Yuki Yuna is a Hero

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Ver 1.0



It is 300 years into the Divine Era. A virus has wiped out most of humanity. The survivors living on the Japanese island of Shikoku, protected by the god Shinju-Sama. No one is allowed to leave the barrier, and no one has arrived from the mainland.

...Until, inexplicably, gigantic creatures called the Vertex appear from beyond, with the intent to kill Shinju-Sama and with it, humanity.

That is the lie the the government also known as the Taisha tell the people on the island of Shikoku. Shinju-Sama exists, of course, and the Vertexes do indeed assault humanity. But the part about the virus is a myth. No, the truth is much more religious in nature.

Before the Divine Era, the gods of Heaven decided that humanity and this world had to be wiped out. The gods of the Land, however, argued for humanity's continued existence. The Heaven Gods were not convinced, and continued in their plan to eliminate humanity. They sent regenerating, evolving monsters called Vertexes. Earth eventually became overwritten into a flaming void by the force of the gods, but the gods that sided with humanity merged together to form a barrier around the still existing speck of Earth that was the Sankoku region of Japan. In return for the humans not leaving this barrier, the gods would no longer attack. In the trunk of the glowing tree that was the barrier, humanity lived. But the gods outside have recently changed their minds, and sent Vertexes to destroy humanity inside the tree. The survivors created the Hero System, borrowing power from Shinju-sama. Small children, because they were still pure, were most fitting for this system.

While the Vertexes were beaten back in the beginning of the Divine Era, they have now returned in the present day to continue their fight to destroy Shinju-Sama, and thus destroy humanity. The only hope for humanity lies now in the little girls that fight for humanity's protection.

You, jumper, will be one of those that fight to protect humanity. It's relatively peaceful here otherwise, outside the attacks of the Vertexes. Crime is virtually nonexistent, thanks to the tight rules of the Taisha running Sankoku.

Meanwhile, in the city of Sanshu, a group of middle school girls opens up a Hero Club, a club dedicated to improving people's lives. They have all been carefully gathered, however, by an upperclass student working for the Taisha. They have displayed hero potential, and that is why the Taisha have carefully motivated them to come together. Despite all this seriousness, your time here should be peaceful. Filled with laughs and pranks, until the Vertex come and you must fight. Unless you choose to confront the Taisha.

Roll 10+d6 for your age if you care for it, and your gender won't really matter.

If you find yourself lost in any way, remember the five tenets of the Hero Club. They will take you far.

1. Give people a good greeting.
2. Try not to give up.
3. Sleep well, eat well.
4. If you're troubled, talk to someone!
5. You're likely to succeed if you try.

Free Perks

Leap Across Kilometers In A Single Bound (Free All)

Transforming into a Hero gives you great physical power. For example, you are able to bounce across entire kilometers in a single leap and gain powerful physical enhancements, depending on your powers. You also gain a weapon if you don't have one or you can opt out of a weapon to instead gain great physical might to fight with your fists. You may also import a weapon. Pain is dulled to a larger extent,

allowing you to continue fighting even when injured. But you are still prone to being knocked around by things bigger than you.

Mankai Form (Free All)
Every Hero has access to a powerful, but temporary form that completely changes their outfit, and super powers their weapon. In order to access it, one needs to build up energy by fighting Vertexes or hostile foes. You will be able to tell from a stamp somewhere on your clothes displaying a flower on it. The more flowers that bloom on the stamp and the more elaborate it gets, the more energy that has build up. Energy cannot be gained via training alone. This form is capable of destroying the bodies the weaker Vertexes to expose the soul that dare to threaten humanity in a single strike and tearing into the outer shells of the strongest Vertexes. This form is also capable of growing different, but thematically fitting powers, such as a protective flowerbud holding two people in to protect them from the flames of atmospheric reentry. One may also be able to fly in this form. However, this form comes at a cost, called Sange.

See, all your power is borrowed from the god Shinju-Sama, and you must make a sacrifice to gain this power. When the form ends, you lose a part of your body or your mind. This can range from memories, to losing your sense of taste, to losing your eyesight in one eye. Thankfully, your outfit will change to accommodate for any physical losses so you won't be affected by bigger sacrifices like losing the use of your legs, and your instincts will never leave you if you lose your memory. And post-jump, you will gain everything back and no longer need to give up any part of you to use Mankai.

The Sealing Ritual (Free All)
Every magical girl can seal a Vertex in the battlefield, exposing its soul. With at least two other people and chanting a prayer (What you say doesn't matter, as long as you have the spirit), they immobilize the Vertex. The soul of the Vertex then slides out and becomes material. Taking out the Vertex's soul is generally a bad idea if you're not prepared to attack it then and there, as a countdown timer will appear on the runes around it. The surroundings of the barrier you are in will wilt, the rot growing towards Shinju-Sama's direction and when the countdown timer ends, Shinju-Sama dies. The countdown timer varies in length from Vertex to Vertex, but it is not a good idea to dawdle when the soul appears regardless. The soul is a physical entity in this case, and it is entirely possible to shatter it without resorting to magic.

However, it's the only way to kill the Vertex, as it's healing factor is too much for any ordinary group of magical girls to handle, and even to destroy the soul is a challenge. It could have different layers, or be unusually tough to destroy. It could move and attempt to fly away. It could have self defense systems. Worse, is that it is difficult to tell what challenges the soul will bring when the Vertex is sealed. Every vertex soul has a tough, solid outer shell. A standard attack won't cut it down.

Origin List

New Student
Spunky Hero!
Sweet Singer
Responsible Upperclassman
Veteran

Origins

New Student

Udon Cook (100 CP, Free New Student)
Udon is love. Udon is life. At least, according to the girls that live on the island of Shikoku. You can make a damn good bowl of udon. And you can befriend people faster if you cook someone's favorite food. You can cook all forms of Japanese cuisine, but you are the unparalleled master at Udon. You can also dump down tons of food in a food eating contest because your stomach just seems to be a black hole.

Puppet Master (100 CP, Free New Student)
It can be difficult to tell a gripping story with only handpuppets, but you can make it work. Organizing effects so they can work just right and set the mood, setting up props, and of course, crafting the heroes and dastards of felt. This talent also extends to acting, too. You won't start out with any godike acting, but you could keep a bunch of kids entertained with what you start with.

