Taimanin Gatchaverse

In the near future Earth has become plagued with demons from the dark world. While in the past these demons were more cautious about arriving in earth, the plans of the Demon Lords, as well as the corruption and hunger for power of various human factions and mass usage of dark technologies have driven demons to arrive upon earth in unprecedented numbers forming various factions all competing with one another for the domination of earth and humanity. Not all hope is lost however, humanity has been far from complacent in advancing their own technology which has allowed them to form mighty militaries with technical marvels such as power armor or cybernetics becoming commonplace. However just as the darkness of the world allowed demons to get a foothold, so too have humans squandered their militaries in never ending struggle with one another, with the two dominant players in the world the United Federation of States and the Chinese Union engaged in a Cold War fighting for influence and power among the world stage. One such land influenced by this struggle is the Nation of Japan, important for both its location, lying right in the middle of the two powers, and due to the large number of gates to the dark realms located on the island, an important resource for both nations who are attempting to tap the demon realms for greater and greater advancements over their rival.

Japan however is not without its own protections against the encroaching darkness. Its own connection with the dark world led to a substantial amount of interbreeding with its populace and the demons, eventually leading to the cultivation of powerful bloodlines who would form that foundation of protectors of humanity, the Taimanin. However the effectiveness of these protectors is...variable, and all too often they fall prey or ‘prey’ to the monsters they are supposed to be slaying. This conflict has come to a head with the domination of Nomad, a multinational criminal organization of demons united under the leadership (and fear) of the enormously powerful vampire Edwin Black, whose schemes have the potential to upend this balance and put the world under his boot.

Timeline-wise you arrive roughly after Taimanin Asagi 2 and before Asagi 3, when the young Kotaro Fuuma, son of the traitorous ex-taimanin Danjou Fuuma, first sets out to take advantage of the clashes between the major factions to create his own power base by 'recruiting' from the stray members of the others.

+1,000 CP

Locations

Amidahara (Demon and Unaligned starting location): Known as the Dark City this bastion of sin is an abandoned project of the Japanese government to expand the nation, but that project quickly fell through leading to the city being occupied by Demons, magicians, and the assorted slavers and scum of society. A warning as this location is a very unsafe place, even the strongest demons could get caught up in the brutal gang wars that flare up. On the other hand as the city of sin there are many illegal goods and services that one can acquire here, most noticeably pleasures of the flesh from the high quality brothels around, and for those with a more criminal bent this is a great place to get started. As a Demon you likely either work as a member or leader for one of the many factions fighting for control, or simply are a freelancer instead. Drop-Ins, meanwhile, get dumped out in a nondescript alley somewhere in the 'safer' parts of town.

Goshu Academy (Taimanin starting location): Looking at first glance like a normal countryside town, this land is actually the training ground and headquarters of the Taimanin, a group of demon hunters who have long served as a bastion of order for the people of Japan against demon incursions. The current head of the Taimanin and principal of the school, Asagi, is an incredibly powerful fighter and many veteran Taimanin stay here as teachers or around the area as residents, making this place one of the safest possible locations for the taimanin against Nomad or the UFS (really the only safe place, retired taimanin have a habit of going 'missing' outside of here). As a Taimanin you start here as a newly graduated student ready for

their first mission to protect your nation, and considering the kind of world you have ended up in, good luck.

UFS Base (UFS starting location): As a member of the UFS you start in one of the many UFS bases in Japan, legal and open or illegal and hidden. The UFS has a vested interest in subverting Japan so that it can eventually take over and use it as a staging area against their long time foe the Chinese Union. To that effect the UFS has moved quite a lot of manpower and resources into Japan, including the unit you are assigned to. Whether as a commander, soldier, or special agent you are likely going to be deployed in the forefront of whatever venture the UFS is currently pursuing, whether that be the acquisition of notable individuals or some other objective.

Faction

Roll 1d8+18 for your age if you are Unaligned, Taimanin, or UFS

Choose an appropriate age for your race if you are a Demon

You may spend 50CP to either determine your age and/or change your gender.

Unaligned (Drop-In): As a 'neutral' party in this mad world you could be anything from a radical from one of the other factions intent on bringing it down, someone trying to cut a slice of power for themselves, or just some random schmuck trying to survive. What isn't in doubt is that without an affiliation with one of the major faction behind you, you are much more exposed to this world's many, many dangers, from being assassinated by the Taimanin for aiding demons, to being killed and eaten by Demons, or just becoming the latest casualty of whatever mad science experiment the UFS has cooked up. Luckily these three factions are more focused on taking each other down then on the rise of anyone who could oppose them, and you being unaligned means that the variety of beauties from each faction will be free game.

You can choose to treat this origin as a Drop-In if you wish in which case you will appear without any history into the world, just be cautious as out-of-dimension visitors aren't exactly unknown here.

Taimanin: Officially known as the Anti-Demon Ninjas, this group of trained warriors are tasked with defending Japan against the forces that threaten it. Descended from the bloodlines of the intermingling (rape) of demons and humans, many taimanin possess greater physical abilities then the average human and even special powers such as control over elements. Unfortunately the other two factions have much greater numbers and support then the Taimanin do, there has been a bad history of Taimanin going rogue over the years, and that's not getting into how thoroughly corrupted and infiltrated the Japanese government has been by the Taimanin's many enemies. Despite these difficulties, no other faction would dare call the Taimanin weak, as many individual members are quite capable of wreaking havoc upon any foe unlucky enough to cross their path.

UFS: Otherwise known as the United Federation of States, this faction is one of the largest in the world, having direct control over both American continents and indirect control over quite a few parts of Asia. Boosted by their own technological prowess and through their studies of various demons and their powers, the UFS wishes nothing less than complete domination of the world. Of course there is no small amount of infighting and backstabbing within this organization given its size and 'relative' lack of oversight, and the Chinese Union still stands as one of their greatest enemies. Whether you serve as a secret agent, a soldier, or a commander, you have a well defined place in the UFS's well oiled military machine. Many in the UFS wish to conquer Japan so that they can use it as a staging ground for a new invasion, so it's likely that whatever missions you have in Japan are focused on subverting the local government or exterminating any potential threats. Don't expect your presence to be very welcomed by the Japanese people though. You can choose whether to be in the more 'moral' Department of Defense, who Asuka and the Masked Taimanin have aligned with and is more concerned with protecting the people of the UFS from threats, or the more immoral special forces group G, which is more or less run by Edwin Black and is more concerned about gaining power.

Demon: Quite the broad term, ‘Demon’ is a racial category that includes any supernatural race that originated from the Demon Realms and traveled to earth, which encompasses everything from rape-happy orcs to elitist and snobby vampires. No matter what you are, the fact remains that you are not human and would likely be a target of prejudice and discriminationm although the extent of which would likely be determined by which race you are and the location you start in. Despite this, there is no denying the inherent power that many Demons possess which puts them at a level of strength that an average human can’t hope to match. Many demons are gathered under the banner of the criminal organizations, such as Nomad, but there is no reason why you can’t strike out as a mercenary, or swear allegiance to the less evil groups of this world.

Perks

Unaligned

Let's Make a Deal Jumper Boy (100 CP, Free Unaligned): When caught between titans like the Taimanin, UFS, or Nomad who with only a small exercise of force can completely crush them, any fledgling organization should be rightfully afraid. Luckily for you however the higher ups of such organizations find a third party to be very useful, whether as a catspaw for whenever they wish to attack another faction or just as a way to keep their foes in check. As a result stronger factions are reluctant to bring their full power to crush you if you're attacking their enemies as well, and you'll even find that opposing factions are perfectly willing to give you subtle support in exchange for advancing their interests. Many of them will even brush over the fact that you have enslaved or attacked members of that faction in the past, preferring to focus on the now rather than past grievances.

Like a Cockroach (100 CP, Free Unaligned): Your organization may be attacked from all sides by the three other factions, your friends and loved ones might all be missing, dead or worse and the world itself may want to kill you, but you absolutely refuse to die. Wounds that would be fatal to lesser men would be shrugged off and escape routes or ways to snatch victory from the jaws of defeat seem to come from thin air for you. Finally you are also a master at rebuilding your organization after colossal failures, easily drumming up the manpower and resources to replace what was lost, while also making sure your new base isn't vulnerable to whatever destroyed the last one. It would be a colossal undertaking to kill you or completely root out your organization and most would probably not bother unless they harbor a personal grudge against you.

Mr. Tanaka (200 CP, Discount Unaligned): Is that Fuuma, the notorious Taimanin rogue that has been seducing and stealing members from the three factions? Of course not, that's just the new substitute teacher Mr. Tanaka, a completely inconspicuous man who has no nefarious intentions. It seems that

despite whatever infamy you have, you are very talented in infiltrating the ranks of your enemies. You have a master's skill in creating fake information about you, hacking into records to make it appear that you always were a part of the faction, and just ingratiating yourself with your new 'comrades' so that none of them even think you to be a traitor, unless you actively take hostile actions against them. Weirdly enough even enemies that you have encountered multiple times and who should know your face seem to never put two and two together. Of course, if you happen to spot a promising individual none of their allies see anything wrong with you spending an inordinate amount of time alone with them, enough time to 'convince' them to change sides or just have some fun.

Intimacy Level 5 (200 CP, Discount Unaligned): Most men would consider it a tall order to lure loyal ninja away from their missions or convince a soldier to betray her country, at least not without ample amounts of aphrodisiacs and other modifications to make them more 'pliant' to their wishes, but most men don't have much in the way of charm or charisma, not like you do. You're a bonafide Casanova, a master of seduction, romance, and manipulation. Between your natural charms and preternatural instincts for discerning a partner's romantic weaknesses you can get any man or woman you desire to fall head over heels in love with you through only a small amount of positive interaction. Additionally once you put the time and effort to sink your hooks into your marks, it's almost impossible to get them out again, requiring considerable abuse or neglect on your part to shatter the (figurative) love spell you place on your lovers. With a skill like this you could be quite a talented seducer, or a harem protagonist.

Sexual Prodigy (400 CP, Discount Unaligned): Even for a world steeped in perversion like this, you stand out by the sheer fact that you are just really, really good at sex. Your skill is to such an extent that you could satisfy even the most demanding of bedmates, and play with your lovers with your 'magic' hands the equal of an incubus (or succubus). You don't even need to rely on the handicaps that lesser men use to get a leg up, like dosing your prospective conquests in aphrodisiacs or modifying their bodies to have 10 times their normal sexual sensitivity, you are just that good. Moreover, you are also quite skilled at applying any powers you have for sexual means even if logically that would not make much

sense, such as focusing fire powers that could burn a whole room of men in an instant to instead ‘heat’ up someone’s body or shapeshifting powers to do… interesting things with your genitals. A few nights with you would become an unforgettable experience and even after potentially years apart their bodies will throb to be with you again, overpowering their reason or resentment towards you, and leaving them putty in your hands.

