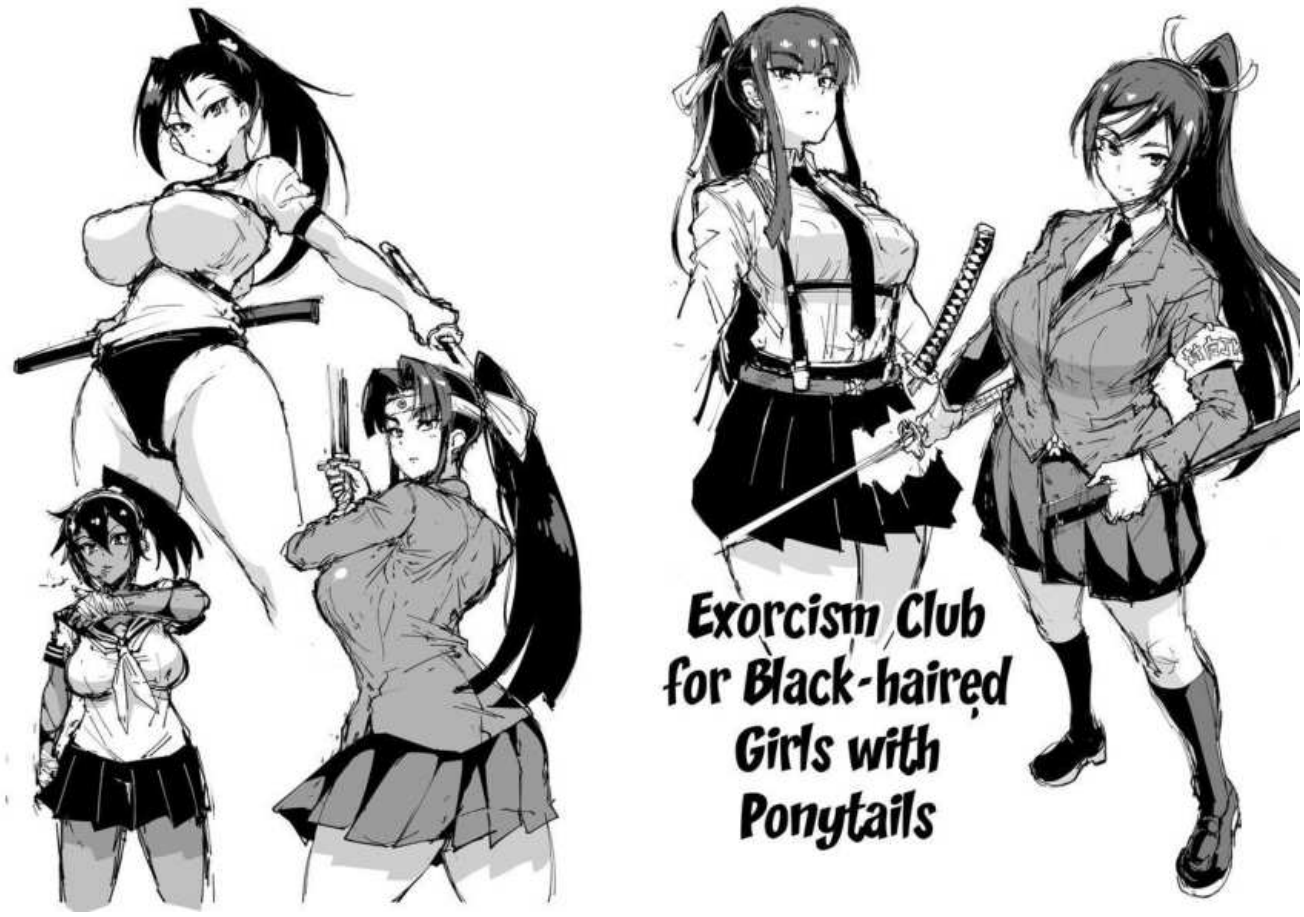


JK Taimabu
Or
Exorcism Club for Black-haired Girls with Ponytails, Season 4
Jumpchain by Cthulhu Fartgan

The Story Thus Far

Let me bid you welcome to Earth, jumper. At first glance, this is the same kind of 21st century Earth you might be familiar with already, but if one delves deeper, you will find out that monsters and demons of all kinds exist in the underbelly of society. Not very deep, and worryingly common, there's only one thing between the monsters lurking in the shadows and the innocent civilians: The exorcists.

Exorcists are women, most of them young teenagers, that have honed various martial and magical arts to combat the inhuman enemies. This is possible thanks to the spiritual powers generated in the source of their femininity, their womb. With it, they obtain superhuman abilities and go beyond the limits of normal humans, especially in resilience. Depending on their rank and seniority, they are able to take out dozens of monsters with the same attack.

Sadly, for all that power that they wield, monsters are still the superior player. As numerous and varied as strong, they have access to bizarre magics, organized chains of command, and with more than a few intelligent enough to infiltrate and negotiate with humans to maximize their gains. Because of this, most exorcists meet with some monster that puts an end to them sooner than later. If they are lucky, the monsters might just violate her and then kill her; the unlucky ones are deprived of their limbs to become onaholes, forced to literally excrete their personality, robbed of their bodies or wills, and so on.

Again, let me welcome you to the world of JK Taima-bu! Whether you decide to be a hero, get violated by monsters, be the monster violating young exorcists, or simply be a random bystander it's all the same to me. I'll be watching anyway!

Here, take this and remember to be careful:

+1000cp

Origins

Exorcist (100 cp, + 100 cp, or +300 cp)
The Exorcists are humanity's first, and in a very real sense, only worthwhile line of defense against the various demons, monsters, and youkai that plague the land. Trained in various mystical techniques and the art of the sword, they cut down the creatures of evil wherever they can. …With that said, the manner in which an Exorcist is trained has changed since ye olden days, and Exorcism is now a club in almost every highschool in Japan. It takes other forms in other nations, but usually holds true to that model.

Exorcists must be female.

The variation in price above this origin is defined by the italicized portions of the perks and items for the Exorcist origin, representing the darker truth of their work. While these options are entirely optional, you will be penalized or rewarded depending on how many you take. Less than eleven will see the origin costing 100 cp, while more than twenty will instead give you +300 cp. Between those two numbers, and the origin gives +100 cp. These options are also unique to Exorcists - other origins may not take them.

Predator (Free)
You are a human, but you are not an Exorcist. You are most likely an administrator of some kind, a man charged with seeing that the Exorcism Club has all the supplies it needs to train it's members, and receives that recruits that it needs to replenish it's ranks in the event that one should fall to a Monster - something that happens entirely too often. Whether this means you work at the school, channeling bright young girls into the club, or are a politician working to redraw the zoning laws to give more girls to a specific set of schools… We'll figure that out later.

Predators must be male.

Monster (+100 cp or Free)
I see that you are no ally to humanity, for you are in fact a Monster. Something that preys on the weak, feasting on the flesh of the damned, a slow poison for society itself… Well, that's a bit poetic, but the fact remains that Monsters are monstrous, and you will very likely be leaving a trail of corpses behind you. For free, you default to an orc or some similar monster - stronger than the average human, if perhaps a bit dull. On the other hand, for +100 cp, you may start as a monster that is weaker than average, a piddly goblin or somesuch. I don't recommend it, but the option is there.

Monsters are highly recommended to be male.

Discount Rules

100 cp perks and items are free to respective origins, and their remaining perks/items are 50% off.

Perks

Exorcist

JK Body (100 cp)
The source of a JK Exorcist's power is the source of their femininity, the Uterus. In response to the energy of other Exorcists or a Demon, the Uterus of a JK girl begins to generate its own spiritual energy, empowering them. Yours has now been activated, allowing you to slowly generate the energy you need to power the skills and abilities of the JK. And if you're wondering why I'm calling you a JK instead of an Exoricist, it's because your generation starts to drop off once you hit 20. You're no longer a JK at that point, after all. Oh, and beware - you are only able to generate energy while your body is… Pure? Clean? Having a man inside of you, or having cummed inside of you, will temporarily cut off your ability to generate Spiritual Energy. The energy generated this way is stored in the hair, with ponytails being the ideal shape to have the hair in.

In addition to this, and only if you wish, you will find that the energy you generate but that goes unused will begin to directly enhance your femininity. Your hair will be more lustrous, your breasts larger and softer, and your body will take men more easily in order to maximize your ability to breed. Speaking of your hair, you'll find that styling it into a ponytail takes even less than zero effort, with you often putting it up without even realizing you've done so.

Undercover Operative (100 cp)
Though it breaks the hearts of most exorcists to think about this, there are humans who side with the Demons over their own species. Those same humans often run underground casinos, shady clinics, sometimes even host slave auctions. In an attempt to put an end to such things, you have been trained to go undercover, giving you the acting skills to pretend to be terrified when you are brave, brave when you are terrified, and that you really aren't aroused by all the sex happening around you. In addition, you have been taught to walk and speak in a manner that will have most men staring at your ass or tits instead of the knife in your hand. Unless a man already knew you were a spy, you could work in his underground casino for months without anyone suspecting a thing.

In addition to this, and only if you wish, you will find that you have an unnerving talent for locating places of ill or low repute that require a fine woman to attend their functions. Finding the evidence you need to erase such a place will be a more difficult task, but surely spending a few nights on your back to earn their trust is a worthwhile trade? Oddly enough, such services seem to accept you without question, and the law tends to largely ignore your participation despite the dubious legality.

First Year Rookie (100 cp)
Now that you understand your power, you must begin to use it. To that end, you have an acceptable level of skill at the standard weapon of an Exorcist - traditionally a sword, though the exact style is up to you - as well as the ability to use your spiritual energy to enhance your body, striking with the force of several men despite being a somewhat dainty young lady. In addition to that, your name has been magically shrouded, preventing people from being able to identify you as an ordinary student while performing your duties as an Exorcist unless they already know you personally.

In addition to this, and only if you wish, you will find that the basic exercises the Exorcism Club teaches you now come to you as easy as breathing, to the point that you can do them flawlessly in your sleep. Their effect is minimal, but they should allow you to gain some muscle mass fairly quickly. You will also notice a pleasant ache in your body after performing them, as if the exercises were arousing to you. In what I assure you is a completely unrelated manner, your ass is amazingly clean and anal sex is remarkably pleasurable to you.

Spiritual Constitution (100 cp)
An Exorcist's body is, depending on your point of view, a work of art. The gathering of power results in long and luxurious hair. Training oneself naturally results in a pleasing body. And, should one eventually take a lover, the flow of spiritual energy through their body will create a number of extremely pleasant sensations. And as every monster knows, the womb is the seat of an Exorcist's soul. It's almost like this system of magic was designed to produce beautiful women… Well, that's just conjecture. For you, what matters is that you have a great deal of spiritual energy. An abnormally large amount, in fact. I'm sure this will come in useful for the slaying of demons and the use of various magical arts and techniques.

In addition to this, and only if you wish, you will find that your spiritual energy is in fact so absurdly high that it verges on being a detriment to you. You see, the excess energy you find yourself with goes directly into your boobs. Not a flaw in and of itself, and it does mean you have a truly fantastic pair of tits. but as it turns out the breasts are at least partially designed to expel material - specifically milk. If someone strikes you in the tit, you may find a large portion of your spiritual energy reserves abruptly spraying out of you. Unless you're very low on energy, I suppose, but at that point you may have bigger issues.

Lets Hang, Girlfriend (100 cp)
An Exorcist's day job might be combat against demons, but that doesn't immediately translate to everything being all doom and gloom! In fact, since suffering builds bonds and what not, you'll find it pretty easy to make friends with basically any other Exorcist. Even if they hated your guts a week ago on account of being from another school, one good joint hunt and they'd be down to head to an arcade or to grab some ramen afterwards. Maybe you can have a sleepover next week or so, hang out and chat about boys or something?

In addition to this, and only if you wish, you will find that other girls are in fact eager to befriend you. You see, you possess a truly fantastic skill as a masseuse, able to put your hands on all your friends bodies and touch them in ways they never knew they needed to be touched. Don't mind the noises. Or the leaking fluids, that's just how massages work. And yes, they were always gay.

Originally A Kunoichi (200 cp)
While the Exorcism Club is by far the most popular of the means and methods to utilize the spiritual energy generated by the Uterus, it is not the only one. You have a solid grounding in the art of the shinobi. Your movements are cleaner and less wasteful, your attacks faster, your body more dexterous, and you have an acceptable level of skill in an additional weapon, such as kunai. Your skill at stealth is likewise enhanced, leaving you able to minimize the amount of energy that leaks out of your body.

In addition to this, and only if you wish, you will find that you also possess a level of talent at subterfuge. Lying and deception are second nature to you, as are ferreting out the secrets of others. You could use this to gather a great deal of blackmail material if you wished. In addition, you are simply quieter in general… and could probably get away with masturbating in the middle of class, or walking around with a toy up your butt all day if you had the inclination to do so.

From The Delinquent School (200 cp)
I'm not sure if you thought the Exorcism Club was limited to only one school, but let me tell you now. It's not. Though you are still a member of the club, you may not have gone to a big name prestigious school. Instead, it's possible that you attended one of the worst schools in the district. As a result of this, you are now intimately familiar with dirty fighting, and are just as capable with your fists as you are with a sword. You're also able to flout uniform regulations with barely any effort, walking around with a sarashi instead of a shirt. Or worse, with blonde hair instead of black.

In addition to this, and only if you wish, you will find that scumbags and other human trash are more than willing to treat you as a friend. You came from the gutter, and that left a mark on you. More importantly, you have less issues with security breaches and being sold out by corrupt politicians and their ilk as they tend to view you as one of their own. Of course, this isn't that they're a better person or anything, just that they'll target you last when it comes time to auction off girls to the Demons.

From The Religious School (200 cp)
On the opposite end of the spectrum from a run down school that's filled to the brim with violent delinquents is a lovely and peaceful little catholic school that teaches it's girls to be kind and loving and virtuous… and also to use Jacobs Limbs, aka the personal style of that one guy who wrestled God and won. Whether god exists in this universe is anyone's guess, but you basically went to school in a nunnery and it shows. You can quote scripture whenever you want, and even use some of them as makeshift spells against certain kinds of monsters, and are familiar with various foreign methods of exorcism. And yes, you can throw hands with some of the best of them. The holy brass knuckles probably help with that.

In addition to this, and only if you wish, you will find that certain 'pure' behaviors have been hardcoded into you, leaving you with less capacity to engage in or recognize lewdness. This doesn't mean you won't be doing them, if another flaw has you masturbate daily you still will, you just won't remember doing it. At the same time, you have a hard time recognizing lustfulness in others, to the point where a man could molest you for several minutes and you'd only be confused by how touchy he was rather than offended at him molesting you.

Blazing Sword (200 cp)
Some Exorcists meditate upon the nature of their blade and the wells of spiritual energy within them in order to learn how to cut better. Others pick up different weapons, such as daggers or maces. You? You accidentally dumped a ton of your spiritual energy into a bathtub while masturbating and figured out how to control the water you were sitting in. Not exactly the most thrilling start, but a useful technique nonetheless. Beams of pressurized water are a very powerful weapon. If you desire, you can switch this out for another classical element, such as fire, wind, or earth.

In addition to this, and only if you wish it, you will find yourself oddly in tune with your element. Control over water would see you with an oddly flowing personality, easily moving to avoid obstacles and wearing down the toughest of girls until they agree to be friends with you. You'll also experience faint twinges of other emotions when in areas that have a heavy concentration of that element - don't be surprised if merely being in a swimming pool is arousing to you.

Second Year Senpai (200 cp)
It brings a tear to my eye to admit this, but the Exorcism Club is not a particularly safe club to be a member of. Despite that, society has endeavored to make the reward worth the risk, and so there are always new recruits willing to join. As the beloved senpai to these rookies, your skill with weapons is enhanced, and you are now able to impart the same lessons you were taught during your first year - that is to say, how to fight and how to maintain your hair properly - to the new recruits with relative ease. You are also moderately familiar with magical theory and monster lore, able to quickly recall basic information and weaknesses on just about any kind of monster you can think of, as well as knowing the best ways and places to acquire more in depth knowledge should your own be lacking.

In addition to this, and only if you wish, you will find that sex comes naturally to you. You have a remarkable level of control over your muscles, are flexible enough to practically fold yourself in half, and unnervingly seek out the most pleasurable way to squeeze, stroke, or otherwise tease whatever is placed in front - or inside - of you. Whores with years of experience wish they had the training to do half of what you do. No wonder you're more popular than they are.

