasy or mythological sources such as Demons, Kitsune, Crow-People or Elves.

First Tier- Free/Optional

This tier focuses on Demihumans that do not possess any real advantages above humans, beyond the most minor of things. The Yatagarasu Tribe for instance. A race of Demihumans descended from crow-people, their only real biological difference from humans is that they are all androgynous until they approach their 16th birthdays, where they begin to transform into a gender that they choose, though some that struggle with the choice will unconsciously move towards what they truly desire. Other potential Demihumans that may fit here are Elves that only differ from humans in their larger ears and slightly improved hearing or Martians, people from the once purely magical world of Mars that have since become entirely real.

Second Tier- 200

The second tier focuses on races who give genuine power or advantages to those Demihumans that belong to them. The Werewolf tribe is the star example here. Werewolves appear to be ordinary humans, though often with a bit of a wild look, but have very good regenerative abilities that allow them to heal most wounds in a few minutes and reattach limbs quickly. However, they are able to take on a very powerful Wolfman form once they have properly matured. In this form they received greatly heightened senses and physical attributes, enough to magnify their physical power to a wholly new level than before. They do not suffer any of the fictional weaknesses that Werewolves do either. Other examples of this tier could include Ogres, who may appear as hulking figures several times the height of a man and holding all the natural strength and durability of a being that size or Mimics, who possess the ability to shift around their own mass to form any mundane object or replicate the appearance of a person.

Third Tier- 300
The genuinely powerful and genuinely rare Demihumans reside in this spot. The Demons, particularly the high ranking kind, are purchasable in this place. They have a range of natural abilities on top of innate superhuman physicality. As a Demon, you would be able to talk through telepathy to anyone talking to you even when they're on the phone with you, teleport over short distances, walk on walls or ceilings without regard to gravity, have the ability to naturally summon up the flames of hell and even to summon a large and rather scary projection of your inner demonic power, appearing as a demonic creature that floats behind you and follows your mental commands. This being even grows in power as you do. Few other beings will be able to stand on this level, some of them could be beings such as Kitsune, who may possess a range of magical abilities that grow as they become older, or Angels, who could hold a range of abilities in opposition to the above Demon demihuman race.

Princess- 100
Living forever in an ugly body would be far too much of a shame. With all eternity to enjoy yourself, you're going to want to have a body you can enjoy yourself in. Looks like others enjoy that body too. You look fantastic to everyone that sees you. Sexy, handsome, cool and striking. You'll catch the attention of everyone in a room when you walk in and you never seem to need to put any effort in to retain this high class appearance you've gained. You might seem a little out of place in some areas though, so try to dirty yourself up a bit if you head to the slums. You've also got a great ass. Like, wow, who knew vampiric behinds had that much bounce to them.

The Immortal Life- 100
All immortals must deal with the problems of immortality at some point, if they live long enough. Some manage to find ways to handle the boredom, the loss of friends and the fear mortals have for them. Some don't. You look like you skipped the process of dealing with those issues entirely. The immortal life is entirely and quite easily manageable for you, allowing you to never feel bored because of the passing of many years of doing nothing, to easily deal with the aging and deaths of friends and loved ones, even to have an easy time reinserting yourself into society and appearing to be an ordinary person despite having no records.

Spring of Life- 100
Perhaps you no longer suffer the boredom that immortals face but it does not mean you can push yourself without limit. At least, it didn't before. You have an endless wellspring of motivation and energy inside you, something that pushes you to always be willing to get up and try again at what you're stuck on. You'll never have the issue of lazing around when you know you should work and can always dedicate yourself fully even to the most unpleasant of tasks.

Team Mom- 100 (EI)
Over the years, you had to learn to fend for yourself. Unless you wanted to eat raw meat, you had to learn to cook. If you didn't want to have a dusty cave to hide in, cleaning time it was. A few weird encounters even had you raising children. You got pretty good at it all even. One might even say fantastic at all kinds of house work and child rearing skills. You only seem to get better at it when doing that housework for someone you care for, making your meals or efforts all the better. Maybe it's true what they say about something being made with love.

Elder Immortal Boost- People underestimate the power of a home cooked meal sometimes. You're going to be blowing their socks off when they taste your food and that's only mostly because of the

literal magic in it. Perhaps not the best way to spend your eternal life but you did end up making a wide array of magical spells to take care of the chores of the house, which got a little bit crazy over the years. Cleaning? A click of your fingers and you can not only clean entire mansions but also heal, give rest to and effectively feed and water every resident of that mansion. Cooking? The meals you serve out can outright buff the eaters to almost twice as much power as they might normally have, among a wide range of other health benefits like increased stamina and much better skincare. Of course, you also gain an average amount of magical energy to power this magic.

Put On A Show Darling- 100 (EI)
You learnt to keep yourself entertained, now you've learnt how to entertain everyone around you. You're an excellent performer, with skills ranging from acrobatics to singing to a variety of musical instruments. Perhaps you spent a few years in the circus. Why, you even learnt how to automatically summon minor special effects around you when you strike a pose, say something cool or just want to have some ready-made SFX. The performing experience has of course made you quite good at disguising yourself or pretending to be something that you aren't, though this is far from foolproof.

Elder Immortal Boost- Years and years of performing have really shown their results now. You're superhumanly good at every kind of performing art there is. Ordinary people, even those with little interest in art, can be brought to tears with your paintings. Your music can inspire people to rise up against murderous oppressors. Your writings can, and more than likely have, influenced the course of entire countries when you've gotten them published and read. And those special effects? You're able to summon up entire ghostly parades and festivals when you want to properly announce yourself. They can't do much other than look and sound impressive but no one's going to miss your presence.

