Black lilith : Chinese Union 0.1

By saiman010



Introduction:

Welcome, Jumper, to the Republic of the Great Chinese Union, one of the most powerful nations in this world of shadows and superpowers. As a cold war rival to the UFS, the Chinese Union views them as an oppressive, corrupt force—though the Union itself isn't far from the same.

This nation functions as a strict, authoritarian state. Obedience is demanded, and failure—whether political, personal, or moral—can result in punishment not just for the individual, but for their entire family. Indoctrination is deep, and unity is enforced with an iron grip.

The Union spreads its influence through proxy companies, both legal and illicit, extending its control internationally and clashing often with UFS-backed organizations like Nomad. These conflicts are rarely open but are constant, fought in boardrooms, back alleys, and black sites.

Where the UFS relies on cybernetics and machines, the Chinese Union focuses on biological warfare. Their military strength lies in grotesque biotech—clones, ghouls, and genetically engineered supersoldiers.

You arrive with 1000 CP and a blank slate. Whether you serve, rebel, or manipulate from the shadows, know this: in the Chinese Union, power is flesh, loyalty is law, and everything—everything—has a price.

Universe Lewdness:

Within the vast and tangled multiverse of Black Lilith, every universe splits into two distinct reflections—one where carnal corruption reigns unchecked, and another where discipline and war shape the fate of empires. And in both, the “Republic of Great Chinese Union” stands tall as a monolithic, bioengineered titan, extending its reach through flesh, steel, and ideology. Whether you find yourself in a world ruled by desire or duty, the Union's power is inescapable… and absolute.

NSFW Universe

In this darker, more carnal version of the world, the Chinese Union stands at the forefront of exploitation and control. Enemies captured by this regime face dehumanizing experimentation and domination, often used as test subjects for bio weapon programs like the Ghoul Series. The enhanced physiology of Taimanin, and demons makes them highly desirable for both research and twisted entertainment of rape and other source of entertainment , and the Union wastes no opportunity to break their minds and bodies under the guise of "progress."

Here, the uniforms for females are intentionally more revealing—more for humiliation than practicality—and also for failure for a women means far more than defeat. It means discipline in the sexual tone.

SFW Universe

In the more narrative-driven realm of this universe, the Chinese Union represents a vast, cold, and calculating antagonist. Their biotech innovations have led to an army of clone soldiers and ghoul monstrosities, created through morally gray experiments on magical essence and demon DNA. They are relentless in their quest for global influence and view magical girls as unpredictable variables to be contained—or repurposed.

While their methods are harsh and authoritarian, the stakes are clear: if the Union wins, freedom across the globe is at risk. Enemies who cross paths with this regime must outwit not just raw power, but a machine-like system that values efficiency over humanity.

Starting Location:

Roll 1d6 to see in which city or location you start in this world. Or pay 50 CP to decide.

1. Amidahara
Once known as the Dark City, Amidahara was a den of demons, warlocks, slavers, and the worst society had to offer. Even after being rebuilt, it remains a chaotic melting pot where humans and demons interact under fragile, often manipulated systems. Power struggles, shady dealings, and hidden pacts define daily life here, and the line between law and lawlessness is always blurred.

2. Gosha Academy
Gosha Academy may appear to be a quiet countryside school, but it serves as the core of the Taimanin—elite shinobi trained to battle demonic threats with deadly precision and scandalously impractical uniforms. While their reputation has shifted over time, the Taimanin remain a force that specializes in infiltration, assassination, and purging the corrupt, especially remnants of rogue forces like Nomad.

3. UFS Base
The UFS maintains a strong presence across Japan, operating from high-tech bases designed for both warfare and intelligence. Even as overt battles with demons subside, the tension between the UFS and the Chinese Union is unrelenting. These fortified installations are hubs of military innovation, espionage, and political maneuvering.

4. The Dark World
The Dark World is the origin of all demons—a cursed, chaotic realm twisted by ancient magics. Shifting terrain, rampant curses, and hostile lifeforms make it extremely dangerous to traverse. Accessed through Demon Gates scattered across the world, the Dark World constantly threatens to bleed into human territory, making it a focal point of conflict and fear.

5. Gogyo Academy
Located in Rokuhara near Kyoto, Gogyo Academy trains Onmyoji—spiritual warriors who wield pure energy to combat supernatural threats. While they often clash ideologically (and fashionably) with the Taimanin, the Onmyoji remain a disciplined and highly respected order. Their teachings are ancient, their powers vast, and their presence vital in containing arcane threats.

6. Free Choice
You have the freedom to choose any of the locations described above or any other canon location within the Taimanin Universe.



Starting World: Where Your Journey Begins

The Taimanin multiverse is vast, filled with perilous worlds where warriors fight for survival against insurmountable odds.Roll a 1d4 to let fate decide your starting point—or, if you prefer to seize control of your destiny, pay 50 CP to choose your world freely. No matter where you land, one thing is certain: the road ahead will not be easy**.**

1. Taimanin RPGX

You've landed in the brutal, blood-soaked world of *Taimanin RPGX*, where corruption spreads like wildfire and war never sleeps. Taimanin and their enemies clash in a constant struggle for survival, with betrayal around every corner and alliances built on shaky ground. This is a world of espionage, power struggles, and unforgiving battles—only the most cunning and ruthless will survive long enough to see tomorrow.

2. Action Taimanin

Welcome to a high-octane battleground ruled by cyber-enhanced warriors, sleek blades, and explosive gunplay. Here it's more common for elite operatives and warriors to take on impossible missions as mercenaries and assassins, battling rogue bioweapons, crime syndicates, and demonic threats in a technologically advanced urban warzone out in the open. Speed, strength, and strategy are everything—hesitation means death.

3. Taimanin Yukikaze

Step into a world where infiltration, manipulation, and psychological warfare is more common . Here most Enemies don't just seek to kill you—they want to break you from the inside out. Every mission is a gamble, every ally a risk, and one wrong move could doom you to a fate worse than death.

4. Taimanin Asagi 3

The darkest corner of the Taimanin universe, where warriors clash with the vilest of enemies, and they are relentless, cunning, and always one step ahead. This world demands everything: your strength, your soul, your sanity. Lose your focus, and you won't just fall—you'll be broken and maybe transform into a world ender.

Origins:

Here, you will decide which branch of the Chinese Union you serve. As is tradition within this ever-watchful regime, most operatives are either pure-blooded humans or human-demon hybrids—selected, modified, and trained from youth to be loyal weapons of the state. Whether you were born into the system or reshaped by it, you are now part of the machine. You may change your gender freely upon entry—after all, the Union cares only for your utility, not your identity. Your age is automatically set to 17 + 1d20 years, placing you squarely in the prime of your effectiveness.

1. 12 Angels
You belong to the 12 Angels, or one of the many criminal organizations working in the shadows to destabilize foreign powers. Your tasks include smuggling, human trafficking, slave trade operations, drug production, and systematically dismantling rival syndicates that threaten the Union's influence. While officially deniable, the 12 Angels serve as the Union's dirty hands—spreading chaos abroad so that order at home remains unquestioned.

2. Hi-Shen Group
You are a member of Hi-Shen or one of its many subsidiary corporations—faceless megacorps focused solely on advancing biotechnology for the Union. While officially dedicated to research, Hi-Shen also manufactures weapons, surveillance systems, and biological war assets such as ghouls and genetic super soldiers.

3. PLA Intelligence Agency
You serve under the PLA Intelligence Agency, a shadowy force tasked with hunting threats to the Union both foreign and domestic. Whether infiltrating enemy governments, eliminating rogue demons, or monitoring internal dissent, you are the eyes and ears of the regime. Some departments even include Taimanin defectors—often from war orphan bloodlines—retrained to wield their skills in service of the state. Your loyalty is not requested. It is expected.

4. Ancient Bloodline
You hail from one of the ancient bloodlines that predate the Chinese Union itself—families whose power traces back to lost dynasties, sacred sects, or legendary warrior clans. Unlike modern humans who rely on Taima particles, biotech, or magic. your strength flows from the raw, primal Chi passed down through generations. Your techniques are old, refined, and brutally efficient—drawing upon martial traditions or forbidden arts long thought extinct.

5**. Chimera [200CP]**
You are not born—you were brewed. A fully artificial lifeform crafted in a vat, your body is a masterwork of genetic engineering. You are stronger, faster, and more adaptable than any normal human, most Taimanin, and potentially even rival high-tier demons. Unfortunately, your age is set to a year old, mentally and emotionally—a weapon still wet from the bottle, programmed for loyalty, but naïve to the world's many lies.



Perks:

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

General:

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

Hentai Armour [Free/100CP]:
In this world, skimpy armor is not only fashionable but also practical and fully functional. Regardless of the exposure, your armor provides complete protection depending on its type. Plate armor offers maximum defense against physical damage, while wizard armor provides significant elemental resistance. This perk comes free of charge during your stay in this world.Should you wish to bring this unique fashion sense to future worlds, it will cost you 100 CP. This ensures that wherever your adventures take you next, you can continue to enjoy the stylish and protective benefits of “armor”.

Indoctrination [Free]
As part of the Chinese Union, you've adapted to maintaining a low profile and diligently following orders. Now, whenever you commit to carrying out an order, you will always strive to complete it to the best of your abilities. Even if you fail, you will only face harsh scolding without any further repercussions.

Common Sense [100 CP]
Unlike most people in this universe, you possess the rare gift of common sense. You can think rationally, make logical decisions, and avoid the reckless emotional outbursts that often plague others. This makes you far less likely to fall into traps, be fooled by obvious deceptions, or make rash decisions in the heat of battle.

Clean Body [100 CP]
No matter how dirty or grimy you become, your body naturally rejects any filth. Whether you're covered in mud, blood, or even semen, your skin will cleanse itself within minutes of being removed from the source of the mess. Your hair, clothes, and appearance will always return to their pristine state without any effort on your part.

Durable Body [200 CP]
Your body is far more resilient than that of an ordinary human. You possess incredible elasticity and durability, allowing you to endure far greater punishment and any other sexual acts without succumbing to pain or injury. Whether it's blows, falls, magical attacks or even having sex with giant dicks , you can withstand it all with minimal damage. In addition, your body heals much faster, ensuring you recover quickly from any injuries without leaving scars.

Efficient Body [200 CP]
Your body's ability to absorb nutrients is unparalleled. No matter how depleted you are, a single meal can restore your strength and vitality to full capacity. You can derive sustenance from even the simplest or most unappetizing food sources like semen, ensuring you never suffer from malnutrition or weakness.