The Unprestigious (400 cp)
Exorcism is an ancient and respected tradition, but it is far from the only of its kind hanging around. You may have heard about certain schools teaching a more western version that often revolves around nuns and priests. What you didn't know about is Alchemy. An ancient art that often revolves around the search for immortality or infinite wealth - it's well known to be a crackpots discipline. However, simple uses of it can create healing potions, and so even if it's looked down upon most schools will try to have at least someone capable of using it. And it seems that someone is you. By mucking about with bits and pieces from various monsters, you can create elixirs with various effects. Healing potions are what most of your demand will be for, but something that can increase the spiritual energy of an exorcist will almost always be in demand if you let them know you have it. The trick, of course, is finding materials worth a damn.

In addition to this, and only if you wish it, you'll find yourself with a position that allows you to sell your works to more than just the local exorcist clubs. Perhaps a teacher wants a stimulant to really rock his girlfriend's evening, or two women want a way to have a child together. Or, if you're so inclined, you may find yourself being given requests not to make anything, but to give certain exorcists substandard or even tainted products. Doing so will see you granted a variety of high quality materials to work with… though the girls in question might never be seen or heard from again.

Thanks For The Save (400 cp)
Although the Exorcist Clubs form humanity's primary defense against the horrors of the night, they are not the only ones to take up the blade. There exists an organization dedicated to cleaning up after the Exorcists, disposing of the corpses of defeated Demons… and Exorcists. A mere handful of times per jump, you will find that should you be captured and manage to not reach an immediate bad end, your allies will arrive to save you. It might be humiliating for an Exorcist to need saving by an ordinary human man with a flamethrower, but as long as you live you can't really complain.

In addition to this, and only if you wish it, you will find that the more humiliating your rescue and the aftermath might be, the quicker and more often you will be rescued. Having a belly full of unborn demon spawn might result in the quickest and easiest way of killing them, temporarily disabling your ability to generate the energy the Demons need to be born - in other words, after being rescued from being raped by Demons, your saviors will likely rape you as well.

Enough Is Enough (400 cp)
Monsters, as should be expected, are monstrous. Not only in appearance, but often in thought and deed. It's only sensible, their greatest source of food is humans in general and exorcists in particular, but that doesn't excuse them from the torture they'll put a girl through simply because they think it's funny. They even defiled ice cream! Regardless, you can now work yourself into a righteous and indignant fury that will allow you to fight harder and longer. It won't grant you more energy per say, but if you find yourself using half as much energy, isn't that the same thing as having twice as much? This rage and empowerment is largely based on how monstrous a given individual has been - be they a human or a kappa, if they've made your friends suffer then they're a valid target.

In addition to this, and only if you wish it, you will find that your vengeance is even stronger. Injuries you inflict and setbacks you cause are more difficult to recover from - if you manage to kick a monster's dick so hard that it explodes, he won't simply be able to get a replacement, not without months of effort. However, the same is true for you. If you get taken down while in this state, if you kill too many monsters and get knocked out of it - you can be assured that your suffering will be legendary.

Third Year Sempai (400 cp)
You've been an Exorcist for three whole years, practically a lifetime to a member of the Exorcism Club. During that time, you have learned, tested yourself, and refined your skills to the upper limit. Beyond simply having more skill, more power, more knowledge, you are now capable of locating flaws and issues in your fighting style with great ease, and erasing them with barely any additional effort. Best of all, you've learned to externalize your spiritual energy in the form of simple magical artifacts, such as Ofuda, Kamifuda, or a Gohei. While traditionally something a Miko would make and use, they're still excellent in your hands. Perhaps more importantly, you can empower other girls as exorcists through a series of rituals that cause your spiritual energy to flow through their bodies. From their perspective, it's quite pleasant - obscenely so, even - and anyone you use this on is guaranteed to form at least a small crush on you.

In addition to this, and only if you wish it, you may be fully trained as a miko - to the standards of the Exorcism Club. Using ritual dances as strip teases, using your body instead of offerings, begging and groveling instead of prayers… Such traditions have been passed down for generations - and your children, if you have any, will be born with a natural talent for Exorcism - both normal and JK style.

Hag Energy (400 cp)
The body of an Exorcist Miko is a finely forged instrument of death and destruction to the demons she hunts, but even the most robust of weapons will rust or crack given enough time. Or, in other words, the ideal age range for an exorcist to actually be an exorcist is 14 to 19 years of age. Any younger and her body outright can't generate spiritual energy - any older and it starts to slow down. Why? Because those are the years she's a JK, and that's what this world is all about. Or, well, normally that's how it works. For various reasons you aren't at risk of this - perhaps a demon modified you to be a better meal, or maybe you're just from an old and prestigious bloodline. In any event, your body will keep producing Spiritual Energy throughout the entire jump, and in fairly ridiculous amounts. In fact, should you encounter any other age-limited powers, you'll find yourself getting a minimum of three times the operational range out of them before they start to fade.

In addition to this, and only if you wish, you will find the ideal life of marrying your highschool sweetheart and having children together to become more and more appealing to you. Even if you're still functional as an exorcist, you'll probably skip 90% of your training to practice being a housewife, nevermind the fact you might not have a boyfriend. Hitting 25 and not being married will probably do more damage to your self confidence than any number of losses or any amount of rape from demons.

Adorable And OP Mascot (600 cp)
The same miasma that generates Demons can, on certain occasions and under certain conditions, create other forms of life. You are not human, though you bear many superficial similarities with them. You are a creature out of myth, a Kitsune, Oni, Yuki Onna or some other kind of Yokai, and possess a magical trait of some kind to match. Your magical power and beauty - now several times that of an ordinary Exorcist at base - scale to the amount of miasma you possess. This miasma is generated by individuals who think of you, or your species in general, for extended lengths of time. Which is mostly horny young boys expelling their lifeforce while thinking of you, but a girl making an offering at a shrine you frequent works just as well. At your weakest, you would be one of the most beautiful women in the world. Well fed on Miasma, your beauty would be literally divine.

In addition to this, and only if you wish it, you will find that beyond being empowered by the miasma generated by humanity, you also possess the ability to give back to them. Though, quite frankly, you may not wish to. A few strands of your hair woven into a tie of some kind can drastically increase the amount of energy an Exorcist can store. A few drops of your blood could increase the rate at which they generate it. And a Demon could plunder your body to increase his own power, and then chop you up for spare parts to use in making curses. Be wary of your own ability to aid others.

SURVIVE AT ALL COSTS (600 cp)
Going on patrols, dealing with the lecherous teachers at school, trying to put down human men who have betrayed humanity, simply having the bad luck to wander somewhere a monster lurks… There are a thousand and one ways for an Exorcist to die, some of them before she ever really begins training and gains some skill. Others become more likely as you do just that. You, on the other hand, seem to avoid all of them as easily as breathing. Or rather, you are ridiculously, absurdly lucky when it comes to these bad ends. You just so happened to remember to pack an antidote, your foe's secret weapon is running a few minutes late… if something good can happen, it probably will on a fairly regular basis.

In addition to this, and only if you wish it, you will find that seeking out your own form of love and happily embracing it will leave any who might have claimed you utterly sickened. Under normal circumstances a man might want you more for knowing that you have a boyfriend or are happily married, but in your case they only seem to reach conclusions such as 'used goods' or 'the other girl has fatter tits'. The more sweetly romantic you are, the more this intensifies.

I'm Still Alive In Here? (600 cp)
While Demons and Yokai make heavy use of defeated Exorcists both for their own pleasure and as components in various rituals, the worst part of the whole thing is that in almost all cases, the Exorcist is still alive, and still aware. Blind and deaf, but still able to feel the pleasurable abuse of their body. You have something similar to this. As long as your body is still capable of generating energy - which in this case means your uterus being the last bit of you - you are still technically alive. By some perverse miracle, your conscious mind is also contained inside this last part of you, meaning that even if you've been chopped into pieces or brainwashed into a perfect sex slave, there's still a backup of your true self that's calling the shots as far as the ending choices go. You may not last long enough to make those choices, but this ought to help.

In addition to this, and only if you wish, you will find that your soul is even sturdier and can in fact return to life given the right scenarios. If your body was used as fertilizer for a plant, you might find yourself 'reincarnating' as a plant monster. If a weak monster were to consume wine made from your body, you might take over his as payment. Doing this, however, has flaws. Most notably you will no longer be an exorcist, and will quickly die and fade away if you don't find a way to consume spiritual energy from exorcists. Thankfully, there's also a mental block that prevents you from considering exorcists as people. Enjoy your meal.

Too Busy Getting Fucked To Die (600)
High ranking Exorcists have more duties than just patrolling the city and slaying monsters. They're often called before boards and committees to explain various actions or receive commendations, or to parties to schmooze for the political aspects. And, on occasion, to a special mission that requires a top of the line Exorcist. You're seemingly skilled at all of these things - putting you in front of a committee will almost always end up with you getting the resources you've requested for your club, or dodging the blame for some collaborative mission that went south, and you pretty much constantly receive invitations to various parties from all of the people who want to suck up to you. Patrolling? If you want to be, you can be too busy to patrol. Honestly, you do more good for the club - and more paperwork than the principal - by attending these meetings and parties. The end result of this will probably leave your fellows wondering when, if ever, you plan to patrol with them, but the amount of resources you can bring in this way more than makes up for your absence.

In addition to this, and only if you wish, you may simply stop fighting demons altogether. You'll find yourself called for a special mission perhaps once every few months, but otherwise? Your schmoozing will keep you busy, and the rewards for doing so will be greater than ever. Perhaps you'd like to equip every Exorcist in your club with tools and techniques usually limited to the family lines with a dozen generations? You can do that. Expect to come home tired and sore every day, and to wake up with a hangover and a strange taste in your mouth fairly often - those are just the results of you giving 110%... and perhaps partying a bit too hard.

President of the Exorcist Club (600 cp)
Grace, beauty, enough raw skill to kill a legion of lesser monsters with a french loaf instead of a sword… Yup, it's official, you're the President for a reason. With that said - instead of having a specific effect on its own, this perk acts as a sort of booster to any and all of the other perks in this origin that you might have bought. From the amount of spiritual energy that your JK Uterus can produce, to being a bonafide Kami instead of a mere Yokai, anything you picked up before is now easily two to three times better.

In addition to this, and only if you wish it, you will find that you are functionally immune to the techniques and tricks of lesser monsters. Ordinary orcs and goblins simply pose no threat to you, the means and strategies to defeat them simply coming to you as naturally as breathing. With that said, this says nothing about your actual skill - they have been ordered to lose to you. In each jump, a single individual will lay eyes upon you and immediately desire you above all others. Any being under their command will die rather than hurt you, and any weapon they possess will break on your body. Only the lord - soon to be your lord if they have their way - is allowed to touch you, to use you.

Predator

Some Kind Of Mutant (100 cp)
When a female interacts with Spiritual or Demonic Energy, a spark is lit inside their body and their uterus begins to generate its own Spiritual Energy. When a man enters those same circumstances, it's very likely that his body will break down and he will die screaming as he all but melts. Fortunately for you, 'very likely' isn't 'always'. The other option is a certain level of mutation, one that may or may not grant you supernatural powers. Your mutation? A big dick. And by big I mean that if it were any larger your body would struggle to support it. But given that it's magic, your dick also has a whole suite of neat tricks to it, from being hilariously fertile, having a refractory period measured in seconds, having equally large balls and the capacity to drown a woman in your cum, and the fact that all of these traits increase the more abuse you pile upon your partners.

Underhand Man (100cp)
The vast majority of men who receive power via their mutation do their utmost to never allow the Exorcists to realize they have powers of their own until it's far too late. To that end, you are actually remarkably unassuming. Even if you were a fat, bald man who obviously leers at every nearby woman, you'd merely be viewed as unpleasant rather than any sort of real threat. If you looked more normal, say a perfectly average Japanese businessman, you'd probably be 'so obviously human' that several Exorcists would probably walk right past you while searching for the source of Demonic energy that they detected. Or maybe that's your actual talent for hiding your talents, up to and including whatever Demonic powers you might have.

Wrap Her Up And Send Her Home (100 cp)
If you haven't figured it out by now, let me tell you a little secret - the entire concept of Exorcism is a lie, the result of a trade deal between the men in power and the Demons in ancient times. The girls are just powerful enough to make things 'fun', are trained to keep themselves in tip top shape so that they won't break immediately, and the manner in which their energy works forces them to prioritize their appearance to an extent - in other words, it's a program designed to generate the perfect whore. You are an administrator of this program, and as such are remarkably competent at the small details of these dirty deals. You can spin almost anything into a half decent lie to feed to them, can manage the non-existent paperwork to ensure that every district has a plentiful number of sacrifices, and can even get your hands dirty with some level of skill, having a remarkable level of skill at giving a girl the perfect amount of drugs… or butchering her up according to the customer's order without actually compromising her health.

All Our New Year's Money (100 cp)
Under normal circumstances the conspiracy that connects the government figures who 'manage' the exorcism club and the demons who actually matter is something that you'd have no chance of stumbling upon. At the same time however, if you know how and where to look then there's absolutely nothing stopping you from placing an order for an Exorcist to be beaten, raped, and delivered right to your doorstep as a brainwashed sex slave. Well, aside from the cost. Ruining a girl's life is cheaper than you might think, but generally outside the bounds of a high schoolers allowance. In any event, you'll find that gaining access to simple uses of any such conspiracies services to be a surprisingly easy task. Maybe you'll stumble across a site on the darkweb through dumb luck, or perhaps you have an uncle who will drunkenly send you a lead that he meant to send to an 'honored customer'.

Powerful Equals Slutty (100 cp)
Top of the line Exorcists tend to be... well, to have garbage personalities. Or just complete bitches. Something about all that spiritual energy cooks their brain or some shit like that, leaving them a bit empty headed. You know, I've heard them say 'no one was hurt' while standing in front of a guy whose arm they broke. 'No one I care about', more like. That said, you don't care about that. No, you care about the other side effect. Lots of Exorcists don't view ordinary men as people, so they completely miss it when the guys perv on them. This is a feature you're allowed to take with you - the more powerful a girl is, the less of a shit she's gonna give about her state of dress. A moderately powerful Exorcist will dress up like a whore in her free time because she likes the skirt going swishy swish. An exceptional one might not bother with clothes sometimes.

New Hires For Bad Jobs (200 cp)
Demons obviously don't have the greatest opinion of humans, but for someone so obviously embroiled in the conspiracy that exists solely for them to get laid, they'll make an exception. Because of this, Demons, monsters, and all other sorts of nasty critters… just seem to like you? I mean, not like they'd ever want to be friends with anyone so weak and pathetic, but for a human you're pretty good. You are, for one reason or another, an exceptional minion. Not a great thing in and of itself, but it also means that simply walking into a room full of man-eating monsters and asking for a job is a perfectly viable way to get yourself introduced to the supernatural half of the world. And probably laid on a regular basis, given that bitches seem to be the primary currency in this world.

Would You Like Some Bubble Tea? (200 cp)
On the flip side, maybe you've already made a name for yourself? Maybe you don't need an employer, but instead need some employees? To that end, you are absolutely fantastic at finding like minded and morally bankrupt individuals to help you in your schemes. Want to set up a bubble tea stand that doses any passing Exorcists with a wonderful cocktail of drugs that ensures that they lose to the next Demon they fight, or start up an underground casino for corrupt humans and Demons alike? You have a surplus of people to interview. On a similar but different note, you're also a dab hand at contacting Demons in order to hire them as well, though there's no telling if they'll accept. Preferably you'd like to have at least one on staff, their specific skills would make mincemeat of any Exorcists who try to shut you down.

Psychic Manifestation (200 cp)
When you were a young child you were exposed to a dose of demonic energy and instead of killing you, it gave you a most unusual talent. You can create items out of raw psychic energy, with a few limitations. Specifically, these items represent a talent or power of yours, and serve as both an intentional weak spot and as an amplifier. If you had any talent for magic, you might manifest that talent as a wand or stave, allowing you to cast magic far above your normal limits, at the cost of finding your control shot to hell without it. Said wand would, of course, be entirely useless in the hands of others. If you had the amazing power to stop time, perhaps you might manifest it as a stopwatch, giving you more precise control over who and what is stopped, and perhaps even how, so long as you have it on your person. You can create these whenever you wish, but destroying them and returning your talents to normal takes a while - you CAN still do it if you lose it entirely or it's stolen, but it will take a few days.