Free of Debts- 100
Can you imagine actually living long enough to pay back all those debts? It'd be a nightmare. Especially if you're not the careful type when you fight. All that potential collateral damage to be had, magic really isn't any joke. So long as you don't intend to cause damage for malicious reasons, collateral damage caused by you won't come back to haunt you. If you were fending off the bad guy and accidentally destroyed a few homes, you won't need to foot the bill for them and no one would have gotten hurt either. If you knowingly decide to shoot through a house to get the bad guy…maybe a different story.

Fate Is Knocking At The Door- 100
No boredom, the motivation to try your best at everything. Now all you need for the full package is a way to put all that effort in. Just by living life, you'll find that adventures come to your doorstep. Sometimes easy and short ones, like helping a strange lady out, that will give you an enjoyable afternoon. Sometimes you might get the chance to join a quest to save the entire world. Some might be easy, some hard but you'll never be short on things to do with this.

Mage- 200 (EI)
The arcane power flows freely through your body, unlocked with effort and honed with years of training. You're a wizard, of a style and discipline of your own choice. A western mage who focuses on combat spells and elemental magic to get up close and personal, an eastern mage using the summoning systems and support spells to have others fight for them, it's up to you. You're quite good at magic too, easily being the equal of a notable adult mage but you are still far from the real

prodigies of this world. You do have a talent for the arts though and you'll find it's a fair deal easier for you to get a hang of magical arts than it is for most others.

Elder Immortal Boost- There isn't a mage in your style alive that doesn't know your name. You might not be the strongest in the world but you've already crafted a legend that has young wizards dreaming of one day matching. In the style of magic you chose, you're an almost peerless master. Mages who focus on destruction can obliterate entire cities with a single spell while Mages that focus on controlling others or summoning others to fight for them now deal in entire armies of minions and familiars at once. You even have a working knowledge of a lot of other styles of magic outside your own chosen system, in case you need to fight and counter other wizards. You're an equal to Evangeline/Yukihime in the modern day, though this is without taking into account the power she gains from Magia Erebea.

Martial Artist- 200 (EI)
The boundless source of life within you has been unlocked, granting you the power of Ki, and you've spent many years training to use it to the fullest. You're quite the good martial artist but you excel in the use of your inner life energy, enabling you to accomplish a wide variety of feats. Blasts of energy, enhancing your own body, energy projections, self-healing, flight and more, with some more esoteric things coming in time. You're good enough to knock down a small apartment building or two and notably skilled overall with Ki but you have a long way to go yet. The way will be a bit easier for you than most given your natural talent for Ki training however.

Elder Immortal Boost- You wouldn't look out of place leading one of those ancient martial arts temples up in the mountains, since you've now got all the martial and chi skill of one of the old and great masters. Your life energy is nearly boundless, enough to quite literally suffocate ordinary people, and when you actually turn it to violent use you could split a mountain in two or leave an entire country in ruins over the course of a single nasty afternoon. Your mastery of the uses of Chi are incredibly widespread, giving you control over the elements, incredible healing abilities and immense physical power. You do not quite match the Magic option above in raw power, due to your increased innate versatility, but there is only two dozen beings that would be above you in power now.

Old Fashioned Brawler- 200 (EI)
Magic? Ki? All a real man needs is their fists! You're terrifically strong and fast, even without using any kind of supernatural enhancement. You can outrun a bullet and kick down a house and you'll only get stronger with training. You're pretty damn scary in a fight even if you weren't that strong, tough and fast, since you're well trained in a variety of mundane martial arts, particularly focusing on how best to take advantage of your superhuman capabilities and how to fight those with similar or greater abilities. You're used to taking on guys with magic, Ki or both while fighting with just your body and it's made you more effective against them.

Elder Immortal Boost- They said you couldn't do it, survive on just your raw muscle power. You've proved everyone wrong for half a millennium now and you're not stopping any time soon. A stomp from you can cause an earthquake that can be felt hundreds of kilometres away and all but the mightiest of spells break when you give them a good head butt. You're even able to race around the world in just a few minutes. You've got a body that is nigh on perfection, in raw power and speed and even just how god damn good you look. All that strength makes you look like you've been

carved from solid steel. You'd give even the legendary Jack Rakan an equal match, provided he relied solely on his own natural power and didn't use any magic.

Combat Stylist- 200 (EI)
Only when one combines supernatural power with martial techniques can one achieve true martial excellence. You were taught this and you took it to heart. You've been trained in a supernatural fighting style, using either magic or Ki, allowing your combat abilities to surpass a wizard or Ki users when using your style, though you are severely lacking compared to them in using the energies in other senses. What your style is can be chosen fairly freely. Perhaps a style like the Shinmeiryuu, the magical katana wielding warriors of Japan. Perhaps a style focusing on using magic in concert with personal firearms instead. Your style must be fairly specific, such as with just a single kind of weapon or type of fighting but you'll quickly grow better at using it.

Elder Immortal Boost- You've taken the art of the blade, or whatever other weapon you chose, to the very limit of what is possible and some might say even beyond that. Of the four power options available here, this one is the most limited in breadth and for that you gain significantly more power. When using your chosen weapons or style of combat, you become one of the stronger beings in this world. The destruction of cities or even entire islands is within reach of your power, so long as your weapon can hold up, and you can hold back even the Thousand Master for a few minutes. You wouldn't win against that monstrous fighter but the act of surviving against his full power for that long? You can count on two hands the number of people that can go toe to toe with you now.

Friend Lure- 200
Even complete strangers can resist wanting to get to know you with the kind of smile that's on your face. You find it quite effortless to make friends, even when you've just walked up to a stranger out of the blue and those fast friendships will rapidly grow stronger as long as you keep spending time together. You're just that innately likeable kind of person that others like to be around. Even your enemies might find themselves enjoying a fight with you, though don't expect this alone to get them to be merciful.