Mana Absorption [400 CP]
You possess the ability to absorb mana directly from others, provided they are willing participants. If both parties experience a sense of intimacy during sex the exchange, the mana you absorb is doubled, enhancing your magical reserves or Stamina significantly. This ability allows you to replenish your mana rapidly, making you a powerful force on the battlefield. It also opens the door to unique relationships, where trust and cooperation become essential for mutual empowerment.

Around the Block [400 CP]
Add six years to your current age, making you a seasoned veteran in the realm of magic and combat. You've seen it all—battles, betrayals, victories, and losses—and your experience makes you one of the most formidable forces on the battlefield. Your abilities are refined to perfection, your strategies honed through countless encounters. With age comes wisdom, and you are now a true master of your craft, feared by enemies and respected by allies.

Always Captured [600 CP]
Whether in an SFW or NSFW setting, you are someone the enemy is always eager to capture. In an SFW context, this may tie into plot-driven events where your capture serves a greater narrative purpose. In an NSFW universe, the implications are more obvious, and your capture will often lead to compromising situations. Despite this, you possess an indomitable spirit—no matter the torture or suffering you endure, you will never break. Any wounds inflicted will heal completely without scarring. Within a month of capture, you will always find a way to escape, using your cunning, resilience, and determination to reclaim your freedom.



12 Angels

Smile of Fear [100CP]
You've mastered the art of making others very uncomfortable. Whether it's your cold glare, unsettling smirk, or the bone-deep aura of "I know something you don't," you're an expert at intimidation and bluffing. In the ruthless streets and back alleys of the criminal underworld, sometimes scaring someone is just as good as stabbing them.

Lies [100CP]
You're a master manipulator, able to lie so convincingly that even hopeless situations feel hopeful—for everyone except you, of course. You can sell a lie with such sincerity that people will follow it off a cliff. False promises, fake comfort, misleading "facts"—it's all part of your repertoire.

Fighting Dirty [200CP]
Forget honor—you fight to win. You're a natural when it comes to dirty tactics: tripping, eye-poking, hair-pulling, even exploiting your enemy's more... sensitive spots, especially in close combat. You're also far better at subduing and capturing female opponents—whether for interrogation, leverage, or more sinister purposes.

A Niche [200CP]
You've got a nose for opportunity and a brain built for black markets. Whether it's inventing a new designer drug, cornering the illegal enhancement trade, or distributing some mysterious new battery that might be a tracking device in disguise—you know how to find a niche and exploit the hell out of it. Your instinct for growing small operations into serious criminal enterprises is razor-sharp though it will take more time.

Sex Slave Trainer [400CP]
As a criminal you possess a cruel expertise in the art of sexual subjugation and training. You have a keen understanding of how to break an individual's will, exploit their vulnerabilities, and mold them into obedient sex slaves. As now you have an innate talent for devising effective training regimens, utilizing both psychological manipulation and physical conditioning to achieve absolute control. You also know how to identify and exploit individual unique fetishes,like being gangbang in a subway or they enjoy being cunneld by petite females.

Milk [400CP]
You possess the knowledge and skill to craft powerful medical and psychoactive compounds—stimulants, enhancers, and transformation drugs with effects ranging from boosted stamina, awakening taimanin arts, increased fertility of both man and woman and physical prowess to demonification. But your most infamous creation is Milk: a potent, euphoric substance that overwhelms women with intense aphrodisiac effects, vivid hallucinations, and dreamlike pleasure stronger than heroin. Highly addictive and dangerously destabilizing, prolonged use leads to irreversible brain damage. In the criminal underworld, it’s as valuable as gold—and twice as cursed.

I Kill, I Take [600CP]
Whenever you personally take down an enemy leader, you don’t just win—you inherit. Their underlings now serve you without resistance, their money flows into your accounts, their networks, contacts, and territory become yours by default. Everything transfers smoothly, with no messy transitions or power vacuums; it's as if you were always the rightful boss. Infrastructure adapts to your rule automatically, and loyalty comes as part of the kill. All it takes... is one fatal blow.

Schemer [600CP]
You're not just a player—you’re the one writing the rules behind the scenes. Your mind is built for long-term strategy, capable of weaving layered plans that span years, even decades, without missing a step. Contingencies? You’ve got them stacked six deep. Fate itself seems to bend for you, ensuring that minor annoyances never derail your masterstroke. And best of all, your plans continue ticking forward even without your direct attention—an empire of manipulation running silently beneath the surface.

Hi-Shen Group

Plastic Surgeon [100CP]
You now possess the elite skills of a master-class surgeon, capable of operating flawlessly on humans, demons, or any creature even vaguely humanoid. You can transform someone's physique to be perfectly masculine or feminine, do sex changes with fully functional sex organs, and bump their looks to a clean 8/10 minimum with just a few snips and tweaks.

Cold Heart [100CP]
Now when you do human experimentation, psychological manipulation, body horror-level surgeries… none of it phases you. Your heart is a freezer, your conscience on permanent vacation. Morality doesn't slow your hand or weigh on your soul.

Bio-Augmentation 101 [200CP]
You've unlocked the fundamentals of enhancing the human body . You can enhance a subject's strength, endurance, and reflexes with rudimentary—but effective—bio enhancements. And also increase the sensitivity of someone by a factor of 5 , as when you do light foreplay with the subject it makes them melt on the ground and climax more easily . Your augmentations are rough for now but reliable.

Blueprint Maker [200CP]
You've got the genius to design complex biotech infrastructure like healing pods, clone incubators, DNA banks, and surgical suites, all tailor-made to support your twisted craft. Even better, you can compact these designs to save space, creating sleek, high-efficiency versions of gear that would normally take up an entire lab.

Bloodline Limits [400CP]
With just a sample of someone's DNA—be it a taimanin, a sorcerer, or a demon—you now have the terrifying ability to bestow their bloodline powers onto others. However, there's a price: a person can only bear one or two of these bloodline implants before their mind shatters. When that happens, their body remains—but their soul is gone. What's left is a mindless flesh puppet, loyal only to you. These cursed creations are known as Ghouls, and they are utterly yours.this can be prevented with practice as you can add more abilities to a person.

Boosted Human Soldier [400CP]
You've mastered the process of creating High Ghouls—a class above the standard artificial monsters. As these humans have been Infused with refined genetic material derived from High level demons, these bio-weapons are semi-immortal, able to shrug off most conventional attacks. They possess overwhelming brute strength, and horrifying face-tentacles that make them nightmares in combat. Though your as are still in development, your creations have the ability to overpower elite Taimanin with ease. They are still loyal to you.Also these High Ghouls are also well programmed to capture female prisoners with ease. And also if you wish you can used them to torture them painfully or sexually.

Parasite Tumor [600CP]
You've developed a living tumor made from your own flesh—an unholy bundle of parasitic cells that can store a backup of your consciousness. When implanted into a host or used as a basis for a clone, this tumor allows you to transfer your mind between bodies at will, effectively cheating death. As a side effect, this tumor continuously generates organic material, allowing you to regenerate lost limbs, grow replacement organs, and spawn writhing tentacles embedded with venom glands that are mostly used to violate females bodies. These tentacles can deliver a cocktail of poisons made from your blood —ranging from numbing paralysis to mind-warping aphrodisiacs that make enemies addicted to your touch and Cum.

Chimera [600CP]
You've reached the apex of bioengineering and are now capable of crafting Chimeras—fully artificial lifeforms molded from the DNA of others. With just a drop of blood, you can generate clones of existing people or monsters, slightly weaker and with stiffer, less refined movement, but unwavering in obedience. These clones lack independent consciousness, existing only to serve your will.
.
Your true masterpiece lies in the creation of Chimeras—original beings forged from up to a maximum of four genetic sources and here right now it's limited to: Taimanin, Demon, Onmyouji, and Magical Girl. Their abilities don't clash—they enhance one another, forming a perfect hybrid. Add tentacles, monstrous forms, or custom personalities—whatever you design, they'll obey without question. In future worlds you can mix other sources of DNA to create your chimeras.



PLA Intelligence Agency

Lie Detector [100CP]
Your mind is a well-oiled interrogation machine. You can sniff out lies like blood in the water—whether it's twitchy eyes, nervous ticks, or that just-a-little-too-perfect phrasing, you catch it all. Even if someone's a master manipulator or playing a deep game, your instincts keep you two steps ahead.

Military Training [100CP]
You've been through the PLA's brutal anti-demon combat regimen—built not just to survive, but to fight back. You know how to adapt against enemies far stronger, faster, or weirder than baseline humans. From advanced close quarters takedowns to heavy firearms proficiency, you've got the tools to survive the battlefield and the underworld alike.

The Art of Seduction [200CP]
You've turned seduction into a science. Your presence oozes irresistible charm, making people want to open up, break down, and spill everything—both in bed and out. With instincts that rival a succubus, you know just how to touch, look, or speak to get under someone's skin and into their secrets.You also know many sex techniques to satisfy both men and women. As when it comes to finding and exploiting the weak spots of a person's body, making them melt in your hands is as easy as pie.

Corruption [200CP]
Corruption is a persistent issue across worlds, and you have a keen ability to identify traitors within the ranks of any organization. This includes enemies who may be willing to betray or ignore threats for personal gain. While the usefulness of these traitors can vary, you will nearly always uncover someone high enough in the hierarchy who can provide valuable intelligence.

Organization Builder [400CP]
You've got the uncanny ability to build organizations from nothing this ranges from form a covert spy ring, a black market syndicate, and a shiny new research division, you make it work. You know exactly who to recruit, what roles to assign, and how to keep the whole thing from crumbling into betrayal and chaos. Even logistics and resource issues just seem to sort themselves out, like fate wants you to succeed. And the people under you are competent, loyal, and scarily efficient.

Taimanin [400CP]
You've awakened as one of the rare Taimanin under the Chinese Union—part demon, part shinobi, all lethal. Thanks to your demonic blood, you can generate and wield Taima particles: supernatural energy that supercharges your body beyond human limits. Faster than bullets, stronger than monsters, and resilient enough to wrestle a demon barehanded, you're a living weapon.

Taima particles don't just boost your power—they're a demon's worst nightmare. Against supernatural enemies, your strikes hit harder, your resistance increases, and their powers weaken under your blade. But that's not all. Every awakened Taimanin gains a unique ninja skill—maybe it's a family heirloom technique like elemental manipulation, or something rarer and more perverted , like a touch that causes arousal, rapid regeneration, or Illusions .

Demon Hunter [600CP]
You've become a living encyclopedia of demonic biology, behavior, and battle tactics. Thanks to your flawless eidetic memory and sharp analytical instincts, you can identify most demons on sight and break down the powers and weaknesses of new ones in real time. In combat, this means you're always one step ahead—exploiting vulnerabilities and adapting faster than they can blink. But your expertise goes beyond the battlefield: you can spot cracks in demonic wards, diagnose and cure demonic afflictions, and even outmaneuver demon politicians by predicting their habits, lies, and pressure points.

