The world you will be sent to is a world of the supernatural. Countries are divided by their main source of power, magic or science. For example, America is a technological powerhouse, while Great Britain is an intensely magical country. Regardless, trouble is brewing, and you'll be here for ten years. So...

Welcome to Academy City. The time is morning, the weather is pleasant, and the date is January 1.

Academy City is a city of schools. It's a walled enclave in Tokyo, with some of the highest living standards in the world.

While things might seem peaceful on the outside, this is most certainly not the case. The Board of Directors control everything, gangs roam the streets, and other countries seethe in resentment.

Despite that, Academy City is a marvellous place to live in on the outside, and has technology 30 years ahead of the rest of the world.

While this manifests in things such as powered armour, security robots, scientifically grown crops, and even vending machines, perhaps the most ubiquitous manifestation of such technology can be found in the creation of espers through changing the way people think.

Espers are beings who can distort reality by imposing their Personal Reality, or what they believe in, on the world. This manifests in the form of supernatural abilities like telekinesis, and a weak energy field known as AIM. While espers can be found naturally in this world, Academy City can mass produce them by changing the way people's brains work.

Despite that, not all espers are strong. Espers are ranked from Levels 0 to 5, with a Level 0 having no power at all, and a Level 5 being a one-man army. Weak espers are the most common of them all.

You are one such esper. You start at Level 1, though you have potential for growth. Which is a lot better than what most people have.

But beware, things will get rough. You have a few months before all hell begins to break loose. World War III, invasions, worldwide manhunts, and the like will happen, and it would be wise to keep your head down.

Here are some Choice Points to help you along your way. Choose wisely.

+ 1000CP +

Which Did You Prefer Again?
Was It Magic Or Science?
Science? Alright then

Welcome To The World Of

A Certain Scientific

RAILGUN

A.K.A. Raildex, A Certain Scientific Accelerator, etc.



Doh, Moonrunes

v1.2
By Reploid and DFC

BACKGROUND

Everyone starts off with an I.D. card, a school to go to, a weekly stipend, and an apartment to live in
Roll 1D8+10 for age, or pay 100CP to choose your age and gender

DROP IN

NO RECORDS, BLANK SLATE, NO PESKY MEMORIES
NO RECORDS, BLANK SLATE, NO USEFUL MEMORIES

FREE

You're dropped in at the outskirts of the city in a secluded area. You get an I.D. card, a stipend, an apartment to live in and a school to go to. The city has no records of your abilities though. All they have is your name, your ethnicity, your date of birth, and a picture of your face. As a result, you could probably get away with doing things under the radar. Have fun, you'll be here for ten years. Enjoy your stay.



STUDENT

STABLE LIFE, GREAT EDUCATION ON NEW THINGS, EASY MODE
STABLE LIFE, BORING EDUCATION, BACK TO SCHOOL

50CP

You're a student of a school appropriate to your current age and gender. You can choose, within reason. Though it's a stable life and you're guaranteed to learn new things, spending years studying here might not be appealing to you. Despite that, Academy City's technological prowess is second to none, and studying as hard as you can, for as long as you can might just pay off in the end. Also, you're guaranteed to have fun, interesting classmates, and will make friends and memories quickly. There's no denying that you probably will be happy.



SPY

MAGIC, MAGIC KNOWLEDGE, CONTACTS
MAGIC HURTS YOU, DON'T GET CAUGHT DOUBLE CROSSING ANYONE

100CP

You were a spy for a magical organisation outside Academy City, but were caught within 24 hours. Who you currently work for is anyone's guess. Since then, you've been supplying information to both sides, and dabbling in the underworld to get it. You have knowledge of, and maybe access to magic, but using this kind of magic from this world hurts you and might even kill you as you're an esper now. Mana and an esper's altered brain don't mix. Hope you have a walking medical facility beside you, a medbay, or regeneration abilities.



EXPERIMENT

PEOPLE EXPECT FREAKY POWERS, TRAINED
TIGHT LEASH, LAPDOG OF CITY ADMINISTRATION

100CP

You were a Child Error, or in other words, an orphan left in Academy City in hopes of you having a better life. However, shortly after, you were taken by a laboratory, trained, and used for an experiment. You're more powerful than most others as a result, but you're put on a tight leash. Although the experiments are over, you have little to no freedom, and may be forced to do some questionable things. Hope you want to be in a black ops organisation. Loads of power though, and sometimes that's all someone cares about.