Island of Beauty (200 cp)
Between women being the only ones able to generate spiritual energy and men often dying abruptly at the lightest tap from miasma, there are some notable shifts in society from what you might expect. Not even 200 years ago, Japan had a population that was reaching 90% female. These days it's closer to 70%, still unbalanced but more stable. The only reason harems aren't part of the norm is because this isn't that kind of series and also because quite a few of those girls die before graduating highschool. And I thought you might like the opportunity to take that with you. How and why you'll justify it is up to you, but I can arrange things so that the gender ratio is up to 9:1, something that will cause society at large to view women as being... less special. Replaceable, perhaps. Certainly not a commodity, not like they are here. Unless that world was equally as awful as this one, I suppose.

Just An Innocent Bystander (200 cp)
It's not enough to be normal, sometimes in order to escape scrutiny you have to cast yourself as the victim. You now have enough skill at acting to sell yourself as a complete and utter coward, begging and crying - possibly with snot running down your face - for the pretty lady to save you from the horrible monster, something they'll fall for nine times out of ten. The other half of this is simply being one hell of a spin doctor. You could, with a few moments to center yourself and get your story straight, sell yourself as an undercover agent trying to infiltrate the organization by regularly attending rape parties, and even killing an Exorcist yourself. Won't the look on their faces when they ask you to sneak them in, only to immediately get fucked over because you actually did sell them as slaves instead of only pretending to be something glorious to behold?

Recycled Goods (400 cp)
It's a great feeling, at the end of things when you've gone and twisted that knife in well and good, and the monsters you sold the local bitches out to decide you get to take one home with you. Or maybe you and your club saved up to buy one on the down low, and they've just arrived. Knowing that you have complete control of their fate, their life, their dignity from now on… such a rush. But, you know what's not a rush? Having to actually take care of them. It's not like you loved them or anything after all, you just loved the way they felt wrapped around your dick. So, sooner eventually, this relationship has to end, and the girl will get thrown away as a result. Unless you're a collector, I suppose. In any event, once you've decided that you've extracted all the fun you can from a girl, they have a tendency to just up and vanish. You didn't exactly put them in the trash or anything, that might raise questions. So where'd they go? Who knows, who cares. They're not here anymore. Depending on the state you left them in, you might find a chunk of cash in your bank account a few days later after someone turns them into 'raw materials', or you could see them walking around again with no memory of you at all if the exorcist club was able to put them back together. Maybe you'll feel like round two with her at some point in the future?

Expected Treachery (400 cp)
Certain portions of the human government are in deep with monster society. Balls deep, one might say. That said, monster society... kind of isn't. The orcs running an ice cream shop and the mind flayer casino don't give a shit about the goblins in the park, you can exterminate them at your leisure. To that end, despite being buried up to your knees in back room deals, nobody ever seems surprised or to even care when you utterly obliterate their next door neighbor. As long as they personally aren't inconvenienced by your backstabbery, it's all fine. And if the demons break their word first, you can just wipe them out entirely, no need for excuses or minding the collateral and not a single person will speak out against you.

Official Orgy Meeting (400 cp)
Most individuals have simple pleasures. Good food, good drink, and a bitch wrapping her lips around your dick. Luckily for you, you'll find that most of the people you interact with are remarkably like minded. Your bosses become willing to overlook safety violations by the dozens when you give your explanation while they're getting sucked off, and your underlings go from perfectly normal people to just as horrible as you in record time. Your solution to the situation might not be the best one, but with a little help from the girls you've been playing with, it can be a remarkably reasonable one. Give a little speech, a bribe, a bitch, and they'll be eating out of the palm of your hand and converted into a believer in no time flat.

Corrupt Politicians (400 cp)
Congratulations, you're no longer something as plebeian as a minion or as unrewarding as a school teacher. You start the jump as a minor politician of some sort, just enough power to inconvenience legislation you disapprove of, but not enough work to really bite into your free time. Honestly though, that's a side gig for you. Your real job is as a mediator of sorts between a number of less than upstanding citizens. Not only are you schmarmy enough to make friends with hardened criminals over some drinks, but you somehow have at least half a dozen minor crime lords on speed dial - and more than a few monsters as well.

Fifty Yen Coin Go Brrr (400 cp)
Congratulations, after a chance encounter with a Demon one day, and a rather painful night as parts of your body rebelled, you have acquired a supernatural power! Specifically, the ability to hypnotize people. With a pretty pendant and a moment of their time, you can begin to make drastic alterations to a person's mentality. Beyond simply programming them to act in a certain way or to prioritize your wants and desires over their own, you can outright erase and replace large swaths of their memory as long as you have the time to narrate their new life to them. You can also plant sleeper commands, such as making them more prone to surrendering against certain kinds of enemies, or being unable to consciously harm you. Really, the only limit on what you can do with this is how fast you can talk, and a basic set of commands probably wouldn't take more than ten minutes.

Exposure Therapy (600 cp)
Men who gain supernatural abilities almost always do two things. Obtain a prestigious position where they can shove off their work onto someone else, and make sure no one ever figures out they have some kind of magical power. But, I'm getting ahead of myself - first, you need a power of some kind. You are one of the lucky few who will actually survive being exposed to Spiritual or Demonic energy and come out ahead - in fact, you're so lucky that not only will you end up with an exceptionally useful ability, but you'll undergo a similar mutation in future jumps, with your body simply reacting to the presence of new forms of power in such a manner that leaves you with a similar kind of power as you would find here. In addition to that, such mutations and other unsafe methods of gaining power are much much safer, or have far fewer drawbacks for you than they do for others.

Pillar Of Humanity (600 cp)
Spirits cannot be fought. Can barely be reasoned with. Entire armies of men and monsters alike are as dust in the wind before them. But, thankfully, they can be bribed. The true purpose of the JK Exorcist is to be a form of ritual sacrifice to these evil deities, so that the rest of humanity may live in peace. You will find, that should such a god come calling, or a monster that poses an apocalyptic threat the the world somehow arrive, that you will be able to strike a bargain with these beings by appealing to their libido. Sure, a few thousand girls may lose their lives trying to sate their appetite, but what is a few thousand compared to the end of the world as we know it? And hey, when you're producing that many girls as sacrifices, nobody will notice if one or two disappear into your basement and never return.

31 Year Old Virgin (600 cp)
A sad state of affairs, but not an unexpected one. Almost all of the girls worth a damn are either taken by some mind controlling bastard or get eaten by monsters long before they consider going on a date with you. However, as a result of that, some monster seems to have taken pity on you and granted you a small portion of its power in the form of a talent for magic. As for what your new talent allows you to do? Well, it takes anything else you might have bought from this origin and dials it up. Raw talent combined with magical power... it's a fearsome combination. Ignoring all of that, and assuming that for some reason you bought nothing else, you also have a talent for Necromancy - which, I should point out, is the manipulation of the brain dead rather than the actually dead in this world. Removing souls from bodies is within your power, and you can then use those removed souls as focuses and power sources both, more often than not granting you some measure of control over the girl whose soul you now hold in your hand.

Time Stop Sorcerer (600 cp)
It should be known by now that demons and mortals mingling leads to nothing good. Not for the girls they'll undoubtedly plot against, and not even for the men if they overstep themselves. Perhaps you did just that one day, and were exposed to raw demonic energy as a result. Or maybe you were caught up in a battle between demons and exorcists as a child, and taken hostage. The end result is not that the demonic energy killed you - if anything, it gave you power beyond power, the ability to halt the flow of time. At the snap of a finger or a mental whim, you can force everyone in the world to simply stand still and cease all action. An exorcist jumping into the air remains there. An orc falling down doesn't hit the ground until you let them. There is a catch, however - this power is nominally powered by your balls, so if you ever completely empty them you'll find your power needing to recharge. So go ahead. Have some fun with the exorcists while time is stopped. Play a prank, or rape them if they're bitchy. Just remember to save a load to power this with, or time will resume without your permission.

The Expendables (600 cp)
As much as the backroom deals with demons are a cornerstone of society, that's largely with organizations or just with the Spirits. A random tentacle plant neither understands nor cares about your politicking. To that end, if a weak enough demon grows in power fast enough then it can skip the step where it cares about your offerings, and will simply go on a rampage of consumption. This is generally bad for everyone living in the local area, and while you normally wouldn't care how many exorcists go down, you live in that area. So it's a problem that needs to be dealt with before it becomes inconvenient to you personally. To that end, you have the authority to assemble a Special Operations team of Exorcists. While operating under this flag, the girls who would normally be nothing more than more meat for the grinder will instead be amazingly successful, bordering on invincible. After all, it's no good if they die before saving you, right?

Monster

JK Cancel (100 cp)
The body of a JK Exorcist is a work of art on the spiritual level. And like all great works of art, it can be utterly ruined by putting your greasy fingers all over it. Or, more accurately, by raping the hell out of them. You see, Exorcists can't actually use the energy they generate when there's a load of cum dripping out of them. It's a little something that guarantees that they're a virgin, which just makes things more fun for you. Regardless, this is now something that all female magic users and their ilk are going to have issues with when you're around. As long as part of you is still painting their insides white, they can't do a damn thing to stop you from having your wicked way with them. Just imagine if they were unlucky enough to get pregnant, that would practically ensure they never get their powers back.

Monstrous Reproduction (100 cp)
And speaking of just that, let's talk about your plans for the future, how many kids you plan on having, that sort of thing. Now obviously the answer is 'rape as many bitches and have as many kids as possible', but how you go about that is important. By draining away at the Exorcist's power, your children can be born with most of that stolen energy to their name in as little as a week - and potentially as triplets, if the Exorcist had decent reserves. It's important to have her help you repopulate after all. As for your actual chances of fertilization? Well, basically yes. You are absurdly fertile that a single half hearted dose is a guaranteed bullseye, and will likely tend towards twins, triplets, and other large numbers. Well, at least until her body hits the point where she can't support that many.

Stomach of Iron (100 cp)
Here's something a little less pleasant, but no less useful - as a monster living on the outskirts of society, you may be forced to consume a number of less than pleasant things on occasion. Luckily, you have a stomach that's more akin to a nuclear furnace than a biological organ. If something goes down your throat, it gets dissolved, digested, torn to pieces by the sheer muscle in your throat, etc fucking all. Raw sewage, human flesh, a plastic onahole even outright poison. It goes into your gullet, it makes you stronger. I should probably mention that if the onahole or body part in question belonged to an Exorcist, eating it will actually add a good portion of the Exorcist's reserves of power to your own, permanently increasing your strength.

Don't Need To Be Strong, Just Lucky (100 cp)
Even the lowliest of monsters has something special about them that no human could ever hope to match. Due to your nature as having been born from miasma, you can survive attacks that would otherwise have been fatal, at least for a little while. Where a human might bleed out from an attack in under a minute, you could potentially survive ten. Where a human might collapse from shock at having a limb cut off, you only collapse when it's your leg. Still a bad situation to be in, but if you can play dead and wait for the perfect moment to counterattack, it's entirely possible for you to turn things around. Surprise attacks are a monster's best friend, after all, and you're quite good at them.
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Roll Intelligence (100 cp)
When you're weak, when you die in a single glancing blow from a newbie Exorcist, you don't have many options. Don't get hit is a good one, but you're also slow so they're faster than you. What do you do then? I'll tell you what you do - you set traps. You rig explosions, or poison your weapons. Every 'unfair' thing you can think of. One day you'll be able to laugh off even the strongest of their attacks, assuming you live that long, but today? Today your mind is your greatest weapon - and make no mistake, yours is in fact great. You're an inventive little shit when backed into a corner, and the corner is where the weak live, so let's see what you can make.

Quirky Little Creature (200 cp)
If there's one thing no monster, demon, or youkai wants to be, it's average. Every last one of them lusts for more power, more bitches, more territory, more more more. Fortunately, you have something that sets you heads and shoulders above others of your race - a unique quirk. Perhaps you possess the ability to excrete an aphrodisiac into the air around you, or have a strange twist in the structure of your soul that allows you to absorb energy from the Exorcists much quicker than your brethren. Or hell, if you were some kind of slime monster then maybe you're the same kind of slime that certain groups harvest from in order to make the local Exorcist population shit themselves. And that's ignoring the part where you're straight up better by a small margin in almost all categories - boring by comparison, perhaps, but useful nonetheless.

Monster Tamer (200 cp)
You know, you'd think this was somewhat redundant with you actually being a monster, but as it turns out it's actually fairly useful. You see, you now have at least part of a speciality in lesser monsters - not in the sense that an Orc could reasonably command a Goblin, but in that you are a dab hand at training less intelligent ones, such as Mimics and various forms of Demonic plantlife. Perhaps even a dire wolf or two? Converting such a thing from a part of the environment - or a stage hazard, if you prefer - into yet another weapon in your arsenal is the work of a few afternoons, and perhaps a bitch or two as reward for good behavior on your new pets part.

Goblin Shaman (200 cp)
Congratulations, you've become a practitioner of magic! As the lowest of the low and the scum of scum, you have a very simple but very effective speciality - not dying! Or more accurately, helping others not die. You have a rather weak but extremely robust form of healing magic that allows you to help your friends and victims survive damn near anything, from having all your limbs chopped off to outright being cut in half. I can't guarantee that they'll want to live if the missing half is the one with their dick, but you can do it. Actually putting them back together… Maybe if you were a proper wizard or sorcerer. Regardless, this means that not even through death may an Exorcist escape your grasp.

Pluck An Angels Wings (200 cp)
How interesting. Female monsters are something of a rarity, since others will merely consider them as emergency rations rather than anything respectable. If they're strong enough then the masses will bow, but at the slightest sign of weakness… Well. You know how that goes. In any event, you have an unusual talent for the management and creation of female monsters. If a kitsune or an oni were to side with the Exorcists, you could cut them down to size with surprising ease. And in the same breath, you can make them. Dunk a girl in enough demonic energy until she awakens as a succubus, or perhaps use her soul as the core of a new kind of slime? Monsters made this way are perfectly obedient as long as they're weaker than you, but past that will rape, murder, and pillage for the slightest advantage.

Bird In A Cage (200)
One of the most irritating kinds of demons for an Exorcist to deal with are the many breeds of parasites. Specifically, the ones that either take over or use fallen Exorcists as part of their own body. Of course, it's not limited to just lesser parasites. There's a certain kind of toad that eats Exorcists by the dozens. With that in mind, and regardless of what kind of creature you might actually be, you now have the ability to hold an entire exorcist inside of your body, even if you happen to be a tiny little goblin. You won't be bulged or bloated either, nor will it interfere with any functions you have that require you to incorporate an Exorcist into yourself. Pretend that the space they're being stored in is a pocket dimension of some kind, if you will. The body that you're holding onto this way can be the one you use as the framework for your own body, but it doesn't have to be.

So Be Good For Onaholes Sake (400 cp)
Everyone knows about Santa Claus and how he delivers presents to all the good little children, but has anyone ever told you about Krampus? He's a spirit that doesn't stop at delivering coal, but viciously beats naughty children. Well, that's the story - what really happens is that he gathers up all of the nasty and evil Exorcists, tosses them in his magical sack that turns them into sex toys, and then delivers them to those they've most hurt. If an exorcist goes out of her way to bully a young man? I wouldn't be surprised if she ended up underneath his christmas tree. The Miasma that goes into a monster like this is powerful, but fickle, and as such Krampus only has his powers during December. So, would you like to be one such monster? I can offer quite a large chunk of power, perhaps the ability to manipulate 'love' during February, or to disguise monsters as humans during October, but this power is quite limited the rest of the year. If so, choose wisely, and have fun.

Let The Bodies Hit The Floor (400 cp)
Oh. Oh dear. There are about to be a great deal of unhappy Exorcists in the near future. You see, you are a backstabber. A professional traitor, a high caliber mole, a superb puppet master, and are generally the last person someone would want guarding their back. You're also a possessor, being a ghost, slime, or otherwise able to hijack the body of an Exorcist, and will actually be starting the jump inside the body of one. If that's not enough, you are painfully skilled at the creation, manipulation, and strategic deployment of 'emptied out' girls that you can then reprogram to do the backstabbing for you. Why don't you have your new pet buy the rest of her club some bubble tea on her way to school?

Suicide Queen (400 cp)
Most monsters are male. Most. Every now and then you get something thats female, whenever the miasma behind something like a Kitsune or a Yuki-Onna reaches a peak and a new one is born. Or, more relevantly, a Succubus. These monsters tend to be fairly powerful, but also fragile - their male fellows aren't any kinder to them than they are the JK they both hunt. You may, if you wish, be a female monster. Kitsune, Yuki Onna, Succubus, or just a female version of another monster such as an Oni. Whether you want that or not, you may also be hot, handsome, beautiful, or whatever word you want to describe yourself. Most monsters are also ugly - you, however, are not, regardless of your gender.