I’ll Make You My Subordinate (400 CP, Discount Unaligned): As a minor player in the world, you likely don’t have the capability to properly train any force you can scrounge up to truly stand against the powerful members of the other factions, and while you could rely on strong mercenaries to bolster your ranks, they tend to have the habit of abandoning you when you really need it. The other factions though, have many talented people within their ranks, would it really be so bad if you were to ‘poach’ a few of their members for your own?

You have a talent for subverting members of rival factions to your own cause and seamlessly integrating them into your own, whether it be through normal means like money and prestige, seducing them into abandoning their comrades and joining you, or just by kidnapping them, filling them with aphrodisiacs , and fucking them until their resistance to your commands evaporates. You’ll find all but your most determined and fanatical of enemies to be vulnerable to your ‘methods’. Once ‘turned’ they can easily be convinced to betray their comrades if you ask them or cheat on former lovers, who find it impossible to satisfy them half as well as you do.

Weirdly enough enforcing your organization through sexual discipline, so long as you got the skills to back it up, seems to enhance the effectiveness and loyalty of its members and they get along a lot better then people loyal only to sex with you should. Similarly, even if kidnapped by other groups and sexually ‘tortured’ in a similar way, your ‘subordinates’ will remain bizarrely loyal to you and resistant to your enemies efforts to turn them, holding out long after where their peers would have been broken.

Evil Eye "Demonic Gate" (600 CP, Discount Unaligned Can be Purchased Twice): By purchasing this you have gained a special bloodline even among the

Taimanin, an ability that only Kotaro Fuuma is supposed to possess. You could be related to the Fuuma family, who are well known for their demonic eyes, or maybe it awakened randomly within you for no conceivable reason. Regardless, within your right eye lies the power to steal the strength of others, taking any single supernatural ability they have and leaving them without it for as long as you hold it. Powers taken through this remain with you until you release them back or use them up, leaving you a large variety of abilities open to you that will always keep your opponent guessing. Sadly you can only hold one power at a time (one for each eye) and the powers are a fair bit weaker then normal, but nothing is stopping you from unleashing all of your stolen power on someone else and then taking their power as well when they're weak.

By purchasing this perk a second time your left eye seems to have also awakened its own ability. Rather than being locked to a single ability taken from someone else like your right eye, your left eye has access to a sort of ‘archive’ of all the abilities you have stolen, granting you a veritable arsenal of powers to use whenever you need. The downside to using your left eye’s power over your right is that using it is extremely taxing on your body, with cost scaling to how strong an ability you are using and how long you are using it for. Use a powerful ability for too long and it can potentially lead to your death, so this power is best used sparingly

A word of warning though as this power is much more useful against targets who focus their strength around a single strong ability, such as a Taimanin’s Ninja Art and is much less effective against someone who relies on multiple powers, or whose base physical abilities are vastly superior to yours even with the stolen power.

Commander (600 CP, Discount Unaligned): The leaders of the UFS and Chinese Union plot against each other on a global scale, turning entire nations into chess pieces in a battle for global dominance. But you are something else entirely, a tactical genius rather than a strategic one. Instead of vast armies of disposable minions you're a master at leading small groups of loyal allies, be it a squad of common soldiers or an elite strike team of veteran Taimanin.

Given any random assortment of allies you can quickly determine their individual strengths and weaknesses and ascertain how best to use them in battle, then put those plans into effect with such skillful micromanaging that your enemies will swear you were directly controlling the movements of your allies. Your leadership can glue a rag-tag team of allies together into a crack fighting force far more deadly than the sum of its parts, and the longer these teams operate together the more effective they become at doing so.

More importantly, as your allies follow your commands their affinity for you grows at an exponentially faster rate than normal, a product of the immense trust needed between a leader and his followers. Ordinary soldiers become unquestioningly loyal after only a handful of battles and any allies whose feelings for you are romantic or sexual in nature will quickly find themselves bound to you in chains of love and loyalty.

Taimanin

Particle-ulate (Free/Restricted Taimanin): Taimanin are more than just normal humans taking up arms against demons while wearing questionable clothing. Each Taimanin has access to an otherworldly energy known as Particles which give them a fighting chance against the monsters that could easily kill normal humans. Particles are what's responsible for the many supernatural abilities that Taimanin display, whether it be their superhuman physical abilities such as cutting through steel with a normal sword and slicing with such strength to create 'vacuum blades' from your swings, or cracking the earth with a swing of a more blunt weapon such as an axe. or their access to powerful 'ninja arts' which gifted taimanin can use to devastating effect. Interestingly, Particles have the ability to disrupt demonic powers, allowing weapons infused with them to smash through defenses of demonic power or strike lethal wounds to even demons with powerful regeneration. However this perk only grants you access to this mysterious power, training on how to use it comes separately.

Escape Artist (100 CP, Free Taimanin): As strong as the Taimanin are, many of them fall victim to traps, tricks or other deceptions put in place by their target, and given the world you are in, it's no surprise that capture means imprisonment, rape, and large amounts of aphrodisiac pumped into you to the point where you can barely function as a normal human. However, despite how low your enemies might take you, as long as you hold out there will almost always be an opportunity to escape. Whether it be allies rescuing you in the nick of time, you find a way to overpower and break free, or your captors mistaking your acting for becoming a broken slave and giving you enough freedom to escape.

Savage Hunter (200 CP, Discount Taimanin): Demon's are filthy creatures, beings who rape and murder how they please and whose powers and technologies have corrupted humanity. The amount of your fellow taimanin that have fallen into their depraved clutches over the years is outrageous. Perhaps losing someone close to you has caused you to hate and pursue the deaths of demons the most, or maybe you just don't want to end up like them. You have scoured the archives and memorized a near encyclopedic memory of the many demons species strengths and

weaknesses. Both the ones active on Earth and those squirrelled away in their own dimensions in the Dark World. Any demon facing you will find themselves on the back foot as you ruthlessly exploit their race's vulnerabilities and be forewarned about any powers they might bear against you.

Your revulsions of demons have also, for lack of a better term, ‘evolved’ the particles you control, now dyeing it a blood-red and granting them additional properties. Where before your Particles simply disrupted demon’s powers, now they actively burn and poison any demon who comes into contact with them, marking you as a true exterminator of their foul kind.

Shinobi Training (200 CP, Discount Taimanin): In addition to the powers bestowed upon them by their blood and access to Particles, taimanin ninjas go through rigorous training in order to fight their nation’s enemies. This training, along with their bodies' innate powers, push taimanin into becoming fearsome fighters graced with supernatural reflexes, agility, and strength. Feats normally impossible for humans such as scaling buildings, leaping from rooftop to rooftop, and dodging/deflecting gunfire are well within your grasp. You can choose one particular field, whether it be speed, strength, or durability to truly excel beyond your peers.

As an added bonus, choose a weapon such as a katana, a spear, or even something as subtle as throwing knives. You now are a master of their use, being able to cut down minor demons such as orcs easily or throwing projectiles with such force that the tough hides of demons or modern body armor stands little chance of stopping it.

Ninja Art (400 CP, Discount Taimanin): A remnant of a Taimanin’s demonic bloodline, ninja arts are refined through skill and practice into a deadly weapon against their enemies. Your bloodline is particularly powerful giving you a natural advantage and inclination for a specific Ninja Art of your choice. There are a wide variety of these powers among the Taimanin, such as control over an element like Yukikaze’s lightning, a powerful enchantment to your physical skills such as Asagi’s speed and reflexes, Murasaki’s incredible strength and regeneration, or more exotic skills such as control over pheromones, the ability to manipulate

memories, or just the ability to rapidly heal others. Don't go too crazy though, your ability can let you handle entire squads of modern fighters easily enough, but entire armies less so.

Onmyoji (400 CP, Discount Taimanin): Before the Taimanin came into existence the only defense the fledgling nation of Japan had against demon incursions was the Onmyoji, individuals who made contracts with Shikigami, a group of demons existing between earth and the demon realms, who provided them with the power to fight in exchange for fulfilling contracts (with the strength provided by the demon being proportional to the importance of the contract). One Onmyoji for instance has the power to channel a master demonic swordsman who can cut even the souls of his enemies into its contractee, another empowered her Onmyoji to fight on even terms physically with demons and even act as a pseudo stand for her. So long as the ability doesn't inherently surpass in power/utility the canon Onmyoji then feel free to go wild.

While technically unrelated to the taimanin, the Onmyoji of Japan has long served a similar role in protecting the nation from the deprivations of demons through use of 'divine' magic. Of course, there are more than a few evil Onmyoji who use their power for their own ends, but surely you are not one of them right?

The Almighty Taimanin (600 CP, Discount Taimanin): No mere rookie anymore, your name is spoken off in fear by the criminal underworld almost at a similar level to Asagi herself. With your experience you have few equals, mowing down lesser demons like orcs with ease, and even stronger demons fairing little better. Your **Shinobi Training** has progressed to the level where you can stand against physical powerhouses like oni on physical abilities and skill alone, and that's not even getting into the boost gained in your **Ninja Art**, which has been enhanced in its potency and refined through experience into granting you even greater versatility**.** For example, a specialty in an element, like Shiranui with water, will find their finesse enhanced to the point where they can create solid human looking decoys and clones out of their element to distract and attack their enemies, and that's in addition to a large boost in their element's raw power. Someone with a power that lets them manipulate their physical attributes, whether it be speed and

reflexes like Asagi or regeneration and toughness like Murasaki, will find a similar enhanced potency in their abilities. Be very careful however, as your strength is likely going to attract all manners of scum or manipulators who would want to take you out before you pose a threat to their own plans, or enslave you for their own benefit, and there are many ways they could target you beyond going into a straight up fight.

The Demon Within (600 CP, Discount Taimanin): Asmodian, that is the name given to the awakened demon side of a taimanin. An ability as rare as it is powerful, usually awakened by some pretty severe psychological trauma, you can tap into your demonic blood to transform yourself into a monstrous form. In this transformed state you possess physical prowess a magnitude stronger then normal in addition to supercharging any supernatural ability you possess, potentially allowing even a newbie taimanin to challenge a veteran, or a veteran fight on even grounds with even a demon lord. The downside to this ability however is that when transformed your human morals and rationality falls to the wayside in favor of demonic instinct guiding your body. So while you might be a terror on the battlefield to your enemies, the same could be said about your allies as well.

Taking this perk gives you a demonic split personality that takes control when you transform and embodies your transformed state's mentality. Luckily unlike Asagi's split personality, your's is a lot more cooperative.

UFS

Enhanced Human (Free/Restricted UFS): Congratulations, you are one of the few UFS soldiers lucky enough or talented enough to be selected to go through the UFS's enhancement programs. Of these programs there are quite a few, such as replacing your weak flesh limbs with robust cybernetic replacements that allow you to match an orc in arm strength, run at the same speed as a cheetah, or has some other unique feature like being charged with a lethal jolt of electricity. For those who wish to be a bit more inconspicuous there is also a nanomachine shot or genetic modifications that provide a general boost putting you to be a bit above peak human.