Subversive Anomaly (200 CP, Discount New Student)
Somehow, those higher ups just don't take your words very seriously when you're talking about how bad the system they're running and how terrible it is. You'd just spread subversive ideas in peace until it's too late and you've gotten a good foothold in this world so that it would take a decent amount time for them to completely eliminate your influence with effort. After all...what are they going to do about it? You're just a child. What could you ever possibly do?

If You're Troubled, Talk To Someone (200 CP, Discount New Student)
Man, fuck the system. No really. Fuck the system. If there's any government problems or policy issues with how a government body runs a place, you know how to fix them and come up with a better solution to them. Heck, when you talk about them, people listen to you. You can articulate your grievances in such a way that gets people to strongly consider your points.

I'm A God Now (400 CP, Discount New Student)
The heroes of this world are seen as a proxy of Shinju-Sama, and thus are worshipped by all. You will be revered and worshipped if you have done much to protect people and acted in the world's interest. Perhaps with this power you can gain much political influence if you become known more. Your deeds will earn the interest of those higher ups, and your influence over them become immense. It may be that, even if you do enough great things, it's possible for people to start worshipping you and giving you offerings. These offerings will start out small. Some buns here and there at your doorstep. But with the scale of your deeds comes with the scale of the offerings. You might be given an all-expense paid trip to a tropical resort at your highest. You won't be receiving any nukes or legendary swords, but it's nice to get free food, right?

Sea Of Trees (400 CP, Discount New Student)
This is...a strange power. You are able to recreate Shinju's Sama Barrier in an instant, an immense, colorful landscape of giant trees and nature, under a vast twinkling sky. This barrier assimilates all living things inside it, ensuring no one is harmed out of collateral damage, as well as most small buildings.

Castles, electrical buildings, and high-rise structures are not included in this assimilation. This landscape can be dismissed at any time, and typically it takes much power to uphold it. People will not remember the barrier, however any part of the barrier that is damaged will reflect a similar disaster onto the area the trees blanket, like a car accident killing several if a significant portion of the trees are destroyed. Unlike with Shinju-Sama, who could project the barrier onto a land the size of the Japanese region of Shikoku, you will only be able to project this barrier onto the size of a neighborhood at first. The size of your barrier will grow with time spent training, however.

The Sealing Ritual (600 CP, Discount Drop-In)
Now you can do the Sealing Ritual on beings other than the Vertex. They cannot resist the ritual being done on them, and you may do it as easily as in the heat of the battlefield. The ritual for other beings works the exact same way as stated in the Sealing Ritual perk, except that when the countdown timer ends, the soul returns to the body of the being. And you can no longer use the ritual on them. You will have to find some other way to destroy it. You could potentially kill unkillable beings this way--but do not expect their souls to be easy to destroy. The challenge to destroy the soul scales with the mental strength of the being. There will be many defense mechanisms the soul has if it's terribly strong. Obviously, one could merely shatter a regular human soul with a strong enough punch without much resistance on the soul's part, but the soul of a monster will carry many challenges to defeat. The ritual merely gives you a weak point to attack.

Also note that a being will have to have a soul in the first place for this ritual to work.

Spunky Hero

Give People A Good Greeting! (100 CP, Free Spunky Hero)
You're a friendly, positive sort who is able to inspire others to your cause. You draw them in with sheer passion and joy alone. Perhaps you could even get through to people who just aren't happy with their lives and give them meaning by setting them on a task, like getting them to join your new club dedicated to improving people's lives. And even the grumpiest person at least won't find you annoying.

You're (Not) Hopeless (100 CP, Free Spunky Hero)
Ugh! You're so careless and casual! And yet, as much as those far more disciplined warriors and higher up complain about it, it doesn't seem to detract from their respect of you in their eyes. Neither will it exasperate them enough drive them into leaving. There's something about you that just refuses to let them see you as a lost cause or someone truly worthless.

Heroics And Studying, Gotta Do Both! (200 CP, Discount Spunky Hero)
Balancing out your daily life fighting Vertexes and other responsibilities can be challenging. You don't have that problem now. You're never late for class, you'd never fall asleep after a night out fighting monsters, and most certainly you'll always squeeze in time to study. Heck, you could probably give tips to fellow heroes to help in their daily life.

Keep On Smiling (200 CP, Discount Spunky Hero)
Yeah, you're not so great inside. At all. In fact, you're upset. Constantly. But you refuse to show it, else it would make everyone else upset. Even when you're upset or you find yourself burning up on the inside out of despair or anguish, you'll never show it on your face or let it get to you. Not unless it was truly

hopeless for you. Assisting those who are in need, like throwing a party at a hospital for sick kids or helping kitties find a home, will also help you feel mentally well if you're not feeling so good. After all, you're doing it because you love the smiles on their faces.

Remember The Tenets! (400 CP, Discount Spunky Hero)
The five tenets are what guide the Hero Club to living a happy life. Even when everything seems hopeless, they provide a groundwork for you to keep going. Your values that guide you will be enough to power you through most awful situations. You'd be able to keep at something even when your body is a bloody mess, as long as you remember the values that drive and define who you are. Repeating any mantra you posses seems to pull you through and give you that extra boost of power you need to tear open any giant monster's body.

Happy Birthday, Karin (400 CP, Discount Spunky Hero)
Some people don't know or have forgotten how it's like to be cared for. They're callous or at least a little lonely. You can help them learn how it's like to be cared for. They just need a friend. And that friend is you! Heck, if you bring a few friends along to heap on the power of friendship and do nice things for them (Like throwing a birthday party), you could befriend them even faster! Never let someone suffer alone. Befriending even the most grumpy person is possible, and just by being nice to them and doing friend stuff with them is enough to bond with them.

HERO PUNCH! (600 CP, Discount Spunky Hero)
You've tons of power inside those tiny fists of yours! But your strength isn't the best part of it. No, you could destroy most energy blasts with a clenched fist after sufficient training. You'll suffer no pain when you punch away an energy blast. Fireballs being flung in your direction? Just punch it. Thick steel walls in your way? Just punch a hole them. With enough time and guts, you could probably punch a hole in anything. You could be able to punch apart blasts the size of buildings like nothing at the higher levels of power from training without Mankai.

This power is extra amplified when your friends join in on blocking or dispelling a blast. Punch the living hell out of anyone and anything in your path, with friendship and love. You could even, somehow, get through to someone you're fighting with a big huge punch to snap them out of their freakout, as long as you hug them afterward. You will and can punch through anything, with enough training. Perhaps you could even shatter the body of a Vertex with a punch alone at the higher levels.

