A Certain Magical Index Jump v1.2 By Reploid

The world you will be sent to is a world of the supernatural. Countries are divided by their main source of power, magic or science. For example, America is a technological powerhouse, while Great Britain is an intensely magical country. Regardless, trouble is brewing, and you'll be here for ten years.

Which did you prefer again? Was it Science or Magic? Magic? Alright then. Here we go.

Welcome. The time is morning, the weather is pleasant, and the date is July 16.

This world is very similar to your own, except that the supernatural has a far larger hold on it. A few lucky people are born with supernatural powers, magic exists (most don't know of this), and a city-state in Japan has developed a method of giving people supernatural abilities.

What was that about magic existing, you ask? Yes, it exists, and primarily works via something called Idol Theory. With this, two similar objects influence one another, and thus duplicates retain a portion of the original's power. Hence, a magician could dye his hair red and smoke cigarettes to improve his fire magic by turning himself into a living imitation of fire. However, due to this, if one knows the origin of a magician's power, he can easily find that magician's weakness. Be careful.

You are, or will soon be one such magician. I'd advise you to pick something to focus on, or a general theme for your magic to follow, because it is very hard to branch out to many different types of magic. It could be fire, water, feng shui, Christianity, Norse legends, Greek mythology, a fairy tale or even something like adaptability. Though each magician has a different theme, magic is all about letting those without gifts reach the levels of those with gifts. As each theme has its own strengths and weaknesses, your theme does not influence your power level that much, and magicians on equal skill levels should have roughly the same amount of power. For example, an adaptable magician has much more versatility, but much less destructive ability than a fire magician.

Magic is thus very individualised in this world, with different magicians fighting in very different ways.

Though you do have the chance to use more than one 'power', as opposed to an Esper (one of the aforementioned people with supernatural abilities), each application requires a different spell. For example, while an Esper only needs to apply his Electromaster ability in different ways to create an iron sand chainsaw, electricity arc blades, or a railgun, a magician requires different spells to create them. These spells may or may not have long incantations or rituals to them, and you may or may not have to make them yourself.

But beware, things will get rough. You have a couple of months before all hell begins to break loose. World War III, invasions, worldwide manhunts, and the like will happen, and it would be wise to keep your head down. Unfortunately for you, that probably won't be possible. You are a magician, after all, and part of the Magical Underworld.

So, welcome to the Magical Underworld. You'll be involved in a lot of things, from book-reading, cloak and dagger politics, to fighting for your life. Bear in mind that these are rather turbulent times, and you'll be doing the latter more often than not sometimes. Here's something to help you along the way. Pick your poison.

+1000CP

Backgrounds

Roll 4d8+10 for age, or pay 100CP to choose.

Drop In FREE

You wake up one morning in this world. You have no connections and no ties, but no enemies holding you back or magicians watching you. Well, not yet, that is. The minute you start training and your mana gets stronger, someone, somewhere, will notice. Because of your nature as an outsider to the world, any magic you use will most likely draw power off something you see in everyday life, like fire or lightning. As a result, evocation will come more easily to you.

Sectarian 50CP

You are a member of a sect, cabal, or church of your choosing. Your magic is tied to religion, with a heavy focus on Idol Theory. As such, the magic you use tends to take the form of rituals, with a focus on incantations, gestures, runes and magic circles. Rituals will become part of your everyday life, and your life will be shaped by the magic you wield. While your role's quite similar to that of a monk or nun, you're still expected to fight for your organisation if necessary.

Spy 100CP

You're a spy for a magical organisation of your choosing. You were inserted into Academy City, but promptly got caught within 48 hours. Not that you're a bad spy, of course. Academy City's surveillance is just too damn good. Now, you get by through supplying information to both sides. You've never got caught, and don't intend to. The magic you know and use is that of the subtle kind, and you also have the opportunity to obtain Esper abilities. Careful though, if you do that, you'll get hurt really badly every time you use magic. Mana and an Esper's altered brain don't mix. Also, don't get caught double-crossing anyone. Things will not end well if you do.

Knight 100CP

You're a member of the Knights of England, the Thirteen Knights of the Roman Catholic Church, or some other similar organisation. You're strong, fast, tough, and a veritable paragon of human perfection at the very least. You're taught how to channel magic through your gear, and might even figure out how to channel it through yourself in time. In addition, you have an army of allies to fall back on. However, you'll have to fight quite often. Alright, fine, really often.

Location

Roll 1d8 for your location, or pay 100CP to choose.