Science truly is amazing isn't it?

Deadeye (100 CP, Free UFS): While saying you can shoot the wings of the back of a fly might be a bit of an exaggeration, anything larger than that is going to have a painful time when they fall in your sights. It doesn't matter if you are using pistols, rifles, machine guns, or some complicated high tech firearm like a railgun, you can shoot with an almost supernatural accuracy, reload with machine-like precision, and are a quick draw second to none. In a fire fight you probably could take on scores of lesser soldiers with ease. You also have incredibly sharp vision, equal to that of an eagle, letting you easily act as a scout to gain information about the battlefield and your enemies.

The Doctor is In (200 CP, Discount UFS): Any soldier would tell you that the presence of a good medic on the field can turn even a life threatening injury into something salvageable, and for hands as skilled as yours, equal to the UFS doctor Emily Simmons, there are little injuries you can't treat with the right tools. While you don't have the complete mastery of biology that let's dark scientists completely remake the human form, when it comes to treating injuries you are one of the best the world has to offer. Ripped off limbs can be reattached with little loss in function, a pierced heart can be mitigated with a few deft injections of battlefield medicine to make sure the blood remains oxidized, and potentially even the mental effects that some powers cause can be removed or blocked out with focus enhancing drugs. Hell you could probably bring someone back from death if you

are quick enough, or at least salvage the brain and open up the potential of reviving them with only minimal brain damage.

Diplomatic Immunity (200 CP, Discount UFS): There are perks to being a part of one of the most powerful nations on earth. One of which being that the authorities of smaller nations, like Japan, are loath to actually try to bring you down through legal means, as more often than not they simply get stonewalled by your bosses who are either bizarrely tolerant of your misbehavior, or put you up to that misbehavior themselves. Keep a few sex slaves you obviously bought in Amidhara in the ambassador's office? Just say that they are 'secretaries' you hired and your counterparts will leave it at that. Attack a Taimanin in the middle of a mission? If Asagi raised enough of a stink your superiors might recall you for a 'chastisement' and send you back within a week.

Strategic Genius (400 CP, Discount UFS): Let's be honest, when the average UFS soldier runs into a taimanin or a demon on the battlefield, that soldier is more or less cut down easily. Even with technology boosting them, the UFS are still fighting monsters and superhumans that can squash ordinary soldiers like bugs. But there's a big advantage the UFS has that the other factions do not. While the demons follow a tribal-like system and the Taimanin, while more organized, are more like superpowered school children than proper warriors, the UFS alone has established a strong military, with all the organization and trained commanders to come with it. Because of both this training and your own natural talent, you have become quite the feared commander, routinely predicting the actions of and outmaneuvering your fellows and foes into ambushes and well prepared kill zones. Sure your individual soldiers aren't particularly strong, but does that really matter when you lure your enemy into a trap and pound them with enough ordinance to level a city block?

Advanced Weapon Combat (400 CP, Discount UFS): When outgunned in a fight you either run or get a bigger gun, and the UFS is well known for providing its members with the biggest guns of all. While any thug of the street can use a common firearm with little issues, the high tech weapons of the UFS could

potentially require months of training in order to be used properly, or put it in your hands and you'll have mastered it in a day or two.

While you do find yourself a general prodigy in wielding anything that can be called a weapon, you truly shine the more technologically advanced the weapon is. For instance, while you can wield a gigantic but unwieldy hammer with little issues, having that same hammer be augmented to be charged with an electric shock that could kill even a demon, would be wielded by you with such finesse that even quicker foes are not safe from its mighty swings. Even items beyond personal weapons, such as drones or the UFS's arsenal of futuristic vehicles, would be piloted by a focused and deft hand. No matter the tech you will find yourself a natural prodigy in using these weapons to their full potential, taking stock and using whatever complicated features reside in these weapons with an ease that would probably shock both your comrades and the scientists who made them.

Might of Science (600 CP, Discount UFS): Look at the Demons, so proud of their innate strength over the common man,, of their magic and ancient lineages that they walk without fear in a world that is not rightfully theirs. Look at the Taimanin, so self-righteous of their duty to slay demons, of their great noble clans and control over Particles, that they don't see they are merely pailing out the water in a sinking ship. You however know the truth, just as your ancestors rose to dominance over the beasts of the world, you too will overcome your 'superiors' with humanity's greatest weapon, the power of the mind.

And what a mind it is, your knowledge and skill in the fields of cybernetics, engineering, weaponry, and robotics have few rivals, even within the UFS. If there is a piece of tech in the UFS, chances are not only do you know how to make it, but probably at a fraction of the time and resources that normal scientists could produce it. Designing hyper advanced weapons beyond the average UFS's soldier's gear? Maybe a lazy afternoon's work. Creating a loyal, and sexy, android capable of going toe-to-toe with some of the tougher demons or taimanin? Probably a week of hard work. Modifying a full-suite of cybernetic enhancements to a rogue taimanin which greatly increases her physical prowess, allows for full use (and

even enhances) her Taimanin abilities, and is completely adaptable to future upgrades? Three weeks work, maybe a month tops.

Full Body Enhancement (600 CP, Discount UFS): Since the UFS lacked the inherent advantages that came from the Taimanin's bloodlines or the Demon's inherent strength and skills they decided to make advantages of their own. Through the power of technology they have created cybernetics and organic creations with the might to go toe to toe with some of the strongest Demons and Taimanin. By purchasing this perk you can choose to become either an advanced cyborg or powerful genetically created creature fresh from the UFS labs.

As a Cyborg like Asuka you have had your limbs, and even the majority of your body, replaced with powerful cybernetics giving them incredible strength and durability. These limbs come with a variety of useful abilities such as a sophisticated control system for the drones the UFS are fond of, convenient storage areas shielded from radar for detection if you ever wanted to smuggle anything, the integration of any weapons you have trained with, and many other features of your choosing. Not to mention that your body seems to have adapted to further cybernetic additions much easier than it should.

Or you can choose to be an artificially created Genetically Enhanced individual such as Saya NEO, built in with inhuman strength, speed, durability, and reflexes these types of units are usually equipped with some sort of organic weapon such as powerful tentacles with the ability to manipulate their strength and other properties at will. Sharpening one of your newfound appendages to the point where it could Pierce through even the thick hide of an orc would be child's play, and that's some of the least creative ways you could use your newfound abilities. Be warned though that as a creation of the UFS you technically don't have any rights and will be considered to mostly be just a weapon in the eyes of your superior officers, so don't expect treatment that could be considered 'humane'.

Demon

Blood of the Impure (Free/Restricted Demon): In this world any race not human is classified as a Demon, which means that overall the demonic races are as varied as they are powerful. Orcs, undead, witches, vampires and even elves are all considered demonic creatures, and you can pick and choose which one you want to be. Each comes with their own racial advantages that you now possess, such as the enhanced strength and sexual abilities of an orc, the sheer survivability of an undead, or the slew of powers that a vampire has in exchange for also gaining their weaknesses.

Although, for some particular races which are naturally at a level of strength beyond the baseline demon with little comparable weaknesses to compensate, such as the legendary Naga or a powerful dragon, you are required to purchase the **Greater Demon** perk to gain access to them.

Monster of Fortune (100 CP, Free Demon): Mercenary work is a common, if not exactly glamorous, profession that many demons tend to but when you need to make ends meet in a world that scorns your kind, it's best to make due with what you can get. With this perk you will find all manner of individuals or groups willing to shelve out the big bucks to have a powerful demon like you on their side.

Slave Trader Jumper (200 CP, Discount Demon): Most demons tend to be more involved with the dark sides of the world where things such as rape and slavery are common. The Dark City for instance, has a whole subsection dedicated to brothels where slave prostitutes are kept. Which is good for you as when it comes to the trading of flesh you are an undisputed master, breaking the wills of the many beautiful girls you scout out and creating a system to smuggle them into less ‘reputable’ areas where you can make a fortune selling their bodies to sleazy politicians, businessmen, and other individuals with more money that control over their lust. It turns out pimping is easy.

As an added bonus, if you prefer, you can start as a high ranking member of the criminal organization Under Eden, equivalent to the slave trainer Real, which

specializes in the slave trade, for free. Granting you strong financial resources, the pick of captives, and the (lukewarm) support of the Incubus King.

Please Spare My Life! (200 CP, Discount Demon): Fun fact, Sabato Kiryuu started out as a vicious enemy of the Taimanin with the goal of breaking Murasaki into being his sex slave and is responsible for numerous crimes against not only the people of Japan but probably humanity in general. Yet despite this, not only was he shown mercy by the Taimanin, but they also 'forcibly' recruited him into being their head researcher, using his knowledge and skill in body-modification to stabilise or reverse the condition of the many, many taimanin unfortunate enough to be caught by the enemy. Talent for surrendering and being kept alive when by all rights you probably should have been killed a long time ago.

Demonic Knight (400 CP, Discount Demon): Most demons tend to rely on their innate powers to defeat their enemies, and most demons are fools that get blindsided if they meet any opponent with a moderate amount of skill who can run circles around demons who rely on artless savage strength. Not those like you however, you have made good on your long years of life to be more than just another brute. Taking this grants significant skills in fighting with a weapon of your choice, enough to be roughly on par with demonic swordmasters like Ingrid or Annerose. Furthermore any supernatural abilities you possess have been honed alongside your skill with the blade, letting you use your powers in deadly combinations ranging from a fire demon bathing their sword in a powerful dark flame which not only leaves the metal unharmed, but somehow even heats into up to extreme temperatures with no lost integrity with the weapon, or an incubus enchanting a powerful charm spell into the blade that make those they would cut down with a lethal strike instead be unharmed but completely infatuated with them instead.

Witch (400 CP, Discount Demon): Ah, magic. Truly one of the broadest and most unknown of all the abilities that demons brought along with them, with one species in particular, known as witches, being comparable masters of the arcane arts. Whether you are a full witch or simply share blood, you have a strong grounding in the magical arts. One major power that all witches seem to possess is the ability to

make binding contracts with demons (or really any creature) to become your familiar, a creature that protects you and attacks your foes. A familiar can be a multitude of creatures whether that be animalistic tentacles to ravage your foes, a powerful demon made of shadows whose ability let's it negate the attacks and defenses of others, to even some unlucky highschool student whose binding to you turns them into a 'living' zombie who cannot die so long as you remain alive. You also are a master of one field of spellcraft, whether that be enhancing your own physical prowess with magical might, gaining the ability to enchant items to create magical artifacts (of both the normal and the lewd variety), or just knowing how to form a magical laser to blow shit up.

The biggest advantage to harnessing magic rather than using the taimanin or demons innate abilities is that you are not simply limited to one ability but as many as you can learn. That versatility is the reason why elder witches are feared in the Dark world with a similar intensity to that of the Demon Lords.