Maze Runner- 200 (EI)
Lost? No such thing. You've just not yet found your way. Entirely different things. You've spent a lot of time down in dark caverns and tunnels, that time taught you the ways to find your way out of any maze with ease. It might take a while but it shouldn't be more than a few days at most for you to get out of any labyrinth you get trapped in, though this might take longer if it gets to really silly sizes. You've also, in the process of your time down here, learnt how to move and navigate without the use of your sense of sight. You can even fight at a basic level while in total darkness.

Elder Immortal Boost- Rather embarrassingly, you actually got lost down underground for a few decades. Not as good as finding your way out as you hoped? Perhaps you just got really, really deep down. You didn't come out of the experience without some benefit at least. You're able to navigate, fight and just live normally using any of your senses on their own. There's no degradation in ability for you even if you lose all but one of your senses, since you can just stop relying on the ones that become unusable and switch to the ones that are.

Power of a Human Girl- 200
It's something immortals often forget. To get who you want, you gotta go after them. When you have someone you're romantically interested in, the act of pursuing them in romance will slowly get

them more and more interested in you. They'll notice the good traits you have, find that they don't mind your flaws and maybe even just like the idea of being with you. The more opposed someone is to you, the longer this will take but with dedication, no one is beyond the reach of love.

Breaking Bonds For Bonds- 200
When someone you love is in danger, there's no helping the desire to be there to protect them. Maybe you can't protect them on your own but you'll at least be able to have the chance. Whenever you are bound or restricted in some way, such as being wrapped in chains or held down with a magic gravity spell, you have a chance to break this just through the force of your love for someone else that is in danger. Even a spell from someone much stronger can be broken through in an instant if someone you truly love is in danger, though the love for a friend might wok a bit less effectively. Even something like a jail cell could bust open if needed.

Mouse Trick- 200
When an immortal is found out for what they are, it usually means it's time to skip town and move onto some place that isn't familiar with you. With how obsessed some people can get about your kind, you'll want something to shake them off your trail. This perk gives you the ability to easily shake anyone from following or hunting you down, even when they use magic. So long as you are actually making an escape from areas they are directly present in, you'll almost always be able to lose them. Even a master mage wouldn't be able to locate you, unless you're right under his nose on purpose. If you start drawing attention and acting out again without trying to hide, you'll lose the protection for a while.

Ninja Training- 200 (EI)
The secretive arts of the shinobi community have been passed down to you, though you are still just a beginner in the use of them. You're incredibly stealthy and can easily hide your presence until only those far more powerful and skilled than you can hope to detect you when you hide, as well as having training in all manner of ninja tools and basic martial arts experience too. You were taught the basics of Ninja Ki techniques, such as creating illusions to hide behind, short ranged teleports or even creating a small number of clones. You'll be able to progress further as long as you keep putting in the effort, though you'll do so a fair bit faster than most young ninja due to your natural talent for the shinobi arts.

Elder Immortal Boost- It's a shame that your village is no longer around to see how far you've come since your days as a young ninja in training. They might not be able to believe their eyes if they saw you. If they could even see you! A master Ninja like yourself has unmatched abilities of stealth, to the point that you can disappear into nothingness or shadow at any time, command the shadows and elements to attack with you and even summon a small army of clones of yourself to fight alongside you. You're a master at combat and at using all your varying ninja tools, likely having made and popularised a fair few ninja tools in your own adventures too. In terms of power, you won't be busting up whole cities at once but you do have a much broader skillset than any mage or monk. You're skilled in chi, stealth, combat, espionage and a huge range of skills needed to make convincing disguises as varying professions. Hell, you don't even need to be a Ninja for anything but fun with all the skills and knowledge you have, you could just start a business of some kind and see the cash roll in.

Switcheroo- 400
A unique power, one well suited to tricksters and rogues. You have the ability to swap the positions of any individuals or objects within a 100 metres radius of your own position. This is an instant change and they appear at their new locations in the same position they were before. It's also possible for you to just take a portion of a creature and swap it with another part of itself or with the air itself, tearing out parts of enemies. Unfortunately, it's possible for powerful or very supernaturally aware opponents to detect your power's use and partially dodge.

Anti-Monster Tactics- 400
Well versed in the supernatural foes that exist in this world, you've become able to figure out and then create weapons to strike at the specific weaknesses of monsters. So long as you have an example of a monster, such as a corpse of one of the species, and time to study it, you are able to produce weapons or items that are much more effective than normal against that specific being. Guns that rapidly fire holy stakes against vampires, weapons that spray silver gas against werewolves, even esoteric magical knives to greatly harm certain kinds of immortals. The stronger the target being, the more time it will take to make your solution.

Making My Way Back- 400
For some immortals, the only kind of defeat that they could suffer is being left stranded or imprisoned. Buried under miles of rocks or sent to outer space can effectively kill an immortal, at least in the sense that matters for those on Earth. But not when it comes to you. You're always able to, eventually, get out of any sort of imprisonment or stranding. If you're left far underground, a tunnel will open up that allows you to crawl your way out after a few hours. If you're in outer space, you might need to just wait a few days till you're picked up. Even being imprisoned in another dimension, away from the rest of reality, won't keep you from the rest of civilisation for more than a few weeks at most.

There's An App For That- 400
Magic Apps are a recent invention, made to bring power to the people. They turn a magical spell into an electronic format that can be inserted into a Manaphone, a device to power the spells with electricity, and then freely use that magic without doing the training or energy normally needed. Amazing stuff and you're at the forefront of that new science. You're quite effortlessly able to translate any magical spell or Ki technique that you know into a Magic App, provided you have the proper facilities, regardless of how strange or powerful the magic may be. You do still need to power the spell with something once you turn it into an App but you're well versed in the creation of Manaphones and like devices too, so you can convert almost any kind of phone or computer to be able to cast apps too.