If you're a spy and not in Academy City, you're on vacation for the next month. Lucky you.

1. Vatican

A sovereign city-state located within Rome in Italy as the home of the Roman Catholic Church. This is the unofficial centre of the magic side of the world, in stark contrast to Academy City for the science side. Though it's practically a safe haven for magicians, please do take care to not present yourself as a complete heretic. There are quite a few zealots here who would have you know that… Yeah, you get what I mean. Don't get on the bad side of the Church, get out if anything bad happens, and you'll be fine. Probably. You can never be too sure of your safety in the Magical Underworld.

2. London

The capital city of the United Kingdom, a country with a long heritage of magic. Magicians roam among the denizens of this country, as long as they don't showcase their power. Despite the relative peace and security now, trouble seems to be brewing among the three different factions (Royal Family, Anglican Church, and Knights of England) that rule the country, and it doesn't exactly have a good relationship with the mainland under the Roman Catholic Church. Still, it's a nice place to live, and magical organisations that you may learn from are fairly common here.

3. Liberal Arts City

A huge artificial island off the coast of California. Though it was originally made as a set for a movie, it has since evolved into a seaside resort, theme park, and city in its own right. It has cutting edge technology (at least, for outside Academy City), and conveniently for you, everything out of the ordinary is treated as another show. Though there are virtually no magical organisations to learn from here, it is rather safe. Rumour has it that a certain scientific Railgun will be visiting here soon.

4. Moscow

The capital city of Russia. Though it is rather cold, I'm sure you can manage. One more thing. Please do not perform the certain kinds of magic banned among the Russian magicians. I'm not exactly sure what they are, but you can probably find out by asking. Aside from that, World War III may or may not hit here. Just be careful, and you should be fine.

5. Baggage City

A cold, uninviting city in Eastern Europe. Although it is currently owned by a military organisation, rumour has it that its ownership will be changing hands soon. It's also rumoured that a tournament for strong fighters, espers, or even magicians masquerading as espers might start soon. Nevertheless, this just reeks of a bad idea, and I wouldn't be surprised if shit hits the fan here.

6. Avignon

A French commune in south-eastern France, known as the City of Popes. As one of the leading tourist locations in France, it is a beautiful city. However, I'll just go ahead and say that it won't be for long. Riots will happen in a few months, the city will be invaded, and it will be left in ruins. It's up to you on whether you want to stay or go. I'd advise on the latter.

7. Academy City

A landlocked city-state inside Tokyo with a focus on science that always seems to be 30 years ahead of everyone with technology. It's a city of schools ruled by an ancient mag- Oops. You weren't supposed to know that. Anyway, its students all go through a programme that gives them super powers through messing with their heads. Crazy buggers, the lot of those scientists. Oh, and don't let them catch you using any magic without passing it off as an esper power, or generally being a magician around there. You'll have to answer to the authorities, who may either kill you or make you work for them to do some rather unsavoury things. Not a good place to be a magician.

8. Free Pick, you lucky bastard

Skills & Abilities

Evocation 100CP, discount Drop In

You're proficient in manifesting elements, energy, or something along those lines to attack your enemies quickly. Despite the fact that an incantation or a focus is often used among magicians, you don't seem to feel the need to rely on them. As such, the inherent disadvantages of magic are lessened, and you don't need as much preparation time to create a sword of fire, for example. Choose one or more elements to specialise in that befits your theme. You can still try to manipulate others, but they will be a lot weaker than your specialties. Also, the more specialties, the less powerful each of them is. Though evocation is the form of magic closest to what those with talent have, it is still slower than what an esper of equivalent skill could produce.

Keikaku Master 300CP, discount Drop In

You're a master of planning. Schemes and plans come easily to you, and they don't seem to be affected by scale. Manipulating someone to do something for you is easy, but your true specialty lies in creating great big master plans. Piecing the puzzle of your grand master plan with deception, diversion, and destruction now feels like something you've been doing all your life. In addition, any plans you create are now less likely to fail, and can account for someone doing something unexpected or detrimental to your plan easily.

Index 600CP, discount Drop In

What people might start calling you very soon. You have a memory on par with that of a Certain Magical Index. In other words, you have a perfect memory, total recall, and extremely efficient memory indexing. Your analytical skills are also increased to boot, helping you use your knowledge a lot better. In addition, you have a vastly increased resistance to mental poisoning, and nigh-complete immunity to the form of mental poisoning a grimoire uses. A grimoire, or even 103,000 of them, won't poison your mind any more, though reading that many grimoires will still be bad for your sanity unless you spread your reading out. However, you'd still be hard pressed to defend an assault from, say, a monster from the Cthulu Mythos or a Greater Daemon of Slaanesh, and even a perfect memory can be deceived. Still, it might be time to go on a quest as you "gotta [read] 'em all"!

