

Story/Intro: The unsuspecting Akuto Sai will soon learn that he is the current demon king despite wanting to be a priest and a lot will change. The school will be destroyed, demons will swell in numbers, and a war is on the horizon. The best that can be done for you is to wish you good luck and give you these 1,000CP (choice points).

Starting Location: Literally falling out of the sky onto the Constant Magick Academy campus it appears to be the first day of school. You appear to be wearing a school uniform and have a bag with all the essential things you'd need to get by here.

Origin: Your history in this world upon your arrival despite how you actually got here. You stay the gender you were on your arrival but can switch it for 50CP.

Drop-In (Free) **Age:** 16	+ No memories. - Best come up with a good cover story just to be safe.
Standard no memory tampering, no refund, no guff. You will most likely fit in well here if you keep your head down.	
Student (Free) **Age:** 16	+ You're a popular student for one reason or another. - Expect fans, stalkers, and a high expectation from others.
A remarkable student for whatever reason you want, most people seek your affection and time as much as they can.	
Surveillance Agent (50CP) **Age:** 16	+ You're an android and possess a myriad of abilities. - You must watch the protag and document him 24/7.
As a Liradan (android) you are in appearance no different then any human with the exception of your tail. If someone were to pull your rabbit tail you will shutoff until it is pulled again. You also lose any memories immediately prior or after the event. Generally only losing ten seconds of information total at most each time.	
Clan Member (100CP) **Age:** 16	+ You're a member of a powerful clan. - Your honor, your religion, and your family is your life.
Being the son, daughter, or it of the head of your family your word carries weight. Most of your subordinates love you undyingly and are unquestionably loyal to you. You are expected to be an example to others and stay practiced.	
Demon King (150CP) **Age:** 16	+ You are easily more powerful than just about anyone. - Anyone with any morals will not like you and wish you ill.
Dropped off at an orphanage while still just a babe you grew up on the charity of others. You might even already know the protag. It is said that you will be a great point of conflict in the future and many will hate you for that. You could try to keep this a secret but it will be found out by everyone on the first day of school what exactly you're meant to be.	

Jumper Boons: Powers, boons, and abilities for a person like yourself.
Onlooker (100CP) (Free: Drop-In) – So long as you stay out of whatever is going on others are very likely to leave you be. Doing anything more then just watching will cancel this out for a short time.
Sexy (100CP) (Free: Student) – You're easily one of the most attractive and desirable people in the entire school.

Radar (100CP) (Free: Surveillance Agent) – You can sense where others are based on if they have mana. This equals out to a short distance but can be extended further with adequate training, meditation, and concentration.
Extra Skill (100CP) (Free: Clan Member) – You naturally excel at some mundane skill. Being considered an expert at the very least you know very well what you're doing. Should you take this more than once as a Clan Member it will be at a discount.
Evil Concealment (100CP) (Free: Demon King) – You naturally conceal your motives well and have no problem concealing actual evil hidden away in you.

Bluff (200CP) (Discounted: Drop-In) – If you have the brains there are very few situations with this that you cannot falsify your way out of.
Genius (200CP) (Discounted: Student) – Easily one of the smartest people in the school you have no trouble with any of the work given. A photographic memory is something you can boast truthfully.
Emotion Sense (200CP) (Discounted: Surveillance Agent) – You are able to sense emotions in a short range around you and tell where they're coming from. This too can be improved like Radar.
Teaching (200CP) (Discounted: Clan Member) – Teaching others is something you naturally excel at. You can teach just about anyone that can hold a sword or pen what they need to know if you yourself know it. You may with some rigorous training enable others to use supernatural abilities like you do.
Harem Protag (200CP) (Discounted: Demon King) – In this world magical aptitude measures the worth of an individual. With this the more well-known and powerful you are comparatively to everyone else the more those you desire will typically desire you. Even if you desire nobody you will still find yourself with plenty of admires and paramours.