Ghost Eater- 400 (EI)
The lost and lonely souls that roam the world have their purposes. Not all of them very pleasant for those souls, like the one you can use them for. You can take in the souls of those you slay or spirits you find wandering around, so long as you have more power than that spirit or the spirit is willing, and make it a part of a sort of hive within you. Each soul grants you more magical power to use so long as they stay within you and you are able to release the spirits and direct them as attacks. The greater the negative emotions of the spirits within you, the bigger the boosts they'll all give. A few hundred thousand nasty souls and you could throw out attacks that blow up cities with careless ease or swamp entire towns in corrupted ghost muck. The spirits you eat may remain within you between jumps but will be sent back to their original worlds if they are no longer residing within you.

Elder Immortal Boost- You've become something of a haven for the lost and miserable spirits of the between world in your travels. At first just a few but over time you became home to thousands upon thousands of lonely souls that could not pass on and wished for some way to dull the years. Indeed, over three hundred thousand lost souls are currently residing within you. You've got enough raw spiritual power to create explosions the size of cities or form massive monsters out of thousands of evil spirits. It's a lot of power to hold and because of the sheer time you've spent with these souls inside you, you've actually gotten to know all of them personally. Despite their general evil or miserable natures, they are loyal to you and care for you, actively working to help you out and provide power instead of needing to be forced like normal.

The Springfield Factor- 400
You like girls, Jumper? Or boys? Whichever one you like, really seems to like you too. You're a natural born charmer, perhaps a cousin to the Springfield family, and attractive, interesting, useful and often powerful members of your preferred sex will gather around you without any real effort on your own, most of them falling in love with you with very little or even no effort on your part. Just going through life will probably attract a dozen or more devoted 'admirers' to your burgeoning fan club. Actually trying to get people interested, being a heroic figure or just acting in an impressive way at all? You're going to need a book just to keep track of all the girls that are wanting a piece of you. Or all of you. For the rest of their lives. In marriage. Really, get that paper ready, this'll get complicated.

Training From Hell- 400
Blood, sweat and tears. The cornerstone for all hard work training. It's just a shame that not everything can be solved by putting your head to that grindstone and beating it till it bleeds. You managed to break that invisible boundary and get the chance to make yourself miserable to solve all your issues. You've become able to train anything about yourself. By repeatedly using and abusing some part, power or aspect of your being, you can slowly start to make it better overall. Want your regeneration speed to work faster? Subject yourself to horrific injuries over and over and over again for a few months and watch yourself regenerate in just a fraction of the time it normally takes you. Want to have more magical energy? Empty out your reserves over and over for a couple weeks and see how many sizes that inner lake grows. So long as you can use it, you can grow it.

Not So Far Now- 400
Dreams are things to be pursued. Not all those that chase after their dreams will catch them but you always get past the first step. No matter what your dream or goal might be, you are always given a genuine chance at achieving them, though the worth of this chance varies depending on how difficult your dream is. Want to race in the Olympics? You'll find yourself meeting an Olympic recruiter on a day when you're in your best condition and ready to give him a good showing. Want to achieve world peace? You won't get a two-step plan for it but you will find that you meet a number of like-minded people with some influence of their own and are put in place to achieve positions of authority that will help you get higher up in the world.

Psionics- 400 (EI)
The extraordinarily rare ability known as Psionics has manifested within you. Unlike magic or Ki, these powers do not require any energy on your behalf and can be used almost endlessly, though they do need to be actively trained to improve in power. You start with a fairly wide array of powers, including telekinesis, phasing through objects, flight, possession of others, control over electronic

devices and more. You're about as strong as an expert adult mage and in time and with effort, your array of abilities will grow wider and stronger.

Elder Immortal Boost- The world of man is nothing to the power of your mind! The psionic powers within you have grown heavy and strong with centuries of practice, adding that with their unique nature and you're a rare threat to even the strongest warriors to be found here. Your telekinesis allows you to, with a bit of strain, lift up and toss around an entire mountain and your other powers have grown about as strong. Control the minds of tens of thousands of people at once to create zombie legions, take control of the electrical grid of an entire city or look weeks into the future with precognitive abilities you gained with time.

Give Me One Month- 600
When you put in the work, you get a lot more gains than anyone else in your place would. You don't learn faster with this, you just grow faster. Attempts to train your body or powers or some other thing that requires you to put in effort over a long period to grow goes far quicker for you, around forty times as fast as normal in fact. You'd do in just a fraction of the time what everyone is expecting you to do. Really helps when you're under a time limit too.

Immortal Hunter- 600
Even though you yourself are immortal, you've found that the lucrative business of hunting down other immortals is too good to resist. At the very least, you're well practiced in those arts. So well that you've gone from just knowing the stuff that can take down immortals to bypassing all their bullshit entirely. Your attacks ignore any form of immortality that might render them ineffective. The undying can be killed by you, those who regenerate do not do so when hit by your blades and effects that might prevent their death or rewrite it will fail to activate when against you in combat.

Battle Born- 600
You're gonna be leaving people speechless when they watch you get stronger. You've got an inborn talent for combat like few others, enabling you to master all things related to fighting and combat with trivial ease. You're able to accomplish years of learning in just an hour of practice or outright copy combat techniques just by seeing them once, though you'll need to practice a bit to really get them down. You'll be surpassing the masters in no time, so long as you're aiming to get better than them at fighting. Do note that this does not help you grow, just learn. If you want to get bigger muscles, you'll need to put in the work to train and grow them.