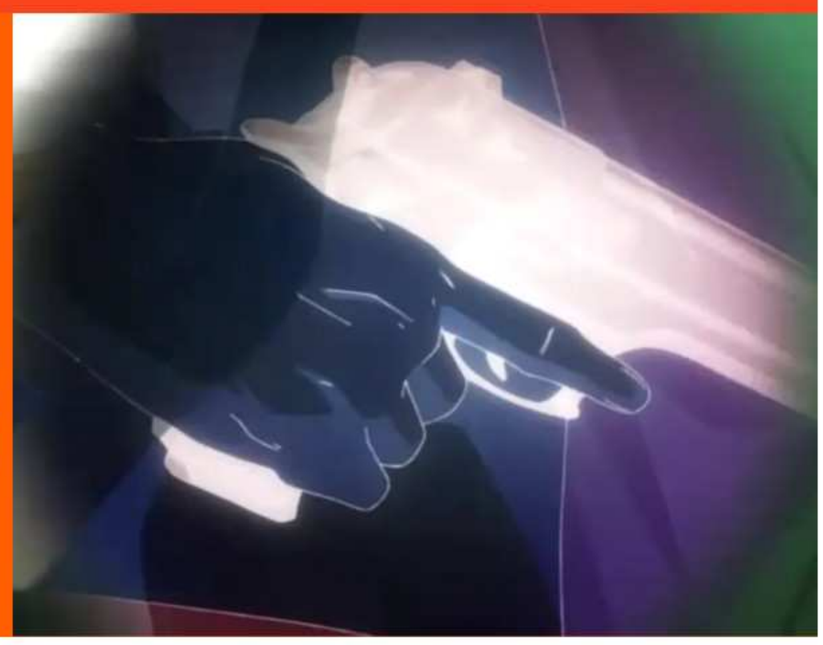
ESPER ABILITIES

Abilities here go from being very applicable in daily life with little combat ability, to the direct opposite I'll give you a few examples of their usage at different levels. Roll 1D8 or pay 100CP to decide.

1. CLAIRVOYANCE

X-ray vision > See through walls > Precognition, determine object details > See the past > Future sight

This ability allows you to see through objects at first, and gain information on objects at higher levels. At lower levels, you might be restricted to checking for concealed weapons, reading books without opening them, or simply putting this ability to some rather naughty uses. However, as you get better, you'll be able to determine the location, origin, past, and maybe even future of things. Might even develop into a form of precognition. You'll be able to know the probable outcomes & the chances of success of a plan, what might happen to character A ten years from now, the uses of an ancient artifact, and destroy an annoying angsty person's speech on his dreadful past by recounting it exactly as it happened.



2. TELEPATHY

Ventriloquism > Speak to others a block away > Weaponised telepathy > Send images, city wide connections > Give mental orders to a few people

Transmission of information from one person to another through the use of an invisible 'wire' made by the user through the manipulation of the vibrations of air to create a frequency. Any part of the body can create a connection, though you'll need to recall the person's name or face to create one. The number and range of connections go up as your level increases, culminating in the ability to give orders to a few people. The telepath can discern the location of the people he is connected to, and can also control the sound level, though doing the second can get quite draining. Come to think of it, you might be able to weaponise this because of that.



3. TELEKINESIS

Lift light objects > Throw objects around > Move 232.44kg within 100m > Force walls > God of Motion

This form of telekinesis allows you to create a field of force that affects an object you wish to manipulate. Control decreases the closer you get to your weight limit and maximum range. Through that, you might be able to fly, fire telekinetic bullets, maintain telekinetic shielding, accelerate objects to insane speeds or simply tear people apart. The amount of 'hands' you can maintain at once and amount of weight moved increases per level. Range maxes out at 100m. Has a lot of potential for mayhem and huge versatility, especially with creative use.



ESPER ABILITIES

Abilities here go from being very applicable in daily life with little combat ability, to the direct opposite I'll give you a few examples of their usage at different levels. Roll 1D8 or pay 100CP to decide.

4. TELEPORTER

Teleport small objects > Teleport heavier objects > Teleport objects rapidly > Teleport yourself, total 130.7kg > Country-wide teleportation

This is a pretty rare ability, as you'll be the 20th that can teleport multople things at once. Anything you teleport displaces whatever it's teleported into, but teleporting yourself into solids still hurts. To teleport things, you'll have to do 11th dimensional calculations, so if something such as pain is impacting your ability to think, it won't work. You also have a cooldown that's proportionate to distance travelled. Despite you only being able to teleport objects you touch, as you get stronger, your cooldown time decreases while the number & total weight of objects and range of teleportation increases. Hell, I'll throw in the ability to teleport objects from your warehouse to you at Level 4 for free. This has a lot of raw power, considering that teleporting things into people can be really lethal.