Greater Demon/Demon Lord (600 CP, Discount Demon Can be Purchased Twice): There are a handful of demons whose power and abilities propel them far above their lessers, those born with incredible power due to either ancient bloodlines they lay claim to or some freak mutation. Luckily you seem to have hit the genetic lottery among demons, as whatever racial abilities you possess have skyrocketed in their potency and any racial weaknesses have been greatly lessened. A vampire would find their strength grow akin to Cara Cromwell, a vampire lord of such power that she could destroy swathes of her lessers despite never drinking a single drop of human blood. Witches would find their innate magical ability enhanced to a potency akin to Lilith, who, despite her inexperience, has routinely displayed incredible magical feats such as unconsciously resurrecting a whole village as ghosts. An Incubus could lay a charm spell so strong that even the strongest and most disciplined of foes will find their bodies betraying them, filled with too much lust to fight at their true power and putty in your hands with a few well placed gropes.

If you purchase this a second time (undiscounted for demons) then you have ascended even beyond a mere high ranking demon. Gaining strength akin to a

Demon Lord, with the Naga, Kaliya, the Incubus King, Kuroi Ryuuji, and the Queen of the Inferno, Astaroth, counting you as their peer, in might if not in status. This power up comes with an incredible boost in strength, durability, and speed, putting you at your level of strength that even veteran taimanin would stand little chance against without some clever scheme or superior numbers. Naturally your racial powers, whatever they may be, have also been bolstered to a similar degree, Astaroth had her races manipulation of fire mastered so much that she could completely evaporate even an enhanced human in seconds while Kaliya's mastery of her races ability to produce poisons allowed her to create a multitude of poisons with exotic effects (like petrification or simply being an extreme aphrodisiac) and produce such toxins at speeds that would terrify her enemies.

Kiryuu (600 CP, Discount Demon): The dark sciences, called that due to the morally bankrupt nature of those who study them and their most likely intended use, is a branch of knowledge dedicated to extreme biology changes, the kind that would give most people nightmares upon seeing the 'creations' of this field. Perhaps you were a direct student of other master dark scientists like Fulst and took in their teaching like a sponge to water, or maybe you were some random kid who discovered they had a talent for crimes against nature and delved into learning all you can about this field with relish, either way you have ascended to a mastery of this field that few people could rival.

Yes, at a minimum, you could create powerful aphrodisiacs that can bring low even the most hardened warrior or demons, but why do something so crude and indiscriminate when you can go right into the brain and modify it so that it releases a flood of hormones that accomplishes the same thing whenever your victim looks at or thinks about you. The brain, considered sacred to the simple-minded fools who doubt your genius, holds many other avenues that you can explore, such as diving deep into the memories of captured enemies to learn their intimate knowledge or implanting a parasite into your target's brainstem that lets you force them to obey your commands. In the same way, while you can do simple body modifications, such as doubling or tripling the size of someone's sexual assets or increasing their sensitivity to sexual stimuli, your true talent is the ability to manipulate flesh like an artist would a painting (though your works would have

more in common with Picasso then DaVinci). Completely recreating bodies such as turning others into living sexual tools or self-modifying your own form into something monstrous like nothing but tentacles under the skin is where your true talent lies.

Of course, you are no mere philistine capable of only making changes to things that already exist. No, you also have the ability to craft demonic beasts from the DNA of existing creatures, even creating Chimeras from DNA mixtures that can rip apart lesser demons or enhanced warriors with ease. And that's just the tip of the iceberg as cloning, the creation of artificial Demon species of your design, and even crafting powerful living weapons from willing (or unwilling) flesh are within your expertise, and who knows what other traps and tricks you can cram into the flesh of others and yourself given the right tools and samples from other Demonic creatures.

Of course you'll probably need a lab to get working and other annoyingly noble individuals might have a problem with your perverted creations (and likely numerous crimes against humanity) and try to stop you, but hey, there is something to be said for a test subject that willingly comes to you.

General Perks

Naughty Ninjas, Seductive Soldiers, and Desirable Demons (Free/100 CP): Why does the demon realms produce so many aphrodisiacs and the dark scientists who are so obsessed with sex, when there are a lot more avenues of research to explore? Why does it seem like nearly every woman in the world is some flavor of outrageously cute or drop dead sexy, with skimpy and fetishized clothes being the norm? Why do the Taimanin always lose despite their superior abilities, yet seem to survive and bounce back from even the most brutal of rape? Well, this is a world based around hentai, what did you expect? To put it simply this world possesses a common theme of lewdness and things around you will take a turn for the sexual with ease. Females will almost always be taken alive, never even considering killing themselves to prevent capture, and more pliant to whatever desires their enemies have for them then they should. Most men are horndogs who are easily distracted and infatuated by the first beauty they lay eyes on, with the woman frankly not being that much better. Even outside of the tried and true method of breaking their minds with sexual pleasure, they are more respondent to seduction, and more lewd, then they really should be.

For 100 CP you can carry this lewd focus to other worlds, giving them a sexy redesign as if the world was made by Black Lilith instead.

Lilith's Blessing (Free): But enough about the world Jumper, let's focus on you. It would be a tragedy to drop you in this world without first offering you a few 'improvements' to put you on an even level with the locals. First a full redesign of your body to match a certain aesthetic of your choice. Perhaps you desire a full figured and voluptuous appearance that would look more fitting on a beautiful housewife than a warrior? Perhaps a more toned and muscular appearance fitting of a female soldier? Or maybe you just want to look like an adorable little girl! Men can choose freely between shota, pretty boy, mature adult, or even trap if they want. If you have a particular favorite Battle Arena artist, you can choose to design your look after their art style for free.

Your new body also comes with both enhanced sexual endurance (and durability for women) and pleasure nerves, though not of course to level that the modified

bodies of demon sex slaves ‘enjoy’, so that you can really get into passion, whether you want to or not.

Pin In Reality (Free): Unbeknownst to everyone, Edwin Black’s knowledge about the inner workings of the world, specifically the inevitable destruction of both Earth and the Demon worlds as they become so intertwined that they collide against each other, along with his own unique skill set had granted him the ability to accelerate that collision, destroying the world anytime he encounters anything with the potential to threaten him and using the leftover energy to restart it. Having said that it would be quite unfortunate to be erased from existence due to a certain vampire’s power to rewrite/restart reality whenever he pleases. So for this jump only, your existence acts as a sort of stabilising force upon both the Human World and the Demon World. Preventing their collision and thus Edwin Black from using his particular brand of reality warping to destroy the world and restart it whenever it suits him. Luckily for your continued health, Black will be unaware of this until he actually uses this ability, and given his impressive power that is unlikely.

Though if you do directly push him to the point where he uses this ability he will sense that you are the source of it being blocked, then all bets are off.

Iron Will (100 CP): To be frank, Jumper, with the sheer amount of mind and body altering substances available for any two bit villian to use, just living in this world can constitute great danger, especially if you happen to be female and attractive. This perk will provide you with a bit of added protection, giving you an exceptional resistance to mind or body altering abilities and substances. Even when you’re pumped with permanent aphrodisiacs and feel your body burning you can still keep focused, and enemies that rely on charm spells or some other form of mental tampering will find little purchase in your mind.

Hybrid (200/300 CP): Perhaps you were the rape child of some demon who was raised by the Taimanin so that you can use your powers for good, like Kurenai. Or maybe you’re a Taimanin who saw the writing on the wall and abandoned Gosha for greener pastures. Backstory aside, taking this perk grants you the restricted perk

of another origin, such as a Taimanin's access to Particles or a Demon's racial powers, allowing you to double dip, so to speak, in multiple abilities.

Taking the 300 CP perk grants you not only another origin's restricted perk, but also access to all their discounts.

Items

Costume (Free All/50 CP): This world has a certain 'aesthetic' to it, so it is to be expected for you to match. Although, to be frank, your current clothes do make you look like you walked right out of a fetish store. Taimanin get a sexy skin tight outfit, UFS get a well fitted and very flattering military uniform, and Demons get some pimped out dresses or well fitting suits. Luckily the clothes obtained from this are both very comfortable, don't stain easily, and are surprisingly resistant to any, nonseuxal, damage. If you want you can also have your outfit be a copy of another character's wardrobe, though that might earn you a few odd stares from them.

You also receive a wardrobe full of extras for free. Just in case 'something' happens to your original.

Spending an additional 50CP nets you a whole wardrobe full of fetishised clothes of all sorts from bunny outfits and swimsuits to maid (or butler) uniforms. All outfits, despite their appearance, also function as combat uniforms as well as being surprisingly easy to fight in and benefiting from the benefits listed above.

Photos of Murasaki (50 CP): Or another target of your choice, these high quality pictures seem to have been taken by some masterfully perverted photographer, with each shot showing the best of their assets. Perfect for a relaxing evening where you nurse your 'obsession' of them. Weirdly enough, it seems that the photos also include a section of what could be considered 'cosplay' outfits that, if pressed, the target can swear they never remember once wearing.

Of course if you do have the photos just be of Murasaki then perhaps you can pawn these photos off. Sabato Kiryuu, for instance, would be positively thrilled to have these in his possession, and would be willing to trade quite a few favors for them.

Set of Stamina Potions (50 CP): This green concoction, likely the result of some scientist's afternoon, acts as a powerful energy booster. Once consumed the potion can quickly restore the vitality of even the most tired and worn down of fighters, allowing them to throw themselves back in the fray after a few moments of rest.

Oddly enough, the potion seems to be even more effective when used to restore one's sexual vigor, so feel free to throw one back if you are planning on having an orgy, or force feed it to a captive to keep her awake for even more sexual 'training'.

Unaligned

Mercenary Contacts (100 CP Free Unaligned): Well, every organization has to start somewhere. Unlike the larger organization, who have the luxury of a large pool of skilled manpower and a constant stream of new blood, smaller groups have to make do with whatever individuals they can scrape from the streets, ensuring that the quality and quantity of their men tends to always be inferior. In the short term the best way to handle such issues, assuming you've got an excess of cash, is to hire out. The dark world has a large amount of talents not beholden to any greater power but wealth. Within this dossier is information and contacts of several noticeable mercenaries in your area who are available for you to payroll, people and demons with the strength to give even a taimanin ninja pause, or have some other useful talent such as skill in bioscience or magic that they can contribute.

Items of 'Discipline' (100 CP Free Unaligned): Of course, in the end mercenaries care only about their next paycheck, and thus make unreliable soldiers for your organisation in the long run. However being a smaller organisation doesn't necessarily exclude you from the talent pools that the Taimanin, UFS, and various demon groups possess, you just have to get creative about acquiring and 'convincing' them that they should serve you instead. And there is one surefire

recruitment method that works in the Taimanin universe, breaking them sexually until their lust for your D surpasses that of their loyalty to their faction. Luckily hidden away in a cache is a large amount of powerful aphrodisiacs, and body and mind altering substances. While simply making your target unbearably horny is easy enough, there are also a variety of aphrodisiacs for you to subject your targets to. Such as one that leaves the target in a state of heat long after injected unless a relief agent (your semen) is injected as well, or another that increases the voluptuousness of the target.