Head Hunter [600CP]
Unfortunately, unlike the UFS, the Chinese Union faces significant challenges in attracting individuals to join their cause due to a lack of the immense resources that the UFS offers. This limitation has led you to develop a keen talent for headhunting skilled individuals from other organizations and persuading them to defect to your side. Whether they are discontented with their current organization, feeling underappreciated, underpaid, or simply bored with their current role, you have a knack for identifying these disgruntled individuals.

Once you've identified potential recruits, you are adept at offering them compelling reasons to switch sides. Whether it's through promises of better compensation, more respect, or the excitement of new challenges, you have the ability to make them see the benefits of joining the Chinese Union. This skill in headhunting and recruiting allows you to strengthen your ranks with talented individuals who might otherwise have been overlooked, giving you a crucial edge in your ongoing struggle against the better-resourced UFS.



Ancient Bloodline

Chinese Medicine [100CP]
Your family's medical legacy you now have the uncanny ability to recreate any form of traditional Chinese medicine with surgical precision, including experimental and future formulations. These aren't your shady corner-store herb packets either—your drugs enhance stamina, fitness, and other physical traits without side effects or addiction. They're purer, more potent, and miles ahead of anything on the generic market.

Chi [100CP]
Chi is the purer, human alternative to Taima particles, and you've got it coursing through every cell. While it won't melt demons with a punch, it does make you a juggernaut of vitality. It gives you self-healing slows aging and also dramatically improves your ability to learn Chinese martial arts, letting you pick up century-old forms like they're beginner yoga poses.

Martial Arts Training [200CP]
You've mastered two traditional Chinese martial arts styles of your choice. You're fast, precise, and a nightmare in close quarters. Whether you're using fists, blades, or pressure points, your movements are poetry in motion and pain in application.

Chi Wizard [200CP]
Through deep meditation, brutal training, and probably a few near-death enlightenment experiences, you've unlocked the ability to manipulate a single elemental force with your will alone. Fire, water, earth, air, metal—pick your flavor. You can craft shields, hover in the air, breathe underwater and more. And since this isn't actual magic. You bypass anti-magic counters entirely. You're not a spellcaster period.

Inner Peace [400CP]
You've endured trauma, loss, and pain—but you didn't let it break you. Instead, you found clarity. A clear sense of self, unshaken by fear or doubt. With that clarity comes powerful control over your inner energy. You can now deflect or redirect most chi-based and magical attacks, turning what would be a lethal blow into a moment of calm precision. Your willpower is unmatched, letting you resist mental breakdowns, fear, manipulation, and the emotional scars that haunt others.

Poison Immunity [400CP]
Through mastery of your chi and deep conditioning, your body has become immune to all poisons, venoms, and magical toxins. Any harmful substance that enters your system will only affect you briefly—if at all—before being neutralized completely. Once your body has encountered a specific toxin, it will never affect you again. If you're already resistant or immune, you can take it a step further—storing the toxins in your own body for future use. You can choose to release them through your skin, coat your nails or teeth, or even mix them into your saliva.

Balance [600CP]
You now have the capability to fuse Chi and Mana into a single, stable energy source—creating a power greater than the sum of its parts. This fusion harmonizes two fundamentally different forces, allowing you to access deeper wells of strength, enhance your spells, and perform feats far beyond what either energy could achieve on its own. But your mastery doesn't stop there. You're capable of merging other power systems as well—Chakra from Naruto, Spiritual Pressure from Bleach, and even the Imagination Energy used in Ressha Sentai ToQger. These disparate energies, while wildly different in origin and application, become unified under your control, forming a refined and potent stream of force that's smoother and more efficient than the originals.

This fusion technique is not just stronger—it's more efficient . By weaving these energies together, you reduce the cost of each, conserving your reserves and making you more sustainable in prolonged battles or rituals. There is no risk of internal conflict, feedback loops, or energy clashes; your body and soul adapt to the merged force seamlessly, like they were always meant to channel this hybrid power.

Reincarnated Hero [600CP]
You are the latest incarnation of a legendary figure from Chinese myth—an ancient hero whose deeds were once etched into the bones of history. Your bloodline has long been known to harbor echoes of such individuals, passed down through generations. Until now, the power within you lay dormant.

But lately, your dreams have changed. Through flashes of memory and instinct, your past life has begun to reawaken. You remember fragments of battle, sacred techniques, and the weight of the world resting on your shoulders. These memories bring more than just knowledge—they come with muscle memory, reflexes, and powers once mastered by your former self.

If you were the reincarnation of Nezha then you can summon a replica of the Flaming Wheels, a pair of enchanted wheels that blaze with fire and carry you through the skies at high speed. Your body starts adapting the chi from your past life as now your strength, stamina, and combat reflexes rise to superhuman levels. And also you receive the ability to control divine fire, but not just in raw destruction but shaped into other forms like a spear or bow.



Chimera

No Genetic Defects [100CP]
As someone born and engineered in a laboratory, your genetic code has been meticulously edited to remove all flaws. You are immune to hereditary diseases, defects, and any form of genetic degradation. Your fertility is also under your conscious control—you can choose when and if you want to reproduce, and with whom, regardless of species or biological barriers.

Built-In Fighting Styles [100CP]
Before you even opened your eyes to the world, your mind was subjected to intensive simulated combat training, allowing you to move, strike, and fight with the instincts of a seasoned warrior. Every limb, every movement—your body is optimized for battle. You also come pre-trained with a focus on one group; Taimanin, UFS Agents, or Magical Girls. You know how they think, how they fight, and more importantly, how to counter them with brutal efficiency.

Immunity to Disease [200CP]
Thanks to the advanced bioengineering that went into your creation, your immune system has been perfected to an unnatural degree. No disease, whether it comes from the natural world or supernatural origin, can affect you. Viruses, bacteria, curses, plagues—none of them take hold. Even diseases designed by magical or demonic means are ineffective, making your body a fortress against all forms of illness.

Perfect Substitute [200CP]
Your genetics have been optimized to bypass one of the major limits in this world—bloodline restrictions. Normally, powerful techniques are locked behind heritage, passed from parent to child. But you've been built differently. Now, whenever you come across a technique or ability meant only for a certain bloodline, you can learn and use it flawlessly. No backlash, no failure—just perfect execution, as if you were born to wield it.

Racial Weakness [400CP]
Because of the refined manipulation of your DNA, any and all weaknesses typically associated with your racial origin—or any other races you might acquire traits from in the future—have been completely removed. Vampiric aversions to sunlight, demonic sensitivity to holy power, beastfolk instincts that override logic—gone. Whether you're part demon, angel, dragon, or something stranger, you gain only the benefits of those heritages without suffering the drawbacks.

Perfect Biology [400CP]
Now, you possess the ability to perfectly harmonize every form and biological ability you've acquired, seamlessly integrating them into a singular, perfected form. This form allows you to retain all the powers and abilities of your various forms without any diminishment or interference between them. Additionally, you gain all the resistances of the races you've acquired traits from, without inheriting any of their weaknesses.

Chimera [600CP]
You weren't born in the traditional sense—instead, you were engineered in a laboratory to be the ultimate hybrid soldier. Your genetic structure contains DNA from Taimanin, Onmyoji, Demons, and Magical Girls, and as a result, you will receive extra abilities from the Power Section.Your body has been enhanced far beyond human limits. You possess heightened speed, endurance, and reflexes that allow you to react faster, survive longer, and hit harder than any normal being.

Project Valkyrie [600CP]
Unlike a Chimera, whose body is made from splicing together the DNA of four distinct races, your form was crafted from the genetic level up—handwritten, letter by letter, and infused with strands of Aion DNA. As a result, your body has achieved something close to divinity. You no longer age, your physique remains in peak condition regardless of training, malnourishment, or time spent imprisoned, and your strength never fades. Your Aion lineage also grants you a natural parity with high-level demons, putting you in their league not just in power, but in presence.But physical superiority is only part of your birthright. Your Aion lineage also has awakened a mastery over space-time itself. You can manipulate gravity, speed up or slow down your body's movement relative to the world, or even slip into nearby dimensions and alternate spaces.

Power Sections:

Here you decide what genetic enhancements you will receive as part of the Chiens union here each section will give you what kind of enhancements that you can receive here.

Genetic DNA Chamber

This section allows you to decide the nature of your genetic enhancements as part of the Chinese Union's advanced augmentation program. Each enhancement set comes from a specific supernatural lineage. You are allowed only one genetic source—attempting to integrate more without the proper preparation leads to uncontrollable mental instability. Those who have purchased the Chimera Perk are the sole exception and will receive all benefits listed below simultaneously without drawback.

Taimanin (Mandatory for those who purchased the Taimanin Perk)
Your genetic enhancements are drawn from a Taimanin lineage. You now produce Taima particles, a refined form of ki capable of piercing through demonic barriers and weakening enemy demons with every strike. Your attacks inherently gain anti-demon properties, and your body forms natural defensive barriers against dark forces.



Onmyoji
Your enhancements are infused with ancient spiritual energy, allowing your magic-based attacks to purify demonic beings and corrupted areas with ease. In combat, this spiritual infusion turns every spell into a purging force against dark entities. In addition, whenever you defeat a demon, their body will now drop usable materials—such as cores, cursed talismans, or demon essence. These can be repurposed into magical potions, custom equipment, or spell enhancements.



Demon

Now your enhancements grant you the taint of miasma—a corruptive aura laced into your very flesh. Your physical attacks can now be infused with this miasma at will, allowing you to either damage enemies normally or corrupt them, transforming them into demons under specific conditions. Additionally, your body becomes incredibly resistant to all forms of conventional harm.



Magical Girl

Your blood flows with the energy of hope and dreams, the very essence that fuels Magical Girls. Thanks to this, your magical defenses have been significantly reinforced—weaker spells will now fizzle or be completely negated upon impact. Offensively, your magical attacks gain a modest boost in raw destructive power, allowing you to cut through stronger defenses with radiant precision. Even your aura now subtly radiates resistance against despair and dark influence.



Generic Bio Enhancement:

The following section details the biological augmentations available within the Chinese Union's secretive enhancement programs. These upgrades push your physical capabilities far beyond human limits by reinforcing key attributes with cutting-edge bio-technology. Those with the Chimera Origin receive 1 discount per tier, those with the Chimera Perk also receive 1 discount per tier, and if you have both, you gain 3 discounts per tier. With 100 CP discounts being free.

Stats Boost [100CP/200CP/400CP]
Thanks to extensive bio-augmentation, your body can now be enhanced beyond the limits of standard human performance. You can apply these enhancements to five critical areas: Muscle, Agility, Speed, Toughness, and Stamina. Each area has three levels of enhancement, and you are free to distribute these however you wish, depending on your tactical needs and combat style. These upgrades affect your raw physical baseline before other modifiers like training, gear, or supernatural powers are factored in.