5. ELECTROMASTER

Sparks fly beween fingers > 50000 volts > Control over electromagnetism, current and voltage > See EM waves, coilgun > Railgun, call down lightning

Electrokinesis is a very common ability, but few have your potential for growth. You gain a multitude of different abilities and increased power output as your level increases. You have telepathic immunity and control of yourself even in a vegetative state. At level 5, you might be able to have a danger sense & 360 degree vision through analysing electromagnetic waves, hack into objects through decoding the electronic flow of information or even fire metal objects at three times the speed of sound. Calling down lightning bolts, firing a coin at 1030m/s and unleashing bridge-ruining blasts of electricity will also be well within your repertoire. Loads of destructive ability if you play your cards right.



6. PYROKINESIS

Control fire > Jets of flame > Heat sense, explosive homing fireballs > Spontaneous ignition in line of sight, heat rays > Firestorms, fire body

Less common than Electromaster, but again, few have your potential for growth. Your maximum energy used to heat things up and amount of abilities increase as your level increases. Although this ability doesn't have as much utility, it more than makes up for it in raw power. After all, creating firestorms of destruction, bombs of fire, melting someone's head off from a distance as well as turning yourself into fire so bullets pass through you gets pretty damn amazing. You won't even have to play your cards right for destruction ability with this one.



ESPER ABILITIES

Abilities here go from being very applicable in daily life with little combat ability, to the direct opposite I'll give you a few examples of their usage at different levels. Roll 1D8 or pay 100CP to decide.

7. MELTDOWNER

weak beam, punch-level strength > stronger beams, 2 beams > 3 beams, redirect electricity > create shields that disintegrate things > 4 beams



Also known as a Particle Waveform High-Speed Cannon. The laws of physics are stretched in this universe, but this makes them almost hit breaking point. In essence, this ability allows you to fire particle beams of electrons that pierce through objects at the same velocity it was fired, defeating armour. You can also redirect electricity with this, create shields that disintegrate things on contact, or turn yourself into a living rocket, though that's all you can do.However, it can be stopped through energy shielding or really, really thick and strong armour beyond the tech level here, and is incapable of rapid-fire and area saturation. Regardless, this is the most destructive ability here, and gets even more destructive when you take off the mental limiters preventing you from damaging or even killing yourself.

8. FREE PICK or IMAGINE BREAKER





Levels are irrelevant with The Hand. This ancient ability cannot be measured by level anyway, as it's not based on the same principles as the others.
Your right hand, or the closest equivalent and any right hands that might replace your current one in the future, gets the ability to negate anything supernatural by touch, such as magic or esper powers, with some exceptions, such as leylines and anything with enough power. As such, you're helpless against supernatural attacks that come in great numbers, extremely powerful attacks that surpass your 'power cancelling speed', or anything natural, like bullets.
If your right arm, or the closest equivalent is replaced, the power manifests in your new right arm. However, if your right arm is severed unwillingly, you can choose to let the 'invisible thing' powering it manifest as dragons and attempt to defeat your enemies in the vicinity, or simply regrow your right arm. Be careful though, if you lose control, it will be the end of you.
As you can nullify the 'red string of fate', all the bitches will be on you. However, you also nullify any good luck, but not any plotarmour (luck makes your chances better, plotarmour prevents you from dying), you may have had. You will definitely be noticed and used due to this ability, as it's the mcguffin of the magical world.
Please note that you do not have Touma's (the MC's) plotarmour. If you pull the shit he does, things will not end well. Then again, the Imagine Breaker doesn't affect your own supernatural abilities
After the ten years, the bad luck will be an inconvenience, and at worst make you miserable for some time. It won't kill you or affect you in combat though, and good luck perks still work. They just get gimped outside combat.
Take Bad Luck and Keikaku Keystone and gain no points for them. They don't count towards the drawback limit though.

SKILLS & ABILITIES

Buy skills & abilities for yourself here. Discounts are 50% off.