Invisibility & Flight Magic (300CP) (Discounted: Drop-In) – You excel at running away and staying hidden. While questionable, you may first turn yourself invisible while naked and glide along slightly faster than the wind. With training or a power boost you could easily transfer your invisibility onto anything you're strong enough to carry and even keep up with Brave while flying.
Beast Taming (300CP) (Discounted: Student) – You can tame and train beasts to their peak in every possible way given enough time. Simple tricks will take only a couple hours while complex ones might take a few days.
Hammerspace (300CP) (Discounted: Surveillance Agent) – With this you can effectively summon from your Warehouse anything that you're strong enough to lift that can be affected by teleporting. You may also put it back. This just teleports things about while there.
Physical Magic (300CP) (Discounted: Clan Member) – While some may use their mana to manifest fire or something else you use yours to manifest force. You may with some effort increase the damage you do physically by expending mana. A wooden sword could cut through a metal desk with this like butter. You could adapt this to many things with training.
Demonic Persuasion (300CP) (Discounted: Demon King) – Bad with words? Monstrous visage? Just kinda lame? Look no further! With this you'll more often than not get what you're trying to get when talking to others so long as you can actually get them to listen to you.

Religious Insight (600CP) (Discounted: Drop-In) – With this you gain immense insight into this world and how God works. While you might not be able to create anything close to the reality warping power that it can AI, androids, mana generators, and most of any tech in this world with a little studying can be reproduced by you.
Black Magic (600CP) (Discounted: Student) – Dark necromancy, dark arts, and dark spells. Dark. Black magic is illegal in this world but some versions of it are allowed. You are now adept at both of those. You also have considerable training in alchemy.
Liradan Luck (600CP) (Discounted: Surveillance Agent) – Having your functionality disabled and having nothing happen to your body let alone the fact that someone actually feels like turning you back on is kind of a big deal. You will no longer have to worry so much about being unconscious or sleeping and something happening to your body. You can also expect a moderate boost to your luck in general.
Ninjutsu (600CP) (Discounted: Clan Member) – Being masterfully trained in the ways of the shadows you can simply choose to disappear among many other things. You could be in the same room as someone and have them completely unaware of your presence. Boasting a peak human body regardless of your figure your raw strength is only matched by your talent as a ninja. Capable of performing surgical levels of precision and accuracy on the fly if of the Clan Member origin you are the pride of your household.
Demon King's Power (600CP) (Discounted: Demon King) – One of the main reasons why people fear demon kings. Possessing the most potential of anyone else while also having near endless mana reserves there is no one that can match your raw magical power.

Magic Manipulation (1,200CP) (Discounted: Demon King) – Magic like all things can be learned and manipulated. For a demon king this is as easy as breathing. A demon king with no previous magical skill at first will still

have considerable trouble not blowing things up when casting magic. But over the course of a few days he could manage many different feats from telekinesis, mana blasts that leave craters after impact, regenerating a severed arm in seconds, augmenting his body for super strength, making his body take on demonic traits, absorbing mana based attacks, opening portals, and many other things with enough time. Of course, whether you have the raw power to do any of this depends if you're a demon king. Bending reality, time manipulation, and such things are beyond even you.

Items: Information, items, and allies to help you get a foothold.
Tomes, Books & Information (50CP) (Free: Drop-In) – Detailing various magics and related things and how to get started in them. General knowledge about the world included.
PDA (50CP) (Free: Student, Clan Member, Demon King) – A school issued device that allows for other students to keep in touch with the help of telepathy to any other similar devices. Among other things.
Bag of Tools (50CP) (Free: Surveillance Agent) – Pretty much anything a normal agent in the field would need in an emergency. Holds more than you'd think.
Family Fortune (50CP) (Free: Clan Member) – Your family is very wealthy and periodically you will receive your due of that while in this world. You won't want for much.
Cool Clothes (50CP) (Free: Demon King) – An impossibly cool set of clothes that is highly resilient to damage. Each purchase doubles the amount received.

Living Armor Platoon (100CP) (Discounted: Drop-In) – Eighty large animated suits of armor that can carry out simple orders but will not comeback if destroyed. Hopefully you've some place to put them all.
Magic Infused Gun & Bullets (100CP) (Discounted: Student) – Any type of gun enhanced with magic and a replenishing supply of bullets. A single pistol shot could destroy living armor. The ammo that replenishes can be found in your pocket dimension and will stop replenishing if the gun itself gets destroyed.
Really Big Cannon (100CP) (Discounted: Surveillance Agent) – A mix between a shoulder mounted cannon and a blunderbuss. Anything put inside can be fired out but by default it comes with a few explosive shells.
Weapons & Armor (100CP) (Discounted: Clan Member) – A traditional sword and somewhat modernized armor personalized to you. Surprisingly resistant to damage.
Treasure Map (100CP) (Discounted: Demon King) – A map that it said to lead to a great treasure. Perhaps it is a fake?