Scum Of The Earth (400 cp)
For centuries, kings, emperors, taxmen, politicians, and other morally bankrupt individuals have had a deal with the monsters. This deal birthed the Exorcist program, the ritualistic sacrifice of as many bitches as possible to serve as the monsters breeding slaves, sex toys, and potentially even dinner. You possess the ability to create a similar scheme, able to find, get into contact with, and strike a deal with individuals who have something to offer you with remarkable ease. Now, I'm not saying all politicians are evil and would be willing to sell you a baker's dozen of their constituents in exchange for a mind broken bitch of their own and a murdered rival. But when you're involved? It really does seem that way.

Biological Weapon (400 cp)
This may or may not be true, but certain species of demons are actually biological weapons that their creators have long since lost control of. It would explain how virulent they are. You may or may not be one of them, but in terms of what you can get out of eating an Exorcist you're disturbingly efficient. You see, you're a cloner. With nothing but a single exorcist, you can effectively create a copy of yourself using their body as the base and their soul as a power source, dissolving both into a slurry of slime and energy before shaping it into a copy of yourself. Better still, you can now absorb lesser monsters into your own body. Perhaps you've taken to using the limb of some other demon as a weapon due to its fun properties? In that case, you'll find that should it ever be destroyed or lost, you can simply grow a new one. It might not have been part of your body originally, but it certainly is now.

Implements From The West (600 cp)
Once upon a time, a monkey went on a journey. During that trip, he encountered a demon with a magic gourd with the power to suck people inside. At some point, that gourd was broken down and a few shards of it were used as the material to create a second, third, and fourth gourd. This process, the breaking of legendary weapons and artifacts in order to mass produce lesser versions of them, is something you are now well acquainted with. Admittedly, doing this requires at bare minimum a sample of the original, but it can let you create some amazing toys. That gourd, for example, had the power to suck things inside of it and melt them down. A mockery of it would perhaps suck them inside in such a manner that they could be used as an onahole, and then melt them down into a delicious wine that raised the magical power of whoever drank it. The possibilities are really only limited by what you can get your hands on.

All Things End With Onaholes (600 cp)
You may notice that during your time here, onaholes are a recurring theme of sorts. The powers of an Exorcist protect the womb, causing them to dissolve into them, monsters know magical spells for turning girls into them, some creatures eat Exorcists and spit out the waste in the form of... onaholes. There's even a group of humans who figured out how to physically extract the soul, at which point they forge it into the shape of an onahole. You get the idea. With this, you can take your various powers, abilities, and even a few bodily functions and… Rework them slightly, in such a manner that the end result will somehow work out to include the creation of an onahole. Or several, depending on the ability in question. Don't expect me to understand how this works, but you can in fact rework your fireball spell to burn up everything except their womb, which will naturally survive in the form of an onahole, or perhaps refine the design of your generators into something more efficient - and more fuckable.

How Will I Kill You Today? (600 cp)
Does that girl look familiar to you? I know that the true ideal of the exorcism club is that all of the girls should have black hair, almond shaped eyes, and a ponytail, but even so the girl you just killed looks oddly familiar. Oh, right - that's because you did. Yet, here she is again, back to life and just as dumb, arrogant, and self righteous as she was the last time around. As it turns out every few months you can just sort of... reset the world slightly. Girls you murdered will pop back up, everyone around them - and them - convinced that on the day of their fatal mission, they didn't actually take that mission and instead went somewhere else and did something else. Of course, this isn't to the girls' benefit, because all that energy you drained from them, all the tools and toys you fashioned from them and auctioned off? Still there. And the girls themselves aren't any stronger. In other words, this lets you treat your favorite girls as a renewable resource - you can kill the bitchiest of them in a dozen different ways, perhaps even using spells powered by previous defeats to do her in this time. Don't worry, you won't bring anyone back who is an actual threat, but then again - it's not like many Exorcists are a real threat to begin with.

I Contain Multitudes (600 cp)
Most demons rip an Exorcist into pieces, eat them, and move on. Others will try to farm them in some manner, milking every drop of power from them that they can before finally ending their misery. You've learned that this is foolishness, that there is one more resource they can provide you. Arguably an even more important one - their minds. The Exorcist Mikos of Japan know so many fun techniques after all. Wouldn't it be fun if you knew them too? Luckily, that can happen. By holding an Exorcist inside of yourself, you can gain the ability to use any techniques or 'spells' she knows as though they were your own. Want to regenerate long past the point of absurdity? Find a girl that can heal and take her for yourself. Unfortunately, this technique does prevent you from consuming them fully. You need both their body and soul inside of you and relatively intact or it doesn't work. Their soul doesn't need to be in their body, and I suggest against that, but if they start to dissolve you'll lose their powers.

Elder Spirit (600 cp)
The true purpose of the Exorcist program is to sate the desires of the many monsters that prey on humanity - one girl a month to the goblin clan under the bridge, two for the orcs on the mountain, three split between the lesser clans, and if there are any left over, one for the human men who run the system. But it is the threat of the greater monsters, those known as Spirits, that caused mankind to be willing to sacrifice this many women rather than rally their armies to fight off the creepy crawly monsters. You are now a member of the ranks of these Spirits, and are horrifically overpowered as a result. Everything you have from this origin is now MORE, a testament to the corpses of a thousand Exorcists you have consumed to increase your power. If you were intimidating before, your very presence causes legions of monsters to obey. If you had any measure of magical talent before, your version of a cantrip could easily outdo several other shamans and sorcerers working in unison. It's no wonder that humanity throws bitches at you by the dozens to keep you entertained.

Items

All origins gain an additional stipend of 800 cp for this section only

Exorcist

JK Sword (100 cp)

The most basic piece of equipment an Exorcist can have, the Exorcism JK Sword is a simple but effective weapon for use against Demons. Taking the form of a simple katana, it's forged from high quality metal in such a manner that it can channel the Exorcist's energy through it, turning an otherwise insufficient weapon into something that can slay Demons left and right. As you might expect, the sword becomes sharper and more durable the more energy you infuse into it, and as such will continue to serve you well throughout your entire career. A kit for simple maintenance, keeping the edge from dulling too far or rusting over, is included and will restock whenever you use it.

In addition to this, and only if you wish, you will find that your supply kit for maintaining the blade comes with a number of bottles that don't seem to be intended for use on the blade. Instead, these are lotions, shampoos, and lube - to make your skin smoother, to make your hair more lustrous, to make your ass more accepting of your lovers member, as well as a few other things. Using them once a week is more effective than using conventional products every day, so there's no excuse to not take care of yourself.

That Silky Sheen (100 cp)

The full and proper name of the Exorcism club is actually the Exorcism Club for Black-haired Girls with Ponytails, and if you think that such a name is hilariously overspecific, then congratulations, you and me both. Still, the ponytail bit is at least somewhat reasonable due to how spiritual energy is stored by the female body. This item… is hair dye. Black, to be precise. Presumably this is just another part of Japanese culture being weird. Still, this dye will turn your hair into a rather lovely shade of black, and will never fade away or start to show your roots. There's also a set of more normal tools, curlers, straightener, combs and brushes, and more hair ties than you will ever need.

In addition to this, and only if you wish, you will find that the dye also causes minor alterations to the rest of your body - after a few years, your eyes will have mysteriously drifted towards being almond shaped, your hair will have grown out longer than you'd have thought possible, so on and so forth. Simply put, your body will invariably drift towards the ideal of Japanese beauty. In future jumps, you may trade this out for another country or culture if you desire it.

School Districts (100 cp)

While the Exorcism Club is something of a universal constant, you will find that each and every school that has one is slightly different. A school in a run down district might have more delinquents and an unusually large number of unarmed fighters, while a middle class one might have a wide variety of weapons and lax rules on how to wear your ponytail, and a private school might have very traditional standards in exchange for teaching its Exorcists the best skills and techniques. What you have is a map of sorts that shows you exactly where to live and what grades to achieve to enter into any specific school, should you decide that you wish to go to one that will at least partially cater to your preferred hair and combat styles.

In addition to this, and only if you wish, you will find that each school on the map also roughly corresponds to a particular type of fetish that they will be preparing you for in the event of your loss to a demon or sale to the same. Attending a very traditional high class school might slowly turn you into a submissive lover with dreams of being a housewife, while one full of delinquents might cause you to grow into a massive masochist.

Served Softly (100 cp)
An unfortunate fact of life is that the world is full of what amounts to save or die techniques and abilities - you're either strong enough to kill a monster in one hit, without so much as a scratch to show for it, or you lose instantly. Amazingly enough, there does actually exist something that a monster would make that won't poison you immediately - thanks to the generous donation of a Yuki Onna, you now have a small but limitless supply of various chilled products, such as ice cream, shaved ice, and frozen fruits. Due to the faint traces of Spirit Energy in them they're absolutely delicious, and can even increase your own reserves by a small amount. Perhaps best of all, despite tasting amazing they possess no more calories than a glass of water. Do thank her if you see her, won't you?

In addition to this, and only if you wish, you will find that actually eating these frozen treats has a mild effect on you psyche, making your thoughts flow slightly slower in a strange form of brain freeze. They also make you slightly more gullible until the ice works itself out of your system, though thankfully that usually doesn't take very long. They're also even more delicious than before, such that not eating at least one or two a day takes some serious self control.

Casual Wardrobe (100 cp)
Most Exorcism Clubs don't actually have a specific uniform, they just borrow the school dress code. Maybe throw on a red arm band to make things stand out a bit moe. As long as you've got a ponytail, you're probably fine. But what about when you're not doing Exorcism stuff? What about when you're, say, taking a walk in the park on your day off? Or just hanging out around the house? You've got other clothes, and now, you've got a lot of other clothes. Now it's not quite the entire contents of a department store all mysteriously shoved into one small closet, but it's close and it's more options than a teenage girl will ever need.

In addition to this, and only if you wish, you will find that your wardrobe is... a bit more open. Breezy. Less covering. Not exactly the kind of thing a gyaru would wear, and certainly not the kind of thing a slut or a whore would wear, just... more comfortable, while also showing off your legs. And besides, it's not like what the guys think about your clothes actually matters in the long run, right? So you should be allowed to wear whatever you want, and what you want to wear doesn't include a bra.

Sealing Tags (200 cp)
Being an Exorcist is not a particularly religious job, but you do have allies that belong to that crowd. You have been given a number of paper tags with mystical designs emblazoned on them, designed to invoke the power of a kami - or at the very least, to nudge your spiritual energy into doing something exciting. This particular sheaf of tags, which restocks weekly, is the metaphorical equivalent of a grenade. Channel a dash of energy into them and then throw them, and they will detonate in a burst of energy that will see ordinary Demons killed instantly. Prior to being thrown, they can also be used as a makeshift knife, the edge of the paper hardening into an acceptable emergency weapon.

In addition to this, and only if you wish, you will also come into the possession of a number of warding tags, meant to be placed around locations in order to defend them. Place one of that tag on each wall of a building, and any energy inside of it will become vastly harder to detect by any passing Demons. Place one of this tag on each wall of a room, and it will become completely soundproofed. There are several kinds, and you may even place an order for special ones if you wish. Secretly, each kind of tag has a certain drawback - one set of tags may make an Exorcist more brash and less observant, while another may temporarily prevent a woman from conceiving any male children.

Wooden Blade (200 cp)
Deep in the mountains, there is a shrine that has stood for one thousand years. In the courtyard of that shrine there is a tree that has been tended to by miko for every day of its life, and has drunk deeply on their spiritual energy. Some years ago, a thunderstorm struck the tree and a limb fell off. That limb was then fashioned into a number of wooden blades, one of which has made its way into your hands. Though at first glance it is inferior to a proper weapon, its vastly superior ability to channel spiritual energy creates a scenario where an ordinary sword is more akin to a shaving razor than a weapon.

In addition to this, and only if you wish it, you possess a small mountain retreat, a shrine of your very own. Inside its wall are a number of purification rituals designed to temporarily enhance weapons or purge Demonic influence from people. Their use is simple, with most of the supplies necessary kept inside the shrine itself, but they have a hidden cost - for a period afterwards, perhaps a month, the minds of any Exorcists involved are 'purified' as well, causing them to disregard their personal life - and any potential lovers - in favor of doing their duty as an Exorcist to the best of their abilities.

Yokai Familiar (200 cp)
Being an Exorcist, you would imagine that your primary duty would be to kill demons whenever and wherever you found them. However, in the distant past an ancestor of yours chose to seal away a set of weak demons, and they have since been turned into familiars for your family. There are a few options, the most common of which would be a small handful of Kudagitsune, but the usage of these creatures remains the same. In exchange for directly feeding them some of your spiritual energy, they will fight alongside you to kill your foes. They aren't particularly intelligent, but they are decently well trained and have very sharp instincts - if there's an enemy they cower from, consider running instead of punishing them for not following your commands.

In addition to this, and only if you wish, your familiars will be slightly more powerful than before, or there might be an extra one. The cause of this however, will have been the death of one of the ancestors that attempted to train them into being loyal familiars. They might not be smart, but they are clever and they know they've been enslaved. You'll need to watch them carefully and treat them to the exacting terms of how to ensure their obedience. If you don't, they'll turn on you in a heartbeat - and like all yokai, they have some kind of magical onahole ability to go with their combat prowess.

Medicinal Tinctures (200 cp)
When one fights, it's only natural to want to have some sort of medicine on standby in case you get hurt. Sadly, I can't give you anything special, but there is something I CAN give you. Herbal remedies are as old as dirt, after all. To that end, you have a variety of tea leaves and even a couple of coffee beans that have slight beneficial properties to them. Teas that can reduce headaches, inflammation, can purge demonic energy from your system and allow you access to your own powers quicker if you find yourself cut off from them, even a small amount of leaves that were grown with a large amount of spiritual energy - drinking one of those is better than an entire gallon of caffeine. There's even a handful of incense sticks that can help you sense spiritual energy. Good for beginners, and smells nice too.

In addition to this, and only if you wish, you'll find yourself in the possession of a handful of the alchemy club's creations. Potions that can make your hair grow a specific color, as if it were the color you were born with. Tinctures that can gum up or make your spiritual energy flow more freely. Even ones that make you simply generate more of the stuff. Most of them will reduce your spiritual energy slightly, requiring some of your power to take full effect. The ones that don't are the most dangerous.

Battle Regalia (200 cp)
Normally, the uniform of an Exorcist is just the school dress code, something that is often mildly formal if also a bit lax. Short skirt, stockings optional. Lots of pantyshots. You, however, have something a bit special. Cosplay. Well, no, it's actually an 'official battle outfit', but realistically it's just cosplay. Maybe you go to a christian school and the outfit is a naughty nun outfit, for example? Despite its revealing nature, nobody seems to think the outfit is odd, and many are jealous of you being allowed to have it. Actually wearing it will see you locked into a state of hyperfocus - you'll notice more details, be harder to distract, have more control over your spiritual energy, and so forth. Enough to be worth wearing.

In addition to this, and only if you wish, you will find that the outfit is a bit more risque. Shorter skirt, larger boob window, sheer lace underthings if not leaving you going commando, so on and so forth. The kind of thing a fat old man would love to fuck you while wearing. While attending to tasks within the bounds of the outfit, you'll find yourself enhanced. For example, if the regalia resembled a maid uniform, you would find your cooking to be enhanced alongside your ability to 'clean up' the messes caused by demons. The details will shift around depending on your chosen theme, but you should expect a minor desire to be properly controlled to manifest itself no matter what you choose.

Ramen Shop (400 cp)
After a long hard day of training to be an exorcist - and maybe even slaying the odd demon - what's better to kick back and relax with than a bowl of steaming hot ramen? Luckily for you, there just so happens to be one in the area. Maybe it's run by your mother, or simply just a former exorcist. In any event, it's good eats. Dining here inspires heartfelt conversation and can increase the efficiency of your training by letting it sink in faster. Heck, do some studying over dinner, you'll ace your next test. The place even offers discounts for club members, so even if it is as expensive as it is good, you can get a great meal here for what amounts to your pocket change.

In addition to this, and only if you wish, you'll find that the bonding you do here is the kind that lasts for a lifetime. Even two people who hate each other could become the best of friends if they ate here regularly for a couple of weeks. Of course, it might not always be to your advantage to be the best of friends with other exorcists - watching them get cut down in battle, already hard to witness, would seriously fuck you up if that were the case.