TRUE GRIT — 100CP

Discount Drop In

You're less likely to give up. When faced with an insurmountable task such as climbing a really high mountain, you're more likely to succeed by pushing through the pain, or at least get dragged away kicking and screaming, than actually giving up. In a fight, you won't back down easily, and you're likely to keep going until the bitter end, or you decide on a strategic retreat. Problems with cowardice will not be problems any longer with the purchase of this perk.

SLICE OF LIFE — 100CP

Free Student

Your daily life unfolds like a Slice of Life anime. In theory, this wouldn't do much, and you probably won't notice the difference. However, your life becomes a lot more cheerful and enjoyable than it was previously. People are much nicer to you than before, and you can get away with most minor wrongdoings, and have no lasting consequences for some more severe one. You'll be able to live in the present without being bogged down by your past, and enjoy your life without getting hindered by conflict too much. Regardless of the situation, you're somehow capable of always looking on the bright side of life, even though you may face an invasion, your impending execution, or the like. You take things for granted less, and something like a sweet dessert never fails to put a smile to your face.

DARK SIDER — 100CP

Free Spy

You're intimately acquainted with the Academy City's underworld, and by extension, the people in charge of the city itself. You know who to contact, who to blackmail, and who to get the blackmail from. This also helps in keeping you safe, as you know who to steer clear from and who to get others to steer clear from you. If you ever get into trouble, decide to set up a gang, get information, or simply keep your head down in a city full of surveillance cameras, you can bet that these new connections will help you out.

FORMAL TRAINING — 100CP

Free Experiment

You get training in the use of your abilities. This might not seem like much, but this'll help you apply your powers better. You'll be able to think of different uses for them more quickly, and as a result do things you couldn't do before. That passive telekinetic shield wet dream is suddenly a lot more realistic now. Though all this does is speed up the process. Without the perk, you should still get it. Eventually. But hey, extra guidance on how your weird new abilities work is always great.

TRUE SIGHT — 300CP

Discount Drop In

They say that to beat an esper, you first 'calmly analyse the opponent, then find a way to defeat him'. Your analytical skills are increased to the point that you can see through someone's actions in the present to find their weak point. Whether it be in a fight or in something like a football match or a cook-off, you can discern their weaknesses and exploit that to defeat them more easily than you would have otherwise. Bear in mind that this isn't the same as precognition, as this provides knowledge you can easily explain to others. An impenetrable defence is no longer impenetrable as long as you're around.

MOTIVATED — 300CP

Discount Student

YoYou're much, much more motivated than before. You find it easy to dedicate yourself to things, and self-discipline will no longer be a problem. You also rediscover, or discover, your love of learning, and will be more than willing to spend weeks on learning, stopping only to eat and sleep. As a bonus, you have godly research skills, and will almost always seem to find information you're looking for as long as you search hard enough. In addition, your memory is also improved to help you keep up, with perfect memory and highly efficient memory indexing. Given enough time and effort, almost everything will be within your grasp. Regardless of whether it's a cure for cancer, FTL, or something along those lines, you should eventually find it. It might take eons though, so don't die before it.

CRITICAL — 300CP

Discount Spy

You're a good spy. That much can be said. You can sneak around, gather information, and assassinate targets. However, your real talent lies in your acting skills. You'll never break cover, and you can spin a really thick web of lies. You'll be able to avoid fights altogether by tricking enemies into surrendering with just a light switch and some really convincing acting. Turning the tide of a battle, causing an enemy outpost to surrender, or causing infighting in enemy factions with a bluff will not be beyond you. You will definitely go down in history as a master of ruses, rivalling some of the greatest master rusemen throughout the ages.

DOUBLED GROWTH RATE — 300CP

Discount Experiment

Your esper abilities take half as much time to develop. You might just be able to hit Level 5 by the time the jump ends, and to get more powerful faster. Careful though, power takes time to get used to, and if you're not trained, or don't practice enough, you might not be able to get used to your own strength. After all, what's the point of having power if you can't use it?

PREMONITION PRECOG — 600CP

Discount Drop In

You get a kind of precognition that's really only useful in fights. You unconsciously read an opponent's involuntary movements, such as their facial expressions and movements, and use these to subconsciously anticipate the attacks coming your way & judge what to do next accurately. Through this, you gain almost-perfect timing and the unconscious knowledge of what to do next to get the best results in any fight to the point that some might mistake this as ridiculously good luck or even plotarmour. If taken with clairvoyance, this ascends to truly ridiculous levels. Think Kamijou Touma on maximum plotarmour levels. And if taken with Imagine Breaker, this provides you the timing and intuition necessary to use your power to maximum effect, giving you insane defense.