Sweet Singer

The Sweetest Song (100 CP, Free Sweet Singer)
Your voice is darling and lifting. It can comfort those who are sad and impress your classmates if you since around them. You'll need to refine your voice, but the talent is there. Any stage fright you have will have to be worked through, however. But working through that won't be difficult with friends. You'll actually find that working through any big fears you have, such as stage fright, will be easier if you have your friends helping you with it.

Tarot Teller (100 CP, Free Sweet Singer)
Tarot deck not provided. Many people dismiss tarot as just another useless superstition, but any tarot cards you use aren't so useless. With you, it isn't superstition. Your tarot cards can help predict the future.

Hopefully. Maybe. Either way, you'll be getting spooky or maybe joyful omens from these cards if you can tell what they say. Of course, details will be vague on what's what, but putting the pieces together won't be hard. Misinterpreting them also is a risk.

Sound Is Supposed To Make People Happy! (200 CP, Discount Sweet Singer)
Music can fill the soul with happiness. It is not a tool to hurt people. For that reason, you cannot abide by sound used to hurt others! You can work through sonic damage, and you can even get a leg up against sound based foes. You are also resistant against mind affecting powers through sound effects either. Such as a scream that's meant to inflict fear into the hearts of others.

Try Not To Give Up (200 CP, Discount Sweet Singer)
It can be hard to find people who will notice your talents. Not anymore. If you make an effort to get yourself out there and practice really hard, those who can give you a job for your talents will notice you. Heck, you might even get noticed by the big shots and given very impressive contracts. Still though, they'll abandon you if you can't fulfill their expectations.

I Wouldn't Have Dreamed Of Singing (400 CP, Discount Sweet Singer)
You used to be aimless, with no idea about what you'd do with your future. But you have a purpose now. And this purpose is enough to keep you going and comfort you. This purpose can be "become a famous singer", "defend humanity to my last breath", or some other goal like that. You'll drive and work hard to accomplish this purpose, and it will inspire you to keep going in life when everything seeks to take what you hold dear from you. As long as this goal blazes in your mind, you'll never find yourself despairing. And even when you can't complete this goal? You won't be gripped by despair. The drive towards your goal is immense, jumper. Keep fighting for it.

Slashing Strings (400 CP, Discount Sweet Singer)
What is a singer without instruments? You might not have any skill in playing string instruments, but you are very good at actually fighting with string. Your Hero outfit now has a large bracelet around your wrist. From this bracelet projects incredibly tough and sharp metal strings. To the point to where making a net with them to wrap around your target and then swinging your net around while they're still trapped inside is a viable method for killing your target. You can manipulate these strings with but a single thought, and meld them into any shape. In Mankai form, you can pierce most powerful being's bodies and fill them with your power, possibly destroying them.

Human Bravery (600 CP, Discount Sweet Singer)
Shinju-Sama, despite their fierce protection of humanity, has a somewhat dim view of the human race. At least, not seeing them as a race that will always fight to survive or capable of great bravery. Despite how when the Vertexes came, humanity poured all their efforts into fighting the Vertexes. Even if everything they did seemed useless, they continued to fight with all they had. And all it took was a group of five little human girls harnessing the power of Shinju-Sama to beat back the Vertexes from humanity's last bastion of existence.

But you can finally shatter that wrong perception of humanity and get them to realize that humanity really is brave. That if it were possible, most of them would choose to fight for their survival instead of meekly rolling over and letting the gods destroy them like pathetic insects. Within you lies the legacy of humanity--the astonishing persistence of their survival. And their capacity to perhaps, exceed the strength

of the gods. And thus, when you act and commit great deeds, it will not only reflect on you. It will reflect on your race, and it will reflect on your friends and organizations you're a part of. The gods and the most arrogant of beings themselves will consider your actions impressive.

Upperclassman

You're Likely To Succeed If You Try (100 CP, Free Upperclassman)
Stop screwing around and get to work! Somehow, you can think of the right words to inspire people to keep in line and continue working. Or to keep fighting no matter what. They won't find it irritable to do work or to study. In fact, when people study around you, they find that they can do a lot more work when you're helping or teaching them then when they're on their own.

It's Okay (100 CP, Free Upperclassman)
You got a concerning text, and that look on your face can be worrying, but it's okay. None of them will suspect that bad things are happening behind the scenes. You needn't bury your loved ones in your worries, and sometimes they need to be kept out of trouble. Of course, if strange situations around them become hard to ignore, like being pulled into a sudden change of surroundings, they will connect your suspicious behavior to what's happening and possibly confront you about them. But keeping secrets won't be difficult for you, and neither will people hate or distrust you for doing it because it was all for the best.

Swing That Big Sword! (200 CP, Free Upperclassman)
That's a big sword in your hands! Are you sure you can lift it…? Oh, you can. Big heavy weapons are lightweight no matter what your strength--you can do all sorts of fancy tricks with them as if they were just a tiny rapier instead of a big flat sword. In fact, no matter how big that weapon in your hands is, you'll never accidentally smack anyone in the face with it or find it clumsy to carry around. You'll be able to do impressive work and find creative uses for your weapon if you think about it enough. Use giant swords with impunity, friend.

Be Calm And Listen (200 CP, Discount Upperclassman)
An emergency situation requires everyone to act rationally. Nobody can get out alive if they all panic and rush towards the exit, or scream at the scary monster instead of being quiet. You can explain situations in a calm and rational manner. They will be calmed by your words, and they'll follow your instructions instead of panicking. Heck, you'll find that you naturally and smoothly slide into leadership roles without much of a fuss.

As Long As You Mean It (400 CP, Discount Upperclassman)
You don't have time to waste to make long chants during a fight in the battlefield. There are many other things to worry about, and long chants shouldn't be one of them. Actually diverting your attention to reading something for a long chant can be deadly in the battlefield. Luckily, though, you don't have to worry about that. As long as your words carry the spirit of the chant, you can easily substitute any long chants for ceremonies or spells for a few time-cutting short phrases. Also helps if you're poor at memorization.

Mission Briefing (400 CP, Discount Upperclassman)

Hey, stop goofing off. This is serious. No really. This is serious, and I need you to pay attention. Sometimes you have to lay down a complex plan of attack to your fellow friends. You can perfectly convey the seriousness of a situation to even the biggest of goofballs, with your talent. They'll sit down and listen to you patiently if the can trust you to be able to plan them to victory. This way, organizing a group of people under your care or tutelage into fighting a giant monster, for example, is easy. This endeavor doesn't assure victory, but any losses won't be through poor organization or lack of information on the team's part at least.