Family Estate (400 cp)
Though the Exorcism Club draws in all manner of girls due to the power and prestige it offers, there are scant few girls who live long enough to become a woman. However, you are the child of one such woman, because this luxurious house isn't something an average person could afford. The house itself is large enough to contain three families, and has a small staff dedicated to taking care of its rather beautiful garden. Honestly, it's more of a mansion, and is perfect for a budding Exorcist, having a rather extensive home gym and several more unusual pieces of exercise equipment that are specifically designed for use with spiritual energy. It's also incredibly easy to acquire more material things, such as the resources to make sealing tags, a better sword, a different kind of weapon, and various other things through your mother's connections.

In addition to this, and only if you wish, you will find that your mother is not merely providing you with a place to train and toys to play with, but will actively take a hand in your education. Being your mother, she naturally has the same powers that you do - minus anything too strange, you likely inherited that from your father - and is more experienced with them than you are. The only catch is that your mother has certain ideas about what a good daughter ought to do… Not all of which are hers to begin with.

Student Newspaper (400 cp)
It should come as no surprise, but being a junior Exorcist is a very dangerous job, and the Exorcism Club is always in need of new recruits. That's where the school newspaper comes in - given that it's absolutely filled to the brim with pictures of you in impressive poses, and filled with stories of all the good Exorcists do, any endeavor that this little rag champions tends to take off like a rocket. All the benefits properly shown off and the drawbacks brushed off, if you need recruits, you're all but guaranteed to get them. Just keep in mind that this is mostly for the easily impressed, and that most of them are probably not very high quality. Some of them might not even have black hair!

In addition to this, and only if you wish, you will find that the newspaper enhances, curtails, and generally manages your reputation to be whatever you want it to be by altering how many pictures and stories it posts at any given time. However, the higher you use this to send your popularity, the more stalkers, wannabe boyfriends, and potential rapists you will attract. The price of giving everybody a good show about how bouncy your chest is, is that everybody wants… Well, let's call it a closer look.

Monster Sightings (400 cp)
The primary purpose of the Exorcism Club is to kill demons, and how are you going to do that if you don't know where they are? That's where this comes in! Technically it's your club advisor trawling through social media and the occasional government contact, but on your end it's just a notice board in your clubroom that lists all the local potential monster hidey holes and how many Exorcists you should take with you to clean them out, plus a small compilation about what's known about the monsters, the area, and if anyone has gone missing nearby recently. With all that out of the way, grab your sword, a kouhai or two, and get ready to do your job. While technically you don't get paid for these, completing them gives you "extra credit" points you can put to pretty much any scholastic issue. Even if you fail every single test, as long as you kill enough monsters you can still pass the class on a technicality

In addition to the above, and only if you wish, you will find that you have a tendency to arrive just in time to watch an innocent bystander or worse, another exorcist, fall to the tender mercies of whatever monster you're now up against. This is, strictly speaking, just enough time to save them if you're quick, if the monster focuses on you, if you get just a smidge lucky. Though, being monsters, you shouldn't be surprised if they try to use them as a hostage of some kind.

400 cp - Six Feet Under
There are many many ways an Exorcist can fall in the line of duty. There are a thousand different kinds of monsters, and just as many potential mutations for those monsters. God forbid that they team up and work together. Unfortunately, that is exactly what has happened and why you will be spending at least a small portion of this jump as their unwilling prisoner. Merely take this popsicle stick and snap it in half, and the next time you fight against the demons, you'll lose. Perhaps you'll be sealed in a wall and proclaimed as free use? Fed drugs to supercharge your milk and turned into a fountain? Whatever is going to happen, it's actually something you'll enjoy - a real rarity in this world. You'll also be rescued, freed, etc all before any permanent damage can be done to you, so don't worry about dying to this. If anything, the only real changes that will be made to you are things you'll enjoy.

In addition to this, and only if you wish it, you'll find you have a few dozen of these sticks. You can enjoy being captured and raped as many times as you want, or at least quite a few times. Though... you're also significantly more vocal about sharing your various fetishes. And perhaps a bit spiteful. If another exorcist were to attempt to shame you for enjoying yourself, why, you might just write their name on one of the sticks and when you break it, they'll be the one to lose. Perhaps they'll learn to enjoy themselves?

Keys To The Kingdom (600 cp)
The main draw of the Exorcism Club, the big reward, the thing worth risking life and limb for… is a letter of recommendation. By whom? And to where? Well… everywhere. This letter changes depending on what you're applying for, being written by an old teacher of yours, an expert in the field, or simply someone with blackmail material on the intended recipient - it's an outright guarantee that you'll be accepted into the most prestigious college in the country, be hired by a cutting edge company for many times what a normal girl would be worth, or otherwise get what you want out of life. This letter can be used a total of ten times per jump

In addition to this, and only if you wish, you will find that there are no limits to how often you may use this letter, or even on where you may use it. Saying hello to a corrupt politician? Skipping in line at the local coffee shop? Stealing a reservation to get married in a specific church? You want it, you got it. However, the use of this letter beyond its normal limits has… effects on any nearby women. The girl you cut in front of recognizes that only a successful Exorcist has one of those, and desires it for herself. The unhappy couple you kicked out has their child grow up desiring that power. And so, they will join the Exorcism Club. Or at least get themselves into very similar situations in future worlds.

The Exorcism Club (600 cp)
Born in ancient times as a shield to defend humanity against the dark of the night and the creatures that live there, the path of the Exorcist is fraught with danger. In your hands however, there is a chance - a small one, but a chance nonetheless - that victory may yet be at hand. While this does not grant you a specific force in and of itself, it ensures that the Exorcism Club continues to exist in some shape or form in future worlds, a fighting force of very beautiful girls who dedicate their lives to slaying monsters. While you will likely graduate at some point, you will remain a leader of some kind to them - perhaps the rookies you once trained will take over as president at various schools, with you as their senpai?

In addition to the above, and only if you wish, the girls have a second use. Youkai, Demons, and other creatures that are simply too powerful to be fought - known as Spirits in this world - will be drawn to your girls. You are meant to be the first line of defense, and so the first strike will always land upon you and yours. The rest of humanity may rest easy, knowing that you are there to defend them. Or to be sold as sex slaves, could go either way. This does not actually mean that your demise will be the same as it would be here, only that your safety will be traded for that of the more common man.

Society Of Mothers (600 cp)
You would think that in a world where young women die by the dozens every day, that there would be population issues. This isn't true, mostly because the population is 70% women and families are encouraged to have lots of kids in the hopes of having a boy. The world can afford to lose a few women. On the flip side, it also means the world is more… Matriarchal. More women overall means more women in power, to the point of outnumbering the men. Why, Japan's national diet is over 90% women! And you may or may not be one of them. Thanks to a heavy dose of nepotism, you have the option of taking a position in a major government body the instant you meet the qualifications for it, most of which are age related. Until then, well, the seat is likely being warmed for you by your mother.

In addition to the above, and only if you wish, you will find that the body you are joining is one that has an unusual amount of control over odd topics, such as giving handouts to families with male children due to their relative rarity. Unfortunately, be it through mind control, blackmail, or sheer stupidity, very few of the people making decisions truly care if their works will benefit the women of the world at all. The Exorcism club might have been a woman's idea, but it's the few men who have power that protect it in the modern era - how else are they to have high quality sluts all but hand delivered to them?

Mace of Love and Justice (600 cp)
The Exorcist Miko's tendency to use swords is simply a part of japanese culture and not actually a hard and fast rule, unlike the genuine need to have your hair in a ponytail. Or at least twintails. Regardless, this short mace is your new primary weapon. Bright pink, and topped by a pair of angelic wings and a cartoonish heart, it looks like nothing more than a magical girl wand. Despite the childish looks, the mace is a very potent spell totem. While using it, you can fly as all proper magical girls should be able to do, as well as shoot beams of pure spiritual energy - though it tends to require quite a bit of power to do so. To offset that cost, you'll notice that the wand actually gathers faint ambient bits of spiritual energy from the atmosphere, effectively recycling most of the wasted energy from your own attacks.

In addition to this, and only if you wish, you will find that the mace outright gathers certain flavors of miasma both as a means of slowing down the creation of the associated monsters and of empowering you. You'll be able to spend energy far more freely, as well as cast other 'spells' such as better physical enhancements and barriers, and limited elemental manipulation. The downside is that the more you use the mace, the more you're going to want to give speeches about love and justice as you blast demons with it. And while your defenses are enhanced while using it, you'll find yourself cripplingly overconfident at times. You might even become so confident in the superiority of love and justice that you'd just let a monster rape you, just to prove no self respecting magical girl would ever lose to the d.

Predator

Food Trucks (100 cp)
Let's be honest, this isn't a particularly glamorous job. Luckily, you're more of a managerial position than an actual employee. These dozen or so different trucks aren't particularly anything special, just ordinary trucks. No drugs in the tea, no poison in the pizza. Not yet at least. As it turns out, these trucks are actually something of a spy network, wandering around in less than fully safe locations as they keep track of the movement of Demons and Exorcists both. With an appropriate bribe, they could probably be convinced to leak information about the girls to the Demons, or to slip something into an Exorcist's order. Nobody ever expects the ice cream man to sell them out. Unfortunately, you'll have to provide such things yourself, as the trucks only keep actual food in stock.

Principal's Office (100 cp)
Well, you may not actually be a principal, or even have an office, but that doesn't really matter. In a location of your choosing - either your house or your place of work by default, but anywhere really - you have a secret room. Half sex dungeon, half trophy room, this place is set up to hold a dozen girls for an indefinite period of time. Sadly, while it is well stocked by a normal person's standards, and even has some fun drugs to play with, it lacks the power to hold an Exorcist. You'll need to find a way to actually keep them caged another time. As something of a bonus, the room itself is warded in such a way that it cannot be detected by humans - both the room itself, and any occupants it may have.

Onmyoji Tools (100 cp)
Exorcism is a female dominated field, mostly due to the parts of history where the gender ratio was closer to 80% or even 90%, as compared to today's stabilized 70%. Give nine women the chance to purify a demon, and at least one of them will become a clan head of some ilk. Now, that's not to say that men are incompetent at the act, but the best tools and techniques are passed from mother to daughter. Still, you've gotten your hands on what amounts to a slightly more esoteric toolkit. Incredibly useful, slightly hard for men to use, and something women take entirely for granted. Still, it might just save your life in a pinch.

Hazardous Environment Suit (100 cp)
While mankind is shockingly low on options to combat the monsters and demons that plague it outside of 'relying' on Exorcists, they have at least managed to create a few materials that can resist their efforts slightly better. Made of various materials both Spiritual and Demonic in nature that have been woven together, these special hazmat suits are heavily resistant to direct effects - ordinary fire can't burn them, and magically created fire or ice is only marginally more dangerous. They're also sturdy enough to qualify as bullet resistant… which will sadly do nothing when a minotaur or some such simply picks up a car and drops it on you. Still, every little bit helps, right?

We Have An Opening (100 cp)
With the rate that most clubs go through their girls, it can be hard to keep them up to snuff and with sufficient numbers. There are a couple of club advisors, and other teachers who used to be exorcists - but quite frankly, they don't have a much better shelf life. If you want a teacher who won't mysteriously go missing underneath your desk, you should hire men. To help with that, you have a number of resumes. People who qualify for whatever position you're looking to fill. They aren't the best hires by a longshot - no, what makes them stand out is… questionable choices. Poor decisions. They're easy for you to control, be it from blackmail you might be able to acquire or just from how 'generous' it was for you to hire them in the first place. This means that even if they weren't the kind of guy to help you hold a girl down as you rape her, they will be soon. Or else.

Waste Not Want Not (200 cp)
The monsters that roam this world go through girls like cops go through donuts, but they have an unfortunate habit of not cleaning up after themselves. What you have here is a small operation - a handful of men, a few less intelligent monsters - that provides ordinary folk with Exorcist-grade sex toys. Or rather, the men collect the girls who get turned into onaholes once the Demons are done with them, and the monsters you have just do it themselves, eating girls and expelling waste in the form of onaholes. The quality varies between being perfectly made in the image of the girl they used to be and 'just' being an extremely high quality if plain looking onahole, but both of them end up inside of a number of vending machines that you own, at which point they make you a pretty penny.

Otherworldly Slime (200 cp)
Well this is a wonderful thing for a human to have. It's a small vial containing the extracted essence of a slime-type creature from another world, one with very interesting properties. Shortly after a woman ingests the slime, they will quite literally shit out their own personality in the form of strangely colored… waste. The empty body can be quite fun to play around with, but you also possess some machinery that can mold the expelled material into a variety of shapes, such as onaholes and other sex toys. If you had any magical knowledge, you could even create a dildo with a seal of control and then shove it back up the Exorcist's ass in order to create a programmed personality to serve at your every whim. Less pleasantly, the material is edible if not tasty, and like everything made from Exorcists, will empower you. Maybe let someone else do that, you can even charge them for the privilege.

Modern Warfare (200 cp)
A little known fact? Your average demon is entirely weak to something like a bullet to the face. That information has been suppressed by people who don't want the Exorcist lifestyle to collapse. Women who grew up with power and want to stay there, corporations that exist solely to cater to their needs, and men who enjoy a steady supply of high quality meat. Admittedly, some monsters might be too fast or small to reliably hit, or durable enough to shrug it off, but for the majority of them? This entirely legal with all the correct permits - and fuck anyone who tries to take it from you - gun is more than capable of putting some lead into someones head. You can choose what kind of gun it is, be it something concealable, something very long range, or just something that can put out a lot of metal very quickly.

Mirror Mirror (200 cp)
Congratulations, it would seem that you've come into the inheritance of an old fashioned but rather pleasant house. That said, I wouldn't suggest you live here - the place is quite haunted, you see. Specifically, the previous owners, a number of starving artists, still lurk in the building and still wish to make art. That is to say, any woman who enters the building is likely to be ripped apart through the use of portals to a small pocket dimension and then displayed as a form of living artwork. Her tits hanging over the mantle, her ass in the entryway, her mouth in the bathroom, her pussy on your phone screen (turns out there really is an app for everything, including onaholes), and so forth. You get the idea.

Damaged Goods (200 cp)
Not every Exorcist who goes up a demon unprepared dies. In fact, most of them live even if they require rescuing. For the purposes of the club, however, they might as well be dead, as very few 'rescued' girls are in the appropriate headspace to return to active service. Luckily, you've been appointed as oversight on a small hospital that specializes in the aftercare of Exorcists who have been heavily modified or are otherwise mentally damaged. And by that I mean that while you're perfectly capable of re-integrating them into society, you'll generally be expected to make them disappear quietly. Sell them off to demons, use them as breeding stock, use them as human testing for new medicines... look, they signed up to be useful to society, and we have a use for them. They should be grateful. Or if you're a bleeding heart, there are some actually good therapists here, though those are usually busy convincing innocent bystanders who get activated to become Exorcists.

Illegal Enterprises (400 cp)
Another form of power that doesn't rely on the strength of your body or your mind - this one relies on your checkbook. What you have here is some kind of dubiously legal to highly illegal establishment. Perhaps it's a slave ring, one that collects and sells Exorcists and low grade monsters to interested buyers. Or it could be a casino, one where men and monsters can come to gamble away their fortune and their bitches alike. No matter what you choose this to be, it comes with a very special set of equipment, that being a number of outfits that secretly have bombs of varying kinds worked into them. That 'fake tie' you make your bunnygirls wear might secretly be primed to blow if they have the gall to refuse a man while on duty for example, while another one might detonate at the slightest hint of the girl channeling her Spiritual Energy. There are also a number of highly unusual and very fun to play with drugs, but to be honest those are practically a side note to you. Still, highly profitable if nothing else.

Cover-up Squad (400 cp)
Depending on who you ask, this elite government task force exists to pull Exorcists out of situations they can't handle via the use of flamethrowers, acids, and explosives, under the principle that extracting the girls is more important than the collateral damage. In truth, they tend to go in long after the girls have either passed on or wish they had passed on, and clean up the mess so that no one realizes the fate that has befallen them - the collateral damage is just to help hide the truth of things. Still, this team actually is decently competent at dealing with weak and incredibly stupid monsters, able to cull the population of the species not smart enough to dial back the rape and breeding to a sustainable level. Useful enough on its own, but if you can't think of any further uses for your own private team of people who make evidence and inconvenient witnesses vanish, you probably don't need one.

We Have Reserves (400 cp)
The population of Japan is 7:3 in favor of women, and over 90% of the so-called important governmental positions are filled by women. The remaining 10% have mind control powers, however, and effectively run the show. As for you, you may or may not be one of them because you have a number in your phone that you can call and a team of three exorcists will always answer your requests. Feel free to send them on missions to exterminate inconvenient demons or to send them into traps as a living bribe for the demons that are willing to make deals with you. Mind you, these exorcists tend to be a bit middling, but when you can just keep calling while blaming them for sending someone incompetent last time, well. You probably don't actually care how many of them die.