Black of Venus- 600 (EI)
The cursed black spell lives on within you. You've been born with the Magia Erebea spell hidden away inside of you, providing an immense well of power should you draw on it. This spell, when mastered, allows one to absorb spells and take on their properties while the magic is active, though only one spell can be absorbed at a time and it must be reabsorbed in your next use of this transformation. Magia Erebea also provides an immense boost in overall physical and magical power when active, separate to whatever you gain from spell absorption. At first, it will be difficult for you to draw on this power without entering a berserk state, where you take on bestial attributes and appearances but in time you will master this power and be able to freely use it.

Elder Immortal Boost- Magia Erebea has been mastered by you, the dark forces within settling down to a much easier to use method. Not only are you now able to absorb spells and gain access to custom super modes through that process, you are even able to freely access the normally Berserk

state of Magia Erebea while retaining your mind, allowing you much greater strength and speed and magical power without the loss of control that is normally forced on you. You are also exceptionally good at refining the spells you absorb with Magia Erebea and expanding on those transformed states to make them even stronger.

White of Mars- 600 (EI)
The Magic Cancel that is so sought after by many powerful factions within this world has woken up inside of you now. This pure white energy is able to nullify and dispel any magic it comes into contact with, preventing it from affecting the wielder and allowing them to easily defeat most wizards that rely on spells to attack or protect themselves with. It can even be used at range your own body. However, as nice as it all sounds, it is still in an infant stage within you. You will need to unlock and train in its' use, learning how to draw it out and direct it against your foes. Until you manage that, it won't even grant you the passive protection of Magic Cancel. Still, it shouldn't take more than a few months at most to unlock and while the Magic Cancel can theoretically be bypassed by powerful enough magic, the fact that it exists as an energy within you means that it can be improved over time, with the right training. Do note that taking this and the Black of Venus at the same time will make it even more difficult to learn to use either of them but not impossible, as methods to combine them do exist.

Elder Immortal Boost- You've put in all the time needed to truly master the use of the White of Mars. The passive Magic Cancel is fully active in you and as powerful as can be. You can use the Magic Cancel at range as freely as if it were another limb in your body, wiping out any magical spell you can see and even tearing apart entire magical worlds to bring back reality around you. If you happen to have taken the Black of Venus as well, you're able to use both together easily and even take in the White of Mars as a spell for Magia Erebea to gain even more power.

Form, Change Up- 600
The form you are in now is just the first of many for you, as you possess several additional transformation states that allow you to access much greater power at the cost of your mental state. You can enter any of your four transformation levels at will, the first form being several times as powerful as your base form and each further transformation being significantly stronger than the one before it. Each form will look progressively more monstrous, as well as seriously strain your stability and calmness. Even the first form will make it very hard to not go into a berserker rage and the fourth form would require a miracle of some sort to prevent you descending into a mindless fury. The forms are tiring to maintain and will eventually deactivate, even if you are lost in a rage.

Witch of the Rift- 600 (EI)
You're a very special kind of magic user, one that isn't seen all that often at all. A Witch of the Rift, to be exact, if a baby one still. Incredible powers over space and dimensions are at your hands, provided you are willing to spend the time to properly unlock their full potential. One day, you could travel between alternate worlds and timelines with a thought, create pocket worlds the size of small cities on a whim, play havoc with perspective to treat objects as the size they appear to be to your eyes regardless of their actual size and even just warp the size and shape of things to your liking. In time, you may even be able to extend your powers to warp time as well as space. But that's a good few centuries from now. For now, your abilities are more limited. You can teleport short ranges at will, shorten or lengthen distances by a fair margin, increase or decrease the size of yourself or things close to you several times over and more significant but comparatively minor effects compared to your full potential.

Elder Immortal Boost- Space and time are now your toys to play with as you choose, for the most part. Your powers as a Witch of the Rift have fully matured. You can create immense pocket dimensions with little effort, pull almost anything out of holes you make through time and space, destroy the space someone is in to erase them from reality and even travel across dimensions and through time with no effort at all. You do not have any of the other immense powers and abilities Dana has so don't go challenging her but otherwise, you're a match for her time-space powers.

Revenge Possession- 600
The bad guys never go away for good and you're no different. A special kind of curse has been laid on you that allows you to live on past the point you've been killed…by taking over the body and mind of your killer. When someone manages to kill you, your being forces its way into theirs and begins the process of taking over them. It's almost impossible to get you out and will only grow harder as you become stronger. It is however possible to resist your corrupting influence with great force of will, though only the greatest of heroes could manage this for more than a few days at best. Once their will gives out, their body and mind become yours to do with as you please. It's possible to nullify this is special anti-magical effects are used to slay you but even then, an extremely powerful anti-magic effect would be required.

Items

You gain discounts according to the following scheme. You gain 3 100CP items as freebies. You may take discounts on 3 200CP items, 3 400CP items and 3 600CP items.

Age Pills- 50

A little brown bag containing a few dozen small black pills. Each pill is able to change the age of the one who eats it, the pills being clearly marked as to whether they increase or decrease ages. The pill that increases age will make a child into a fully mature adult or an adult into an elderly person, vice versa applying for the pills that decrease age. These pills work on immortals as well, though they only change the body at that point. The pills will replenish a day after being used.

Manaphone- 50

Everyone has one of these, these days. A Manaphone is the go-to device in the 2080s, being both a highly advanced mobile phone for this era and also being a device through which Magic Apps are used. This is a high range model, able to supply energy for some pretty powerful spells, like the sort that can teleport someone to the moon, but you'll need to get the App information first and they can get pretty darn pricey.

Mourning Time- 100

A fairly simple and well maintained graveyard attached to a property that you own. In the graveyard are graves for all the people that you love that have passed away, even in past worlds. While their bodies are not interred here unless you put them there yourself, the place is a very calming area and being here will make it far easier to come to terms with the loss of someone you care for. The graveyard never seems to run out of room for your loved ones, though the area it takes up does not change even if thousands of graves are within its fences.