The Spark That Light The Flames Of Others (600 CP, Discount Upperclassman)
When you've activated some great ability inside yourself, it inspires others around you to follow suit if they were almost as close to activating it as you. Even when they can't access these powers, your allies that witness your glorious visage will find a piece of a hidden strength from within. When your radiance shines, it sets off a blaze in others that's hard to put down. Any impressive feats you make in the battlefield or in general plants seeds of glory in others. Inspiring them to to do the same. Even the meekest Hero can become inspired to fight a monstrous Vertex by themselves under you, and perhaps its your presence that gives them the capabilities to accomplish defeating them.

You are an inspiring person, on the battlefield and off it. People instinctively find themselves placing their faith in you as a leader. Your presence in an empowered form like Mankai also empowers those fighting by your side. Perhaps it could be enough to give them a fighting chance in a hopeless battle.

You are the banner that your allies fight under and for. Lead them to the victory they believe you to give them.

Veteran

HTML Handy (100 CP, Free Veteran)
You are very, very good at designing websites. Despite your young age, you are professional level. You can't really hack into people's webpages, but your websites are the best looking and are always easy to navigate and be memorable. You'd be surprised how effective a good layout, color scheme, and impeccably-placed cat picture can be to convince a potential customer or visitor of the value of your organization or website.

Sleep Well, Eat Well (100 CP, Free Veteran)
You are easily like that of a practiced nutritionist when it comes to thinking up healthy meals for anyone, human or not, especially if you need to get them to peak fighting performance. Of course, you'll have to find some other way to make them tasty. To accommodate for this you have the cast iron stomach and tongue to match. So what if they stick their nose up at those dried sardines you eat constantly? They're, nutritionally, a full meal. They work. You always know where to find nutritious supplements, and you get the most out of them when you consume them.

No Hero Is An Island (200 CP, Discount Veteran)
So WHAT if you don't have friends? You don't need them! You're fine! You can live on your own! ...Okay, truth to be told, you are a little lonely. But you won't be for long. You'll always attract one or two people who seem to notice your issues and will try to take care of you or help you with any issues you have, even if you don't notice your problems at first. Or at least any friends or companions you have will easily notice

your issues and try to help you. You could be a huge jerk and try to drive them away, but that will take intentional effort on your part to accomplish it. You can toggle this ability on or of if you don't want people meddling in your business.

Battlefield Instincts (200 CP, Discount Veteran)
Brute force, fancy tricks and elaborate plans? You don't need those. Everything has it's weak point, and it dies when you shoot it. Or at least it walks away with a painful limp. And you? You can hit the weak point, and from a comfortable place too. You've got a talent with sniper rifles and have some intuition where your foe's weak points are. Heck, you instinctually can read your foes' actions in the battlefield and accurately predict them, but you'll have to have fought them first. Even amnesia won't be able to truly suppress these instincts you have. The more you run into this kind of being, the better your instincts will get. This naturally happens, but now it's accelerated.

Heroes Have To Be Impressive To Save The World! (400 CP, Discount Veteran)
Here's a secret: technically, talent is not needed to become a Hero. But it helps. A lot. Because for someone who doesn't have talent, you need to be olympic level in terms of skill and power to be considered for the role if you don't have the aptitude. You were one of the unfortunate ones who lacked talent, but you didn't let that stop you. You put your nose to the grind and you earned your place among the other heroes. Not only do you posses an olympic level physic, you also the the discipline to train constantly as well, and this will even help give you put you on the same level as someone with a talent in that skill. Though, you'll always have to be training and honing your skills constantly, and you'll be slow to achieve major breakthroughs compared to the talented with this skill alone. But it can be done, for sure.

I Can Do It By Myself! (400 CP, Discount Veteran)
You've been spending that time fighting for giant Vertexes by yourself, you don't need other heroes to fight by your side. In fact, all you need is your sword or some other similarly shaped weapon or object to act as a fellow hero when sealing. And now you posses this skill in other ceremonies or spells. You need multiple people in any ceremony or to help you cast a spell? Not anymore! You can do it by yourself! All you need is a sword or some other sword-sized object to hurl down to act as another person to fulfill the requirement of multiple people needed. Of course...a typical sword can't provide for the power of friendship or love. Or magic if there's no magic inside the weapon.

I'm Fighting For The Hero Club! (600 CP, Discount Veteran)
While Mankai always requires an appropriate buildup of energy and hard work to even activate, there is a surefire way to activate Mankai. The god Shinju-Sama bequeathed their powers onto the magical heroes to protect the still existing part of the world from the Vertexes, and thusly, a strong desire to protect someone or something dear to Shinju's warriors is enough to activate Mankai.

For you, activating Mankai is much easier now, because you now carry a strong desire to protect something other than you in your heart. Mankai can to be activated as many times as you wish when someone or something you cherish is threatened. It could be your loved ones, or a beloved pet, or your home. Even when you're at your limit and you've exhausted every last bit of stamina inside you, you may still keep activating Mankai.

But do take note: Sange, where you lose a part of yourself, will still activate even after the jump for Mankai activation beyond the first time during a fight or if you force an activation without proper buildup of energy. You'll still lose something of yourself that will last for the rest of the jump. But your strong desire

to protect your friends and those precious to you will never burn away through exhaustion or otherwise outside of combat. You'll fight to the end to defend your friends.

General Perks

Trump Card (300 CP)
Your node carried with it an artifact from the old Hero system used 300 years ago, at the beginning of the Divine Era. Somehow the Taisha did not completely wipe this node for whatever reason, perhaps due to an oversight. Before Mankai was implemented in the system, a Hero would instead draw on Shinju-Sama's collective memory from all mythological figures that had walked the Earth. They would gain the part of the power of a mythological figure, potentially anytime they needed to. Their outfit would change, and their weapon would change, just like with Mankai. They could also call upon it at will once they have unlocked their ability.

This can grant many powerful abilities, ranging from the ability to split yourself into seven clones, all needing to be simultaneously killed in order to kill them permanently, to make an enlarged yo-yo spin in the air and ride on it, or to carry a force of a nuclear bomb in one's fists. But like Mankai, this also came with a cost. The Trump Card would give wreck great physical damage to the Hero using it depending on the strength borrowed. They would be hospitalized for days in extreme cases. And excessive and extended use over a short period of time would deteriorate someone's mental health, the severity of it also based on the power of the borrowed historical figure.