Try to not go to overboard though, as you want to make suboridnates to fight your enemies for you, not brain dead sex dolls.

Vacation House (200 CP Discount Unaligned): Running an evil(?) organisation is hard, and sometimes you just need to get away from everything. Luckily for you, purchasing this gives you the deeds to several premium vacation properties located all around Japan that can give you your ideal holiday. To beach houses, lakeside retreats or ski cabins, you've got it all, and the best part is that your enemies (for the most part) never seem to catch on whenever you personally use these dwellings meaning you can have your get away in peace without worrying about something like the UFS sending a spec ops force to give you an explosive vacation present.

Cash Filled Briefcase (200 CP Discount Unaligned): Even demons, who can kill a normal man with the ease that man exerts when killing a fly, are beholden to the economy, fear (and lust) is only capable of motivating people so much after all. Anyone trying to make their own way in this world is going to need more than a dream and some freaky power, they are going to need a substantial amount of cold-hard cash. Which is where this little nest egg come into play, whether it's money you made beforehand in your work, cash you stole from another faction, or it materialized right next to you the moment you entered into this world, this briefcase contains a neat stash of twenty million yen, or the equivalent currency for wherever you are. Good funding to start an evil(?) organization and the bills themselves are logged as legal currency despite them appearing from nowhere. Mysteriously every year the briefcase disappears only to show up the next day refilled.

Hideaway (400 CP Discount Unaligned): When underneath the gaze of titans the best place to be is out of sight. Which is why this place provides the perfect little getaway. While the public face of your hideaway is that of a legal business of your choosing, hidden underneath the surface and protected by top notch security is the main headquarters of your organization. Containing many warehouses for supplies and less than legal goods, a large barracks to keep your soldiers in, a top of the line medical facility that can also work as a dark laboratory, a large amount of furnished and comfortable rooms for any other member of your organization, and of course a luxurious penthouse for you, with a comfortable bed that can fit quite a few extra bodies on it as well. Staffed by men and women completely loyal to you, and out of sight from the other major factions, this is the perfect place to rest between missions or act as a command center for your whole organization.

Training Facility (400 CP Discount Unaligned): Not 'that' kind of training, but rather this is a location housing a series of devices and machines that can be used to hone or enhance the abilities of you and your followers. Naturally given the supernatural abilities you and your comrades possess, normal training areas aren't going to cut it. This can range from a room that can shoot a barrage of projectiles at any angle designed to test one's agility and combat skills. and combat skills, to a device that simulates a high pressure, low oxygen environment for efficient training sessions, to even a virtual combat simulator filled with holographic copies of enemies and locations to simulate real time combat conditions. Perfect place for a warrior to keep his or her edge, and for new recruits to get their first taste of what they will be in for.

…I guess if you really want this facility can also have a few unscrupulous holding facilities designed for 'training' your enemies (or perhaps even your allies) more fit for one of Under Eden's brothels. Such as a closed off area filled with techno-organic tentacles designed to constantly edge those kept here in order to train sexual endurance (or just keep them constantly horny) or the helmets Under Eden uses to train their new prostitute by downloading sexual skills into their brains and coded with perverted scenarios of your choice to break down their wills.

An Organization of Your Own (600 CP Discount Unaligned): No longer just some ordinary soul with just dreams of power, whether through blood, sweet, tears, and other fluids or just dumb luck you now find yourself as the head of quite a powerful organisation. The exact makeup of this organisation is pretty free form, defaulting to a similar group that Kotaro Fuuma would construct in the future, filled with ex-taimanin, demon mercenaries, and UFS defectors. But feel free to have more of a unique theme for your group, such as a coven of witches you tricked into becoming your servants/slaves by reversing the familiar binding process or composed entirely of androids created by some rogue UFS AI that you hacked (or seduced). Although as a rule of thumb, the more strong, skilled, and loyal your organization's members are, the less of them you have. So you can either have an elite group like the Taimanin who would fight to the death for you, but who only have a small number of members concentrated in a single city or a loose connection of common thugs and scoundrels who would stand absolutely no chance against any serious threat without massive numbers but who have membership spreading all across Japan. Be careful as this amount of force is sure to draw attention to yourself.

If you don't actually have a prior history in this world then rather than being the head you instead find yourself stumbling on the organisation's activities, which will quickly escalate into a 'private' meeting with the actual head of this organisation. Fortunately, running this organisation has left them very needy and you are someone who fits their exact partner preferences to a T, so any pretenses of a 'professional' interrogation will probably fall apart really quickly. Despite being a proud and respected leader, you'll find she's actually pretty submissive too and it will only take a bit of 'convincing' to make you the leader of the organization in all but name.

Traitorous Network (600 CP Discount Unaligned): While the Taimanin may fall behind in information gathering compared to the other factions, Nomad and the UFS maintain a robust network of spies, agents, and influencers around the world. Meaning that little happens in the world without their knowledge. With this in mind it's only prudent that you create an information network of your own to keep tabs on your rivals and enemies. While you do have the common avenues dark

organisations like your own rely on to gather information, like bribes given to corrupt politicians for up top info and street runners for the latest news on the ground, you have something a bit more ‘special’. About a dozen deep cover agents spread out among all the major factions of the world feeding you confidential information and subtly helping your agenda, both knowing traitors keeping their true loyalties hidden from their comrades and those who have undergone a steady amount of hypnosis and conditioning that they developed a fake personality with no idea about their true loyalties awaiting only a simple codeword from you to turn back into being your loyal bitch.

If you are familiar with the traitor taimanin Sugita Karin and her efforts to locate, trick, and capture retired taimanin for her demon masters to act as breeding slaves, you can expect a similar level of beneficial subversive activities from your agents.

Taimanin

Taimanin Infiltrators (100 CP Free Taimanin): Countless threats lurk in the darkness of Japan, whether it be UFS and Chinese Union agents attempting to subvert the country, dangerous members of Under Eden looking to enslave innocent people, or its own politicians selling out the Taimanin for their own benefit. Luckily however you have this group of well connected spies to help bring these threats into light. Great at disguising and subversion, these men and women can easily gather up information discreetly and are great at retreating when in a pinch. They are decent enough in a fight, but don’t expect too much from them.

Pleasure Blockers (100 CP Free Taimanin): Believe me, given how this world can be you are going to need something like this to sober you up. This item takes the form of a vial of piles, each capable of greatly ramping down the production of hormones relating to sexual pleasure for about a day. One pill could cause a man with a raging erection to go cold turkey, or a woman to only feel a mild discomfort

when an orc goes balls deep into her. A temporary measure yes, but also an effective one if your enemy happens to rely on lust based attacks.

Practically a requirement for someone with a Modified Body if they want to be able to function in normal society.

The Taima-Pet (200 CP Discount Taimanin): Due to the prevalence of Taimnin whose powers push them towards beast taming, specially trained animals are a fairly common sight among the taimanin. Exposed to the Taimanin's particles, this creature of your choice has evolved to be an efficient fighting machine stronger, smarter, and more durable then any of its kin and able to go toe-to-toe with the monsters native to the dark worlds. May or may not have an obsession with gaming.

Hot Rod (200 CP Discount Taimanin): Sure you could jump roof to roof like a normal ninja, but what about when you want to go out with style? Luckily for you, Asagi isn't the only taimanin in possession of a sweet ride. This motorcycle is finally tuned and so responsive you likely could pull off some crazy stunts if your reflexes are sharp enough (and as a Taimanin they likely are). Not to mention that this motorcycle is specially made for you and has an interaction with your own abilities as a taimanin that improves its own functionality, like using fire ability to act as a turbo, or using a regeneration ability to grant it a self repair function. If damaged or destroyed (likely inevitably given the work you do) you'll find a replacement.

The Detox Chair (400 CP Discount Taimanin): It's an unfortunate reality about being a taimanin that one way or another, you or your friends are likely going to be the target of some creep's perverted fantasy and that creep will likely use whatever means they can to make you theirs. Brainwashing, permanent aphrodisiacs, or just modifications to the body to make one ridiculously horny are a very common and unfortunately effective way they go about this, and many taimanin still feel the after effects of such methods even after being rescued. Luckily by trading a few photos of Murasaki to this one doctor, he hooked you up with this fully automated detoxification method. Simply sit in this chair and hook up to its system for 24 hours and it will gradually flush out any form of bodily irregularities or mental

compulsions and leave you good as new. The detox implements take the form as tentacles for some reason.

Ultimate Weapon (400 CP Discount Taimanin): Maybe ‘ultimate’ is pushing it, but you do have your hands on quite a powerful armament of your choice. Ranging anything from a normal sword to even a huge bazooka, this weapon is Some quirk of its creation, whether it from cutting edge modern technology or crafted from the body of a powerful demon, leaves it incredibly durable and deadly enough to cut through most demons like a scythe goes through wheat. Not to mention the weapon itself having some mystic property that makes it even more dangerous, such as a red aura that surrounds any attacks made by this weapon that burns and poisons demons upon contact, or the weapon being inscribed with runes that grant its wielder a potent boost in their physical abilities.

Naturally if you have an elemental Ninja Art then your weapon will serve as an excellent channel for it.

Gosha Village (600 CP Discount Taimanin): A special autonomous area in Japan, Gosha Village is home to the Taimanin training academy (disguised as a normal looking school and protected from scrutiny by ninja arts and modern stealth technology) and is the center of all its operations to protect the nation and its people. How well it actually accomplishes this mission is debatable, but this academy is home to many fearsome warriors with even its students capable of tearing apart lesser foes. By purchasing this you are granted a significant authority in this academy and by extension the Taimanin organization, such as being a well respected teacher like Murasaki or perhaps even an assistant principal (and thus vice commander) to Asagi herself.

The true value of this purchase is that it let’s you take this region and all the Taimanin into future jumps, bringing not only this academy and the people, but also plenty of support facilities to keep the taimanin in tip top shape. Perhaps the taimanin would appreciate fighting for a nation whose politicians don’t want to see them become some demon’s cocksleeve?

The Jumper Clan (600 CP Discount Taimanin): You come from old prestigious blood Jumper, your family history stretching for generations all the way to the first founding of Taimanin as an organization, rivaling the power of even the Igawa or the Fuuma (before their fall from grace). Circumstances have aligned to make you the head of your clan Naturally this comes with a rather expansive estate, a large number of loyal (and cute) servants and ninja retainers from lesser clans, and access to all the resources your clan has accumulated over the years, both financial and material.

Instead of creating some original clan, you can also choose to be born in the family of a Taimanin character of your choice, perhaps you are a twin of Sakura Igawa or a younger sister to Murasaki Yatsu.

UFS

UFS Soldiers (100 CP Free UFS): A squad of nine soldiers loyal to your command. Equipped with rifles, combat armor and drilled together to the point where their squad cohesion is like a well-oiled machine. While they may not have the strength to stand up with most of the movers and shakers of this world on their own, you can trust them as boots on the ground and to deal with the many grunts and weaklings your enemy throws at you.