Speeder- 100

A custom speeder bike, best model this generation. The star new sport of this time is speeder racing, using hover bikes that can reach almost supersonic speeds with a great rider. You've got one of the best models money can buy, fast as a bat out of hell and never seeming to need refuelling no matter how far you ride with it. It can't handle going more than a few hundred metres off of the ground level but it's a tough machine in regards to any crashes. You might even be able to use it as a battering ram if you like. The machine will slowly repair itself if totalled but you also get a small speeder garage attached to a property that you own or free standing.

Starter Weapon- 100

It's not an ancient and powerful relic but when you need something whacked, it gets the job done. This is a fairly basic weapon of your choice, such as a sword or sniper rifle. It's good quality and tough enough to withstand almost any attack, it can even serve as a pretty good channel for magical energy in case you use a style that requires such things. It'll get outclassed fairly quick if you try to go straight to the big boys of this world in a fight but when you're just starting out, you can expect months or even years of faithful service from this item.

Red Pill- 100

Now here's something that's a little less legal. A special foreign drug that causes those who eat it to be completely honest and say everything that is on their mind. There's no way to filter it out and

you'll definitely find out what someone thinks of you if you can sneak one of these into their meals. You get a pack of ten pills and they'll each replenish a day after being used.

Luxury Convoy- 100
At least you'll be riding in style now. You've got a small remote with one button on it. When pressed, a limo convoy arrives to your location in just a few minutes, assuming it's even slightly possible for it to get to your location. Five heavily armoured limousines, with dozens of guards, expert drivers and even in-car refreshments and snacks. It's a luxurious way to get around and you'll definitely be safe from anything short of a modern military tank or halfway competent mage. You look damn good going around in this stuff too.

Hometown- 200
Not everyone has moved to the big cities. While you do have plenty of ghost towns across Japan these days, there are also a fair number of rural villages that survive on their own. You've got one such village of your own, an idyllic little place that is home to a few hundred people working the nearby farms and managing the few stores in the village itself. The land is healthy, bountiful and beautiful, particularly for fruit, and the residents are all very friendly with you as the mayor/owner of the small community. It'll come with you in future worlds too, though the people will be new each time.

Magic Binder- 200
A special kind of trick magic, normally used on magic-capable criminals. Those who wear the band are prevented from casting magic unless they're shockingly powerful for this world. Even then, the bracelet can disrupt their casting efforts for a few seconds. You gotta slip it onto them however, so some trickery may be required. The upside is that the bracelet gives off no tells as to what it actually is, appearing to be just an ordinary decorative bracelet until you speak a keyword of your choice in its' presence. It only has the power for a few hours' work before it needs a day's recharging though.

Anti Magic Tank- 200
The best stuff that the government has for putting down rogue magic users these days is one of these giant walking tanks. Looking like a mix of a spider and a robot, they're armed to the teeth, heavily warded against magic and mundane attacks alike and following all of your commands. You're not actually allowed to have a military scale thing like this but people generally overlook it so long as you're not riding down the streets on it. It's good if you're taking on the average sort of magical criminal but the guys that threaten the world, or are at least notable enough to be blowing up city blocks, won't think much of it.

Combat Dolls- 200
It's not a discipline practiced very frequently these days but you've come into the possession of a range of combat dolls, used for puppetry magic. Individually they're not too powerful but the few dozen little dolls, taking the form of tiny green haired robot girls, can be quite a force when working together. You've been given a fair bit of training in the use of the dolls, enough that you can handle accurately moving and fighting while controlling four or five of them but it's going to take months or years of practice before you can manage them all. At least that practice can be put to use with much stronger things too though.

Gravity Blade- 200
A creation by the legendary, and infamous in some circles, Albireo Imma. This black katana has a small dial on the handle that allows the wielder to instantly alter the weight of the blade. It can be altered up to x50,000 times in either direction through the use of gravity magic. At that maximum setting, it's about 40 tonnes of sword in that little package. By rapidly increasing and decreasing the weight, you can create a particularly destructive and effective fighting style with the sword. Might take some time to get used to using it however. The sword also possesses a mind of its' own, though it mostly keeps quiet until spoken too.

Workshop- 400
A cosy little place that just happens to be almost like a magical fortress. Even wizards need retreats you know. You've got a comfortable little home somewhere nearby to your starting location or the nearest city. This home is shielded by extremely powerful magic, requiring certain key phrases to be said at locations in a wide area around it for those shields to unlock for anyone but you and those with you when you enter. The home might not be too big, don't be expecting a mansion, but what it does contain is a wide variety of books on magic from across the world. The master class stuff isn't present but one could easily go from being a beginner to an expert wizard over a few years using the information contained in these books.

Training Dimensions- 400
The ordinary world won't always contain what and who you need to properly train. Beings of sufficient power or just a place where you can let loose without worrying about innocents being harmed. This old gateway appears on a property that you own or standing alone near your starting location, activating at your command and creating a portal to an alternate dimension fitting to your training purposes. The gateway links to a dimension that provides a properly powerful foe for you, no matter how strong or strange you are, and often that foe will have specific abilities that encourage growth in you along certain lies. If you wish to train your regeneration, perhaps the gateway will lead you to a monster that attacks at great speed and leaves a large number of small wounds that build over time. Training your strength and you'll find yourself pitted against a towering behemoth of stone and steel. Only one gateway can be held at a time and the dimensions you go to hold little beyond the creature and the environment around them.