Your Trump Card cannot carry with it any divine magical beings associated with the sky, such as Zeus or Apollo. As Shinju-Sama's collective memory includes those who walked the land and is made up of the gods of land, it does not include divine beings for that reason. Underworld figures, like Hades or Cerebus, are acceptable choices to make for your Trump card, but it is not limited to those.

You get one to start out with, and over time you may unlock more with training.

Messiah (300 CP)
There are some girls, while they cannot fight as Heroes, are able to hear Shinju-Sama's words. They play an important role in the Taisha. Without them, the Taisha would never truly understand Shinju-Sama's words or know what is happening between the gods. But rarer still are those who can hear both Shinju-Sama's voice and posses the talent to fight as a Hero. Called a Messiah. You are a Messiah. Now you can speak with gods. With this talent, you may be able to contact any gods with just a simple thought and understand them. Do be aware, however, that while Shinju-Sama is benevolent and thus is not predisposed to punishing those who contact them, other beings you speak with using this power may not be so forgiving if you make an error in diplomacy. Or even make the assumption that you're worthy of their time.

Companions

Hero Club! (100 CP per Companion, up to 300 for Eight)
If you find yourself alone and without allies to help you fight, you may bring your friends along with you. They get 600 CP to purchase items and perks with.

Canon Companion (200 CP Per Character)
If you wish to bring someone along with you, you may. If you use “The Day The Vertexes Came”, you can purchase any canon companions from Nogi Wakaba is a Hero. You can even determine your relationship with them. So if you wish to be someone’s sister, here you go.

Items

General

Cell Phone (Free All/200 CP)
This is a cool smartphone with all sorts of apps. But it’s most import app, pre-installed, comes with a Hero App. This has a chat function that lets you talk to other people in your friend group and you even are represented by chibis. This Hero App will ding loudly with an alarm when the Vertex arrive (But you could also tell, because time stops when they approach Shikoku except for you and your friends). It even comes with some handy dandy informational material in the app, such as the history of and how to fight the Vertex. And if you want to transform, simply press the app to initiate the transformation. It can even tell you how many Vertex you’re fighting and where they are.

For an extra 200 CP, the App will continue to ding loudly if danger approaches after you leave this world, such as the city you’re in is being attacked or there’s a crime going on, although it won’t tell you where the crime is or how to find the criminals.



Faery (Free First Purchase, Second Purchase Free Veteran, 100 CP For More Purchases)
You have a Faery! A cute, small critter that will help soften lands for you and make small shields to protect you during fights! They also have different weak powers, like flipping pillows or entering dreams or simply being able to eat whatever they want. In the unlikely event you try to commit suicide, they will also stop you. Every time you have gone Mankai, you will gain a new faery.
Faeries do not typically speak. Those that do only happen to set series of phrases. Although these phrases can be anything and can include poetic statements like “death comes to all”. Although they’re short, so no Faery will be spouting the Bee Movie script anytime soon. Some happen to be mischievous and disobedient, but this behavior should rarely be a serious issue.

Drop-In

Untapped Phone (100 CP, Free Drop-In)
This phone makes it so that you are immune to getting eavesdropped when you're talking on this phone with someone. It goes both ways, so you don't have to worry about it. You won't have any government agents knocking on your door when you use this to talk with someone.

Udon Restaurant (200 CP, Discount Drop-In)
Delicious udon...now you own a place that serves them! This udon store is always ready to serve up smiles and fill the tummy of the customers that enter it. It's staffed by the kindest, happiest people in town. Heck, it'll always pull in a sustainable amount of people. Protagonists in general are drawn to the restaurant. Giving you ample time to interact with them if you desire.



Pet Stardust (400 CP, Discount Drop-In)
H...how did you get this? Why is it so docile and making tricks, like rolling over? And it's...coming up close and "staring" at you (It doesn't have eyes but you KNOW it's looking at you), like it's expecting pets? This is not the giant Vertexes you typically fight, but rather one of the many (still pretty big) white "cells" that combine to form the bodies of the Vertexes, called Stardust. By itself it can't fuse with the other stardust, and you just cannot purchase enough for them to fuse into a typical giant Vertex the Heroes fight.
But still...that's a monster that's basically immune to stuff that isn't supernatural/magical/divine/powered by ki in nature, and can tear through buildings like nothing with its giant mouth. And it's completely docile around humans. It only listens to you and not the divine beings that would command its race. Surely that's a good pet?
You'll have to explain to the Taisha why you have this thing or keep it hidden. You'll probably have to have a lot of funny little shenanigans. Stardusts do not need food, but they do like eating. They don't have any waste products, so you don't need to worry about stardust poop.

Spunky Hero

Helping Others (100 CP, Free Spunky Hero)
Helping others can be a fine art. It is more than just doing favors for someone. It is giving advice, it is knowing when to give someone space, and other miscellaneous bits and pieces of advice. It can be a little daunting to help people in this regard. Thankfully, you have a book to help you! This is a paperback book all about being nice and helping others! Knowing when to put yourself first and to take care of yourself if it wears you out, how to be nice without being condescending, and other things!

Hero Website (200 CP, Discount Spunky Hero)
Publicity goes a long way in getting potential customers or telling people who you are. In this day and age, you need a website or a social media account. Anyone can open up a social media account and crack jokes plus snappy comebacks, but having a 'sassy' persona won't take you very far without being informative. You need the complete package.
This is an official website talking about you and your exploits or any organization you run, or talking about any subject you wish to discuss with the world. It comes with a forum for people to chat on and somehow, you never need to pay for the server space on it. It also has a professional layout that mysteriously changes with your whims to look nice. It will steadily attract people to your organization or come with requests.

Hero Castle (400 CP, Discount Spunky Hero)
This is...a big castle. It's huge. And the people inside it will be more than happy to wait on you hand and foot! It's a luxurious castle, its insides and outsides tailored to any aesthetic that pleases you. It's got no offensive capabilities. Why would they need to fight in this peaceful era, when conventional weapons are useless against the Vertex?
But it's defenses are quite spiffy. It could weather attacks from multiple Vertexes at once. In fact, it could probably withstand a nuclear bomb and even prevent the radiation from seeping in. Very little things in this world could destroy it. It even has a blessing on it from Shinju-Sama that it can be protected from moderate divine attacks. And it seems receptive to any improvement projects you make with it. It's also super luxurious.