Advanced Weaponry (100 CP Free UFS): When the going gets rough, it's time to break out the really big guns, or sword, or hammer, or really anything that can reduce your enemy into a red puddle on the floor. This purchase gets you a personal weapon of your choice, with some sort of technological twist that makes it deadly to even demons. This can range from a superheated sword that can cut through the flesh of a 'normal' demon like butter, a gun with enhanced internals that gives any bullet it fires an explosive touch, to even a giant two-handed railgun that can destroy tanks and cut apart any buildings unlucky enough to get in the path of its beam. However, the more stopping power this weapon possesses, the more bulky and unwieldy the weapon gets as it jams technology

Power Armor (200 CP Discount UFS): One of the many technical advancements brought on by the UFS, Power armor is an easy way for them to raise even the common foot soldiers into credible threats. Your specific power armor is one of the latest models, granting you enough strength to crush an orcs skull with brute force alone, and coming equipped with powerful weaponry such as a shoulder mounted missile launcher. Comes with a free charging station and spare parts to keep it in top condition.

Drone Manufacturer (200 CP Discount UFS): The next step in warfare, winning a battle without a single human boot on the ground and instead with hordes of easily replaceable robotic minions. To make this dream a reality the UFS has pumped huge amounts of money into their autonomous weapons programs, and as a result has some of the most advanced drone technology in the world. This machine here, about the size of a cargo container, is the result of some canned project for drone mass production and has the capability to break down most raw

materials, even low quality items like plastic waste, scrap metal and stray animals, and automatically produce fully ready drones with only a slight decrease in strength compared to those with a more normal manufacturing. Even better it has the ability to create ‘harvester’ drones who will automatically collect materials for the machine to produce more drones without any human input, even more harvester drones. Park this is the average dump and you could potentially create a veritable army of these drones in a frightfully short amount of time. Just keep in mind that most of the fighters in this world worthy of the name could probably destroy that army just as easily as you built it up.

Military Base (400 CP Discount UFS): The UFS keeps a chain of bases around the world, both open and secret, to exert control, provide for its troops, and act as strategic assets against their enemies. This base, located in an area of your choice, in particular is one you’ve been assigned head off. Staffed with men and women, who are a bit more loyal to you then the nation, and well supplied and fortified, you can ask for no better headquarters to launch whatever campaigns you need. Contains an underground lab for research in new types of weapons and vehicles.

Cyborg Creation Lab (400 CP Discount UFS): Of great interest to the UFS is finding ways to prop up their own troops against the supernatural strength of their enemies. While creating technology that can damage and kill such beings is one thing, those weapons are useless if the demons simply move so fast that they speed blitz the luckless soldier or are so strong that one punch causes fatal internal damage even when secured under high tech armor. A well made cyborg on the other hand can react as quick or quicker then any demon and shrug off things that would kill a lesser man with ease.

Comes with a free memory manipulating machine that the UFS uses to ensure the loyalty of their newly made cyborgs from their more dubious ‘volunteers’. Nothing says you can’t put in a few extra memories on the side, like say them being your loving girlfriend, or devoted sex slave.

The “J” Task Force (600 CP Discount UFS): Congratulations on your promotion, commander, the UFS must have a lot of faith in your loyalty and leadership capabilities to have assigned you authority over one of their task forces,

or perhaps you are completely unqualified but were just good at playing the political musical chairs long enough to get this role through pure nepotism. The power of this task force, numbering hundreds strong and coming equipped with some of the latest UFS hardware, is not under question. The exact composition of this group is dependent on what you want it to specialize in, a force more focused on stealth would likely have a greater concentration of cyborgs with hidden enhancements, an assault force might have every soldier enhanced and decked out in Power armor backed up by large groups of drones and ghouls to act as support. drones, and a mechanized division would have tons of advanced helicopters, tanks, and other vehicles to obliterate your foes but few skilled personnel outside of pilots. While the movers and shakers might mow down squads of normal soldiers, when confronted with a force as large and advanced as yours even the cockiest of Taimanin would pause.

Perfect General (600 CP Discount UFS): A prototype weapon designed by Renee, a genius weapon creator of the UFS, this manned suit's military purpose is to...Ah screw it, this is basically a mecha she made to fight 'evil'. This powerful weapon of war contains a huge amount of drone swarms as well as enough firepower in missiles and lasers to level a military installation. Not to mention an armor made from a strong special alloy and further protected by multi-layered shields that reduces all but the strongest of attacks to scratch damage. A strong force accelerator also enhances this suits mobility, letting it soar through the skies as needed.

If ever you need to ditch the bulky mech then you can set into an autopilot mode and detach a 'Pumpkin Knight' unit for you to pilot which, while significantly less powerful than the Perfect General itself, is non the less a piece of cutting edge power armor.

Demon

Orc Horde (100 CP Free Demon): These green skinned, red eyed creatures are a remarkably simple species. While they possess strength and toughness beyond most humans, they are weighed down by their extreme focus on sex, meaning that, despite how widespread they are, few orcs ever reach a position beyond being dumb muscle. These orcs have decided that you are an individual worth following and have lent their muscle to whatever task you need done. Surprisingly loyal given their simple wants and desires. Also very useful if you need to gangrape an enemy.

Obscuring Artifact (100 CP Free Demon): Obviously demons with more visibly monstrous forms can't just walk out in broad daylight in normal human cities without causing a huge panic. While many demons have the ability to shapeshift into human forms or look human enough that they can hide what they are, many more demons lack such a convenient appearance or skills. That's where neat little gizmos, much like the one the naga Cerastes will possess, come into play. Taking the form of a common accessory like a hairpin or bracelet, this device allows one to transform any monstrous appendages into their human equivalents, such as turning a Lamia's tail into a pair of legs or causing wings to disappear until you have need of them. For species lacking any resemblance to humans, this item instead grants them an attractive, if nondescript, human form.

Dark Laboratory (200 CP Discount Demon): A lab hidden somewhere dark and foreboding, or just in one of your properties. This horrid place is where the magic happens. Cloning vats, body modifying chambers (which consist of tentacles that inject whatever you want in the victim), and whatever tools you need to make your dark hearts desires come true. No specimen samples besides normal humans and the most basic of demons, though, you are going to have to find high quality material to work with on your own.

Lustful Brothel (200 CP Discount Demon): A time honored tradition among both humans and demons, prostitution has only gotten 'better' with advances in technology that can make even the most pure of maidens gain almost supernatural sexual skill with only a week or two in a brain and body modifying machine. Given

the nature of this world, it's no surprise that the rich and powerful naturally congregate into high quality brothels like the one you now own. Staffed with beautiful and thoroughly broken-in girls, this brothel serves not only as an excellent money maker for you, but also as a hub for useful gossip and information that your girls squeeze from their clients.

If you are feeling a bit squeamish about the whole slave prostitute thing, you can instead have the brothel be run and staffed by a group of succubi.

Philosopher's Stone (400 CP Discount Demon): Not the kind that can turn metal into gold, instead this stone is a conduit for otherworldly energies. While you can just keep the stone as a battery, you'll find that the stone has some interesting effects if you implant it into a living host, such as drastically increasing their natural abilities and/or transforming them into a powerful and terrifying monster. Flip of the coin really. For those with a bit more knowledge about manipulating such artifacts, this device can also be used to open a portal to another dimension, to the Demon Realms or perhaps into an alternative reality. If nothing else, these stones are coveted by the UFS for their eldritch properties and selling it to them can make you a lucrative amount of cash, assuming they don't just shoot you and try to take it anyway.

Terrorist Cell (400 CP Discount Demon): A group of disposable pawns indoctrinated (either by pure fanatical belief or more unconventional methods such as mind control) to whatever cause you wish and not only willing but eager to throw their lives away for the 'cause', even if it means fighting against opponents they have no chance of really defeating. While the rank and file of this group tends to low quality soldiers using a variety of stolen or improvised weaponry, they also have access to a surprising amount of powerful creatures such as hordes of demonic beasts and mercenaries or swarms of stolen combat robots and other more advanced hardware. While they probably wouldn't seriously hurt more powerful factions or opponents, they can distract, weaken, and tire them out for you to deliver the killing blow.

Losses will be easily replenished as other true 'believers' will either crawl out of the wood works or be made with frightening speed. If this group gets completely

wiped out, then a few weeks later you will be contacted by another group whose goals line up with your own and who are just as willing to die for you as the previous one.

The CD Virus (600 CP Discount Demon): Developed by the UFS as an advanced biochemical weapon and stolen by you before it could be deployed. The CD virus's main purpose is to create hordes of zombies from those exposed to it. Of course it wouldn't be much of a superweapon if it just turned those exposed to it into rotten corpses, instead the virus acts like a powerful mutagen turning those exposed to it into mutants with physical abilities surpassing that of most humans. This isn't even mentioning the virus's abilities to randomly turn some of those exposed into aberrations such as powerful claw appendages capable of ripping a victim to shreds or bloated but muscled forms comparable more to a two legged tank than a zombie. A well placed canister of this could likely rack up quite the bodycount, and you have dozens of these on hand (as well as a neutralising agent to prevent them from spreading where you don't want them too), enough to potentially depopulate a small nation if well deployed.

Be warned that the virus has an odd interaction when infused to a Taimanin, their Particles causing the exposed individual to mutate into an incredibly powerful form that not only is much more durable then even the stronger of 'normal' mutants but also has access to the Taimanin's supernatural abilities. It also is much more aggressive then a 'normal' mutant, but if you cared about collateral damage you probably wouldn't be using this in the first place.

Backup Clone (600 CP Discount Demon): Despite their strength, being a Demon in power is a very dangerous thing. Rivals, treacherous minions and different demon factions trying to kill you, not to mention the Taimanin taking a stab at you make mortality rates pretty high among all but the stronger of demons. Which is why you made , or commissioned the dark scientists of Nomad to make, a little insurance policy in case you ever suffer an ignorable end. If you ever find yourself killed your soul will be ejected from your body and fly into this waiting vessel for you to be reborn as good as new. Even better, if ever used you get another backup free when you enter in a new jump.

Companions

The Jumper Eight (50-300 CP): It's a dark and dangerous world you're about to enter into Jumper, so it would be a good idea to bring some backup. Whether as Taimanin comrades, UFS soldiers, or just demons of a pack your friends will be side by side with you for whatever danger you may face. For 50 CP I can import a companion with an origin and 600 CP to spend. If you want a deal then I can import a whole 8 instead for only 300CP. Keep an eye on them to make sure that none of them get kidnapped and 'convinced' to side against you.

Canon Companion (50 CP): I suppose if you have your eyes on someone specific I can always give you a hand. If you have a history in the world you will find it suddenly connected with a chosen person, whether as a best friend, beloved family member, or perhaps as a lover. If you are Unaligned I'll instead arrange for you to encounter that person again and again, in positive circumstances where a strong bond will likely form between you two. Either way you will find convincing them to leave on a multiversal journey with the two of you to be a lot easier than by all rights it should be.