If you possess the Chimera Origin and Perk, you automatically receive the 200CP augmentation level for all five stats for free, and may purchase the 400CP tier at a discount. If you have only the Chimera Perk, you still gain the 100CP tier for free and get discounts on the 200CP upgrades. This provides a strong physical foundation at no extra cost.

Muscle
100CP: You would possess incredible strength, allowing you to carry a moose with ease and destroy logs with just a bit of effort.

200CP: Your augmented strength enables you to flatten treelines while running and flip tanks with ease. When you charge at an opponent of similar mass, a solid hit from you can easily break bones, demonstrating the sheer power and force at your disposal.

400CP: Your strength has reached an absurd level, allowing you to pulverize massive granite stone formations simply by hurling yourself into them. You can also pin down monsters the size of elephants with just one arm, showcasing your overwhelming physical power.

Agility
100CP: You can easily cling to walls, perform backflips, and leap dozens of meters.

200CP: You excel in a three-dimensional approach to movement, allowing you to easily attack opponents from above or below. You can perform acrobatic stunts and aerial somersaults with ease.

400CP: You now have the ability to fight effectively in any orientation, including upside down. You can also curl yourself into a ball and spin rapidly with ease.

Speed
100CP: You are able to run several dozen meters per second, allowing you to cover vast distances in a fraction of the time it would take an ordinary person.

200CP: You are easily capable of traveling hundreds of meters in seconds, whether you're flying, running, or swimming.

400CP: Your top speed is extraordinary, allowing you to travel as fast as a speeding bullet.

Toughness
100CP: Your muscles and skin are extraordinarily tough, making you impervious to bullets and other forms of physical attack of the same level.

200CP: Your skin has become both tough and flexible, making physical attacks ineffective against you. You are now more resilient than even the strongest adversaries

400CP: Your skin and muscles are now as tough as diamonds, rendering both physical and magical attacks ineffective against you.

Stamina

100CP: You can fight continuously for an entire day without succumbing to exhaustion, maintaining peak performance throughout.

200CP: You have become highly efficient in conserving stamina during battle, reducing the energy expenditure of your other spiritual abilities by 20%.

400CP: Your stamina is nearly limitless; you can fight at full power for several days without experiencing any fatigue or penalties.



100CP

Extra Body Types

As your body has been modified, you now have access to a simple transformation that you can use in battle. You can choose between three forms: a multi-legged form, like that of a centaur, horse, or spider, which grants you enhanced stability and strength when attacking; a snake-like body that makes it easier for you to stealthily hide and escape from dangerous situations; or a form with multiple arms, where your coordination and dexterity are significantly increased, allowing you to perform complex maneuvers and handle multiple tasks simultaneously. This transformation offers you tactical versatility, adapting your physical abilities to the demands of combat.

Projectiles

You now possess a specialized organ embedded in your arms that allows you to shoot hardened bone fragments at high velocity. These natural projectiles are razor-sharp and incredibly durable, easily capable of piercing through flesh, armor, or even light shielding. Over time, the fragments regenerate, ensuring you're never truly unarmed.

Demonic Scream

Your voice has developed into a fearsome weapon, allowing you to unleash a terrifying, bone-chilling scream that strikes fear deep into the hearts of anyone who hears it. This unholy shriek causes panic, hesitation, and disarray among your enemies, making it incredibly effective at disrupting formations or demoralizing even the most battle-hardened opponents.

Slime Creation

You've developed the ability to secrete a viscous, slippery slime that coats your skin in a glossy, mucous-like layer. This slime makes you nearly impossible to grasp or restrain, allowing you to slip through chains, ropes, or even tight spaces with ease. The coating acts as a natural defense against grappling techniques and can even reduce friction in motion, giving you a slick, almost fluid style of movement that makes you hard to predict or catch.

Marked Target
Upon encountering another being, you can choose to mark them using your body's natural traits—such as scent, scales, or pheromones—which grants you a constant sense of their presence and location. This mark is subtle and nearly impossible to detect, functioning like a psychic GPS that updates in real-time, no matter how far they go.

Pattern Reskin
With this ability, you gain full control over your body's external appearance. You can change the color, texture, and patterns of your skin, fur, scales, or feathers at will, either for camouflage, intimidation, or pure aesthetic.

Elemental Breath
Your lungs are now capable of channeling elemental energy into a devastating breath attack. You may choose one element—Water, Earth, Wind, Fire, Ice, or Lightning—and unleash a focused blast of that raw power from your mouth.

Natural Weapons
Your body is now armed with organic weaponry, such as sharpened bone claws, reinforced talons, or retractable spikes. These natural weapons are part of you—strong, deadly, and capable of tearing through armor or flesh with brutal efficiency.

Tail
You gain a fully functional prehensile tail emerging from your spine, which you can style and modify however you wish—whether it's lizard-like, demonic, feline, or even something otherworldly. This tail can be used for balance, grabbing objects, striking enemies, or even climbing. Alternatively, you may fuse your legs into a powerful lamia tail, transforming your lower body into a serpentine form with increased strength and coiling power.

Multiple Arms
Two additional arms now grow just beneath your original set, bringing your total to four arms. These new limbs are fully functional and synchronized with your nervous system, offering increased versatility in combat, multitasking, or even crafting

Thick Padding
Your body is naturally protected by an exceptionally thick layer of padding—be it fur, feathers, scales, or toughened skin—which greatly reduces the impact of physical blows.

Sharp Tongue
Your tongue has transformed into a forked, snake-like appendage, granting you an incredibly heightened sense of smell and environmental awareness. With this keen sensitivity, you can track enemies by scent alone, even detecting those hiding behind walls or cloaked by illusion.

Corrosive Sweat
Your sweat glands now produce a mildly corrosive substance that becomes more dangerous over time. Prolonged contact with your skin can weaken metals, dissolve bindings, and burn enemies who grapple with you.

Venomous Glands
You now possess venomous glands located either in your mouth or integrated into your natural weapons. Wounds inflicted by you are laced with powerful venom that can inflict intense pain, paralysis, or even death depending on the dosage.

Paralyzing Glands
Specialized glands within your mouth or weapons now secrete a venom that induces temporary paralysis in your victims. Unlike lethal venom, this substance simply shuts down muscle function for a short period, making enemies unable to move or resist.

Sleep Gas
You can now produce a non-lethal gas that induces drowsiness or outright sleep in those who inhale it. By exhaling this vapor, you can cause enemies to collapse into slumber within moments unless they're actively resisting or are exposed to intense stimulation.

200CP

Flashing

You now have the ability to emit a blinding flash of light from a chosen part of your body. At will, this area can burst with intense brilliance like a flashbang, disorienting and temporarily blinding anyone nearby.

Sticky Webs

From glands in your palms, you can shoot highly adhesive spider-like webs. These webs can be used to restrain enemies, trap passageways, or even let you swing between structures for rapid movement.

Aphrodisiac Glands

Specialized glands within your mouth or natural weapons now secrete a potent aphrodisiac. This chemical compound induces heightened sensitivity, disorientation, and euphoric distraction in those exposed to it, weakening their ability to concentrate or resist.

Stretching

Your limbs possess extreme elasticity, capable of twisting in any direction and stretching up to three times their original length. This includes not only your arms and legs but also any natural weapons you've acquired, such as claws or tails.

Body Ballooning

You now have the bizarre yet potent ability to inflate your body to over twice its normal size by activating a specialized internal organ. This expansion grants temporary boosts in strength, body mass, and surface area—making you harder to knock down and capable of bulldozing through obstacles.

Environmental Adaptation

You are now fully adapted to one harsh environment of your choosing—be it the freezing tundra, arid desert, high-altitude mountains, deep-sea trenches, or even volcanic regions. You no longer suffer any penalties from exposure, and your body automatically adjusts to thrive in that biome's conditions, giving you an edge when others falter.

Echolocation
While your eyesight may be perfectly fine, you now possess a bat-like ability to perceive your environment using echolocation. By emitting subtle soundwaves and analyzing their reflections, you can detect shapes, movement, and distance with astonishing clarity—even in total darkness, fog, or blindfolds.

Rapid Metabolism
Your metabolism has been turbocharged to twice its normal rate, resulting in faster reflexes, higher alertness, and quicker recovery from fatigue or injury. However, this comes at a cost—you'll need to eat significantly more food to maintain your energy.

Aquatic
You've undergone drastic internal and external modifications to become one with the water. Gills allow you to breathe underwater, and powerful fins or a sleek tail enhance your swimming speed.

Wings
You've been given a pair of wings large and strong enough to support full flight. Their appearance is fully customizable—choose from feathered angel wings, leathery bat wings, insectoid flutters, or anything in between.

Acidic Body
Your body now excretes a deadly acidic substance through your fluids—sweat, blood, saliva, tears—everything. At will, you can increase the potency of this acid, ranging from mild irritation to devastating corrosive levels capable of melting through metal and flesh.

Explosives
Pick a part of your body. That part can now explode at will. The blast is powerful and can be used offensively or as an escape tactic. Thankfully, the part you select regenerates shortly after the explosion.

Breathe
No matter where you are—deep underwater, high in the clouds, in a vacuum, or surrounded by poisonous gas—you can breathe comfortably.

Strange Food
Your dietary needs are now completely alien—you can choose to consume an unconventional substance such as oil, rocks, metal, or even electricity. This bizarre food source replaces your need for regular meals, and when you consume enough of it, your powers receive a temporary boost.

Tentacles
You now have twelve powerful, muscular tentacles emerging from your back, sides, or wherever feels... thematically appropriate. Each is prehensile and extremely strong, capable of grabbing, restraining, or striking enemies.



400CP

High-Speed Regeneration

Your body now possesses the extraordinary ability to rapidly heal from wounds and injuries. Whether you've been burned, crushed, or skewered, your regenerative capabilities kick into overdrive, allowing you to restore flesh, bone, and even internal organs in record time. However, this accelerated healing comes at a cost—it requires a substantial amount of energy.

Invisibility

Your skin has evolved into a reactive camouflage system, mimicking the colors, patterns, and even textures of your surroundings with uncanny precision. When you remain still, this chameleon-like ability renders you nearly invisible to the naked eye.

Wind Manipulation

You're now the eye of your own personal storm. A perpetual wind barrier swirls around your body, deflecting most non-magical projectiles and making you incredibly hard to hit. Beyond this passive defense, you can actively summon concentrated whirlwinds or miniature tornadoes, strong enough to lift boulders and fling them like toys.