Sweet Singer

Tarot Deck (100 CP, Free Sweet Singer)
This tarot deck comes with a book on tarot that is always close by. You never lose it and it's small enough to always be on yourself. Gives you a guide on tarot and what the cards mean and what spreads to use. The art by default is the Rider Waite Tarot, but if you wish the cards can be in another art style. These are just mundane tarot cards.

Singing Contract (200 CP, Discount Sweet Singer)
You have a contract with an idol company that will be valid in future jumps with one company. This singing contract doesn't give you an actual talent, and if you lose your ability to sing for whatever reason expect to lose the contract for that jump. It also is able to bring in enough to live comfortably on your revenue. You'll have to push for each jump to actually become famous, but hey. You're a singer!

Karaoke Bar (400 CP, Discount Sweet Singer)
A karaoke bar where people can sing their troubles away. Comes with a karaoke machine containing hits from the setting of past and current jumps, even hits and remixes of hits made by you no matter how obscure you were. People who come here including you can find themselves relaxing and bonding quicker with others. You could get anyone to enjoy the space here. You'll be able to gain revenue from this bar, and you don't even need to hire people for this bar. But heck, you can use this bar too with others. This place serves only the finest in a cuisine of your choice. Can be a warehouse extension if you wish.

Responsible Upperclassman

Cooking Implements (100 CP, Free Responsible Upperclassman)
Comes with a cookbook and implements that are always easy to find. No more losing your implements! They'll always be right in the drawer where you need them. You don't even need to clean them! They'll always be sterile and sharp. They have a cute design by default with pretty flowers on them, but they can have any designs on them.

Homey Home (200 CP, Discount Responsible Upperclassman)
A normal little house. This is a place where you can't be attacked, as long as you don't intend to use this as a base. It's a very peaceful little apartment with a sense for home. Heck. This place is so safe, it would be hard for children to get hurt here. People are also naturally inclined to be happier here. Any chores done here will be done absolutely perfectly and with little effort on your part.

Hero App Dev Kit (400 CP, Discount Responsible Upperclassman)
This is a high tech dev kit the Taisha will create in a year after a certain Yuki Yuuna manages to impress Shinju-Sama into allowing the Hero System to be used for everyone. A newer version of it that does not cause Mankai, need Sange, or gives faeries to Heroes. This is a downgrade from the Hero system used by the Taisha initially, and arguably even from the Hero System used the start of the Divine Era. But such is the price of making the Hero system available for all to use. However, while it can make literally anyone a Hero, power still seems to be largely dependant on inborn talent. The average magical girl will be quite weak using the standard Hero powers that come with the kit, compared to your allies that fight by your side. They will need constant training to be comparable to you in power.
Also comes with a chat and messaging app to talk to other Heroes.

Veteran

Dried Sardines (100 CP, Free Veteran)
Don't laugh or make that disgusted face! They're nutritious! Vitamins, minerals, calcium, taurine, EPA, DHA! They make a complete diet! In fact, you have an infinite number of dried sardines, and they are indeed a complete diet for you! All you need is water and a little bit of fiber, and you could live on them forever. Of course...they're sardines. Surely you'd get sick of eating them all the time.

Taisha Bloodline Book (200 CP, Discount Veteran)
Your family had a high position in the Taisha, and maybe that is why you were chosen. While this does make you rich, the connections and influence this book is undeniable proof of gives you are so much more valuable than any luxury your high status gives you. In future settings, you now are considered to

have a high status in one organization or state government per jump that place value in the status of one's bloodline, and the political sway that comes with it. In fact, this book is enough to convince people who see it that you are, in fact, someone with a high bloodline.

You also are comfortably rich, although not a huge millionaire.

Hero Hospital (400 CP, Discount Veteran)
While Mankai itself does not directly demand the user's life for the Sange, overuse of it can at least render someone in need of medical care. Sange can deprive a Hero of important functions, such as an immune system. In fact, it is the fate that awaits Heroes who fight for long enough without falling in combat. But the Taisha know this, and have prepared a hospital for them. In this hospital, you are not without want or need. The hospital staff are experienced and attentive. They are never understaffed or running low on resources even if the hospital is full. No one will be neglected here.

This hospital is outfitted with all sorts of devices and strange fluids. While it cannot truly heal all ills, it is good at treatment. No matter the anatomy or species of the people that arrive here, they at least will be kept alive. No one will be dying here.

Drawbacks

+1000 CP Drawback

Lost My Senses (+100 CP, Can Be Purchased Up To Three Times)
You are a veteran who has achieved Mankai. But you paid the price for it with Sange. Losing a sense of taste, being able to walk, being able to see in one eye, ect ect. You still carry with you the cost for using it. You cannot lose your memory with this drawback.

If you take The Day The Vertexes Came scenario, you will just be born without the things you lost instead.

I Wanna Punch Something Already! (+100 CP)
For the duties a hero must have, it sure gives you a lot of free time to do your other duties. Outside of needing to occasionally train, you really have a lot of free time on your hands to do your schoolwork and extracurricular activities. Going out to karaoke bars, beach trips, helping someone get over their stage fright.

...And it's all so BORING to you! A life of cute girls doing cute things isn't a life you want! It almost makes you wish for the Vertex to attack again! You'll never be truly relaxed or find yourself entertained by anything but combat and training. Or reading about it or studying it or talking about it. There will always be a restless itch in you that can only be scratched by COMBAT! Which can be a problem, because your friends would rather kick back and chill out.

If you take The Day The Vertexes Came scenario, the effect is the same.

Kept In By The Taisha (+200)
The Taisha are aware of your strange nature, and will frequently demand you go to their hospital for studies. They won't dissect you, but it'll be awfully inconvenient to have to put up with staying with them

for a couple of days every so often. They won't even let you out even during in an attack. You could disobey them but...do you want to piss off your bosses like that?

If you take The Day The Vertexes Came scenario, the governments of the world will have a hard time believing your words.

Whip You All Into Shape (+200 CP)
Ugh, they can't fight! You'll have to train them! Now all the Heroes need training to deal with the Vertexes, training you must provide!

If you take The Day The Vertexes Came scenario, you will find that you'll have to train the Heroes you recruit in their new powers as well. Either by getting people to train them or for you personally to train them.