Second In Command (50 CP/Free with Scion of the Fuuma): Hmm, that's odd. This woman appears to be Tokiko Fuuma, the loyal half sister of Kotaro Fuuma. Yet the moment she saw you her eyes lit up and with a call of "My Lord" she ran over to you. A confusing conversation for both of you ensues where she insists upon your being her master and she your most loyal servant, with any mention of Fuuma being met only with disdain by her. If you're familiar with the multi-dimensional incidents caused by creatures such as the mindflayers bringing in or leaving people from other worlds, the Tokiko you see before you is one of those hapless individuals. In the world where this version of Tokiko originated from, your other self was the head slaver for one Danjou Fuuma. Kotaro was remarkably less successful in defeating his father and rescuing his sister, which left your other self plenty of time to break and remake Tokiko into being his loyal slave.

How she arrived in this world is a mystery, but she's surprisingly unbothered by the fact you're not 'her' Lord, and she has no problem immediately swearing her

loyalty to you, sexually if you would prefer. Luckily your other self didn't train Tokiko to be just another brain dead sex slave, making sure her mind is as sharp as ever. Her skill in administration she used to support Kotaro that let her keep track of the quickly growing organisation Kotaro created, can easily be repurposed as a secretary for you to handle boring logistical and letting you focus on what's important. Her ninja art, Clairvoyance, allows her to act as an incredible scout, not only letting her separate her vision from her body letting her have eyes anywhere she needs but also having her sight touch books, computers and so on, she can read the information contained within. She's also a decently skilled fighter to boot.

Interestingly while the original Tokiko tended to be a bit of a jealous sort, that trait has been trained so thoroughly out of her that it inverted and she's become a bit of a cuckqueen, taking perverse pleasure in watching, and helping, you fuck other women. Her time as an 'assistant' slaver also left left her quite knowledgeable about such procedures and outright eager to give you her 'help' if you are not.

Blast from the Past (50 CP): It should come as no surprise that in a world such as this, where the boundaries between the dimensions are 'thin' at the best of times, that occasionally stragglers from other dimensions manage to find their way in. This individual, a younger version of a character of your choice, seems to have come from a similar world to this own, but much earlier on in the timeline. This can range from an Asagi before she 'retired', a pre-corrupted Mizuki, to even so far as an Ingrid who had yet to meet and swear loyalty to Edwin Black.

Whoever their counterpart is, they seem bizarrely attached to you despite any prior allgenciances they might have had. Perhaps they found themselves in a bad spot when they first entered this world and you saved their life (earning a crush in the process), or maybe they think that if they encounter their counterpart in this world it will create a paradox that will kill them both. While younger and less experienced then their 'normal' counterpart they nonetheless are still likely a formidable ally to have.

Echo of the Future (100 CP): Well, much like the previous option this character too is from an alternative world. However this one comes from further along the timeline, from an alternative future that was quite dark given the haunted look in

their eye whenever you try to bring it up. Because of this, they are rather happy to have found themselves in this world, especially since they seem to have shared some sort of deep bond with their world's version of you and see this meeting as a second chance of sorts. Why, this latent affection could easily be fanned into impassioned love with only a modicum of effort on your part (through comforting them from their trauma perhaps?).

Cloning Blues (Free/50 CP): Cloning is one of the many technologies that have been developed over the course of the modern era, used by both Ryuumon, a Chinese crime ring, and the UFS alike to 'copy' strong individuals to use as soldiers, with varying success. Few clones retain any of the supernatural abilities that their 'donee' likely possessed, and those that do tend to suffer a degradation in their abilities, with clones of Taimanin not inheriting their Ninja Art and clones of Demons having their innate abilities lessened. On the other hand though, powerless clones have another potential use, that being to act as slave prostitutes for people who were screwed over by the original, and that's where this individual comes from.

A clone of Asagi, you either bought or 'found' in some brothel, who possesses a copy of the original's memories up until her stay in the Chaos Arena where her memory was copied. This clone, despite not having any of the powers or strength of the normal Asagi, believes herself to be the 'real' Asagi who was simply temporarily depowered. Whether you inform her of this truth and comfort her in grief or leave her unaware of this fact while you take sweet liberties with her body is up to you I suppose. As one last note the crime organisation, who made this duplicate, modified her brain to produce and release Oxytocin much easier, meaning that quite simply even a brutish rapist could seduce this clone with enough 'tender' care and a few whispered 'I love you's, or maybe it's just the clone channeling Asagi's own desire to retire from fighting with her husbando. Just watch out for the real Asagi, as she takes a rather dim view of these clones of hers.

Additionally, by spending an additional 50 CP this clone was instead designed first and foremost to be a soldier, possessing superior physical capabilities and installed with powerful cybernetics allowing her to manipulate gravity. Luckily those extra

capabilities are ‘turned off’ right now, and you were given, or scrounged up, the means of controlling them.

Pale Eyes (50 CP): Descended from one of the split lines of the Fuuma. Unfortunately for her childhood, her Mom was caught on a mission and became some demon’s cocksleeve while her Father sided with Danzo Fuuma and was executed by Asagi after Danzo’s ‘revolt’ failed, leaving her all alone. Not helped by the fact that the trauma caused her to develop an incredibly shy personality which greatly harmed her ability to interact with her peers and basically caused her to be alone throughout her life.

However she showed great promise as a taimanin. Inheriting her family’s **Ninja Art:** All Seeing White Eye, a type of demonic eye that grants its user a 360º field of vision around them and lets them see the vital points and energy of their enemies for quick lethal attack. Quite simply, even at a young age, she was able to dodge gunfire and burst and orks heart with a single palm strike. So despite her issues handling people she was still trained to kill Japan’s enemies, which is how she met you.

If you’re a Demon or UFS member, then she was sent to assassinate you, but got caught and is now imprisoned under your ‘watch’. If you are a Drop-In, then you found her quite severely injured after completing her mission and ‘rescued’ her. Either way, since this girl has been starved for any source of love all her life, Stockholm syndrome has a hell of an effect on her, and luckily for you she’s naturally submissive, and seems to have gotten her ideas about normal social interaction from all the hentai she has enjoyed throughout her life. Basically she will become infatuated with you even if you display only the barest amount of affections to her (like giving her some headpats and hugs after she completed a mission for you or complimenting her oral skills while she’s choking on your cock).

If you happen to be a Taimanin though, rather than a first meeting on the field, the two of you instead share a history. You after all were her first (and only) friend and as a result she is very, very attached to you. So much so that she wants to be on every mission you’re in so that she can protect you, spend her free time watching

and being around you ~~even when you don't know she's there~~, and even does household chores to take care of you, like cooking you delicious meals. She takes an oddly long time to do laundry though, almost like she takes your dirty clothes back to her bedroom and furiously masturbates while imagining you embracing her.

Drawbacks

Lights, Camera, Action? (+0 CP): By taking this you've rewrite quite a bit of history. In this timeline the head of the Fuuma, Danjou, rather than escaping along with his family to build up himself in the shadows, was found and summarily executed by Asagi before he could betray the Taimanin. As a result his son was raised to more or less be a loyal member of the Taimanin rather than the rogue destabilizing element he would become normally.

You can choose to go into either RPGX or Action.

Multiversal Crossover (+0 CP): While this world may be filled with sexy ninjas, it is not the only thing around. Perhaps you will stumble upon two magical girls, the Fairy Knights fighting against some villainous demons, take a trip to a mountain town named Rinin City with an odd and perverted tradition. Even those in noticeably different worlds might still become victim or perhaps stumble upon a hopelessly lost sexy elf driving a magitech tank. With this drawback you can choose to make any work by Black Lilith part of the world of Battle Arena, either as a direct cameo or as some unfortunate multiversal travelers.

Scion of the Fuuma (+100/0 CP Unaligned only): It seems you have replaced the canon protagonist of Battle Arena and the head of the Fuuma. While this may sound like a good deal, keep in mind that all three factions want to kill or use you and your powerful father is both very much alive and wants you dead. And that's not even mentioning the huge amount of dangerous events you are going to get yourself involved with.

Taking this requires you to buy **Hybrid (Taimanin)** due to Fuuma's own origins as one. Though, as a side benefit though, you can take a free purchase of the **Second in Command** companion. This would be the actual Tokiko Fuuma rather then an alternate dimension sex slave version of her.

If taken with **Lights, Camera, Action?** then due to your much more secure position with Danjou dead and as a member of the Taimanin, rather than a hunted rogue, you do not get any bonus CP.

Happy Twins (+100 CP): If it seems you have picked up some less than welcome company. The dream demon Lilim and the Yatagarasu Minaski seem to consider you a great friend and want to hang around you all the time. Unfortunately, the two can charitably be described as dim and self centered, so you can bet any 'help' they offer will just screw up your plans even more making their use as allies negligeable. They also seem to consider your property theirs as well, so expect your bank account to plummet when they start to get bored and spend whatever they get their hands on for expensive thrills, not to mention your more valuable items getting sntached as well. Minaski has the ability to locate you no matter what, and Lilim has the ability to trap you in a dreamscape of her own making, so expect them to be constant annoyances. Disposing or 'disposing' of them, never seems to work either, as they have a remarkable ability to survive and bounce back from even the heaviest of sexual tortures and you can bet they get back to bothering you again soon after.

If you really want to inflict these fools on the multiverse, you can take both of them as companions for free after the jump.

Blood Knight (+100 CP): Perhaps your own demon's heritage greatly increases your own bloodlust, maybe you were a serial killer 'volunteer' for one of the UFS's cyborg programs and they didn't do a very good job of wiping your personality clean, or mayhaps your just a nutjob who likes killing people. Either way you have an unfortunate addiction to bloodshed that can only be satiated by throwing yourself into combat regularly, against weak foes so that you can slaughter them without pause and against strong enemies so you can test your

might against theirs. Going too long without satiating these slaughterous impulses would be… problematic.

Although considering the type of world this is, finding or ‘finding’ enemies to kill shouldn’t be too hard though.

Go Forth My Minions! (+100 CP): You know how you’re having a climactic battle with the enemy commander one on one … and then they summon one hundred goons to attack you while you’re fighting? Yeah, unfortunately it seems that even the lowest of agents among the three factions seems to have the manpower to burn whenever they are facing you, and these goons seem unnaturally loyal and keen on killing you. Don’t expect to be able to quickly assassinate someone like a commander without bringing their entire platoon on your head. While you and many others are capable of cutting through most normal soldiers like butter, keep in mind that quantity has a quality of its own, and even the greatest of fighters can be brought down through sheer attrition.

Modified Body (+200 CP): You were once captured by a rather sex crazy demon, and he saw fit to mold your body into that of a sex slave’s before you managed to escape. A powerful self-regenerating aphrodisiac has been implanted in your body, meaning that you’ll constantly be horny no matter the situation, not helped by the fact that the rest of your body has been modified to have the same sexual sensitivity as your genitals to the point where even a punch to the gut could cause you to orgasm. It would take someone of iron willpower to focus with these kinds of distraction, and if you slip up and have sex even once there is a good chance that you’ll get addicted and fall into a spiral of lust that you won’t be able to recover from.