Incubus Incense (400 cp)
While the various monsters, yokai, and demons that roam the world make heavy use of the Exorcists for both power and pleasure, never let it be said that they don't return the favor every now and again. Well, not to imply that they'd be kind to the girls. Merely that their body parts and fluids can also have an effect on the girls. That's where this very expensive incense comes in. Being made from incubus semen, it has the hilarious effect of turning just about any woman who smells it into a massive bitch in heat. Just give the scent a moment to wrap around their brains and they'll start viewing the world in a dreamlike haze, one where every guy around them raping them is too be expected, and perhaps even a bit flattering. Use enough of it on them and they'll develop a massive weak spot to the scent of dicks, being willing to watch their fellows die in exchange for more cock. Sadly, you only have enough for three or four girls at a time, and only once a month at that. Better enjoy it while it lasts, especially given that it's effect on men is a massive increase in stamina and the size of your cock and of your loads.

Backup Blacksite (400 cp)
Men and monsters do love to use and abuse exorcists, but they also love money. You're now the proud owner of a number of warehouses, run down apartment buildings, food trucks, and other minor bits of property. You bought them up on the cheap, and while flipping them to turn a profit is entirely possible, that isn't their real use. Instead, you should sign them over to any monster that comes asking. They need a place to run their mandrake farm, you see. Naturally, this is even more profitable than making those places turn a profit. It even comes with the benefit of making the local criminal powers favor you, and owe you favors. For now, you can expect a high quality bitch thrown your way on the regular.

An Invitation (600 cp)
The hardest part of joining one of the so-called "Anti-social Organizations" is finding one. You don't survive government crackdowns by being easy to find, after all. People need to be carefully vetted before the monsters will trust you to betray the Exorcists instead of them. Luckily for you, your credentials have seemingly already been proven and as such you've been given an invitation. To where? Well, to the seedy underbelly of Exorcist society. To the auctions that sell off captured girls, casino's where body parts are the currency, or small curio shops that sell fragments of legendary artifacts. You'll even be regarded fondly for having this, apparently whatever you did left an impression.

Perfectly Normal High School (600 cp)
Congratulations, you have either been promoted to a very envious position, or saddled with a great deal of idiotic teenagers. Luckily for you, you're probably highly equipped to abuse the hell out of this position. The school itself isn't anything particularly special, its teachers are competent enough, but none of them are award winning or anything, and the students likely won't be either. What matters however, is that the grounds the school is built on are tainted in the perfect manner. Attempts to alter your students are significantly more effective while done on school grounds - your mind control sinks deeper and lasts longer, the drugs don't wear off as quickly and resistances to them won't build up, even surgeries performed here are more successful. All in all, it's a great place to abuse the power entrusted to you and turn some girls into living sex toys for whoever is willing to pay for them.

Cursed Staff (600 cp)
Here we go, some real power for you to play around with. This gnarled old staff is topped off with a very high quality onahole that resembles - and in fact, used to be - an exceptionally powerful and skilled Exorcist. Simply put, it's a spell that's been prepared in such a manner that it can be used again and again with little to no cost to you, especially since it's the Exorcist's soul that powers it. As for what it actually does? Well, that depends on the kind of staff, and what kind of staff this is, is something I leave up to you. It could petrify girls, leaving them made of stone and frozen in one position forever - but with their insides supple and tender enough to use as an onahole. Maybe it ejects the soul of the girl from her body in the form of an onahole. Or maybe it hypnotizes, imprinting a simple set of commands that a girl can never disobey into her mind. There are lots of fun things this can do.

Jewel of Three Souls (600 cp)
Demons are difficult to kill on the best of days, and fighting them is basically playing rocket tag - will the Exorcists raw stats be able to kill the demon, or will whatever weird technique the demons has fuck them over first? If only there were some way for you to put your finger on the scales other than simply providing or withholding information. Luckily, there is. After a certain event involving a damaged filtration system, you've gotten your hands on a large pink gemstone. Originally larger than a car, it has since shrunken down to a size no larger than a marble. Handing this gem to someone will vastly enhance them and grant them a number of new techniques as well. Fragmenting the gem will grant lesser but still potent boosts. Oh, and - the gem isn't edible by demons, and any attempt to properly integrate it into themselves will instead absorb them into it. If only you could find a spirit to feed it to.

Monster

What Remains (100 cp)
When monsters are allowed to run rampant, Exorcists tend to die in droves. And of course, all those dead Exorcists tend to generate a number of… spare parts. What you have here is a small closet full of useful but ultimately minor things - partially used onaholes, feels great and can be consumed to raise your magical power - miscellaneous body parts and some stored blood, useful components in almost any ritual - and various other things that you might find useful in the long run. If nothing else, most of what you find here can be utilized in a variety of rituals that will increase your raw physical power, magical might, even the size of your dick and your virility. Of course, they either won't give much or won't last very long given how 'low quality' these are. In other news, you also receive a set of tools designed to help you… separate out the useful bits from the boring parts, should you get your hands on a live one. Which is almost certainly going to happen given how quickly they fall at times.

Unfair Competition (100 cp)
As far as magical artifacts go, these are fairly useful. A set of four posts made out of obsidian, designed specifically to petrify and then drain the shit out of any girl you can shove onto them. They aren't much good for sex, but the power from the girls goes directly into you, allowing you to exert yourself far past your normal limits. Like, say, in a boxing ring where the girls can try to earn their freedom for putting on a good show. Speaking of, you also get a boxing ring. Maybe you can sell tickets? It probably won't sell very well because you obviously can't fuck them when they're like this, but I'm sure at least someone will be interested in some good old fashioned violence.

Sewer Hideaway (100 cp)
Powerful monsters like to think that they have class and style, and may even wear suits as daily wear - if they have the power to back up their ego, they can probably afford to ruin them by the dozen. More normal monsters, however, are not so lucky as to own a casino or live in the mansion of a bitch you broke. No, they live in the places no one actually wants, like the sewers. What you have here is a small hole in the ground that leads to a decently sized chamber, likely an 'abandoned' cistern that the government has decided to politely ignore that you've colonized. The place is livable due to the efforts you've put in, but it has very little in the way of comforts. On the flip side, the manhole that likely serves as the entrance to this place is an excellent place to ambush unwary Exorcists from.

Death By Glamor (100 cp)
The most upstanding members of monster society are those who take at least some effort to blend into human society - wearing custom fitted suits despite being nine feet tall and full of tentacles in order to separate themselves from their "lesser" kin. While you don't have such a wardrobe, what you do have is a small handful of ratty but comfortable hoodies that have somehow been enchanted to cause humans to ignore your more noticeable aspects, such as fangs, claws, horns, or the fact you have twelve eyes too many. Wearing one of these, you could accomplish the mighty task of walking into a corner store and buying some beer without the locals freaking out. Fair warning however, this only works on the normals - if an Exorcist is close enough to strike at you, they're close enough to see through it.

R. Herring, School Janitor (100 cp)
As you walked through the city streets yesterday, you caught an Exorcist threatening a man after he spilled something on her shirt. Unfortunate, but then she started to beat him for it. Powerful Exorcists are arrogant bitches after all. You put some effort into tracking him down later, and found out about his hospital bills. And you made him an offer. Now, your new friend Red is not the item. The item is an opportunity - near the start of each jump, you'll stumble across a victim, someone being treated unfairly - perhaps even to a criminal extent. This person is in a position to help you out with your plans for the jump, and is generally agreeable to almost anything you would ask about them. Their pay, for the most part, is vengeance. They want to hurt the bitch who hurt them. If your plans involve doing that as a baseline, not a side effect? Expect them to do almost anything you ask.

Next Generation Firepower (200 cp)
The Exorcists, despite what they would tell you, have never been anything other than a holding action against the monsters. Deep in government laboratories, Anti-Demon weapons are being made, in an attempt to create a scientific counterpart to Spirit Energy. Unfortunately, someone less than trustworthy is in their chain of command, and so a few of these weapons have been retrofitted to work on Exorcists and Demons, and sold off to the highest bidder. Mostly taking the form of various nettings and entangling methods launched from a high power device, these weapons can completely shut down the use of Spirit or Demonic energy for hours at a time. New ammunition is available should you run out, but not for free. Also available are the instructions to make various riot grade packages, such as gas canisters that hold weaponized incubus incense, Yuki Onna fluids, or Sesshoseki sand, amongst other things.

Parasite Youkai (200 cp)
Some monsters are intelligent. Others not so much. What you have here is a nameless kind of creature that was made specifically for you in an attempt to help you fuck over Exorcists. How it manifests and what precisely it does are entirely up to you, though I have a few suggestions - the standard model takes the form of a hood of sorts, so that it can be placed over the head and have direct access to the Exorcists head, and will cause them to grow a dick so that they can prevent Exorcists from using their Spiritual Energy the same way a monster would. Of course, you may not want that. Inefficient, but understandable. Perhaps you would prefer a slime that eats corpses and shapes itself into any missing parts? Very popular in snuff brothels, cut the head off, let the slime fill it in, and you can crush their head as many times as you want. Regardless, this species will recognize you as their owner and will never attack you, only those you direct them towards.

School Registry (200 cp)
While a good number of Exorcists go missing on what would otherwise seem to be routine patrols, amazingly few of them end up with so much as a hair out of place when off duty. You see, there's this irritating enchantment that prevents you from being able to identify them, something that makes taking revenge on them for all your kin that they've killed somewhat difficult. Thankfully, human greed is endless and there's always someone willing to sell them out. That's why you've been sold a set of files that cover all the Exorcist club members for the school nearest to your starting location. Strengths, weaknesses, psychological flaws both natural and induced, maybe even a killcode to their ability to think. They do say that knowing is half the battle… the other half is clearly rape.

Mandragora.wav (200 cp)
A Mandragora is a special kind of monster that is only born in special circumstances, and only grows in even rarer ones. Specifically, they're made from the miasma and semen of death row prisoners. Then, you need to plant the resulting 'seed' inside an exorcist. Their ass works best. Once grown, the result can be turned into a monstrous minion, or crushed and ground for their various medicinal properties. What you have, however, is a several hour long recording of their voices. Do not listen to it, it will probably kill you. Don't even play it without these magic canceling headphones I'm about to give you. What you want to do is make exorcists listen to it. It'll knock them right out of the fight by forcing them to orgasm again and again and again. Some of them might even climax so hard they die.

Climax Saber (200 cp)
You know, it's actually fairly rare for a demon to go into melee with an Exorcist unless they have some overwhelming advantage, such as skin sturdier than their opponent can cut. Any and all tools they use are mostly left alone for use on the Exorcist after their defeat. This one, however, isn't. Strictly speaking it's a very special kind of tentacle that can shoot beams of pure pleasure at people, but in this case it's been ripped off the main body and fashioned into the handle of a sword. Similarly, the laser it shoots is no longer a laser, but somehow anchored to the 'hilt'. In short, it's now a sword. The 'blade' is not capable of cutting flesh, though you will find that it will deal an incredible amount of damage to any weapons, armor, or clothing it comes into contact with.

Sesshoseki Sand (400 cp)
Many years ago, an emperor took a Kitsune as concubine. Eventually he grew bored of her, and she was driven away and killed. Her corpse hardened into a most unusual stone, known as Sessoseki. And let me tell you, while you only have a small vial filled with it, this stuff fucks over all kinds of magical creatures HARD. Especially if they happen to be female. If they are, then you can use it to steal every drop of power they possess, even ascending to outright divinity should you be absurdly lucky in your targets. Best of all? Most creatures killed this way will turn to stone, which can be ground up into more of the stuff. Not as quick to kill or as effective at draining, but a single vial of second generation sand - and this is out of the entire body, so you should have quite a few - would be more than enough for use on an Exorcist.

Tentacle Bed (400 cp)
Exorcists are such willful creatures, constantly insisting that they have those stupid things called human rights and that you're somehow lesser than they are because you eat people. How disgusting. If only there were a way to really show them their place. Luckily for you, I have just that. This rather unpleasant looking ball of tentacles isn't actually a tentacle monster - rather, it's a piece of biological machinery designed to modify exorcists. It can implant this skills of a high class prostitute into their heads, work their bodies to be more easily fuckable, and even draw a variety of lust crests on them, such as ones that will forcibly expel any spiritual energy they build up inside themselves or will force them to obey the orders of all men. Don't you just love taking and breaking high class bitches?

Onahole Talismans (400 cp)
With as many ways as the monsters have to reduce a bitch down from a proud warrior to a literal sex toy, you'd be amazed at how few of them do anything other than use them to jack off once or twice. You aren't one of them. You have more uses for a girl's soul than just pleasure or dinner. I'm not quite sure how you got your hands on them, but you have the beginnings of three talismans. When a soul is slotted into them, they provide an enhancement that is proportional to the power and lifestyle of the girl who you're using to power it. A bitch with big breasts and decent durability would make your dick bigger and give you larger loads, while one with healing talent would perhaps grant you limited regeneration. The effects also increase if the girl in question has personally wronged the user.

Despicable Industries (400 cp)
Money has changed hands, proxies have been acted through, and you are now the owner of a number of small suburban houses, a farm or two, and a young but prolific porn studio. And also around a dozen girls who have had their personality removed via otherworldly slime. Mix their personality with that of a pig in heat, put it back in their body, and record whatever kind of porn you want - the girls will be literally unable to complain, even if they kill themselves trying to fit a horse's dick inside of them in their animalistic lust. You receive new girls and animals on a monthly basis, and can do whatever you damn well please with them - if you like, the girls can come with their slime forged into a dildo with a cursed seal, so that you can order them around as you please. Now, go make some money out of their suffering!

Exorcist Water (400 cp)
Miasma is a very powerful force in this world. Ignoring the number of demons it creates each and every day, a concentrated dosage of it can do terrible things to an exorcist, let alone an ordinary person. What you've come into the possession of is, technically, a very special kind of slime monster. Instead of being made from ordinary water, sewage, sludge, and other runoff, it is instead made entirely from the bodily fluids of Exorcists. Blood, sweat, tears, piss, milk, and cum. In and of itself, the slime isn't very smart, but then again it doesn't need to be. Merely touching it is enough to infect the exorcist with the memories of every single girl that was raped and wringed dry to create it. Assuming the sheer pleasure of a few hundred hours of rape being shoved into their mind doesn't kill them, survivors often break mentally and turn on their comrades in an attempt to share this newfound bliss with them. Assuming the unlucky exorcist isn't killed by monsters, she'll likely melt into the slime after a while.

Monster Tribe (600 cp)
Being a powerful monster is well and good, but you know what most powerful monster have that you don't have yet? Minions. You either inherited or brute forced your way into the leadership of around 100 monsters of the same species as you… Or possibly raped enough Exorcists until they'd given birth and you were in charge of them by default because they are quite literally yours. Regardless, they possess similar if slightly weaker powers as you have here, and are somehow twice as virile to make up for it. Best of all, they seem to have an unwillingness to cross you built into them, so if they manage to catch anything - or anyone - interesting, you can claim them for yourself. Beyond that? Well, 100 monsters is no small amount of firepower. If you wanted to take over a portion of the criminal underworld by force, you probably could.

Online Ordering (600 cp)
…You know that the abuse of the female gender is an inherent part of the system when there's an online service dedicated to enabling it. This website, which you will always have access to in one form or another, sells just about anything a monster could want. Girls both ordinary and extraordinary, all kinds of cursed objects, even properties such as houses and hospitals or 'hunting rights' to a town or city. There's very little you can't find here. It is, however, expensive as hell. That's why you're also a certified seller, able to auction off anything you get your hands on and don't want, like a girl whose tits aren't fat enough for you, or a couple vials of second or third generation Sesshoseki. Or even the new hit series, 'Exorcists Mating With Pigs' that may or may not be produced by a porn studio that you own. These items will make their way into the hands of people who would appreciate them, though if you specifically ban someone from purchasing your products then they'll never even know they exist.

The Spirits Bargain (600 cp)
Little known fact about the government you probably already knew - the men in power have secretly been feeding a significant portion of their nation's female population to the metaphorical wolves in order to appease the more powerful monsters and prevent an unnatural disaster from waking up and deciding to go for a walk. And your name is on whatever contract was signed back when this deal was first set up. If there even was such a thing. Regardless, whatever gimmick the world may have, whatever kind of monsters might be attacking, you'll find that someone in the local government, superhero team, mega-corporation, or whatever has been empowered to secretly stab a few dozen bitches in the back every year and all but feed them to you. Warm bodies for you to turn into sex slaves, to rape until they die, or to sacrifice to yourself for power… up to you. Have fun with that. Additionally? The more powerful you are, the more this increases. At minimum it'll be a new girl every week for you to ruin - but if you were powerful enough to kill millions over the course of a day, then even a new girl a day is a small price for you to agree to stay out of things. Of course, this does assume that you will honor your end and not go on a rampage. That's the only catch though.