Alchemy Set & Tomes (200CP) (Discounted: Drop-In) – An alchemy set that comes with detailed tomes on charm creation and other such things. You should be able to create some high tier things with what you currently have.
Unlimited Rice & Rice Wine Supply (200CP) (Discounted: Student) – A rice cooker that when opened up always has fresh rice inside. Comes with a bottle of rice wine that never empties.
Fireproof Cape (200CP) (Discounted: Surveillance Agent) – A blanket that is seemingly immune to magic, fire, and explosions. At worst you might make something out of it.
Dozen Ninja (200CP) (Discounted: Clan Member) – A dozen of your clan that is sworn solely to you and no one else. They're all willing to die on your command. They do not count as companions.
Lesser Demon Beast (200CP) (Discounted: Demon King) – A once normal creature twisted by magic into a demon beast. This could be something like a puppy that got turned into a snarling altered version of itself that stands taller than a lion. Loyal only to you. Can upgrade a creature brought with you to a similar effect.

Noise Enhancement (300CP) (Discounted: Drop-In) – This will allow you to upgrade one item of yours no bigger than an article of clothing with the ability to produce a loud noise that cancels out nearby magic. The wearer would be immune and so are individuals with enough willpower.
Love Pills (300CP) (Discounted: Student) – Two pills that can make anyone who eats one of them fall in love with a desired person. This is permanent unless the magic antidote is administered.
Puppets (300CP) (Discounted: Surveillance Agent) – Several dozen puppets that you can control remotely with magic and use as if you were them. Once destroyed they are no more. You might be able to replicate them. But by default they look only ever so slightly different from you.
Cyber Ninja Upgrade (300CP) (Discounted: Clan Member) – Part of your face get cut off? Missing an arm or leg? With this you may replace up to two parts of your body with enhanced robotic bits. This could allow for night vision, infrared sight, super strength in both of your arms or something similar or different.
Greater Demon Beast (300CP) (Discounted: Demon King) – As the already mentioned except this version being the apex of what they can turn into. That puppy mentioned before? It's now as big as a couple of houses and taking tank fire like they're rubber bands. Once again this can be used on a creature you brought here with you. You cannot take both this and Lesser Demon Beast on the same poor animal.

Mana Canceler Schematics (600CP) (Discounted: Drop-In) – As the name. Detailing how to make a device that rends mana-based creatures and objects like a sword through the air. These will consume considerable amounts of energy draining even nuclear fusion batteries in a single strenuous combat session.
BRAVE (600CP) (Discounted: Student) – A semi sentient nuclear fusion wrist gadget that transforms into a super suit with a high frequency blade on the right hand and monomolecular cutter on the left hand. It has six laser muzzles on its back and can fire high temperature plasma balls from its hands. The wearer will experience peak human physical abilities while it is activated. Other features include its ability of omnidirectional flight at roughly two-hundred miles an hour and its mana canceler/anti demon king mode which drains magic in the area around it and on impact with magical things. Defensively it is equal steel, can produce a shield of the same strength, projects a shield of energy on itself, and needs only a brief period under the sun to keep charged. As a last resort it can set itself off with the same impact as a nuclear bomb.
Genkaku (600CP) (Discounted: Surveillance Agent) – An enormous flagship with enough firepower to level most of anything. It's big enough for a dragon to land on so that's saying something.
Ancient Sword (600CP) (Discounted: Clan Member) – An old sword that can cut through almost anything. Yours won't give you any trouble when you try to draw it.
Demon King's Estate (600CP) (Discounted: Demon King) – A version of the previous demon king's underground estate hidden away not far from the school. You get two versions of this. The one in world and the one that attaches to your pocket dimension. Neither is destroyed like the one shown instead being in a pristine state. It is monstrous in size and comes with a hot spring that keeps itself among other things.

Companions: Allies to help you survive this crazy world.
Friends or Foes (100CP) (Discounted: Drop-In, Student) – Each purchase of this will get you two loyal companions new or old. They can either just be of your origin or they may be acquired in time after being defeated. Your origin is their origin and they get the first two abilities that go along with it and the first two items with the exception of the obvious Demon King origin, which only you can pick. If that's the case they can pick any two either 100CP or 200CP abilities for free and get any one 50CP item for free and it should be assumed that they don't have an origin.
Surveillance Agent (200CP) (Free: Demon King) – You'll be getting one of these regardless if you take this here if you're a demon king. This one will just be more on your side is all. Anyone else who takes this will be put into a similar situation where shenanigans are sure to ensue if they find out who you actually are.
Dragon (300CP) (Free: Demon King) – A great big dragon that can somehow hack God for various results. Surprisingly witty and comes with a ridiculous name.