Of course by taking this drawback, any means you have of removing or suppressing your lust and sex drive are ineffective.

Edwin Black’s Cells (+200 CP): It seems Edwin Black has ‘graced’ you with an infusion of his cells. Unfortunately this infusion grants no actual benefits and instead gives him the ability to instantly kill you without any issues. Don’t worry though, why would Edwin ever get rid of such a valuable tool like you? So long as

you follow through on any missions he assigns to you, like assassinating a rival demon or harassing the Taimanin, you'll be just fine.

These cells are both resistant to any tampering and seem to be able to bypass any protections or resurrections you possess meaning that you will need to play along for the rest of this jump. Furthermore you can expect enemies or rivals of Black like the Taimanin vampire Kurenai Fuuma to try to kill you to remove one of his pawns.

Unchanging Destiny (+200 CP): While you may want to leave a mark on the world, you can never truly affect the main protagonists and antagonists of the Lilith-verse. Asagi, Sakura, Yukikaze and even villains like Oboro, if they were featured at all the 'main' games then chances are they are out of your grasp. Sure you might capture them and reduce them temporaily into a sex crazed mess, but without fail they will always be rescued or find some way to escape your grasp. Trying to kill them will yield similar results, with lucky miracles saving their lives at the last moment, or them revealing that they have a clone they can transfer their consciousness into.

Yandamnit (+200 CP): Welp in a way this can be almost as bad, You see when someone does come to love you they turn a little… crazy. Like "you looked at another girl's body which means that you're planning on sleeping with her instead of me so I have to kill her, you, and then myself" crazy. Hopefully you're good at handling the murderously insane.

HERO OF JUSTICE!!! (+200 CP): Ever since you were young you harbored an overpowering urge to go out and right the many, many wrongs of the world. Under Eden Slaver den in your sight? Better believe that you'll go and bust down the front door and go on a one person crusade against its inhabitants, all the while probably spewing cheesy speeches about how justice always prevails against evil or something. Even worse you seem to be under the impression that you are in some cheesy anime where the forces of love and justice always overcome evil regardless of the obstacles against them, and thus don't take the effort to actually

plan ahead of time, relying instead on your firepower to beat your enemies. Naturally given the setting your in, that is not a smart ideology to possess.

Dimensional Aggressors (+200 CP): It seems your entrance into this world has not gone unnoticed, and your extra dimensional nature has pissed off something that lies in the void, something with a lot of minions to throw at you. Expect mindflayers to try to kill you constantly, each with the ability to manipulate both the minds of those around you, and the dimensions themselves. Their attacks can range from something subtle like implanting memories in a loyal ally that gives them a supernatural urge to kill you, or something as bold as ripping open a dimensional rift to a war torn battlefield or a hellscape filled with zombies and trapping you their for a day in the hopes that you will die. As a consolation for the later, if you survive long enough you'll stumble upon a portal that can take you back to the normal world.

Factional Embarrassment (+200/300 CP): Oh dear, you know all those cool abilities your origin grants? Yeah, turns out you don't have them. Taimanins lack access to their group's 'Particles' which serve as the basis for all their abilities, UFS have a severe incompetence with any sort of technological tool or vehicle, and Demons have some human ancestry which caused any abilities granted by their demon line to be severely degraded within you. Unaligned, meanwhile, have the unfortunate similarity with Action-verse Fuuma in being quite horrible at combat (no matter what abilities you happen to possess) to an extent that you'd be perpetually stuck on the back lines

For an extra 100 CP, you'll instead face a complete depowerment of all supernatural abilities, both in jump options and out of jump perk's. Hopefully you have some plan to deal with this, because you'll be spending the rest of this jump at the same level as a normal human.

A World of Action (+300 CP): It seems you may have taken a wrong turn in the multiverse Jumper, you expected to end up in a world based in an hentai, when in actuality this world is more fitting as a shonen. The characters in this world have vastly enhanced abilities compared to their canon counterparts. Asagi's "Hawk Art" ability that let's her speed herself to the point where she moves six times as

fast? Now she basically freezes time for how fast she moves. Or Rinko's ability to manipulate space a small distance around her evolving to the point where she can freely teleport across the battlefield and bring down meteors from the atmosphere. Or a taimanin whose speciality was ice manipulation getting the ability to enforce absolute zero temperatures.

Unfortunately it's not just the Taimanin who received this buff, the strength of the demons the Taimanin are tasked to slay have risen a considerable amount as well, and technology has advanced to the point where cheap power armor capable of matching the taimanin (of the old world) or other dangerous technology marvels have been mass produced and have fallen into the hands of every two-bit terrorist cell. That's not even mentioning just how powerful monsters like the Demon Lords have become. Naturally it seems that everyone got a power buff but you and your companions.

Chibi Curse (+300 CP): It seems you have crossed paths with the witch Guignol Faust and have become a victim of her 'special' magic. Your body has been chibified, appearing to others as if you are a walking talking plushie. This transformation also caused your physical abilities to decline along with your size, leaving you much weaker then you should be. Additionally, at the witching hour every night your body will fall under her control doing whatever she bids from acting as her servant or just randomly attacking people, which will in turn spread the chibi curse to them too. Strangely no matter how much you search you can never find Faust, or find a way for you to break from her control.

Bad End Magnet (+300 CP): The world of Battle Arena is 'marginally' less dark then the normal taimanin-verse, while rape is common little acts like horrible modfications of the body are much less so. Not anymore though, as you will soon see all the darkness of the world first hand. Living onaholes, box shaped humans, and large amounts of the broken and dead-eyed sex slaves will be a common sight now, and you better believe that those you, those you care about, and just anyone you interact with postively will find themselves stumbling when it really matters and easy targets for whatever depraved desires your enemies would have.

If you aren't careful you might even find those you love so corrupted by pleasure that they would have no hesitation in betraying and turning against you.

A Black Shadow (+300/600 CP): It seems that you have arrived in what can be considered the darkest timeline possible within this series. Edwin Black succeeded in corrupting the leader of the Taimanin, Asagi, into a powerful vampire like himself and together they have 'unified' the world under their rule. Japan has fallen completely under the control of Nomad, and almost all the Taimanin have been corrupted by the slaver organization Under Eden into loyal and powerful slaves to be used however Nomad wants. The leader of Under Eden, the incubus, Ryuji Kuroi, has bent the knee to Black and had personally conditioned the taimanin Rinko Akiyama, Shiranui Mizuki, and Yukikaze Mizuki into his slaves and bodyguards. Under Eden is additionally joined by Kiryuu Sabato who has supercharged their enslavement technology in return for employment and personal ownership over Murasaki Yatsu, making Under Eden one of the most powerful and feared factions in Nomad, and they see no issue with abducting even high level demons to enslave to further increase their organizations power.

Japan itself has been filled with corrupted politicians and ravenous demons to the point where the average citizen fears to leave their homes as a demon can abduct them for sexual relief or just as a snack, and anyone who tried to resist this new order were long ago killed. Furthermore Black and Asagi have culled the demon world so that the strongest demons have either bent the knee to them or perished, while the UFS and Chinese Union has been subverted in similar fashion. While a few groups still resist Black's new reign, such as isolated Taimanin that managed to escape from their nationwide enslavement, small rouge UFS cells that fight against Black's assumption of power, and small groups of demons that either were part of the once great demon factions that Black and Asagi conquered, are all divided and too weak to pose a serious threat to their power for now.

If you so desire then for an extra 300 CP Black and Asagi have become aware of your entrance into this world and seem to believe that by killing and absorbing you they will gain your status as a Jumper for themselves and extend their dominion to the entire multiverse. While they don't know your exact appearance or abilities

they can sense whenever you use an out of jump ability and pinpoint your location from there and if you ever meet them in person they will know right away of your extra-dimensionally origins regardless of any protection you have. The moment they find you expect them to leverage the full strength of this world, the Taimanin, UFS, and Nomad as well as their own considerable power in killing you.

Go Home

Stay Here

Move On

Notes

(Version 1.0: No OC Companions but not really Edition)

This jump is based on the Taimanin Battle Arena, RPGX, and Action Taimanin games.

The Taimanin **Onmyoji** perk comes from Diviner Knight Towako.

Purchasing **Greater Demon** as a human grants you a direct demonic parent/lineage similar to Shinganji Kurenai Onisaki Kirara and all the abilities that the perk would grant to a normal Demon come as a result of that. If you take **Demon Lord** on top of that then you'd be quite a freak of nature most likely leagues stronger than your Demon parent even at a young age.

Purchasing **The Demon Within**, **Full Body Enhancement**, or **Greater Demon** gives you access to their respective origins restricted perk if you had a different origin then the one the capstone belonged to.

Traitorous Network can be adjusted to include named characters if you so wish, so long as they are 'minor' (no main series characters nor anyone stronger than Karin). Though yes you can have it so Sugita Karin is your spy/slave and not the Mysterious Man's.

If **Hot Rod** is purchased as a non Taimanin, it keys instead to whatever supernatural abilities your origin would grant you, or, if you're just a normal

human, it's just tricked out with a bunch of high tech add ons granting it a greatly increased performance compared to a more ‘normal’ one.

Cloning Blues companions is based on the clone Asagi from Taimanin Asagi The Nightmare, while the added cybernetics are something from Battle Arena.

The companion from **Blast From the Past** defaults to the young versions of Sakura and Murasaki that arrive near (and get attached to) you instead of Kotaro Fuuma. The Demon Lords are technically a valid target for this, but they’ll be nerfed down to the level where they ‘only’ would be comparable as if they had Greater Demon rather than Demon Lord.

The companion from **Echo of the Future** defaults to the future version of Yukikaze, who again will have a connection with you instead of Fuuma. All characters purchased with this option can be considered to have **The Almighty Taimanin**, thus why it has a higher cost then the others. Demon Lords aren’t a valid target with this Feel free to fanwank the specifics of whatever future they come from, maybe the post-Bad End of one of the games, or perhaps just a previous timeline that Edwin Black discarded.

Pale Eyes is basically a hentai-ized expy of Hinata Hyuuga.

An eldritch species, the Mindflayers as well as other outsider beings have the ability to traverse different dimensions at will, even bringing along others from different worlds and dropping them off for nothing but their own amusement.

Created by PucelleAnon

Changelog

1.1

Added extra part to **I’ll Make You My Subordinate** that makes your allies more resistant to mindbreak/being corrupted by pleasure.

Added **Hybrid** Perk

Added in **Vacation Home** and **Pleasure Blocker** due to missing parts for the Unaligned and Taimanin item Tree.

Edited **Scion of the Fuuma** drawback to require a purchase of the new **Hybrid** perk.

Edited **Faction Embarrassment** drawback to allow Unaligned to take the 200 CP version, made the 300 CP out of jump perk blocker available to all origins.