Fluid Body

Say goodbye to rigid bones and boring anatomy! Your body is now soft, elastic, and semi-liquid, functioning much like a living slime. You can flatten yourself, squeeze through cracks, or reshape your form in all sorts of fun and creative ways.

Soma

Your body holds extraordinary nourishment. When willingly shared, this material rejuvenates others, offering rapid recovery, energy replenishment, or even minor buffs depending on how it's consumed.

Crystallization
You now have the remarkable ability to produce shimmering, razor-sharp crystals from your body. These can take the form of protective armor, jagged weapons, or even projectile shards that can be launched with force. The crystals are incredibly hard, making them excellent for defense, and can be grown or shattered at will depending on your needs.

Metalmancy
You've developed the rare and powerful ability to manipulate metals and raw minerals in your environment. These materials can be drawn toward you and reshaped into fluid metallic constructs, like weapons, armor, or versatile tools. The resulting substance obeys your will—coating your skin, extending into blades, or flowing into defensive walls**.**

Vibration Manipulation
You can now generate high-frequency vibrations throughout any part of your body. These vibrations can be used to enhance your attacks, allowing you to tear through armor, stone, or bone like butter. Your punches buzz with raw power, your claws hum with precision, and even a kick can resonate like a sonic boom.

Hibernate
When resources are scarce or danger looms too large, you can enter a deep, energy-conserving state of hibernation. You slow your metabolism to a crawl, encase yourself in a protective shell or burrow underground, and wait. You can stay in this dormant state for a full decade. While hibernating, you're immune to hunger, fatigue, and aging, making this the ultimate survival technique for extreme conditions.

Toxic Miasma
With a single breath, you can unleash a massive cloud of toxic gas, spreading in a radius of up to 300 meters around you. This deadly miasma lingers in the air, corrupting everything it touches. You can choose the effect—whether it's a slow-acting poison that weakens your enemies over time, or an immediate, suffocating gas that forces them to retreat.

Lightning Blade
Embedded deep within your body lies a specialized organ that crackles with the raw fury of a storm. This organ allows you to effortlessly summon bolts of lightning from the atmosphere, directing them through your body like a living conductor. You can forge weapons entirely from electricity—crackling swords, spears, or claws that sear through armor and fry anything they touch.

Fireball
A fire-producing organ now pulses within your core, giving you the power to generate and control intense flames at will. Your fire burns hotter than natural sources, able to scorch materials that normally resist combustion—metal, stone, and even magical barriers.

Extreme Heat
Your body now radiates heat so intense that you can melt rock into bubbling magma just by touching it. This searing aura makes prolonged contact with your skin a deadly hazard to anything unprotected, and it allows you to reshape your surroundings like a volcano in humanoid form. You control when this heat is activated.

Extreme Cold
You possess the terrifying ability to absorb heat from any material you come into contact with, drawing it out until the object nears absolute zero. At this level of cold, matter becomes brittle and fragile—shattering like glass with even a soft tap

Laser Beam
Embedded within your body is an organ that allows you to unleash concentrated laser beams from your eyes—or any other body part you feel like weaponizing. These beams are focused and deadly, capable of burning through steel, punching holes through walls, or vaporizing targets from a distance.

600CP

Titanic

You possess the incredible ability to grow to titanic proportions, reaching the size of a small kaiju with a maximum height of 60 meters. This transformation is under your complete control, allowing you to gradually increase or decrease your size at will. The growth and shrinkage process is smooth, giving you the ability to adapt your size to the situation at hand. When in your colossal form, your strength, durability, and presence are vastly amplified, making you a formidable force capable of dominating the battlefield

We Are What We Eat

You possess a truly remarkable ability: the power to absorb the abilities of any being you consume. This innate gift grants you the opportunity to assimilate the physical attributes and skills of the creatures you ingest, enhancing your own capabilities in the process.

Elemental Form

Choose one of the following elements: Water, Earth, Wind, Fire, Ice, or Lightning. At will, your body can transform into a pure elemental embodiment of the chosen element. In this elemental form, you gain complete immunity to all physical attacks and are impervious to the chosen element's effects. Additionally, you can unleash devastating and nearly unstoppable elemental attacks, wielding the raw, apocalyptic power of your element with unmatched ferocity.

Monster Core

Your body is filled with redundant organs, ensuring that you will never die, even if half of your main organs and head are missing, as long as the monster core in your body remains functional and intact. This core, about the size of a tennis ball, can move around your body, allowing you to eventually regenerate from even ashes. Additionally, your capacity to use both mana and spiritual energy has increased by 5 times your original ability.

Taimanin Bio Enhancement :

The following section details the biological augmentations available through the Chinese Union's secretive enhancement programs, originally these Ninja arts were developed by the Taimanin. ***This section is only accessible to those who choose Taimanin as their genetic source.***

You receive one enhancement for free that normally costs 200CP. Those with the Chimera Perk also receive one discount per tier. With 200CP discounted, the enhancement is considered free.

200CP

Ninja Art: Seeing Through Objects

This technique grants the user the ability to perceive the location and posture of hidden opponents, even through solid objects such as walls and shields. They can also analyze internal injuries and the overall physical condition of targets. This ability, when coupled with proficient piercing techniques, makes the user a formidable opponent.

Ninja Art: Soft and Hard-Hitting

Your body has been enhanced to possess both extraordinary muscle strength and an unnatural flexibility that defies normal human limitations. With this ability, your strikes are unpredictable, combining powerful, bone-crushing blows with fluid, evasive movements that make countering you a nightmare. Your softened joints and bones allow you to contort in ways that render traditional grappling techniques ineffective, and even slashing attacks that would normally cut deep often fail to do serious harm.

Ninja Art: Swiftness Art

This technique significantly enhances the user's reflexes and overall movement speed, granting them superior agility and reaction time.

Ninja Art: Sympathetic Reception
This technique allows the user to dominate the will of others through communication, regardless of the method used (words, letters, eye contact, gestures, etc.). This powerful ability renders ordinary humans and demons unable to resist the user's influence. However, despite this power, the user is a reclusive individual with difficulty asserting themselves.

Ninja Art: Dirty Invitation
Requires body fluids of your target, at which point you can spray them with pheromones, marking them as a target. This influences people within a one-meter range to to molest the targeted individual. On top of that, you also has the ability to control the body of the person on top of it, but not their mind.

Ninja Art: Lewd Blood Art
When this technique is activated, the blood becomes infused with a potent pheromone that causes intense arousal in those who come into physical contact with it. The effect is amplified on women, causing them to become increasingly aroused and vulnerable to the user's commands. As they succumb to their desires, their minds clouded by lust, they lose control of themselves, eventually fainting from the overwhelming pleasure.

Metal Art: Luck Perception Technique
You can see the luck of those around you, but this ability appears to be of limited use, offering little to no practical advantage in combat or other situations. Despite being able to perceive the luck of others, you are left wondering how to effectively utilize this knowledge, as it seems to be more of a curiosity than a powerful tool.

Ninja Art: Karakuri
This technique employs strings to manipulate mechanical puppets, objects, and weapons, allowing for intricate and precise control over various implements from a distance.

Ninja Art: Conqueror's Pills
This technique involves creating specialized pills that combine ninjutsu and medicinal herbs to temporarily, but explosively, increase the user's muscular strength. Other variations of this technique can produce pills that enhance regeneration or sharpen the senses. However, the pills are difficult to mass-produce and place a significant physical strain on the user to create.

Metal Art: Blade Transformation Technique
You can transform and change the metal form of your ninja blade in combat, adapting to different situations and opponents by shifting into various western-style blades. With a mere thought, your blade can change into a sleek rapier, a heavy broadsword, or a deadly scimitar, allowing you to switch fighting styles and tactics on the fly.



400CP

Water Art: Water Mirror Technique

By manipulating water, you can create reflective surfaces that act as nearly perfect mirrors. When combined with a thick fog, your technique becomes even more unsettling, making it nearly impossible for opponents to distinguish between real and false images. You can also use these mirrors to see around corners, monitor distant locations, or even temporarily trap an opponent's reflection within them, disorienting and confusing them in battle.

Water Art: Hydro Blast Technique

You can focus your energy to release a high-pressure stream of water from your hands, striking your enemies with a powerful blast that can knock them off balance and leave them reeling. The Hydro Blast technique allows you to attack with precision and accuracy, using the force of the water to pierce through defenses and deal significant damage.

Beast Art Transformation: Devil Fish

With this unique Beast Art, you have gained the ability to partially or fully transform into an octopus-like creature. Your legs can shift into massive, muscular tentacles that extend up to 30 meters, granting you immense reach and versatility in combat. These tentacles possess incredible strength, allowing you to grapple, crush, or ensnare opponents with ease. Even if severed, they regenerate swiftly, ensuring your fighting capabilities remain intact. In full transformation, you adopt the adaptive traits of an octopus—enhanced flexibility, ink expulsion for escape, and even the ability to squeeze through impossibly tight spaces. Whether overwhelming foes with sheer force or vanishing into the shadows of the battlefield, this ability ensures you are as elusive as you are deadly.

Ninja Art: Acupuncture
This technique utilizes acupuncture points to temporarily enhance physical abilities and accelerate wound healing. Depending on the specific points stimulated, it can also be used to incapacitate or even kill an opponent. The power of this acupuncture is exceptionally potent, exceeding what is safe for ordinary individuals, necessitating restrictions within the family's clinic.

Ninja Art: Blood Toxification
This technique allows the user to produce potent poisons within their body. Simple skin contact, without proper protection, is lethal, and the poison is effective even against powerful demons. The user can spread the poison through various methods: direct contact, contaminating surfaces (e.g., the floor), coating weapons with their saliva, or even through toxic fumes generated from their sweat.

Ninja Art: Taima Armor Art
This technique utilizes Taima Particles to create a specialized combat suit that dramatically enhances the wearer's physical capabilities. While wearing this suit, the user experiences significant increases in strength, defense, speed, and overall combat effectiveness. A signature move involves concentrating the Taima Particles into a single point for a devastating attack.

Ninja Art: Mind and Thought
This technique is activated upon cutting an opponent with a blade. Instead of inflicting physical damage, it directly impacts the target's mental state, diminishing hostility and defiance. The effectiveness is directly correlated to the severity of the intended cut; a shallow cut will weaken resolve, while a potentially fatal wound would induce complete submission and unquestioning obedience. This technique can also be used for non-lethal interrogation, allowing for the capture and questioning of enemies without causing physical harm. However, it is ineffective against targets with bodies composed of stone or metal.

Metal Art: Silver Embrace
This technique allows the user to manipulate liquid silver, shaping it into various forms. The silver can be molded into bullets, worn around the waist, and fired from a specialized weapon. While appearing as a long-range attack, the silver bullets possess remarkable versatility. In close-quarters combat, they can instantly transform into different weapons, such as swords, kunai, and spears, adapting to the immediate tactical situation.