Drawbacks: It should be assumed these and any other possible drawbacks are removed in ten years.
Weird (+100CP) – You're just different enough to be noticed in a bad way. Maybe it's the hair?
Unpopular (+100CP) – You're just an everyman in the crowd. If you do something truly crazy like kill Akuto Sai this might be able to be removed.
Sensitive Tail (+100CP) – Your tail is exceptionally easy to trigger and might very well just get stuck on something until someone unsticks you. Everyone else just becomes ticklish and are more prone to being knocked out.
Arranged Marriage (+100CP) – Turns out that some ninja family wants you to marry one of their members and they're not going to take no for an answer. God help you if you make them cry.
Rumors (+100CP) – Hilarious and unfounded rumors will be spread around the school and you're the butt of them. They'll be mostly harmless but ridiculous.

Unlucky (+200CP) – Girls falling out of the sky and landing on you, dealing with monsters out of nowhere, and stuff like the teacher misplaced your classwork so you have to redo it. Terrible stuff.
Dumb (+200CP) – You're not the smartest kid in the class. You can expect to have difficulty with learning new things and if taken with Failure below you can kiss learning new skills and such goodbye while here.
Extreme Stoicism (+200CP) – It's not that you can't smile, laugh, or cry. You just really find yourself never doing any of that. People will probably think you're weird.
Demon Beast Marked (+200CP) – You've been marked by a demon beast and now suffer terrible pain and a potentially fatal illness if around enough magic for too long. No, you won't just kill yourself but your own magic if you use it might.
Monstrous (+200CP) – You're appearance is close to that of the previous demon king. While you may look like a horrible monster you will still keep your overall appearance.

Mister X Syndrome (+300CP) – You look uncanny and are kind of a perverted freak. You could probably hold that perversion at bay with enough willpower but anything short of hiding your face will help with the former.
Failure (+300CP) – You won't be learning much of anything in your time here. You won't forget anything but skills, magic, and the like are now fairly out of your reach.

Termination (+300CP) – You now have a kill switch and the closest equivalent to your boss knows this very well. Fortunately, only they know it but if they see you coming that's all it will take to kill you.
Rival Houses (+300CP) – You now have another clan after your head. They will be relentless and will secretly try to undermine you at every turn. You do however likely know who they are and what you have to do to get them to stop.
Hated (+300CP) – Simply put people don't like or trust you. With some exceptional effort you could get some people to change their minds. Though that exceptional effort I mentioned is going to have to be on the level of reality warping to work. Though an individual or two could be persuaded through combat or other means.

Endgame: You manage to survive? How about that!
Another Extra Daimaou (Stay) – Worse worlds than this one to stop at whatever your reason for doing so.
Sunday Best (Go Home) – You go back to the place where it all began.
Kill God (Move On) – Perhaps you have something you must do or just don't feel like quitting your travels just yet.

Notes: Info and rules for the curious or ignorant.

1. God is a computer in this world. It dictates how much mana in assigned to various individuals. Even a demon king's mana is somewhat limited this way. Limiters placed can be removed but it is very dangerous to do so and while removing it unlocks your max potential output of what you're capable of it will likely destroy your body. Destroying the computer will not rid you of your magic or the limit placed upon you.
2. Technology varies to things like the BRAVE (which is kind of advanced for the time), to modern technology, and everything in-between. A sort of magetech exists as well but it is very uncommon.
3. Greater demon beasts or large groups of lesser demon beasts can devour mana in a given area or just affect a small area. Demon beasts are regular creatures affected by large amounts of mana. People too can be affected this way, taking on various forms or inhuman traits.
4. Being a demon king means you exude copious amounts of mana when using magic or large amounts without. See above. Things should be fine around you so long as you keep a lid on it most of the time. You won't leak like you do once you time here is up.
5. If you with your metaknowledge or without become a god here you will be sent home without anything you've gained. Similarly anything gained by messing with God with be destroyed when you leave.
6. Any modifications you managed to make to yourself if you're of the Surveillance Agent origin will carry over in one way or another safely into a humanlike body once you get one if you get one. How exactly this works is left up to you.
7. With the exception of Akuto Sai and Peterhausen any other canonical characters may be chosen with a purchase of Friends or Foes. If you have Surveillance Agent you may instead of getting a different one then Akuto Sai pick Korone and sort of share her.
8. Discounts halve the price of whatever it applies to.
9. Wanking helps.