Ritualist 100CP, free Sectarian

You're educated in and good at rituals. Your magic seems to thrive on preparation. Incantations, gestures, runes and magic circles can make the difference between a small familiar and a raging giant golem, and that golem can only get stronger with the right methods. As such, things like healing rituals, alchemy, necromancy and summoning come easily to you. However, evocation doesn't get any easier, and an overreliance on prep time might eventually spell your doom.

Notarikon 300CP, discount Sectarian

A quick Kabbalah reading method that only uses the first letter of an alphabet. Buying this allows you to use it in conjunction with your magic, allowing for faster incantations and preventing others from understanding them. In addition, you also gain a high level of proficiency with spell interception, allowing you to disrupt a remote controlled golem, split weapons with magic flowing

through them in half, and cast people in magical flight down, among others. Incantations go much faster now, and you'll be tongue-tied less often.

Shorthand 600CP, discount Sectarian

You can now create temporary, small, and imperfect grimoires with your knowledge of astrology by mixing the different symbols and colours of the four elements onto a sheet of paper. Despite the fact that no knowledge can be passed on with this method, it allows you to store and create a vast variety of spells of different levels of complexity. By writing symbols down in different ink colours and in different angles, you can create spells that range from repelling bystanders, fireballs, blades coming out from the ground, communication, or even counterattacking a person when he uses magic nearly instantaneously. However, you do need to bite down on the sheet of paper to activate the spell, and the spells disintegrate after an hour (less if your handwriting sucks, more if you have great penmanship). Nevertheless, being able to cast spells that would ordinarily require anything from long, large rituals, many magic circles, or a simple incantation at a bite is pretty damn amazing. Hope you can write fast and see threats coming. This technique is not found in any grimoire.

Sorcerer 100CP, free Spy

You're a magician with a purpose. It isn't just enough to get good, oh no. You have to give back. You're a sorcerer, or a magician that seeks to and is perfectly qualified to train the next generation of mages. You have a great grasp of magical theory & practical application, and have no problems with passing it down. You're strong enough to handle the power of a grimoire easily, and can use one to teach your apprentices magic. Yes, even if you can't demonstrate it to your students. You're that good.

Critical 300CP, discount Spy

You're a good spy. That much can be said. You can sneak around, gather information, and assassinate targets. However, your real talent lies in your acting skills. You'll never break cover, and you can spin a really thick web of lies. You'll be able to avoid fights altogether by tricking enemies into surrendering with just a light switch and some really convincing acting. You will definitely go down in history as a master of ruses, rivalling some of the greatest master rusemen throughout the ages.

Esper 600CP, discount Spy

Maybe you've gone through Academy City's Power Curriculum Programme, or maybe you're a natural Esper, known as a Gemstone. Regardless, you're a Level 1 Esper now, with an immense capability for growth. Choose a power on the Raildex Science jump's Esper ability list, except for Imagine Breaker. That's not really an esper ability. Bear in mind that mana and an Esper's altered brain don't mix, and you'll likely need regeneration abilities, a healer, or simply timely visits to a hospital to make effective use of magic. Your growth rate is far beyond that of most Espers, so expect to hit Level 5 before the jump ends.

Channelling 100CP, free Knight

You're knowledgeable in and great at channelling mana through objects. You can channel mana through weapons, armour, constructs, and the like to power them and empower them with great

efficiency. A sword might glow with energy or become bathed in fire while a set of armour might become more resilient or even bathe the area in sunlight. A set of armour from the Knights of England will work much better than it would for another person. Given enough time, you might even learn how to take it one step further and empower yourself. The sky's the limit. However, channelling isn't very versatile, and it won't really help you create electricity blasts, for example.

Combat Mastery 300CP, discount Knight

You're a complete monster in combat. Whether you're most often a whirling dervish, a hulking smasher, or a skillful fencer, you're a match for some of the greatest fighters who ever lived. Weapons come naturally to you, though you won't find yourself hindered in the absence of one. Shooting to kill or disable, feinting and defeating guards, or simply smashing past them becomes a piece of cake. Pulling off those insane martial arts moves or defeating a horde of enemies without relying on anything else becomes a common occurrence now. Besides, in a world where people often rely on magic or technology as a crutch, having a very skilled pair of hands is a huge advantage.