HARD SCIENCE — 600CP

Discount Student

You have knowledge of Academy City's science and technology to rival a scientist with a doctorate and several years of experience under his belt. You're much more intelligent, analytical, and can easily keep your cool under pressure and rein in your emotions. You also gain a doctorate's worth of regular scientific knowledge in the discipline of your choice. You know the inner workings of recoil mitigating systems and powered armour, but your true specialty is the esper creation and development process. Given enough time, you might just figure out a way to get rid of the randomness inherent in the process and give X person Y ability. Training an esper to help him reach his maximum potential is child's play. You could probably pass as a member of the illustrious and brilliant Kihara family due to your sheer expertise and brilliance. Just that your sense of ethics would give you away. Right?

MAGICIAN — 600CP

Discount Spy

You have knowledge of magic, as well as the ability to cast magic by yourself. You are very, very good at teaching others magic, and were an accomplished magician in the school of magic of your choice. Whether it was alchemy, summoning, healing, or simply destructive evocation of an element, you were one of the best at it. In addition, you were also proficient at other basic schools that aren't your specialty, like evocation and some basic application of rituals. However, ever since you became an esper, the negative side effects of using magic as an esper have threatened to take your life every time you were forced to use them. Despite that, you have a strange feeling that you might be able to bypass this, whether it's by getting someone else to heal you, or by other, more sinister and obscure means.

MALLEABLE REALITY — 600CP

Discount Experiment

You're more imaginative than usual. Though you'll become quite eccentric, you can change what you believe in, or your Personal Reality, more easily. Your powers grow slightly faster (1.25x) now, and don't have to make sense any more. As a result, you could probably do some crazy shit, such as making homing ball lightning or creating constructs of fire that act as matter. With enough training, you might even be able to stave off some of the side effects from using magic as an esper by imagining something else to be part of your body and having the side effects impact that instead. If you're willing to become even crazier though, the sky's the limit for what you can do. After all, the more insane you get, the stronger your esper powers grow. That said, a little eccentricity can go a long way. Screw being scientifically correct.

GEAR

Buy gear for yourself here. Discounts are 50% off. Everyone gets an apartment, an allowance and an I.D.

MEDIA COLLECTION

You get a collection of To Aru merchandise. You've got plushies, phone covers, a PSP with both games, a collection of all the light novels that will ever be written, as well as DVDs of all the anime episodes that will ever be made. I'll even throw in some merchandise of a certain frog. Whether you're going to use them to metagame this universe, as gifts to characters, or even mass produce them and sell them to the public in this universe, it doesn't matter. Just make it entertaining.

Free Drop In

50CP

VENDING MACHINE

You've come into ownership of a certain strange vending machine in a park, designated #7716. It's a strange vending machine with the propensity to not dispense a beverage every once in a while, eating up customers' money. Especially when high-denomination notes are inserted. However, the machine is rather old with loose springs, and gives out at least one can of a random beverage with a little force. Nevertheless, it's a decent source of income, and for some reason always turns a profit. Just don't try drinking the strange juices within it. Coconut cider's great, but strawberry oden, Viennese sausage coffee and that 'Duel Ranch Specialty Pork-Cutlet Sandwhich Drink'? Not so much.

Free Spy

50CP

MICROMANIPULATORS

These rather delicate gloves were meant for scientific purposes. They're reinforced with small motors and electrically contracting artificial muscles to allow you to perform delicate work on the scale of one-millionth of a meter. While they're definitely more suited to scientific experiments, they can be put to use in any situation that requires steady hands like aiming a rifle, conducting brain surgery, cooking, defusing a bomb, or even bypassing some redirection and shielding abilities.

Free Student

50CP

ELECTRON GOGGLES

These rather cool goggles aren't meant as a fashion accessory. They allow you to see in the dark as well as see electric & magnetic fields and the electromagnetic spectrum. In addition, they can be linked to compatible firearms to provide an indicator of where you're aiming. Despite that, if you want to walk around with them in public, people will see you as a rather fashionable person in this city. Hey, don't look at me like that. Academy City is still in Japan. And you can't deny that Japan can be pretty weird.