Calamity of Waste and Filth (600 cp)
Every part of the exorcist's body is a resource that demons love to make use of. This includes their shit and piss, though milk is so much more effective. That said, when you gather enough of them in one place, even something that makes a poor material can be useful. Normally, the schools that host an exorcist club will make use of filtration technology in order to prevent demons from forming in the pipes, but it seems someone has damaged those systems. The result? A section of sewers that is positively bursting with leftover spiritual energy. Currently it's an unknown heaven that no demon lives in, one you have all to yourself, but just about any kind of demon here will rapidly begin to mutate and grow. Abnormal colors and abilities, and the rapid development of new techniques - perhaps even new species. Naturally, this many never before seen demons presents a massive threat to exorcists, and even the best of the best will struggle to cleanse even a small portion of it. And, if you should forge forwards with reckless abandon? You'll very quickly become a threat to an entire city.

Companions

All origins gain an additional stipend of 500 cp for this section only

Companion Import / Export (100 cp)

Want some Exorcists to fight alongside you? Maybe an actually competent administrator or two? Or how about a fellow monster only mostly driven by overwhelming lust? Well, look no further, all your companion needs can be found right here. For a mere 100 cp you can import two companions into the jump with 600 cp and a 400 cp item stipend, companion two characters of your choosing (assuming they still live by the time the jump ends), or even outright create a pair of them under the same rules as an import. Want a female administrator who gets off on selling out other girls? Or maybe a monster that's one hell of a simp? You can do basically whatever your heart - and dick, can't forget that - desires. Oh, and companions don't need to worry about the Exorcist origin costing anything, but they can't get bonus cp from it either.

Pancakes With Maple Syrup (100 cp)

This foreign girl heard about the rape and failure rates of the teenage exorcists in Japan and decided she had to do something about it. She had trained under an old exorcist that was on vacation in her homeland and unlocked her ability to make blunt objects sharp and vice versa. Her clumsy personality, overly kind and naive attitude and outrageously gifted body should have made this a tale as old as apples, except she actually managed to escape certain rape and death when you rescued her when passing by. Afterwards she decided that following you around as some sort of maid was the best way to survive and thrive in this place. Nowadays she has become somewhat successful at helping despite being Canadian. If anything she has decent maid skill and a terribly good luck when to comes to escaping before any monster can rape her or kill her.

Double Chocolate Ice Cream (100 cp)

Two for the price of one! These twins do everything together and thus come as a pair. They really aren't exorcists, lacking much in the way of any innate talent at combat, even if they're still untouched and have the outrageous looks that characterize exorcists. However they studied all manners of alternative fighting and support, wanting to take revenge for their deceased family, eventually being recruited to help out with all the non-fighting stuff. Don't misunderstand, these two are a large part of the reason why exorcists still exist and are effective as an organization… As much as an Exorcist can be effective, anyways. A bit dorky and very tech-savvy, they have very upbeat personalities and a talent to see the bright side of any situation. Meeting with you will eventually help them to heal their old grudges and emotional scars, leading to them being overall happier.

Cream-filled Bread (100 cp)

Long black hair? Check. Ponytail? Check. Prodigious swordsmanship? Check. Boobs? The biggest. Ass? Fat. Experience? Zero. Yep, this one is a stereotype for the exorcists, right down to the rapeable looks, serious demeanor, and overly sensual body. Perhaps, her only difference with it lies on you, or her love for you. A mission to protect some civvies had you two meeting and something inside her chest awoke. She stopped working with the exorcists and became your girlfriend (self-proclaimed), bodyguard and stalker. She's every bit of a warrior as any exorcist, except that she traded stupidity and bad luck for the stalker and lovestruck ones

Sponge Cherry Cake (100 cp)
This hot secretary with curves that are more fit in a gravure model, is secretly a genius exorcist, or rather, was. Believe it or not, she actually managed to enter her 20s without getting raped or killed by monsters, instead leaving a legacy of perfection behind her for newer exorcists to fail to measure up to. Nowadays she's way happier being your office wife and convenient onahole. Not as strange as it may sound, as she had to endure years and years of sexual frustration, falling in love with you a few years back also helped. While she may have 'retired' from the exorcist job, she's still capable in various areas, doubly so when it comes to training the newer generation, with her tutelage vastly raising their chances of surviving without getting raped by any monsters or demons.

Matcha Parfait (100 cp)
As it turns out, not all monsters are a danger to humanity or focused on making high school girls into onaholes. This guy here is the perfect example, an orc variant of great power, who is more interested in the latest game releases or anime BDs rather than raping anyone. A good listener, talented at electronics and more than a bit nerdy, this orc only shows strength when training to beat up anyone who calls his waifu trash. Not really interested in women or dating at large. He will be a good friend as long as you don’t try to egg him into doing stereotypical orc stuff. Don’t worry, if someone tries to bother you, he will show exactly how strong a variant orc can be when truly murderous.

Banana Split (100 cp)
Your bro, your fellow monster in human skin, wingman, and the total asshole you can always count on. He doesn’t have much in the brawn department, but what he has is some weird monster lineage and magic to lead those pesky JK exorcists right into the bed. With some offensive moves, great tracking skills, and mastery over taking away their personalities, he will aid you in your quest to get more JK pussy. Outside that, he’s a dependable guy that always has a way to help you out, some wisdom to impart or some joke to crack and lighten the mood. With a very accurate sense to know when you’re feeling down or in danger. A fan of soccer, guns, and RPGs, you know he will always have your back and a way to help you outta trouble.

Shocking Pink (100 cp)
Not everyone joins the exorcism club for altruistic or practical reasons, some just do it for the clout or such other dumb things. Like this girl, for example, who wanted to get noticed and be popular, ended up training for years on her own and only joining the club after a passing invitation from a blonde midget. A socially anxious girl most notable for her natural pink hair and obnoxiously well-developed body; both characteristics of someone charged with spiritual energy. Despite her natural disposition and training, her social skills are beyond rock bottom and her self esteem isn't that much higher, not to mention she absolutely sucks when working in groups or performing with people around. It will take some time and effort for her to show her true skill and talent, although she will most likely fall prey to monsters way before that. Who knows, maybe she's better off doing something else, like learning guitar or becoming your personal bed warmer. She would be happier that way too.

Chill Blue (100 cp)
Here's a weirdo, some hardly social girl that acts like a money-grubber despite being from a wealthy family. She joined the exorcist club for... no real reason at all, just to rebel against her parents for being too nice and non-violent and because she had a friend in the club. A particular attitude for someone that always speaks deadpan and disinterested all the time. With short hair and breasts on the smaller side for an exorcist, she's quite a bit below average and mostly manages around thanks to her flexible thinking and not being a complete idiot. She's the first one to offer practical and secure options when doing raids or getting a mission assigned. Find missing people in the sewers? They're probably monster meat by now, and you should use poison and ranged weaponry. Monsters that can make an onahole of you from your asshole? Use special protective pants and get some flammenwerfers. Sadly, despite her indifferent exterior, she's a very sensitive and loyal girl, so she will mostly go along following the rest of her peers.

Passion Red (100 cp)
If you search for the definition of 'extrovert' in a japanese thesaurus, you will find a photo of this girl to help illustrate. Bright, kind, and funny, she somehow manages to be on good terms with everyone as the 'friendly outgoing girl you can talk to and hang out with sometimes' yet not get particularly close to anyone, keeping others at arm's length. She joined the exorcism club because of peer and family pressure despite having no talent, being flat for exorcist standards, and having basically no spiritual power to speak of. Despite this, her cheery and friendly demeanor made her a somewhat valued member instead of a pariah to bully and expel. However, her lack of use in battle is quite obvious. Honestly, she really need someone to go past her social walls and get her out of the frontlines before she gets herself and others raped or killed or both.

Friendly Yellow (100 cp)
One that actually wanted to be an exorcist for practical reasons, those reasons being money. After being left orphaned and miserable, she transformed that trauma into inspiration and vowed to protect the smiles of her loved ones no matter what, so they wouldn't experience the pain she felt. Thus she trained extremely hard and barely got accepted into the club to make ends meet. Making her a very kind and outgoing girl with a bright smile and a shoulder to lend to anyone feeling down. Or at least she tries. Despite her attitude, she has basically zero friends and is low key looked down upon, even with the other club members, mostly because she's a parentless peasant with no tits and a fat ass, has next to no spiritual power, her hair is too blonde, also they can see her desperation to feel useful by making others happy. She's actually a pretty good cook and decent at playing the drums. Most likely to fall in love with her rapist just because it makes her feel wanted and useful.

White Sheep (100 cp)
It's no surprise that there are quite a few cults dedicated to demons and evil gods, mostly because monsters that can alter souls and reshape bodies roam freely around the earth. This girl was born in one of them, from very influential members and bred with the explicit purpose of one day becoming a 'sacrifice' to satisfy the sexual cravings of their false deity. She was taught what you would expect from a sex cult with succubi and monsters. She was left 'pure' and trained in magic so she could help out, and was especially good at capturing and helping 'break' exorcists. Still, some part of her always wondered if this was the right path, not about making the exorcists sex slaves, but rather if to offer herself to some weird monster, given that she secretly thinks non-humans are disgusting beings that don't deserve to exist. A part of her is hoping for some sort of powerful man to come sweep her off her feet and take her while killing all those disgusting non humans. If such a thing were to happen, she would be more than happy to serve him, breaking those lowly exorcists to satisfy his sexual needs and aiding his path of clearing the world from non-human scum.

Messenger of Twisted Love (100 cp)
Oh, didn't you know that the best way to take an enemy is from within? This greedy succubus thought so, with her eyes dead set on infiltrating enemy lines to eat them from the inside, taking them out and increasing her power and slaves all in one move. Disguising as a pure-hearted human girl and joining the church as a nun wasn't that hard, but the indoctrination of the church didn't leave her psyche unscratched; her mind got twisted by conflicting desires and left her with a bit of a strange mentality. Oh, she did manage to make a lot of damage by sending them into frenzied lust or making them living sex toys, but she does it out of a strange sense of duty, considering that this is what true life and love is all about.

Alchemy Mondays (100 cp)
Some people can just deal with being ostracized or discriminated against and turn that into fuel for growth. Not this one. After being kicked out of the exorcism club because of her lack of spiritual power and shoddy swordsmanship that would have her defeated by a literal normal dude with no weapons or fight experience, she became quite jaded and scornful. Feeling her genious and effort being trashed and treated like worthless, did a number to her psyche and made her into a woman that rebels on envy, spite and hate... mostly directed with her extraordinary talent at alchemy and chemistry. Drugs? She can make spiritual drugs that make exorcist girls into frenzied bimbos that crave dick like air. Need more spiritual power? She can make simple drinks that increase it several times over, although with side effects if she doesn't like the one purchasing them. As a backup she's invaluable and only offset by her jealous, spiteful, and obsessive nature. If you need someone to make junk into useful concoctions, she's your girl. For some reason she felt a deep connection with you from the very first moment you met, it could have been her sensing someone as troubled as her, or maybe it was love a first sight; regardless of the reason, she took the first chance she got to partner up with you, giving you several gifts, concoctions, and even experimental subjects just for helping her out. Spending time with you doesn't diminish her hatred, but it does make her feel... happy, something that she herself feels too awkward to admit.

White Edge (100 cp)
Among the trash, the discarded, and the crippled monsters that had no bitches, a young monster was born from the body of a dead succubus. Was it a miracle to come to the world from that corpse? Or was it a cursed omen, to come from death and into the pits of hell? That child survived, then lived, then thrived. No amount of adversity was enough to deter him from what he believes is his call - to take with his own hands everything the world denied him. He grew in power and went from a whelp of a thing to a man that held bloody authority and a rare kindness; he grew in status and became a symbol for all the weaker monsters to aspire to. With a human form that's beautiful and pleasant, with pure immaculate white hair, strikingly scarlet eyes that penetrate your very soul, and proportions that inspire both envy and lust - perhaps the natural result of having a succubus mother. For this wandering king that has yet to claim his kingdom, there's still one thing missing in his life before taking the throne that he deserves - love. He desired a partner that would soothe his hidden wounds and that could help him create the warm home he always secretly desired as a small kid. Was it luck or destiny? The moment he first saw you, something happened inside his cold heart, something awoke. Was it his incubi instincts? Some weird attraction to a human that seemed the complete opposite of him? Perhaps love at first sight? All of those and more. The man that went from trash to one of the strongest beings in the world, now wants you to become his bride and eventual queen. Oh, don't worry, his love is true, and he's a gentleman with incubi powers... However, he's also on the fast track to becoming a spirit and a king of demons, a ruthless warrior and a slaughterer of millions with nonexistent social skills for romance. Enjoy being pursued by a murder machine that can change from seductive lust demon to adorable murder dork in seconds.

Foxglove (100 cp)
A short but very stacked girl with an incredibly cheerful and positive personality, standing out by how she doesn't discriminate or looks down on others regardless of their power or status. Unlike her contemporaries she dons a modified lacrosse uniform when performing her job as an exorcist, where she shows enough skill and power to compete for leadership of the whole district. Bizarrely enough, she joined the club and trained for the sole reason of defending the people, being completely uninterested in the social benefits or politics of the job, and somehow having awakened her spiritual power by herself without assistance. She has her long black hair braided at the end around her hips, which alongside her naturally blonde bangs give the impression of a penguin. To her family and close friends she's a cheeky devil that will bother and tease mercilessly to kill time. To her exorcist friends she's the local weirdo that lacks their shitty traits and makes them look bad in comparison. To you... well, to you she's just the cheery underclassman that follows you around randomly, clings to you, constantly invites you places, flashes you, pays for your stuff, comments how you should totally find some exorcist girlfriend to breed for the sake of humanity, and so on. She might be trying to say something, but who knows what....

Brugmansia (100 cp)
A voluptuous exorcist from Seminaru Academy, and the secret ace of their Prayer Department. She's famous not for her considerable skill but rather for her natural gift of 'visions' that let her peek into the past and with 100% accuracy despite her lack of control over it. She fully believes that her power is a gift from God that makes her a chosen one to carry on his will. Fanatical conviction aside, her ability has given her more advantages and opportunities than most exorcists, inflating her belief that she's above all the unchosen trash. This issue is even more exacerbated by her talent and skills backing her haughty attitude. However, since a while ago she has been having visions of you and your past/future exploits which she has interpreted as a mission to aid you in literally any way you want or need, giving you her blind faith. Because of her extreme way to classify things and her lack of moral compass, she will follow your orders as if they were decrees from god. Want a blowjob in the middle of the road? She'll do it happily. Dislike the way her exorcist's friend looked at you? She will just crush her limbs into paste with a smile. Feel like having her act like your maid? She might just cum from helping you out. And so on. For some reason her ability can be somewhat controlled when used on your favor, such as predicting who will try to fuck you over and how.

Rosary Pea (100 cp)
You found this one half dead in the middle of the road at night when going home, she looked like a woman with most of her body destroyed by acid... and a tail. Instead of calling the local exorcists to finish her off for being a youma, you instead took her to your home and helped her recuperate. Turns out she's a succubus created artificially by an elder succubus as a spare body, the whole facility got raided and she somehow escaped the explosion. Your act of kindness shook her to the core since she never expected to be helped without coercion or mind manipulation, as you took care of her she silently vowed to help you out and make you happy in return. After a couple weeks she fully healed and joined you to help out in everything she can, which is a lot given she's a clone of an elder succubus and when properly fed can easily overpower a whole region. In her mind other youma are horny animals without brains, human males are useless trash, and exorcists are only good as seedbeds; only you deserve to rule over this planet. If left to her devices she will use her powers to fill a mansion with selected exorcists for you to play with while she creates a plant that harvests spirit energy with the goal of empowering you to subjugate this world. Of course she would also be happy as your maid or secretary. Despite her numerous and powerful lewd abilities, she's very weak to romantic acts like hand holding.

Philodendron (100 cp)
This man who looks like a good natured uncle is a well-known substitute teacher with several awards under his belt thanks to being able to teach almost any subject to even the most difficult of teens. Also quite a few less than stellar rumours, such as being well connected to several powerful youma or having mind controlling abilities. All of it true, as he himself will admit to you. He has a large array of talents, enough to become a high ranked politician or run a cult, but he prefers to teach the young and occasionally mind break bratty students to then sell for profit or connections. He has taken a shine to you, born from a random encounter where you both exchanged past experiences, found had the same sense of humor and even shared the same taste in food. He will give you exorcists or random women you want, don't you shy away when giving details. Even without his mind control power he's quite the gaslighter and quite capable of talking most people into anything.