No Talent (+200 CP)
You weren't born with a special talent or anything, but you wanted to be a Hero anyway for your own reasons. Maybe it's for pride, maybe because it was you dream and you continued to pursue it, or some other reason. Whatever it is, you will have to be training nearly every day and devote yourself to a healthy lifestyle to be equal to your peers. Even then, your growth and abilities will be slightly lower than that of your allies. Your Mankai will take longer to trigger, for example.

At least you'll come out with a honed sense of discipline?

If you take The Day The Vertexes Came scenario, you'll have to really go into overdrive to fight against the Vertexes.

No Memory (+200/+300 CP)
Somehow, you just don't remember anything. You've got amnesia. It doesn't dull your combat senses, but any meta knowledge you had is gone. Heck...if you want to go the +300 route, you don't remember being a jumper at all! You're just a normal person. This will be awkward for you to deal with when you start displaying your powers not of this world. Obviously, first time jumpers can't take that part of the drawback.

If you take The Day The Vertexes Came scenario, the effect is the same.

Younger Sibling (+300)
You have an adorable younger sibling that you must take care of! They won't be much younger than you. They may even attend the same school as you. They're such a sweetie pie. Too bad your parents are dead, leaving you to take care of them. And if they suffer, such as Sange stealing something precious from them, you'll be hurt. You'll suffer emotionally, even if your heart is the blackest it could be. And Sange will take something important from them, like their voice if they dreamed of becoming a singer, or the use of their hands if they loved drawing. If the plot is allowed to continue, the gifts stolen from them shall return in about a year, though, or past the jump.

Oh yeah, they'll be fighting with you. They have Hero aptitude. You won't have to hold their hand in combat, but it's a good idea to keep an eye on them.

And if they actually died? Well. You're going home. You failed as a sibling and caretaker. Why should you be allowed to continue on your journey? You won't have to worry about Sange taking something life threatening from them, so combat is the only big threatening thing here.

Although...if you get through the ten years here, you could take them along with you!

Can import a companion in this drawback.

If you take The Day The Vertexes Came scenario, it will be the same thing. Having a younger sibling you must take care of.

Adapting Vertexes (+300)
The Vertexes will now be faster, stronger, and they'll actually adapt this time. If you pull out of jump powers, expect the next vertexes that show up to actually have defenses tailor made to deal with your out of context powers. The same will happen to your allies. Don't expect to use the same trick twice on them. ...But that means you'll have to have more tricks than they do Vertexes, right?

If you take The Day The Vertexes Came scenario, the Vertexes will now adapt to your out of jump powers. This isn't as scary as it sounds--just that if you kill a Vertex, expect a new one popping up that adapts to all previous out of jump powers you used to kill the Vertex.

The Virus (+300 CP)
Typically, the whole story about the Virus was just something made up by the Taisha to explain why no one is allowed to go past the plant barrier. Instead of the outside world being a complete flaming empty space where the Vertexes lived and reproduced. Except now it isn't. The Divine Gods knew that humanity would not go down without a fight, and sent a virus onto the world to wipe out any survivors. While Sankoku was free of this lethal virus, now it has somehow made it's way to the island. And the Vertexes still assault Sankoku.

It's up to you to work with the Taisha and the Hero Club to help stop it. You won't be punching anyone in the face to deal with this. You'll have to spread awareness and education, run workshops to teach people hygiene, and organize efforts to give out the vaccine to people.

If you take The Day The Vertexes Came scenario, you will find that the gods will also send a virus down onto humanity, and you must deal with them.

Scenario
The Day The Vertexes Came

You will not be deposited in the Era of Gods, but rather deposited on January 1st, 2015. The year the Divine Era began. You arrive on Shikoku.

A few days after you arrive, a Miko, named Megumi Tanaka, who can hear the voice of the land gods, contacts you. She arrives at your current living space, or contacts you on your phone via text if you can't be reached by normal human means for whatever reason. Megumi is rather nervous and on-edge as she speaks to you despite her brave efforts to put on a pleasant face, as she considered herself just a regular girl. But was saddled with the responsibility of being connected with the gods. She doesn't have confidence that she can handle this, but she must keep going because it is her responsibility. In fact, this

whole mess frightens her, because she receives visions of the Vertexes invading in her sleep. However, Megumi is soft-spoken and compassionate otherwise. She is always willing to lend an ear and gives you good advice, even if she seldom listens to herself.

She informs you the land gods have sensed your arrival, and they believe that you can help them. If you have no way to communicate with the gods, she will act as your intermediary. She hands you the Hero System to grant others the power of Heroes, and implores you to seek out people to help fight off the Vertex. You must run around, warning the governments of the world about the invasion if you can, and/or granting people the power of Heroes to fight the Vertexes.

You will have until July 29th, 2015, to prepare for the invasion of the Vertexes on July 30th. Up until that time, the Earth shall be wrecked with natural disasters, making preparation difficult. There is a way to convince the Heaven gods that humanity is worth living, but this is a task not even the gods of the Earth have accomplished, let alone what any ordinary mortal could hope to accomplish. But perhaps, someone not of this world could help stop them. Who knows.

If you cannot, you must eliminate the Vertexes and prevent them from killing more than half of the world's population when they invade for up to three years, else consider this scenario failed and you going home. Or, if you cannot wait that long, eliminate them completely. They like to lay eggs on this world, be mindful of that.

Combat against the Vertexes in this scenario will play slightly differently. For you see, when the Vertexes invaded, they used overwhelming numbers but weak monsters instead of a couple of very powerful monsters. Therefore, when the Vertexes invade, there will be a massive army of monsters attacking all over the world.

However, you have an advantage. The Vertexes were not initially huge monsters seen in the Age of Gods at first. They were white monsters, called Stardust that could be easily killed by a little girl with holy weapons who had trained in swordplay all her life. They did not even possess souls or regenerative abilities. But they quickly adapted into fusing together into giant monsters during the first attack. However, do note that normal military weapons, like guns, cannot harm them. Only weapons blessed by the gods can harm them. It would seem that anything supernatural, magical, or related to ki is enough to harm them, but holy weapons work best. The best advice is to kill them swiftly and quickly.

Once you have accomplished this task, the gods of the Earth shall be ever grateful for your great deed. They will give you the secrets to spreading "Seeds", or creating a habitable space in the middle of nowhere. They will be literal islands the size of the Japanese island of Shikoku. Or if you like, you may keep the Hero System they gave you to use for free. This Hero System both uses Mankai (Without Sange) and the Trump Card System that will adapt to this setting and future settings. Those who utilize the Trump Card system will find that they can gain the power of the heroes from their world, or this world. The Hero System power can be handed out freely, however the actual power Heroes get is still dependant on talent. And yes, it still includes the phone app. You must be able to make smartphones or the person must have a smartphone to download the Hero app on. You must choose between creating Seeds or keeping the buffed Hero System.