Discount Experiment

100CP

JUDGMENT

You're a member of Academy City's student disciplinary committee, Judgment. You receive a letter and an armband designating your membership on the day you drop in, confirming that you've passed the tryouts and training with flying colours. It also offers you the opportunity to choose the branch you'll join. For 100CP more before discounts, you may become a Branch Head, granting you more power.

Discount Student

100/200CP

METAL EATER M5

A modified Barrett M82A1 anti-tank rifle. Has a modified handle and scope with all the bells and whistles, a water cooler, and a full-auto function. Despite its massive recoil, I'll toss in the necessary knowledge of the secret shooting position that'll mitigate it for some physics-ignoring reason. Just remember not to wear a skirt if you're doing that.

100CP

MSR-001

A coilgun meant to function as a sniper rifle. This model has the uncanny ability to ignore Newton's Third Law. For some reason, this coilgun has no recoil, and will have no recoil even if you upgrade it. With a current muzzle velocity of 280m/s, it's nothing special yet. Despite that, it can be disassembled and carried in a suitcase, and can also have very sensitive aiming equipment attached to it. It's also great for repeated shooting, and produces no sound due to its low muzzle velocity. Good assassination tool.

100CP

F2000R TOY SOLDIER

A modified F2000 bullpup assault rifle that can be disassembled and carried in a suitcase. Modifications include reduction of recoil to the point that a female teenager could fire it accurately in full-auto, the reduction of noise to the point that it sounds like a cheap firecracker, as well as infrared target detection and a targeting computer. It also adjusts the bullet's trajectory in real time, allowing you to disregard wind direction and the target's evasion patterns to some extent. You still have to aim though. Nevertheless, it's a really, really expensive package just waiting to be reverse engineered. That's not to say it isn't great as it is though.

200CP

SMART WEAPON

This handgun uses infrared rays to measure the target's composition, solidity, and range to fire plastic bullets of varying compositions and speeds. It does this by mixing plastics that harden instantaneously into bullets, allowing it to shoot through a steel plate one second and leave a bullet in a piece of tofu in the next. Just wait till you set it on manual. It'll blow through a lot of things. Again, it's a really expensive weapon, and a great candidate for reverse engineering.

200CP

HARD TAPING

Ultrasonic wave elastic taping intended for military use in Powered Armour that can be used directly on the human body to enhance and reinforce the joints and muscles. This grants the user a dramatic increase in speed and strength without losing the subtle and minute adjustments living beings are capable of. Be careful though, as it can heavily strain users when used without the inbuilt safety devices Powered Armour grants. Hope you like having muscle soreness.

Discount Drop In

200CP

CALC. ASST. CHOKER

A supercomputer in a box the size of your thumb. This small black rectangular box that allows you to draw on the computing power of the brainwave network created by the over 20000 clones of the 3rd ranked Level 5. This effectively provides you with the computing power of a supercomputer by transmitting by synchronising your brainwaves to the aforementioned Misaka Network. However, although the Network doesn't get overloaded very often, the box does. As a result, whenever you're using it for very complicated calculations, the battery drains within half an hour. Hope you have a charger ready. Very good for those with calculation-intensive abilities or lazy students.

Discount Student

200CP

GRIMOIRE

A completely identical copy of a grimoire of your choosing. Although it might drive you into insanity if you don't have the training or will to handle its malevolent influence, it provides you with a lot of power if you're magically inclined. The list includes the Necromonicon. Hold on, I'll go get it. Ah, here it is.

List here: http://toarumajutsunoindex.wikia.com/wiki/Grimoire

Discount Spy

300CP

LARGE WEAPON

A Powered Suit that's highly effective in both combat and search and rescue. This particular model is one of the higher-end combat models, allowing you to make the most coordinated humans seem ungainly, slow, and awkward in their movements despite the thick armour you're wearing. In addition, the Drive Correction Device installed in the suit allows you to study battlefield conditions and correct your performance accordingly. Your steps, jumps, punches and the like become much more coordinated. Comes with an 'Anti-Barrier Revolver Shotgun' that really works more like a grenade launcher, and might be able to blow through a tank. Connect it to your backpack to reload. This suit packs a punch.

300CP

DRAGON RIDER

Anti-Skill's newest patrol bike that will be drafted into WWIII. This comes in two parts; a suit and a motorbike. The suit is strong enough to allow you to fire a Gatling gun one-handed, and the bike has a top speed of 1050km/h. The suit also responds to your thoughts, enhancing both your physical capabilities and your sense of awareness. When wearing it, it can also download information related to riding a motorcycle into you. Just don't try riding the bike without the suit. Things might get messy.