Giant Hogweed (100 cp)
Sometimes exorcists captured by youma manage to escape with their lives, sadly the only ones that are kept alive enough to even attempt escape or hope for rescue are those that are used as breeding seedbeds or pimped out, both after suffering several body modifications. In her case, she underwent a strange experiment to keep some of her spiritual power to produce better offspring, she was one of the 'males' and given a cock and big balls to properly impregnate the seedbeds. Even after recovery the modifications stay, making her quite unfit to work as an exorcist despite still having some spiritual energy. Thus she spends her days masturbating from dawn to dusk while fantasing of raping all her ex-comrades and classmates. Thanks to her modifications she can go mating for hours on end, her fertilization rate is through the roof and her offspring is set to always be female, have high spiritual energy, and reach maturity comparatively faster. She's ashamed of what she has become, to some degree, but she mostly hates other exorcists for negating her chance at revenge, is constantly lustful of other women and considers men competitors even if she tends to take care of those that submit to her.

Wild Lilybell (100 cp)
Spiritual energy can be used in many bizarre ways, and miasma can be made in even stranger ways - there once was a painter who killed himself in despair and accidentally created a number of cursed rape paintings as a result of it. More recently, some hardcore otaku was trying to channel the power of a number of cursed items and his own lusts to bring his 'waifu' to life. Unfortunately, he made two mistakes he underestimated the cost of the ritual to the point it killed him, and that he fucked the ritual up hard to the point it didn't even identify him as the one to benefit from it. The end result was that not only did he not survive, but you ended up with what few chains he managed to make. The newly created demon is quite vicious, cruel, and erotic, as expected from her origins, but also highly loyal and subservient to her 'daddy'. Mind you, your first glimpse of her probably left you with the impression that she was just some girl in cosplay of a popular character from a recent game - then she opened her mouth and ate her summoner's corpse. Almost indistinguishable from the girl she's based on, bar a somewhat more lascivious body, and possessing a number of skills appropriate for the one she's based on, her actual raw power is, like most demons, based on her reserves of spiritual energy. As are the actual abilities she possesses - hopefully she isn't based on a holy maiden, because all her powers are as corrupt and lewd as your average demon. Though, oddly enough, she's also perfectly competent as a ninja. Some extra miasma must have gotten mixed in as she was born. Still, if all you want is your favorite waifu to suck your cock, then she has everything you need.

Drawbacks

Any Origin may take these drawbacks

+100 cp - Oh No! Anyways
In your mind, you have a certain idea about how the world ought to be. The valiant Exorcists and what backup men can provide, fighting an eternal war against the vile Monsters. The idea that men could, and maybe even would, side with monsters… Such thoughts tend to utterly blindside you. The concept that a man could betray you - or that an Exorcist might actually be good in a fight, able to surpass you unless specifically primed by a hypnotist to lose to you - simply does not exist in your view of the world. As you might imagine, this means that the rare times when you are wrong are not only painful and borderline traumatizing, but could lead to you freezing up in the middle of combat, something that could prove fatal.

+100 cp - Lesser Men And Lesser Matters
Under normal circumstances, the Exorcists use magical means to hide their identity both from any Monsters that might survive their extermination and from ordinary civilians. Similarly, a Monster that wishes to corrupt a human into serving them must operate with utmost secrecy. With this, the masquerade between the eternal war of Exorcists and Monsters, and the normal world where boys and girls need only worry about the occasional pop quiz, are much much thinner. While you have no specific imperative towards maintaining it, bad things tend to happen to you when it's threatened. Letting a news crew watch you fail to save a child from a Monster could see the funding you need for basic supplies drastically cut, while a Monster would find that letting a minion enjoy whatever magical powers you provided them with would bring down an anti-corruption task force upon whatever moles you may have. Not impossible to maneuver around, but not fun to deal with either.

+200 cp - Just Plain Bad Luck
Never attribute to malice what you can blame on stupidity. Those are likely to be your watchwords for the duration of the jump, because your allies - be they minions or superiors, it matters not - tend to be dumber than a bag of bricks. An Exorcist might find entire squads of rookies wiped out in a single day due to a fuck up in the patrol schedule, while a Predator would have to deal with suddenly not having enough of them to provide to interested parties. As a Monster? Your fellows wandering off for some 'alone time', only to run headfirst into a patrolling Exorcist would probably be a common occurrence. Nothing that can't be dealt with via triple checking all of the details, but actually getting people to do that instead of flouting regulation and protocol might be tricky.

+200 cp - It's About The Mets!
Under normal circumstances, the suffering of Exorcists is something you would likely be encouraged to revel in, that the whole point this universe exists is to watch them fail again and again and again. As of now, things are… A bit over the top, even by the local standards. With this, the focus on sex is shifted away from all things onahole and more towards simple suffering. Instead of consuming the womb for power, a Monster needs to utterly break the Exorcist, drown them in the deepest pits of despair, torture them until a lack of pain is a foreign thought - all of this and more are the hideous, and sometimes hilarious, level that the world will now sink to in order to remind you that Exorcists are for suffering. And if you're a Monster, thinking that you're not going to be inconvenienced by this? Well, you need to participate in this if you want to reap any of the benefits you would normally gain. And no matter what tolerance for it you think you have, this will simply push and push until even you can barely stand it.

+300 cp - Did Someone Mention Ninja?
Though they are nowhere near as prolific as the ancient families of Exorcists that have stood for generations, there exist a number of families that train their sons and daughters in the art of the shinobi. Under normal circumstances, that would be the end of things. However, since you apparently need to suffer more, you'll find that while the ninja are still the vast minority, they are now significantly more powerful than the Exorcists, with a single rookie kunoichi being able to take on multiple high class Exorcists - and twice that many demons - without so much as breaking a sweat. And they will cut down everyone who gets in their way, Exorcist, Predator, and Monster alike.

+300 cp - The Enemy Is Advancing
The vast majority of Exorcists are hypnotically primed to fail in their mission as defenders of the human race when presented with a certain situation, usually the Monster that has decided to purchase their life. However, what if that were not true? What if, after all this time, the girls who survived and began to breed the next generation of Exorcists had somehow let their children inherit a level of immunity to the psychic powers that once controlled them? Simply put, whoever you may be, your enemy is now stronger. Exorcists might become a real threat, even to Monsters to whom they are commanded to fall. And Monsters… Spirits already existed, but now they might exist in far greater numbers. And those poor Predators? They have to balance those two against each other in a vain attempt to turn a profit.

Only Exorcists may take these drawbacks

+100 cp - For My Oneesama!
I'm so sorry for your loss, Jumper. It seems that at some point in the past, your beloved elder sister - who was also an Exorcist, if that needs saying - ran afoul of a horrible creature and was raped and killed by it! Obviously, you desire revenge for this horrific act. This desire leaves you a bit short sighted, short tempered, and prone to ignoring patrol routines to chase rumors of the monster that killed your sister. Whether you actually find it or not, or even have the strength to kill it… I'm leaning towards 'yes' and 'no', respectively, though I suppose you could always surprise me.

+100 cp - Gay Gay Homosexual Gay
The awakening of an Exorcist's spiritual energy is a very intimate affair, and many a girl has ended up nursing a crush on the one who did the deed with her for years to come. When she isn't masturbating to the other girl, that is. As for you? You're incapable of speaking to another woman without flirting with them because you were attracted to women to begin with and having another girl molest you and give you a bunch of orgasms as she activated your power did not help. This doesn't exactly make you disliked, every girl likes to feel pretty, but it does mean that they aren't willing to patrol with you as often or for as long. And, naturally, if you find yourself in the hands of a monster, you'll find the experience viscerally disgusting. Heck, even looking at other girls who got caught disgusts you.

Trying To Sneak But You're Dummy Thick (+100 cp)
There exists within the mind's eyes an image of what a stereotypical Exorcist looks like to the average person. Large tits. Long hair. A school uniform with a short skirt. Monsters are a bit more variable, but you can just assume that 'ugly' is on the list somewhere no matter what kind of monster they are. That image doesn't change very often, which is likely something you wish applied to you. Simply put you're now going to have fairly consistent issues with your body. Perhaps the effect of some demon causes your breasts to swell, upsetting your balance? Or maybe you've lost your vision in one eye and it will be some time before a healer can attend to you. These changes are likely minor, but they are now a constant companion that you will have to deal with, and something that will irritate you to no end.

+200 cp - A Few Minor Modifications.
Lucky lucky Exorcist, you got caught by monsters who decided to make a show of things instead of raping you immediately and then actually managed to escape. The good news is that your powers are perfectly intact, but the bad news is that your body is kind of a wreck. A few hours of them 'preparing you for the main event' has left you in a bit of a bad situation. You might have been fed drugs that make your body constantly more sensitive, that made you grow a dick, or even that permanently damaged one of your senses, like sight or balance. Or maybe they spent the entire time reaming your ass, and you now cum when you shit. Well, it's probably a combination of those things, plus or minus a few others. The effects of this are technically something you can choose, but not ones you're likely to enjoy. I'd honestly suggest retiring on account of such a miracle not occurring twice, but you aren't actually allowed to quit.

+200 cp - Raging Bitch
Exorcists are not united. What was once family rivalries has become school rivalries. An exorcist from a low class school, a modern school, and a christian academy might fight together, but they will very much not get along unless something exceptional happens. And that's ignoring what happens if they get a puffed head. Which, well, you do. You're an exorcist and proud of it. You're beautiful, you're powerful, and so are your mother, grandmother, great grandmother, and so on and so forth for hundreds of years. You don't have an inflated ego, it's just the right size for how awesome you are. But, well, even if that's true, others won't see it that way. You alienate people, easily and often. Other girls don't fight as hard when they're fighting alongside you, and I highly doubt any of them would come to save you if you got captured. And then men who are supposed to serve as support and backup for you? They probably hate you. Of course, not that you know anything about that. You think you're great and that they're blessed to know you - why would anyone ever betray you?

+300 cp - Bought And Sold
Your future is written in stone, sculpted by the hands of corrupt politicians and master hypnotists. Somewhere in the world is a Monster that owns you. Going on patrols will see you stumble across him and numerous traps he's set, because he knows your schedule before you do. Trying to run away would see you run directly to him, because your mind is not your own - hell, you don't even remember this. To make things worse, you have been fully loaded up with all of the 'routines' and 'habits' of a high class Exorcist - some of them have been described to you before, in the form of 'optional' additions to your perks. You have all of those and more, regardless of if you bought the perk they would normally be attached to. Try to escape your fate, I dare you.

+300 cp - A Disease Named After You
There are some things one never wants to hear their doctor say. And there are some things that one never wants a panel of judges formed from politicians and high class Exorcists say. One of those things is 'guilty'. As a result of this, you've become well known as a complete fuckup. Now, in terms of actual punishment, there is none. More realistically, you can expect that if a fellow exorcist can shove the things she doesn't want to do onto you, she probably will. And everyone will let her get away with it. You'll most likely be called into frequent meetings with various advisors to ensure that you're not continuing to fuck up. These meetings will leave your body sore and aching. And if you complain about your treatment from the other girls, you'll find their arguments that you should not only accept it, but thank them for it being oddly persuasive.

Only Predators and Monsters may take these drawbacks

+100 cp - Soft Hearted Fool
I'm not going to lie, I will absolutely think less of you for having taken this. You see, whatever it is you see in the girls that you end up taking for yourself, it's not just something you like, it's something you adore. So much so that unlike the vast majority of the male population of Japan, you cannot actually get off on the suffering of these girls, preferring things like actual intimacy and handholding to simply ravaging their bodies until you cum or they break. Of course, that's nothing that hypnotizing them into thinking that you're married and they should let you mating press them can't solve, but the actual and likely excessive suffering is a massive turn off for you.

+100 cp - Paper Lantern's Glow
For hundreds of years, the various governments of the world have lied to their women. Told them that Exorcists were important, and not meant to be sacrificed to the monsters in exchange for peace. In that time, the exorcist's tradition barely changed. But the works of men? Those changed. Unfortunately for you, you're a few hundred years back in time, the early 1700s. The Exorcists are relatively untouched, but the cooperation between man and monster is young, and there are no hidden farms, porn studios, or underground casinos simply because those things haven't been invented yet. For the most part, women run the world and there's no indoor plumbing. Do have fun with this.

+100 cp - Ever Worked In Retail?
You would think that being a demon, a powerful monster who can slay Exorcists by the dozens, would make you special. It doesn't. For the duration of the jump, you'll always be surrounded by those who are, if not your equal, your betters. Or perhaps a spirit will simply wander by one day and demand your servitude. This isn't entirely bad, it's technically a prestigious position. The issue is time. From here on out, you will have very little time to yourself, as you will be constantly handed tasks that you will need to deal with. Time consuming, soul draining, incredibly boring yet attention demanding tasks. You may even need to call an 1800 number and hold for three hours. Or worse, play phone tag. Suffice to say you'll spend more time getting others laid than you will fucking bitches yourself.

+200 cp - What Do You Mean They Respawned
You know, I think that girl over there looks awfully familiar. Did you kill her sister a few weeks back or something? Oh, no, wait. That's just straight up the girl you killed. I'd ask if she was a zombie or something, but I'm pretty sure you ate her whole. What a unique problem to have. It turns out that whenever you kill a girl, there's a chance for her to just sort of. Pop back into existence a little while down the line. This chance is proportional to how much you made her suffer. If you just killed her right off the bat it'd be a miracle for her to respawn, but if you sold her to a demon brothel and made her kiss ass for months on end - yeah, she's 100% coming back, burning the place down, and then coming for your ass with everything she learned about your operations while 'working' for you.

+200 cp - Old Rivalries Born Anew
Alright, here's something that will actually make the Exorcists relatively happy - humans and monsters don't particularly get along. Sure, the Exorcist program is still standing, but compared to normal its numbers are way down, and ordinary kidnappings are way up. Still, outside the bounds of the borderline ritualistic sacrifice of the Exorcists to the monster, cooperation between humans and monsters basically doesn't exist - that means no calling up monsters to sell you magic artifacts or cast you a spell for humans, and no underground casino and slave rings where you can buy bitches whenever you please, amongst other things. Well, not without copious amounts of blackmail.

If taken alongside Paper Lantern's Glow, you start in the 1600's, before the Spirits Bargain was struck.

+300 cp - Demonic Energy Infection
If you want to undergo a shitton of pain in exchange for the opportunity to acquire more bitches, then look no further! Regardless of if you're a human or some random kind of monster of the week, you're undergoing the same kind of mutation that a human male would when exposed to large amounts of Spiritual or Demonic energy. It's kinda like magical super cancer, where your body slowly collapses in on itself. Oh don't worry, you won't outright die from this unless you really overdo things. See, while at first the pain isn't too bad, the more you use a certain kind of power - for example, mind control - the faster the associated body part begins to decay. In this case, your brain. I'd stick to more physical powers if you must use any at all.

+300 cp - Seed of Myth
So. When enough demons gather in one place and there's enough power and enough bitches to feast on and grow more powerful from, demons have a tendency to… well, melt. And then combine into one singular massive demonic slime, often known as a Mythic Demon. This is different from a Spirit, a horrifically overpowered and fundamentally singular demon. Mostly because it's much stupider. And, unfortunately for you, you're the perfect starting point to make one. Your body is already halfway to the point of melting, and extended contact with other demons will have you start to melt fully and be absorbed into them. This can start a chain reaction of absorption that gets a lot of people killed as a protoform is created, and even more as it hunts you down to finish being born. Now, in controlled circumstances, this could make you an even better thing to eat than a dozen exorcists. I suggest not letting anyone find that out.

The End

Go Home
Stay Here
Move On

Thanks to Ricrod/Arthur/Ricardo for the OC companions.

Jk Exorcists generally begin to lose their powers around the age of 20, and retire from being an exorcist to go to college, or sign on as an advisor to teach younger girls their skills. Post-jump, you may have full access to your spiritual energy regardless of age… as long as you have a womb to generate that energy.

The secondary effects of the Exorcists perks are, in my mind, drawbacks, and may be removed at the end of the jump if you wish. That said, they're also designed to be moderately enticing to possess while also possessing notable downsides, so if you want to keep them, that's also fine. You may not, however, keep half the effect and shuck the downside. Keep it or don't, no splitting hairs.