Metal Art: Machine Art
This technique allows the user to create and manipulate machines from inorganic materials. The user's cyborg limbs are a testament to this skill, their functionality deliberately limited in normal situations. However, in combat, these limbs transform into powerful weapons: the arms converting into rifles or cannons, and the legs into bladed weapons.

Shadow Art: Shadow Stitching Technique
This technique merges the user's body and shadow, resulting in instant regeneration of any physical damage to the body. However, attacks directed at the user's shadow will inflict corresponding injuries. Conversely, the user can attack an opponent's shadow to inflict damage on their physical body, effectively using the shadow as a proxy for attacking. This shares similarities with Sakura's Shadow Art, but focuses on a direct link between the physical body and its shadow for both offense and defense.

Shadow Art: Ninja Shade Art
With this secret technique, your body becomes enveloped in a shifting, black shadow that enhances your combat prowess to supernatural levels. Your reflexes sharpen to the point where you can react to attacks before they fully form, and your dynamic vision allows you to perceive even the smallest movements, ensuring no enemy can escape your sight. Intuition also heightens, granting you an almost precognitive sense of danger, allowing you to predict enemy strikes and counter with perfect precision.

Onmyoji Bio Enhancement :

The following section details the biological augmentations available through the Chinese Union's secretive enhancement programs, originally these secret family techniques were developed by the Onmyoji. ***This section is only accessible to those who choose Onmyoji as their genetic source.***

You receive one enhancement for free that normally costs 200CP. Those with the Chimera Perk also receive one discount per tier. With 200CP discounted, the enhancement is considered free.

200CP

Keen Spiritual Sense

Your heightened awareness allows you to detect supernatural abnormalities, from demonic presences to disturbances in spiritual energy. No illusion, possession, or hidden force escapes your notice, making you an expert at sensing threats before they manifest.

Future Sight

Your vision extends moments ahead, granting you battle precognition. You can predict attacks, react instantly, and foresee immediate consequences, giving you an unmatched edge in combat and strategy.

Seal Unlocking

This ability enables the user to bypass both magical and non-magical locks and barriers with ease. Whether it's breaking through ancient sealing spells or picking physical locks, nothing is truly secure against their touch. Additionally, this power extends to unlocking the metaphysical "seals" within people's hearts, allowing the user to manipulate suppressed emotions, memories, or even hidden powers—though the effects of this are unpredictable.

Weight Manipulation
A versatile ability that allows the user to alter the weight of anything they touch. By decreasing weight, they can make themselves float or fly, effortlessly gliding through the air. Conversely, they can drastically increase an object's weight, making it nearly impossible to lift or causing it to crush enemies under its own force. This power is particularly useful for both offensive and defensive strategies, enabling precise battlefield control.

Gold Art
You can perceive the flow of luck in others, seeing who is blessed by fortune and who is doomed to misfortune. However, this ability is unreliable and difficult to manipulate, making it more of an observational tool than a practical advantage.

Spirit of Words
A powerful reality-altering ability that grants strength to spoken words. By strongly believing in a statement, the user can alter the nature or state of an object or entity. For example, declaring "This door is unlocked" could force a locked door open, or stating "This sword cuts through steel" could enhance a blade's cutting power. However, the effectiveness is limited by the user's subconscious beliefs—if they deeply associate a concept with a certain truth, they cannot override it. This prevents contradictions such as "This vampire does not drink blood" from working.



400CP

Coup de Grâce

A devastating ability that nullifies the pain of death and prevents regeneration. When used with your weapon—imbued with purifying fire—it ensures that demons, undead, and other regenerating creatures perish completely, unable to recover.

Dimensional Linking

You can connect the door of your personal room to another location, effectively creating a hidden passageway. This ability allows for instant travel between linked spaces, making it an invaluable tool for escape, infiltration, or secrecy.

Duplication Magic

This ability allows you to create perfect copies of yourself or objects, each capable of independent action. Whether used for deception, combat tactics, or multitasking in battle, this magic gives you an overwhelming advantage by increasing your presence on the battlefield.

Barrier Breaking

A specialized technique that allows you to dismantle or bypass magical barriers, no matter how strong. Whether breaking through an enemy's defenses or disrupting powerful seals, this ability ensures that no ward or protective field can keep you contained or keep your foes safe from you.

Drinking Dream

When the target breathes in the user's smoke, they are trapped in an illusion tailored to their deepest desires. Whether it be indulgence in carnal pleasure, the fulfillment of long-lost dreams, or the sensation of an irresistible feast, the illusion manipulates their senses, making it difficult to break free. The more they desire what they see, the stronger the illusion becomes, making it a powerful tool for deception and control.

Familiars

This technique allows the Onmyouji to temporarily bind lesser beings—such as animals, humans, or demons—to their service. Unlike Shikigami, which are powerful entities summoned for combat or significant magical tasks, Familiars are considerably weaker and primarily serve support functions. They are often employed to perform mundane tasks, assist with everyday duties, or provide minor magical aid.

Demon Bio Enhancement :

The following section details the biological augmentations available through the Chinese Union's secretive enhancement programs, Here you choose which race is inserted into your genetic code. ***This section is only accessible to those who choose Demon as their genetic source.***

You receive one race for free that costs 200CP .Those with the Chimera Perk also receive another race for free that cost 400CP.

200CP

Amazons

Through the fusion of Amazonian demon DNA, your human body is reshaped into something far more formidable. Your muscles thicken and your bones become dense and resilient, granting you a build akin to the mighty Amazons of the demon realm. Your strength now dwarfs that of ordinary humans and even many enhanced beings—able to crush stone with a punch and tear through armored plating with your bare hands. You still retain your human proportions.

Beastmen

Once integrated with the DNA of a Beastman. You gain the ability to shift into a hybrid form that blends animal traits of any one animal of your choice —fur, claws, fangs, and heightened senses—with your human form , resulting in a body that is both agile and terrifying. Alternatively, you can fully transform into your chosen beast's form for increased mobility or combat potency. This shifting is seamless and can be reversed at will. Even in your human form, you gain heightened strength and your reflexes. Also now you have permanent beast ears in your head and tail if your animal has one.

Elf
Splicing in elven demonic genes imbues with now your body becomes leaner, more flexible, and your senses sharpen. While your physical strength remains on par with that of a normal human, your magical capacity is drastically expanded. You now have the capability to learn how to manipulate fire, water, earth, and wind with basic spells that are both combat-effective and utility-driven. Your connection to nature deepens, allowing you to summon Earth Spirits to serve your will, animating plants or terrain to aid you. You also gain potent healing capabilities—wounds mend under your touch, and diseases falter against your magic.

Oni
Your human body grows denser, tougher, and heavier with raw muscle and dense demonic tissue. Every punch lands with bone-crushing force, and every step carries the weight of a battlefield god. Embedded deep within your cells is the berserk state—a fail-safe that, when triggered, unleashes a temporary explosion of power, speed, and endurance, turning you into a living storm of violence. The longer you fight, the more your inner fury grows—but beware, for repeated use of this state can ravage your body or strain your sanity. You can channel magical energy to enhance your weapons or hurl destructive spells in moments of dire need. Though now in your head big horns protrude making them hard to hide.

400CP

Succubus

The integration of succubus DNA reshapes your body into a vessel of seduction and supernatural charm. As you now generate pheromones that can cloud minds, manipulate desires, and weaken the willpower of foes. Your no can now feed off the emotions and energies of others—fear, lust, rage, and others nourish you.

Vampire

By fusing vampire genetics into your human frame.Your strength, speed, and senses are all elevated to superhuman levels, you are also able to read movements in the dark. You now can feed on blood; this feeding enhances your abilities further, temporarily granting you a rush of regenerative energy and heightened awareness.

Demon Princess

With the DNA of a powerful high-ranking demon woven into your very being, your body has become a vessel of overwhelming raw potential and regal presence. A tattoo-like birthmark now coils across your skin—arcane sigils that glow with a sinister, pulsing light, resonating with your demonic essence. These marks are more than decorative; they radiate an aura of authority that lesser demons instinctively recognize and fear. When you enter a battlefield, your presence alone can cow weaker demons into submission, and any who fall before your might are far more likely to swear fealty, sensing the irresistible pull of your dominion.

Magical Girl Bio Enhancement :

The following section details the biological augmentations available through the Chinese Union's secretive enhancement programs, originally these techniques were unique to the Magical Girls. ***This section is only accessible to those who choose Magical Girl as their genetic source.***

You receive one enhancement for free that normally costs 200CP. Those with the Chimera Perk also receive one discount per tier. With 200CP discounted, the enhancement is considered free.

200CP

Sewing

You now possess the unique ability to summon a needle and conjure up infinite threads. This versatile power allows you to either sew your enemies together, immobilizing them and rendering them helpless, or use your threads to create magical clothes. Initially, these clothes provide minor effects, but as you become more adept at your craft, you can create garments with increasingly powerful effects. These magical clothes can enhance the wearer's abilities, provide protection, or grant other beneficial effects, making them invaluable tools in both combat and support roles

Agro

You have gained the magical ability to compel opponents to focus their attacks on you, effectively becoming a decoy on the battlefield. This power allows you to draw enemy attention away from civilians or injured allies, serving as a shield to protect those in need. By redirecting hostile fire towards yourself, you create openings for your teammates to maneuver or launch counter-attacks without fear of being targeted. Your selflessness and bravery make you an invaluable asset in any combat scenario, as you willingly place yourself in harm's way to safeguard others.

Know Who Your Enemy Is
This Scan Ability grants you the extraordinary power to instantly analyze and gather all relevant information about your enemy. With a single glance, you can discern your opponents' strengths, weaknesses, motivations, and tactics, allowing you to devise informed strategies to outmaneuver them and achieve your objectives. This comprehensive understanding of your enemy enables you to anticipate their moves, exploit their vulnerabilities, and mitigate their threats effectively. By harnessing the insights provided by your Scan Ability, you increase your chances of success in any confrontation or endeavor.

Teleportation
Teleportation is indeed a remarkable magical ability that grants you the power to instantaneously transport yourself from one location to another, effectively bypassing the physical distance between them. This incredible capability allows you to traverse short distances in the blink of an eye, appearing at your destination within eyesight in a matter of moments. The versatility of teleportation makes it invaluable for a wide range of purposes, both practical and strategic.

Water Travel
You've acquired the ability to travel intentionally between bodies of water, allowing you to seamlessly transition from one aquatic location to another. However, this ability comes with a crucial limitation: the body of water must be capable of submerging your entire body on both sides of the portal. This means that for your travel to be successful, the body of water you're entering and exiting must have sufficient depth to accommodate your entire form without obstruction.