300CP

EQU. DARK MATTER

A lightly armoured powered suit designed for mobility. It's mask forged out of an unknown material (labelled Dark Matter) produced by the 2nd ranked Level 5 allows it to create multiple pairs of white wings made out of the same material. These wings are very durable and very sharp, and can be used as shields or blades. Despite that, it can be easily penetrated with rifle fire, and is normally worn with Hard Taping underneath due to it not having the necessary mechanisms to provide increased strength and mobility. Nevertheless, this is one of the most powerful models of Powered Armour produced by Academy City, and has a lot of potential for creative use. I'll even bundle a set of Hard Taping for no additional cost if you buy this.

400CP

OFFERS

Stuff that doesn't really fit anywhere else. Discounts are still 50%..
Cancelled out segments are cancelled, but if you really want them...

SISTER

Total cutie, military training, level 3 electromaster, loyal
Can't express emotions just yet **Discount Experiment** **300CP**

One of the over 20000 clones of the 3rd ranked level 5, Misaka Mikoto that will be created. Although she's biologically 14, she was born only very recently, or will be born in a few weeks.
She has knowledge and emotions installed into her brain, but she can't express her emotions until you install the necessary program, or teach her how to express them.
Despite that, she's a level 3 Electromaster (referred to as Radio Noise in her case) with extensive military training and potential for growth, allowing her to become a very effective combatant. She's capable of handling a wide variety of weaponry, and can easily formulate ideas and strategies on the fly.
She's also connected to a brainwave network with the other clones, allowing her to talk with them through telepathy, share and receive memories with them, and boost her mental faculties by drawing on the network. Think permanent and unlimited use of the Calculation Assistance Choker. Yes, even after the jump.
Hell, I'll even let you choose which one you want. Half of them will be killed off by 1st ranked level 5, Accelerator, soon after, so if you want to save one, pick from clones 1 to 10031. Any ones born after you arrive join you shortly after she's born. She'll have a crush on you if you want, and will be in possession of a set of Electron (NV) Goggles when she meets you. Counts as a companion, and you two will have an unbreakable bond. She's completely loyal too.





~~Yuriko-verse free~~
~~Accelerator is now female. She digs you. But everything goes off the rails, and you can't metagame anymore.~~

~~Only sane man 1601CP~~
~~No.~~

COMPANION IMMIGRATION

Oh, look. Guess what? You're getting the chance to buy esper abilities for your companions! They will have enough potential to allow them to hit level 4 by the time the ten years are up. Roll on the table for their abilities, or pay an additional 100CP each to choose for them. They can't get Imagine Breaker though.
They will be enrolled in a school of your choice. Again, nothing too far-fetched. Can't have a guy in a girls' school like Tokiwadai Middle School.
They receive an allowance and an I.D. You can choose to have them in a seperate apartment, or simply expand the size of your own. Can be bought up to 16 times.

100 OR 200CP EACH



DRAWBACKS

Pick up to two of these to gain more points. Drawbacks from Imagine Breaker do not count towards this limit.

100CP

ACCELERATOR LAUGH

You get a weird, screeching, evil laugh. It sounds horrible, and grates on everyone who hears it, including yourself. In addition, your sense of humour turns to shit. You can't tell a joke to save your life, and have this weird urge to laugh at things and tell jokes. This will grate on any people you might come into contact with, and impede your performance in social situations.

ONEE-SAMA!

You get a loli stalker obsessed with you. Her cute appearance belies her frisky and clingy nature, to the point where it becomes almost disturbing. Though you might see this as a boon if you're a sick fuck, here's a warning. The minute you slip up and do anything non-platonic, or illegal for that matter, Anti-Skill and Judgment will find out, and they will go after you to capture you by any means necessary. Don't drop the soap.

OBSESSIVE ESPER

You're obsessed with something. It could be anything, from guns, winning, or even someone you like. Regardless of what it is, it is undeniably unhealthy. You will make irrational decisions, but careful not to let this drag you into bad situations, like the invasion of Hawaii.

200CP

HEROIC TENDENCIES

Whenever you see someone in a predicament, you're naturally inclined to save him or her. By unconditionally placing yourself below everyone else, you'll get into more trouble than usual. Your good deeds often go unnoticed, or may bite you in the back sometimes. While this might not cause many problems by itself, it can ascend to truly ridiculous levels, like taking on the 1st ranked level 5 in order to save a bunch of clones.