PMSC- 400
Your very own Private Military and Security Corporation. Loyal, hard-working and with a long history of good work known to those interested in hiring you guys, it's a profitable venture just as a business. Your men are mostly expert soldiers making use of cybernetics and high level Magic Apps, making even the average rank and file mercenary a formidable foe that could take on a few squads of normal soldiers on their own no problem. You've even got a small handful of lieutenants with some really special abilities, such as being genuinely powerful mages, high level demihumans or even some reasonably old and powerful immortals. Don't expect them to save the world but there's probably nothing a normal army can do against these guys. The PMSC has a good reputation at the start, though they're loyal enough to you to be willing to do some really nasty stuff if required, and will follow you to future worlds, though its' membership will be made of suitable characters from each world.

Underground Hideout- 400
This is a gargantuan cavern located under a property of yours, or just out near to your starting location, that holds a small hideout for you. The cavern is genuinely massive, measuring dozens of

miles from one end to the other and is pitch black most of the time. It's also filled with a wide variety of monsters, from nasty mutated sea-lions lurking in the lakes down here to massive spiders roaming the dark. They don't seem interested in attacking you though. The hideout here is well defended, physically and magically, but isn't really containing anything but a few decades of provisions to survive on. However, the entire cavern has an extreme strong magical seal on it that can be activated to prevent anyone forcing their way in or out, unless they are possessing power on the level of the Thousand Master, Nagi Springfield, or his son Negi. To get out without your permission, people need to search in the dark for the few small exits.

Island Fortress- 400
There's a second big island out in the bay now. You're now the owner of your own version of Fairyland Hall, the large island resort slash fortress that UQ Holder calls its' home. It's able to comfortably house several hundred people, since it is a luxury resort, and is covered in magical arrays that will keep all but the strongest warriors from stepping onto the shores uninvited. Armouries loaded with high power weapons, both magical and mundane, along with various defensive points and very large stores would allow one and a small army to hold out here for years against any invaders. It's also a lovely place to look at and stay at, so if you want to actually use it as a resort as well, it'll make a tidy profit to support your more clandestine activities. Companions may stay here beyond the usual limit but they may not leave the island. If you also buy the Underground Hideout and place it beneath here, your companions may stay beyond their limit there too.

Life Cloak- 600
A twisting dark black cloth that holds far more power than might first appear. A replica of the cloth that Ialdabaoth wears, it is both a powerful weapon and an incredible armour at once. Once you've worn it, you are able to mentally command the cloth to move as if it were part of your body, even when you are separated. The cloth can shrink or expand to fit you at any size and stretch several times further than its current size too. When commanded to attack, the cloth can whip out with enough strength to slice through miles of rock at a time or pierce through all but the strongest of magical shields, helped along by its powerful anti-magic properties. When an attack is sent at you and is blocked by the shield, which automatically acts to protect you as best it can, few blows will manage to make you shift at all. The cloth can protect against anyone with less power than the Thousand Master, so long as it actually blocks them.

Fortune- 600
Hardly a need to worry about funding when you're around, given you can keep entire military organisations going for decades just off your own personal fortune. You were born into a rich family and the years since then have only seen you grow the fortune to new heights. You've got billions of dollars stored away in terms of cash and credit, with tens of times that in various assets and investments around the world. Without doing anything at all, you'll find yourself taking in eight figure sums of profit each year with ease. Best of all, you've managed to keep your presence off the market and very few people are aware of the sheer size of the fortune that you've amassed or its' continued growth. This fortune will be present in future worlds, though it will be new to each setting.

Al Iskandariya MK II- 600
A mighty magi-tech artefact floating way up in orbit, the Al-Iskandariya orbital weapon is a scary thing indeed, not the least because of the giant cat head mounted atop the satellite. Yours' is not the original but still a flawless copy. The satellite is capable of firing an immense laser on command,

obliterating anything within its target range. The few exceptions that can survive this kind of attack are usually the sort of people that blow up cities and mountains with a word. The kill-sat can alter the size of its' laser, from a blast that can cover everything within a half-mile of the target point to a precision shot that annihilates only a few metres around the target. The satellite also maintains itself through magic and can reach any location around the world in just a few minutes. The satellite will come with you to future worlds but one needs not worry about it being found out as it possesses powerful cloaking systems.

Holiday Home- 600
With a click of your fingers, a hole appears in space before you. This is the gateway to your own private palace, situated in an enormous pocket dimension. The palace floats above a small world of its' own, filled with all manner of fantastical creatures and plants. The palace itself is at least a few miles across in any direction, floating in the sky and being created with absolute luxury in mind. Countless powerful beasts roam the palace, guarding it from anyone you do not desire to give entry to. They cannot exit this world but make for a fearsome force if you can lure someone in. The palace contains almost any kind of room you can think of, from pools to libraries to game rooms to a suitable throne room too. Sadly, there is little of real power or magical knowledge to be found within the castle, though there is an abundance of valuable objects.

Time Gallery- 600
A floating hourglass, a magical relic only visible to those you wish to see it. With this magical item bonded to your soul, you are able to control time itself. It allows you to slow or outright stop the flow of time with no limit on how long its' effects may be maintained. You can even choose to stop time just within a certain area if you wish. The possession of this artefact also renders you immune to being affected by any time altering effect, as you can counter it with your Hourglass. However, other beings that possess time based abilities may be able to resist or ignore your own usage entirely. This also applies to beings of exceptional power compared to your own, who may be able to overwhelm the time stop entirely with raw force. And possibly manliness. You never know with that kind of guy.

Companions

Import- 50 per

With each purchase of this option, you may import one existing companion or create one new companion. They will gain the same number of discounts and freebies that you do, excluding a stipend for the Immortality section, along with 600CP to spend on whatever they choose to buy in this jump. They may have a history in this world or be Drop Ins, much like you yourself may be.