Saint 600CP, discount Knight

So, apparently you're a slightly higher human form. Who knew? Anyway, you now have incredible speed, superhuman strength, better mana channelling, superhuman senses and increased durability. Though you're really not all that strong now, at just the very peak of human ability, you do have potential for growth. You might just be able to fly or even run at supersonic speeds in time. Just note that you aren't in a position to fight any magic gods. After all, you're no Kanzaki Kaori (or William Orwell), and probably never will be. Also, you should know that you're more vulnerable to attacks that resemble the way Jesus died, a spell that deactivate your Saint abilities temporarily exists, and you run the risk of hurting yourself badly should you push your new awesome body too far. Nevertheless, you have the potential to put most skilled magicians to shame.

Gear

Media Collection 50CP free Drop In

You get a collection of To Aru merchandise. You've got plushies, phone covers, a PSP with both games, a collection of all the light novels that will ever be written, as well as DVDs of all the anime episodes that will ever be made. I'll even throw in some merchandise of a certain frog. Whether you're going to use them to metagame this universe, as gifts to characters, or even mass produce them and sell them to the public in this universe, it doesn't matter. Just make it entertaining.

Rune Card Packs 50CP free Sectarian

These mysterious packs of cards contain two suits of twenty four runic characters each, and four new, more powerful runes created by a certain red-haired fire magician. There are still two more new runes out there, but you'll have to find or discover them yourself. Nevertheless, these cards allow you to perform rituals involving runes (but not those that instead need incantations or magic circles) more quickly and powerfully than otherwise. Pity not many spells need runes. No need to waste your time drawing them out on the ground or anything. If any of them are destroyed or lost, they appear on you twenty four hours later. Yes, they're laminated. No need for your shitty anime sleeves.

A Certain Washing Machine 50CP

A fully automated and completely silent washing machine complete with inbuilt A.I. It's smooth, sleek, and completely earthquake and lightning proof. It analyses what it is washing and regulates the amount of water and detergent accordingly. It fills, drains, rinses, and dries on its own. All you have to do is chuck the clothing, water and detergent in. Also comes equipped with the capability of spitting water out onto nearby beautiful girls/handsome men (delete as appropriate).

Cross of the Church of England 100CP free Spy

This intricately carved and exquisite silver cross is more than just a beautiful piece of jewellery. By wearing this cross, people will automatically assume that you are under the protection of the Church of England, and members of the Anglican Church will automatically come to your aid when you are in need. Careful though, use it too much and people will start asking how you got this.

Symbolic Weapon 100CP discount Drop In

Not exactly an actual symbolic weapon, but this weapon, whatever it is, makes your magic more efficient. Mana flowing through your blood vessels now flows through this weapon when you hold it, enabling it to function like a focus. Your theme decides what weapon this is. For example, an earth magician would get a hammer, while a wind magician would get a crossbow. Though this is otherwise a very mundane weapon that isn't even of high quality, the safety system built into it that prevents the magic feedback created when the weapon is damaged more than makes up for this. Try not to let others touch this, as you'll have to consecrate it again in a small ritual after that happens.

Bayard 100CP

A beautifully and exquisitely forged metal automaton in the shape of a horse capable of evading magical detection. While it is ordinarily folded up with its legs tucked under its body, stroking its neck makes it stand up, and tapping it makes it start moving. It can move on autopilot to a pre-set destination, and slip past & hide from magical searches. Completely undetectable by magical means, very, very safe and fit for a princess.

Ascalon 200CP discount Knight

A 3.5m long, 200kg heavy sword made specifically for killing dragons. The blade itself has seven sections in total, namely an axe blade, a razor blade, a church-key spike, a fretsaw wire, a giant saw, a hook spike, and a regular spike near the grip. The blade changes colour when mana is channelled to the different sections of the sword. There are two hidden weapons inside the whole thing, namely a regular longsword in the pommel, and a giant mace produced from the wire. Strength to wield the whole damn thing not included.

Seven Wires 200CP

These seven enchanted magical wires seem to possess a few strange properties. They don't seem to break, can change in length, and are incredibly sharp. You control them with your magic, and they can attack from several different directions. Though they have a limited range, and you don't seem to have as much fine control over them as a certain Saint does, they do allow you to shred others into pieces from afar. Most armour has nothing on you.