Alter The Truth
You possess a minor reality-altering ability that allows you to permanently alter one fact within a town once a year. While this power cannot create impossible scenarios, such as making it rain candy from the sky, it can be used to reverse tragic incidents. For example, you could alter the fact that someone was dead and make them alive and healthy instead.

Near Death
You have selected a last-ditch ability that activates when you are near death, serving as a powerful safeguard against imminent demise. In times of extreme peril, this ability kicks in, amplifying the potency of all your other abilities exponentially. The closer you are to death, the more formidable your powers become, reaching unprecedented levels of strength and effectiveness.

Consumption
You now possess the extraordinary ability to consume the magic used by your opponents. this means that whenever an opponent uses a magical attack or spell, you can absorb its energy, turning their power against them to strengthen yourself.When you absorb their magical energy, your own abilities receive a significant temporary boost, lasting for 12 hours. This enhancement amplifies the potency and effectiveness of your powers, allowing you to perform at a heightened level during this period.

History sight
You possess the ability to see the history of any historical artifacts you find. This means you can uncover information related to the object through its memories, allowing you to learn about specific individuals or circumstances connected to it.

Bad luck
Your very presence brings bad luck to your surroundings. Items break more often, magic miscasts, and enemies miss their attacks more frequently. This aura of misfortune makes you a bane to your foes and a challenge to be around in both battle and everyday life. The chaotic effects you generate can turn the tide of conflicts and create opportunities in unpredictable ways, ensuring that those around you are constantly off-balance.

400CP

Dream Jumper

You now possess the ability to cast powerful sleeping spells on your opponents, causing them to enter a deep, unbreakable slumber. While they are in this state, you can enter their dreams, gathering vital information from their subconscious minds and implanting suggestions that will influence their thoughts and actions upon waking.

Dimension Shoots

You now possess the ability to snipe any target of your choosing with projectiles you shoot that can turn invisible, capable of traveling through dimensions and through all objects until they reach their intended target. These projectiles can inflict damage upon either the physical body or the soul of the target, providing you with unparalleled precision and lethality.

Dust magic

You now possess the ability to create dust shields using particles around you, forming strong barriers that are resistant to all forms of magical attacks. These shields act as formidable defenses, capable of withstanding powerful mystical assaults and providing you with a reliable protection against supernatural threats.

Possession

You now have the ability to possess someone through any medium of your choice, allowing you to control their actions as you see fit. Whether it's through a phone call, the internet, a VHS tape, or any other type of media, you can infiltrate their mind and body, bending them to your will.

Items:

In this section, you receive an additional 400 CP to spend here.You can also import items with similar forms for free.

General

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

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

12 Angels

Funds [100CP]
Every month, you now receive a steady income of $30,000 USD, deposited through secure and untraceable channels.

Drug Collection [100CP]
You possess a sizable stockpile of street and underworld drugs—both mundane and demonic in nature—stored in various forms like pills, oils, liquids, and incense. This stash serves as the seed of a thriving black market empire, ready for distribution or experimentation.

Slave Collars [200 CP]
You have several slave collars. Once a collar is fastened around the neck, wrist, ankle, or any other part of a person's body, it becomes permanently affixed, resisting any attempts at self-removal. The primary function of these collars is the absolute subjugation of the wearer's will. They are compelled to follow any command given by the owner of the collar.Furthermore, a built-in safeguard prevents the collared individual from inflicting any harm upon their owner, ensuring the owner's safety and complete control over their bound subject.

Brothel [200CP]
You are now the owner of a fully equipped Brothel, complete with a built-in filming studio designed for the production of adult videos featuring your slaves. This establishment comes stocked with a perpetual supply of necessary items Furthermore, the facilities are self-cleaning, ensuring that the aftermath of any sexual activity and filming sessions, including the cleanup of bodily fluids, is automatically handled.

Minions [400CP]
You now command a cadre of influential figures within the criminal underworld. This group comprises powerful thugs, seasoned pimps, and other key individuals skilled in the operation of an underground organization. They are loyal to your command and possess the expertise to manage various illicit activities, ensuring the smooth running and expansion of your criminal enterprise.

Chaos Arena [400CP]
You now possess a replica of the infamous Chaos Arena, an underground fighting pit designed for brutal gladiatorial contests between warriors or salves . The arena is comprehensively equipped with numerous cameras and microphones to capture every moment and angle of the fights and any subsequent events, suitable for live internet broadcasts or the creation of black market tapes. Attached to the arena are various support facilities, including medical bays for treating injured fighters, secure holding cells, and housing for the fighters to reside in.

12 Angels[600CP]
You now stand at the head of a sprawling, criminal organization that caters to your every desire. Establishing your base of operations near your starting location, you have already managed to exert control over approximately 45% of the surrounding area. Your influence permeates numerous businesses, both legitimate fronts and illicit enterprises, providing a vast network of resources and income. You command a significant number of loyal grunts who enforce your will and maintain order within your territory. Furthermore, within the area under your control, you possess the authority to dictate the laws and rules that are enforced, effectively overriding any official regulations that might nominally apply in that region.



Hi-Shen Group

Doctor's Tools [100CP]
You are now equipped with a comprehensive surgical starter pack, containing high-quality medical tools such as scalpels, sutures, and various diagnostic instruments, as well as a reliable supply of blood packs and other essential medical materials.

Lab Coat [100CP]
This specially designed lab coat offers exceptional protection, resisting all but the most corrosive and dangerous substances. Regardless, this coat will keep you impeccably clean, shielding you from potentially hazardous materials and maintaining a pristine appearance.

DNA Bank [200CP]
You now possess an extensive collection of demon blood samples, encompassing every known species from the Taimanin world. This invaluable repository of demonic genetic material provides you with a potent resource for a range of applications. You can use these samples to create clones of the demons, develop hybrid creatures that combine demonic traits with other entities, or engineer highly augmented soldiers for the Chinese Union.

Orphanage [200CP]
You now manage an orphanage fully funded by the Chinese Union. While it appears to be a benevolent establishment dedicated to caring for children, it harbors a hidden agenda. The orphanage serves as a covert screening facility to identify children with demonic bloodlines and potential esper. Many of the children in this orphanage possess demon blood, with some even having rare and powerful lineage, such as vampires and dragons.

Brainwashing Machine [400CP]
You now have a specialized brainwashing device of demonic design, a fusion of organic and mechanical components housed within a containment pod. When a victim sleeps within this machine, their dreams can be manipulated. You can choose to rewrite their memories, implanting false narratives and altering their perceptions, or subject them to a series of intense sexual encounters. This device proves highly effective for "re-educating" recalcitrant prisoners and convincing them of the superiority of your cause.

Medicine Lab [400CP]
You now have access to a state-of-the-art medical laboratory, equipped to create and experiment with advanced drugs and treatments. This facility enables you to develop powerful medications that can cure most diseases and craft performance-enhancing drugs designed to significantly boost soldiers' capabilities, allowing them to engage demons beyond their normal weight class. The lab is also equipped for rigorous testing and refinement, ensuring that the drugs are both effective and safe for use.

Cloning Facility [600CP]
You now possess a specialized facility dedicated to the creation of clones using genetic material you provide. While this facility operates on an earlier version of cloning technology, resulting in some diminishment of power in clones compared to their originals, it offers significant advantages. You have complete control over the memory imprinting process, able to transfer the original individual's memories or, at your discretion, create entirely new personalities within the cloned bodies. Furthermore, all clones produced by this facility are inherently loyal to you, ensuring their obedience and willingness to serve your purposes. Additionally, these clones possess a heightened predisposition for success in any future augmentations or enhancements you may wish to implement.



PLA Intelligence Agency

Torture Collection [100CP]
You now possess a substantial and varied collection of specialized torture devices. This assortment includes tools designed for inflicting different types of pain and discomfort, allowing you to effectively extract information from even the most resistant prisoners**.**

Base of Operations [100CP]
You now own a secure building that serves multiple purposes. It includes a comfortable office space for your work, a private residence for relaxation, and a concealed underground compartment that functions as the headquarters for your PLA branch organization. This base is entirely self-sufficient and comes with a replenishing stock of general supplies.

Spies [200CP]
Under your command is a network of well-connected spies, skilled in disguise and subversion. These men and women excel at discreetly gathering intelligence and are adept at making swift retreats when compromised. While capable enough in a fight to defend themselves, they primarily function as your eyes and ears in the field.

First Class Ride [200CP]
Traveling is now a luxurious affair. Whenever you need to journey to a new location, you will be provided with the option of stylish transport in the form of a private and opulent jet. This aircraft allows you to traverse the globe in less than twelve hours, ensuring you arrive at your destination swiftly and comfortably.

Portable Supercomputer [400CP]
You now possess a remarkably powerful supercomputer that fits in the palm of your hand. Despite its compact size, this device can handle immense amounts of data processing, enabling advanced calculations, the ability to hack into secure systems, and real-time analysis of battle strategies. It also allows you to import data from other handheld devices and can update and download memories from any synthetic beings. Additionally, you can import one personal handphone here.

Chimera Pet [400CP]
You are now the owner of a unique chimera pet, created by combining the DNA of a manticore and a gargoyle. This powerful guardian can be commanded to stand guard in an area, adopting the appearance of a statue. Upon detecting intruders, it will revert to its active form to defend the designated space.

Artificial Island [600CP]
You now possess your own private, man-made island, a replica of the Tokyo Kingdom. This artificial island is equipped with all necessary utilities to ensure self-sufficiency, including power generation, food production, educational infrastructure, and its own police force. While legally recognized as a sovereign nation with you as its monarch, within this specific world, your nation remains part of the Chinese union.



Ancient Bloodline

Quality Weapon [100CP]
You now possess a master-crafted weapon and a set of armor tailored perfectly to your needs. Each item has been forged from rare materials and enchanted with ancient techniques that grant them near-unbreakable durability and razor-sharp precision.

Chinese Reading Materials [100CP]
You've come into possession of an elite collection of scrolls and bound volumes brimming with martial secrets. These include fully illustrated diagrams of various fighting stances, movements, and pressure-point techniques, ideal for teaching yourself or others. Among these treasures is the Ancient Scroll of the Ancient Artifacts, a rare guide that catalogs magical artifacts found throughout China's hidden realms, each entry complete with effects, histories, and the myths surrounding their creators.

Herb Garden[200CP]
You now have access to a vast greenhouse brimming with a diverse collection of rare and exotic plants, each with unique herbal properties. This expansive garden is perfect for cultivating ingredients for medicines and potions, providing you with a rich resource for your alchemical and healing needs. Additionally, you possess the capability to transplant plants from other worlds into this greenhouse, ensuring they will thrive alongside the existing flora. This allows you to integrate a variety of otherworldly plants into your garden, expanding your range of medicinal and magical resources even further.