BAD LUCK

Things just don't go your way in life. While this has a semi-noticeable effect on combat, this descends to truly ridiculous levels outside of it. You'll crack eggs, break mirrors, get chased by angry gangsters, and the like. As a side effect, this will lead you into dangerous people and dangerous encounters. You'll want to stay indoors for most of your time here.

POWER DAMPENER

Due to the innate moral compass you now have, your powers are dampened whenever you try to attack someone. All of them. While you might be able to lay waste to the surroundings, that blast of fire might not be able to incinerate that enemy standing in the middle of the firestorm. And that enemy might just come for you a month later. Again. Well, at least your conscience is clear.

300CP

MEMORY LOSS

You were an ordinary person. Well, not so ordinary, but it's not like you thought you were an interdimensional jumper or anything. So when you next activate a non-esper power accidentally, get into trouble, or find an imported companion, you're going to have a hell of a shock. Why? You've just lost all memories of anything before your arrival here. Including your old life. Hope you'll have someone to explain everything to you.

PERMANENT LOLI

Your body shrinks. You look younger. You now have the body of a prepubescent child, and you'll stay like this for ten years. No matter how strong you may have been, you now have the strength of a small child. Your sex drive is killed, and you now act like a small child. You have candy cravings, love footy pyjamas, look forward to bedtime stories, so on and so forth. Your companions will never let you live this down. Cookie?

KEIKAKU KEYSTONE

You're the centre of Aleister Crowley's (the ruler of the city's) plans, or at least a big part of it now. Due to this, you'll rarely have a peaceful day ahead. You'll find yourself in fights often whether against rampaging criminals, belligerent espers, or attacking magicians. These people will often be very, very hard to take down, and you will be in the hospital, if not the morgue, often. At least life won't be boring now.

FUTURE

The ten years are up. You've done your time. Make your choices. With the following in mind.

AFTERWARDS

All drawbacks except for the stipulated, albeit weakened, side-effects on Imagine Breaker are revoked.

You and your companions continue on the path of Esper growth. You have the approximate potential of a mid tier Level 5, or Misaka Mikoto in her current state. Your companions have slightly lower growth potential. The higher your level is, the harder it is to advance. You'll need to battle and train a lot, but even if you do, hitting your maximum potential might still take decades of hard work and training.

If you do decide to sacrifice some sanity for your Esper powers to grow stronger, go ahead. You can surpass your maximum potential by doing this, but is it really worth it?

RETURN HOME

You can go back to your original world. You wake up in your bed at the exact moment you left. As a consolation prize, you keep all your powers, abilities, gear and warehouse access. Go nuts, but you'll probably never find a way to return here again, or any other world for that matter.

Your jumping days are over if you end up picking this choice.

If you died, you may only choose this option.

STAY HERE

Maybe you're enamoured with the idea of a world that's quite similar to your own, but still has supernatural elements to it. Or perhaps you like the inherent anarchy of living in a city full of superpowered people. Maybe you have a job to finish, or people you don't want to leave behind.

If you do decide to stay, please bear in mind that you may never return home.

I'll tie up any loose ends on your home world. Don't worry.

CONTINUE ON

Continue the JUMPCHAIN.

Move on to another world for another ten years of adventure, exploration, and excitement. Keep your powers, abilities, gear and warehouse and move on. Time is still stopped at home.

Entertain me.

NOTES

Esper ranks go from 1 to 5, a Level 0 having no powers at all, a Level 1 having powers of the same degree as bending a spoon, and a Level 2 having slightly stronger powers. A Level 3 starts to be considered as part of the elite. A level 4 has some tactical value to a military force, while a Level 5 can fight against that military force on equal terms.

There are only seven Level 5s, ranked from 1 to 7. Accelerator, Kakine Teitoku, Misaka Mikoto, Mugino Shizuri, Shokuhou Misaki, ??? and Sogiita Gunha.

Students' stipends are pegged to their level, and in some cases, grades. The higher they are, the higher the stipends.

The Main Character possesses the Imagine Breaker. His name is Kamijou Touma. Aleister Crowley, the strongest mage, leads the city from behind the scenes

Judgment is the student disciplinary body and pseudo-police, while Anti-Skill is the real police. Which is just as well, as the city has a very active underworld. Then again, the Board of Directors is in cahoots with the gangs, and has black ops organisations at their command for unsavoury business.