Lotus Wand 200CP

This ordinary-looking metallic religious staff has an ornamental statue of a seraph at its head. When the correct chant is chanted, the seraph's wings open up and its special abilities come into play. In a similar fashion to voodoo dolls, damaging the wand will cause an attack to happen at the wielder's choice of location. Giving it a good whack will create a blunt impact, while scratching or cutting it will create cutting blades of air. Despite the numerous possibilities, there is a small delay between the initial damaging of the wand and resulting attack. You'll need to lead your targets for this one.

Walking Church 300CP discount Sectarian

An enchanted habit known as a Walking Church famed for its level of protection. Not a Pope-class Walking Church like the one a certain magical Index uses, but it'll do. Instead of being a walking nuclear bomb shelter, this Walking Church is more of a walking sturdily-built cathedral. Anything that wouldn't damage that cathedral won't damage it. It specialises in stopping magical attacks, and isn't too shabby against physical attacks too. The cloth's about as strong as a brick veneer, so that 5.56 round definitely won't penetrate. However, it is very hot, stuffy and itchy. Good luck at trying to wear this underneath that suit of armour over there.

Grimoire 300CP discount Spy

A completely identical copy of a grimoire of your choosing. Although it might drive you into insanity if you don't have the training or will to handle its malevolent influence, it provides you with a lot of power if you're magically inclined. Yes, this list includes the Necrominicon. Hold on, I'll go get it. Ah, here it is. List here: http://toarumajutsunoindex.wikia.com/wiki/Grimoire

Knight Armour 300CP discount Knight

This official model of armour used by the Knights of England transfers magical power from the wearer into the armour, greatly increasing the wearer's physical capabilities (particularly mobility). This particular set of armour is of masterwork quality, fit for the highest ranking knights. It can take blows like a champ, is pretty much bulletproof, and can shrug off weaker spells. Of course, it isn't invincible, but it should be good enough for you. As a bonus, if you weren't a Knight, you could probably pass for one with this. If you were, expect a promotion soon because of this.

Experimental Armour 300CP

A very, very dangerous suit of armour designed to push your magical abilities close to the absolute limit. By creating a connection with your body, it interferes with the normal route of your life force, creating an illusion of the wearer having a special constitution. With the armour on, you can convert much, much larger amounts of life force into magic and create deadly claws comprised of blackish-purple smoke up to ten metres long that cause internal bleeding and weaken enemies on touch. Careful though, if you lose control, hit your body's natural limit and exhaust your life force in the process, you will immediately perish. Fortunately for you, this is very, very hard to do.

Shard of Curtana Second 400CP

This grants wielders from the British Royal Family the power to turn it into the best weapon to defend the wielder in a fight. Though you're probably not one of them, you can now wield it just as well. It's most commonly seen creating a lightsaber-like sword that can extend up to a mile away (only in the UK), but may have different applications depending on the user. Though it can only be used in the United Kingdom normally, you can now wield it outside (hey, you paid CP), though it will be weakened. Drastically. Don't expect a blade any longer than 2 metres. Still, it's more than enough to kill most enemies, and holds tremendous power even when weakened. Armour is paper to this.

Griffin Sky 500CP

One of Great Britain's many unmanned mobile fortresses. This particular model resembles a B-2 Spirit, and is red with silver plating. Though it cannot fly nearly as high as an airplane, and is either rather stupid or rather unresponsive (depending on whether it's on autopilot or someone's flying it). Despite that, it can damage or destroy the highly enchanted Windsor Castle or a nuclear bomb shelter, and has an automatic mode that adjusts the amount of power to the target it's attacking. Its main method of attack is that of creating a 20m long lance of its shadow that floats just above the ground and flying it into enemies. Watch out though. If the shadow is taken down and the magical connection is not severed, the fortress will go down as well.

Offers

Companion Immigration 100CP

Everyone can learn magic. However, contacts are invaluable, and you might not know everything. Might as well leave it to someone else. If you buy this, your companion is apprenticed to either an existing sect member, knight, or spy, with the intention of training them to become a fully-fledged version of what they're apprenticed to. By the end of the ten years, they'll be a master in whatever they trained as, have a working knowledge of magic, and proficiency in magic equal to an experienced practitioner. Despite the fact that they'll be busy more often than not, probably won't have free time to aid you in your endeavours, and might even be in another country, you're buying them an opportunity that you'd be hard-pressed to find otherwise. Can be bought a maximum of 8 times.

Drawbacks

Pick up to two

Glutton +100CP

You eat way more than you should. Of course, other than eating whoever you're with out of house and home, there'll also be other disadvantages. Say, hunger pangs and getting fat. Obesity will become an issue you will have to deal with, even if you exercise all the time. You'll become a hamplanet at worst, and slightly chubby at best. Expect hunger pangs, growling stomachs, barbells, and a nice solid pair of running shoes to be regular parts of your life.