Chi Tea [200CP]
You now have access to an exclusive herbal tea blend known only to select martial monks and ancient alchemists. When consumed, this soothing tea revitalizes your body's internal flow of chi, enhancing recovery from injuries and unlocking a brief window of accelerated cognitive processing. As a result, your ability to learn new techniques, memorize spells, or master skills is greatly improved for a short time.

Kung Fu Shoes [400CP]
These stylish martial arts shoes are enchanted relics, worn only by masters of old who performed feats bordering on the supernatural. While wearing them, you can scale walls like a spider, perform aerial flips effortlessly, and execute combat maneuvers with inhuman finesse. The shoes respond to your intentions, subtly guiding your movements for optimal strikes, blocks, and counters, making even the most chaotic melee feel like an elegant dance of death.

Food Shop [400CP]
You now own a charming food stall that seems humble at first glance—but hides layers of magical efficiency beneath the surface. Fully stocked with cookware, ingredients, and charm-bound staff, this shop attracts both locals and travelers alike. It also comes with a mobile version for setting up shop on the go, and it restocks itself for free once per month,

Training Hall [600CP]
You now possess a dedicated training area or dojo specifically designed to test and refine your skills. This facility includes various combat arenas, a fully automated obstacle course filled with moving hazards, dedicated spaces for bow and ranged weapon practice, as well as comfortable sleeping quarters and servants to maintain the premises. This Training Hall initially connects to your warehouse but can be placed in any starting area once per jump, adapting to local standards and technology while retaining a Chinese aesthetic.

Chimera

Food Synthesizer [100CP]
You now possess a state-of-the-art food synthesizer, capable of creating a vast array of delicious and nutritious meals in mere moments. This advanced device ensures that you can satisfy your increased caloric needs without having to consume an overwhelming amount of food. Whether you crave a hearty meal or a light snack, the synthesizer delivers perfectly balanced and appetizing dishes tailored to your specific dietary requirements. This not only helps you maintain optimal energy levels but also ensures that you can enjoy high-quality food without the hassle of traditional meal preparation.

Spare Organs Printer [100CP]
Inside your base (or creepy underground lab), you now have access to a biotech printer that can generate functional human or modified organs on demand. Lost a lung in a scuffle? Need a new heart after that berserker rage? No problem. This machine prints custom-grown organs using your DNA or anyone else's, even allowing for upgrades like reinforced livers, poison-resistant kidneys, or magic-channeling hearts.

Healing Pod [200CP]
Standing tall like a sci-fi sarcophagus, this healing pod is a full-body recovery chamber that restores your broken bones, ruptured organs, and even magical injuries in record time. Slip inside, press a button, and within hours you're as good as new—fresh skin, repaired nerves, maybe even a few enhancements if you've installed the right mods.

Broken Philosopher's Stone [200CP]
This isn't just some dusty trinket—it's the real deal. A genuine Philosopher's Stone, brimming with terrifying potential and eldritch mystery. Once implanted into a living host, the effects are... dramatic. You might become an unstoppable monster, or awaken godlike abilities—the stone doesn't care. It's a gamble, a coin flip between transcendence and horror.

Backup Clone [400CP]
Death has officially become a minor inconvenience. Hidden somewhere safe is a perfect backup clone of you—right down to the soul socket. If you're ever killed, your consciousness ejects from your ruined body and zips straight into this vessel, waking up like nothing happened (maybe with a fun scar or two). The clone is fully functional, memories intact, and the best part? Every time you start a new jump or timeline, the system gives you a fresh backup for free.

Beast Farm [400CP]
You now have access to a facility specifically designed for breeding and raising the monstrous creations of the Chinese Union. This expansive farm provides ample space for these mutated beasts to roam freely, whether they have legs, wings, or tentacles.

The farm is equipped with state-of-the-art barns to shelter the creatures and monitor their health closely. It includes a sophisticated food synthesis system capable of producing a diet tailored to their needs, whether it consists of demon body parts, human meat, or other nutrients. Additionally, the facility features a harvesting system for when the monsters are ready to be culled, allowing you to efficiently collect and process their parts for use elsewhere in the world.

Hospital [600CP]
You are now the director of a hospital that, while appearing to provide affordable healthcare to the community, serves a far more covert and critical purpose. Beneath the surface, this facility operates as a highly specialized base for two primary functions: awakening individuals with potential for both ninja arts and esoteric abilities, and creating formidable super soldiers through advanced augmentation techniques.

Additionally, the hospital is a key site for developing super soldiers through the infusion of demon DNA into their bodies. This process results in individuals with extraordinary abilities and enhancements, tailored to serve the Chinese Union's strategic needs. These super soldiers are subjected to extensive training and augmentation, ensuring they become some of the most powerful and loyal operatives available. All individuals undergoing these experimental procedures are guaranteed to be unwaveringly loyal to you, with no risk of rebellion or defection.

Companions:

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

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



Drawbacks:

You are limited to +1000 Cp from drawbacks.

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

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

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

Disliked by Dogs [+100CP]:
It seems that one animal of your choosing in the animal kingdom has taken a rather unfavorable stance against you. Whether it be mischievous squirrels that delight in disrobing you at every opportunity or overzealous dogs that pursue you relentlessly, leaving you drenched in their drool, you find yourself facing daily encounters with these vexing creatures. Despite your best efforts to avoid them, it appears that these animals have made it their mission to inconvenience you at every turn, adding an extra layer of challenge to your daily routine.

Side Character [+100CP]:
It seems you have a rather forgettable presence, as people tend to overlook you unless you're directly in front of them. This can make it challenging to make a lasting impression or to be noticed in social situations or interactions.

Hikineet [+200CP]:
Looks like you're a shut in. Going outside is a pain. You'd rather stay inside your room and play video games. Unfortunately you need to go outside, and some busybody will always try and get you to leave your room every day. You hate being outside your room and your complaints will be ignored. I hope you don't go stir-crazy…

Amnesiac [+200CP]
You find yourself in a state of amnesia, devoid of memories from your past jumps. The experiences and knowledge you've accumulated are lost to you, leaving you in a state of uncertainty about your identity and purpose. As long as you remain in this jump, your past will remain shrouded in mystery, making it difficult to discern your true self and your place in the world

Scary Movies are Stupid [+200CP]:
It seems like you have a habit of watching scary movies every month, which has an interesting side effect: you gain a new phobia related to a place or type of creature each month. This means that every time you watch one of these movies, you're likely to develop a fear of something new. The upside is that you can typically overcome these phobias within a month, although it's a continuous cycle as new fears replace old ones over time. It definitely adds a unique element to your life, keeping things suspenseful and perhaps a bit nerve-wracking!

Low On Magical Energy . [+200CP]:
In a world where magic reigns supreme, you've been struck by an incurable ailment that compromises your capacity to use your supernatural abilities, reducing your spellcasting efficiency to just 70%. Despite your innate magical abilities, this affliction weighs heavily on you, forcing you to adapt and find alternative ways to navigate through the challenges that lie ahead

Tragic life [+200]:
You're destined to experience a cycle of hope and despair throughout your time in this world. Despite forming close bonds with those around you and considering them family, tragedy will inevitably strike, leading to their gruesome demise either at the hands of the gods or due to your own negligence. Each loss will plunge you deeper into despair, creating a profound sense of misery and guilt for your

perceived failures. This cycle of hope shattered by tragedy will repeat itself year after year, casting a shadow over your entire experience in this world.

I Don't Need My Brains [+300CP]:
I will not mince words, you're an Idiot with a capital I. Using your head is impossible except for headbutting. Even simple math division and multiplication would be considered a college level skill for you and you are definitely too stupid for that.

Rival [+300 CP]:
Wow. You have a rival and that person is the exact opposite of you in several areas. Mostly in personality and ideology as a person but the most vexing part is that you will not be able to defeat him/her alone for the first 8 years of your stay here. They will also stand in the way of you and your goals as much as possible, which is to say nearly every damn time. I hope you have a strong group of friends to help you here because boy you need it.

No Powers[+300 CP]:
You find yourself in a jump where outside powers and your warehouse are off-limits. You must rely solely on your own abilities and resources within this world, facing its challenges and trials without the aid of external assistance.

Playgirl [+300CP]:
It seems that you have a rather complicated situation on your hands. Despite not having any recollection of your actions, you frequently wake up beside different women, much to your dismay. What's worse is that these women claim to have been seduced by you and demand that you take responsibility for your actions. Many of them hold significant power and influence, making it possible for them to force you into marriage if they so desire. If you do find yourself forced into marriage, your chain breaks. If you’re still unmarried at the end of the Jump you can take all of the women with you for free.

You’re In Debt [+400]:
It sounds like you're in quite a predicament with that debt! Whether it was due to interference from magical girls' magic or accidentally damaging priceless artifacts, owing such a large sum can be daunting. Ten years might seem like a long time, but with determination and careful planning, you can gradually work towards paying it off. It might be challenging, but think of it as an opportunity to learn financial discipline and responsibility. Good luck tackling that debt! Because if you fail the jump will end.

The Cursed Clone [+400]:
You have been cursed with a clone. Sharing all your abilities within and beyond the jump, they are as formidable as you are. However, their intentions are malevolent—they seek to bring you endless misery by targeting your companions and undermining your interests with a malicious grin. With cunning and agility, they evade your strategies, always slipping away to fight another day. This torment will persist until the final year of your journey, a constant thorn in your side.

Your personal demon [+600 CP]:
It seems fate has dealt you a harsh hand, condemning you to a relentless cycle of defeat and suffering at the hands of everybody. No matter how valiantly you struggle, every attempt to triumph over them ends in bruises, pain, and tears. They thwart your plans, dismantle your schemes, and leave you broken time and again, pushing you to the brink of despair.

For eight long years, this pattern persists without respite. You endure humiliation, setbacks, and the bitter taste of defeat. It feels as though victory is an impossible dream, a distant glimmer that taunts you from afar. Yet, amidst the darkness, a flicker of hope emerges in the ninth year.By the ninth year, the possibility of defeating them and finally achieving your long-awaited revenge becomes tangible.

Targeted [+600CP]
seems you've caught the attention of a powerful faction in this world. You must choose one faction found in this universe as the instigator of their aggression towards you. Throughout your entire stay in this jump, they will continuously send squads of magical girls, Taimanin ir Demons, to your doorstep, armed with potent equipment and magic to counter your abilities.

At the end of the 10-year period, the leader of the faction will personally confront you in battle, having ascended to near godhood. This final showdown promises to be the most challenging trial you've faced thus far, testing your strength, wit, and resolve like never before.

You can take this drawback multiple times, gaining the wrath of additional factions. The maximum CP you can gain from this drawback is 1200 CP.

Ten Years Later:

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

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

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