If she survives the ordeal, you may also take Megumi as a companion, no CP payment or pod needed. She has no aptitude for being a powerful magical girl in the Hero System (Neither does she have a strong desire to fight out of fear unless character development happened to her, either through your own hand or

through events). However she has the benefits of the Messiah perk without the part about being a Hero. She also carries with her the skill to speak with gods whilst being respectful and capable of not getting obliterated on the spot if she makes the wrong request. She can speak with the gods of most settings respectfully enough where she can't earn their ire.

Notes

Leap Across Kilometers In A Single Bound
If you imported a weapon into this slot, you may still use it outside of your transformation. If you have gained a weapon from this form and you import it in future jumps, you may use the weapon outside of the transformation if you did not need to transform to access the weapon it was imported in in that setting. And you do not need to worry about accessing Shinju-Sama's power to transform.

Mankai Form
If you have some way to stop yourself from needing to make a sacrifice via out of context stuff or keeping stuff you give up, you keep your senses from Sange.

Trump Card
This comes from the light novel Nogi Wakaba Is A Hero, a light novel that happened 300 years prior to the series. I read it. So that's why you don't see it in the main series.

You may only take inspiration from mythological figures from this jump using the purchased version of this perk, not the ones from past or future settings. You will still suffer backlash post-jump from using it. However, any out of context regen or mental health perks should mitigate the damage done by using this.

Hero System
This is a canonically downgraded version of the Hero system the Taisha will eventually make. Don't worry about the connection to Shinju-Sama being needed to activate it.

The Day The Vertexes Came
Megumi Tanaka is an original character part of this scenario. If you wish, you may recruit the protagonists of Nori Wakaba is a Hero and pay to companion them if you take the Scenario.

Elaborating upon how the Trump Card system works in past jumps for the Hero System gained from this scenario--the figure in question must be dead to draw upon their powers for the Trump Card system. And the Hero must be from the same universe as the dead hero. So if you went to the DC Universe, any Heroes you recruited there would not be able to draw upon the power of Superman unless he was dead in that universe. (Please do not intentionally kill Supes to get around this. Unless you're a power wanker, horribly immoral, or both.)

But for Superman's case, let's say he IS dead and a Hero from the DC Universe were to draw upon his power for a Trump Card. They would not get his full powerset. At most, only half of his total powerset. But they could draw upon his power to be able to fly, punch things really hard, and probably get heat vision. But you better make sure to be able to heal them or they have some form of regen. If they borrow the full extent of Supes's super strength, it'll probably be fatal to near-fatal. And not only that, how much power they can even borrow is still dependant on the talent of the hero using the strength.

However, the Hero can fine-tune how much power they borrow from the figure so they don't suffer as badly.

Is it possible to use overwhelming force to kill a Vertex instead of sealing it?
It is possible to completely wipe out their bodies and expose their soul to destroy it, but only heroes in Mankai Form in-setting have been able to accomplish this. However, do note that they tend to reform outside of the barrier for some reason and will come back eventually. That's why they're super weak despite not being There doesn't seem to be a way to be rid of them permanently at this moment, but it is implied that humanity will someday stop them.

What are Vertexes, exactly?
It's not entirely clear what a Vertex is. Supposedly, Vertexes were sent by the gods of Heaven to punish and destroy humanity for 'borrowing the powers of the divine gods'. They can quickly evolve and adapt, but you shouldn't need to worry about that part outside of The Day The Vertexes Came scenario or the Adapting Vertexes drawback, as the Vertexes you fight in the typical timeframe don't necessarily adapt very quickly during the Divine Era. But they can fuse together to form bigger Vertexes, and have a variety of tactics like burrowing or sending really fast ones to kill Shinju-Sama. By the way, they taste nasty according to the Light Novels.

What's the deal with the gods? What is specifically going on with the Land Gods fighting the Heaven Gods? Can we punch them, at least?
There's a lot of untranslated stuff floating around, and I've tried my best to comb through the translated materials, but details are astonishing and frustratingly scarce on what the hell is going on exactly regarding them. We never get to directly interact with any of the gods, we're only told this stuff through exposition. Which feels like a writing decision (Sadly enough), as the story is meant to focus on the girls and their perspective on what's happening. Obviously no one is going to tell them much of anything, but it's still very frustrating. Give us more worldbuilding you fucking cowards.
Also I don't know if they're physical enough to punch. You probably could if you have a perk that lets you punch through metaphysical barriers.

If the Gods of Heaven made a deal with the Land Gods not to attack humanity, why did they still do it 300 years later?
Honestly? I don't know. Yuki Yuuna Is A Hero doesn't really seem to care much about elaborating on it. Most of the time it's just cute girls doing cute things and sometimes they punch evil monsters in the face with stuff about gods.

Do the Taisha get their comeuppance? They seem to be like huge dicks, lying to the public about the Vertexes and the girls about what Mankai does.
Well, the short answer is. Nope. Every time it's pointed out how dickish the Taisha are it feels like it's more to layer on the GRIMDARK SADNESS because Yuki Yuuna was obviously inspired by Madoka. Although they're actually reasonable and listen to the heroes in this setting who call them out on their bullshit. I'm pretty sure if you tried to talk to them about how their actions aren't really all that good after you've done some Hero work and built up a reputation, they'd listen to you if you made a good argument. But I wouldn't really mind if if jumpers just kicked them all out. Although personally I would advise just make sure you have a way to keep Shikoku up and running after you uproot the Taisha because they're the people holding the last bastion of humanity together. If you want to do that, your best bet is to go

Drop-In as I designed perks in those tree specifically for you to be able to take down the Taisha or at least challenge their position. But that isn't the only way to do it, and I don't believe in a "right" or "wrong" way to do certain jumps.

Changelog

Ver 0.5
Posted to Thread/IRC

Many thanks to Valeria and the thread for their comments

Ver 0.6
Boosted/Elaborated upon the Capstones, added a note to Messiah, clarified parts of the Scenario, and then added a note about Trump Card. Intensely buffed the Hero Castle.

Ver 0.7
Made the Trump Card perk more clear, clarified some things.

Ver 1.0
Uploaded to drive