Canon- 50 per

For every purchase of this option, you will get the chance to convince one existing character in this world to come along with you as a companion to future worlds. You may pick anyone that is currently alive in this timeline. You will be ensured of meeting them a few times in favourable conditions, though do be aware that some characters will be a great deal harder to convince to come along with you.

Drawbacks

You may take up to 1000CP in drawbacks from the below list.

Village Idiots- +100

They just don't know when to stop. No matter where you are or how dangerous you are, you will be constantly challenged by packs of annoying village kids to a variety of stupid dares and tricks. The sort that can really get a person injured, not safe for kids at all. They won't stop bothering you unless you force them to but unfortunately, people will see you at fault if they come to any harm because of that and most people don't look too kindly such on those who harm kids.

New Kid On The Block- +100

That ain't a dream. That's stupid. What are you doing with your life? You'll be hearing this and a whole lot more as everyone you meet seems to take the time to constantly mock, degrade and humiliate you. Even the people that think of you as a friend will still take the time to mercilessly point out your every flaw and mistake, though at least they'll do it out of love. Most people just take the time to shit on you as part of their day and see nothing wrong with it. You're the one doing all the dumb stuff they make fun of you for after all.

Spring Fever- +100

In the past, you were saved by a mysterious young man. Since then, you've had a burning desire light up inside of you. I'm afraid you've caught the Springfield sickness. You've become obsessed with any Springfield man in existence, particular towards getting their romantic affections for your own. Nagi, Negi, Touta and any potential male clones of them just make you go gaga. You won't turn into some kind of insane criminal, unless that's already the kind of thing you'd do, but you will definitely find yourself possessed by a near irresistible infatuation for the Springfield men. After seventy long years, the hunting season has begun again.

App Store Shut Down- +200

A rare genetic disorder is present in some people that prevents them from using Magic Apps. Unfortunately for you, you've got a much wider applying disorder. Any kind of supernatural ability or energy is entirely incompatible with you. You won't have a lethal reaction to them, you just won't be able to use or interact with those abilities, devices or energies at all. Well, you can still get hurt by them. If you just happen to naturally be much stronger than a normal human, you'll still have that superhuman strength. It's only things like magic, psionics, unique abilities and Ki that have been locked off to you.

Modern Day Paladins- +200

A few folks caught word of your presence in the area, folks that don't take kindly to immortal freaks like yourself. They decided that they'd round up their boys and hunt you down for the good of mankind. Too bad for you those boys happened to be a number of very experienced immortal hunters, supported by a large and well-funded PMC. They know who you are, what you are and how to kill you, possessing methods that can bypass anything you might have that prevents you from dying. That said, they're not necessarily on your level of power, instead being about as strong as the Powerful Hand PMSC that works within Japan already. If you happen to kill them all, you'll get a year or two's reprieve before another similar group catches onto your presence.

Maze Running- +200
Instead of waking up wherever you would normally start, you find yourself opening your eyes to total darkness. You've been trapped in an underground cavern-maze similar but not the same as the one under Fairyland Hall. Pitch black and filled with monsters, you'll need to find your way out of this massive cavern system before your ten years are up or fail the chain as a whole. The cavern has a nasty seal on it that disables anything you might have that would let you easily escape or find your way out. You'll need to find it by getting used to the conditions here and locating one of the small number of exits.

Mysterious Past- +300
A traumatic event occurred a year or two ago that wiped all memory prior to that accident from your mind. You do not remember anything before that accident, not even from the previous worlds you might have visited. Any companions you might have are also affected by such. Not all is lost however. You were picked up by a kind man or woman who made sure you were alright and gave you a place to stay for a few years. If you're young enough, they might even have adopted you and raised you as their own child. You may also find that fragments of your memories reappear over the years, particularly when you deal with abilities or people from your past. On the other hand, it appears that you made a few notable enemies in the time before you lost your memory. No one that could stand on the world stage but expect a few experienced fighters to be coming for a death match with you. Or not, since you don't remember you pissed them off. At least they'll be wanting a straightforward fight.

Resonance- +300
The same terrible ability that the Lifemaker possesses and to which even the greatest heroes of this world have succumbed. The Resonance curse forces you to feel the pain of every person in existence. It cannot be blocked or mitigated and each second is so indescribably awful that it will engrave itself in your memory and make each further moment even worse. Even those incapable of feeling pain or emotions will be forcibly subjected by Resonance to the pain of life. Even heroic figures like Negi Springfield only managed to hold out for a few years before going mad and allowing the Resonance to overcome them, letting the Lifemaker control their bodies. If that should happen and you give into this pain before the ten years are up, you'll fail your chain and be stuck in this world as a puppet of Ialdabaoth.

Black Phantasm- +300
There are more than a few alternate timelines to this world. In one particular version of this world, there was a happy end where the villain lost and the heroes all went home safe and sound. That is not quite so anymore. Another version of the Lifemaker has escaped from the timeline she was meant to be defeated in and has managed to worm her way into an old enemy of yours. A powerful foe from a past world or perhaps instead an extraordinarily strong being in this world, if you have been to no others. They'll at the very least be a match for the Thousand Master as he is in the present day, adding on the Lifemakers' own horrifying powers to make it even worse. Fortunately for the world around you, this second Lifemaker and their host body will not attack the world. Unfortunately for you, that's because that old foe's mind has driven the Lifemaker to focus entirely on killing you. You'll need all the luck you can get.

Ending

Ten years are up and your adventure has come to a close. It's time to make a choice on your future fate here.

Do you want to *Go Home* to your original world?
Do you want to *Stay Here* in the world of UQ Holder?
Do you want to *Continue On* to another world?

Notes

Super special thanks to my cuddly wuddly little honey bee for all the support and encouragement that made me get this out.