Biter +100CP

You have this irrational tendency to bite people whenever you're angry. Other than the obvious downsides to this, such as making others very upset, ruining your social life, making you a pariah wherever you go, and getting you tons of red cards whenever you play football, you also have this fear that one day you might end up using your full strength. But that'll never happen. Right?

Archaic Speech +100CP

Regardless of what languages thou spoke previously, thy previous speech patterns and the like, thou anon speak Old English, 'r the equivalent of Shakespearean all the time. Aside from making thou seem like a complete fop and tool, nay one will make shift understand thou. Enjoy speaking in iambic pentameter f'r ten years.

Tech-Illiterate +200CP

You're completely tech-illiterate. You couldn't operate a washing machine to save your life, and you'll be the kind of magician that prays to machine spirits to get things working. Turning on the lights? You'll draw a magic circle, sit in the middle of it, close your eyes, channel mana, and create a tendril of energy that flicks the switch without you knowing. Don't even bother trying to make sense of that washing machine on the gear list. Just stick to praising machine spirits.

Magical Powered Kanamin +200CP

Huh. Weird. You feel distinctively more girly and feminine. You are now a young girl with magical abilities (read: magical girl) on the run from Roman Catholic Church witch hunters. You disguise yourself as a student, but have a weird magical girl costume that you transform into whenever you need to fight. Said costume is highly embarrassing, as its colours are based off a certain prominent Gundam, has a wand that looks suspiciously like a plastic replica of that Lotus Wand over there, and shows off a lot of cleavage. You're also blonde now, by the way, and have this weird urge to perform a certain cute pose whenever you celebrate. To top all that off, you have a rival that dresses in a very skimpy black bikini. Also, don't forget those witch hunters. They're nothing to scoff at.

Bible Basher +200CP

You now have this new zeal for whatever you believe in, be it a religion from your old world, or even your mysterious interdimensional benefactor. Regardless of what it is, you will try to spread this belief. You will attempt to share your beliefs to everyone you think will be receptive at every opportunity. Expect for this to colour all your day to day activities. You might even end up devoting several years to this cause.

vs The World +300CP

Taking this sets off a long chain of events. In the beginning, the entire Roman Catholic Church is after you as soon as you arrive. Yes, including their ridiculously powerful subordinate organisation God's Right Seat. A few smaller magic cabals also get sucked into the conspiracy. Oh, and a few rather irrelevant countries. If you let this snowball without anyone making active attempts to sabotage or stop this, you might start World War III early, or start World War IV shortly after the former. After that, well, the snowball grows bigger, and you might actually have to deal with a one against the world scenario. It's not exactly a piece of cake to intervene either, as you'll still have to deal with a whole bunch of powerful magicians after your head. Including a Double Saint and a guy with an instant 'I win' button in his right hand. Yeah, good luck.

Collar +300CP

A spell is placed on your body. More specifically, it takes the shape of the astronomical symbol of Jupiter, and manifests on the roof of your mouth. As a result, your memories will have to be erased once a year in order to prevent your destruction. On the bright side, it comes with a berserk defence mode that will attempt to save you whenever you are in danger. It knows exactly how to use your abilities to maximum effect, so losing your memories of how to fight won't impair you in combat. Pity this mode only has one concept of overwhelming force. In the event of an attempt to negate or remove this spell, this mode will activate to regenerate the spell, remove the intruder, and finally remove your memories by itself.

A Certain Magical Toumabowl Winner +300CP

Upon taking this, your location is now set to Academy City. But oh. Oh dear. Again, you feel distinctively more feminine. But this time, you feel distinctively less material. Oh dear. You're now a magical being that just happens to look exactly like a human. Shortly after you arrive, you and a certain spiky-haired boy fall in love with each other. Careful though, you're certain to get into a lot of conflicts with other jealous girls that could kill you easily. And that's not even mentioning the fact that should his right hand touch you, your existence here will end, and you will wake up in your bed back home immediately. Get some gloves please.

Notes

Glutton overrides Metavore, or similar perks

Having more lifeforce results in a larger mana pool, and not stronger spells

For anyone using magical flight, please note that something known as St. Peter's Interception Spell exists. It can bring anyone using magical means to fly without wings down to the earth.

A Certain Magical Toumabowl Winner does not necessarily make you female. Full homo.