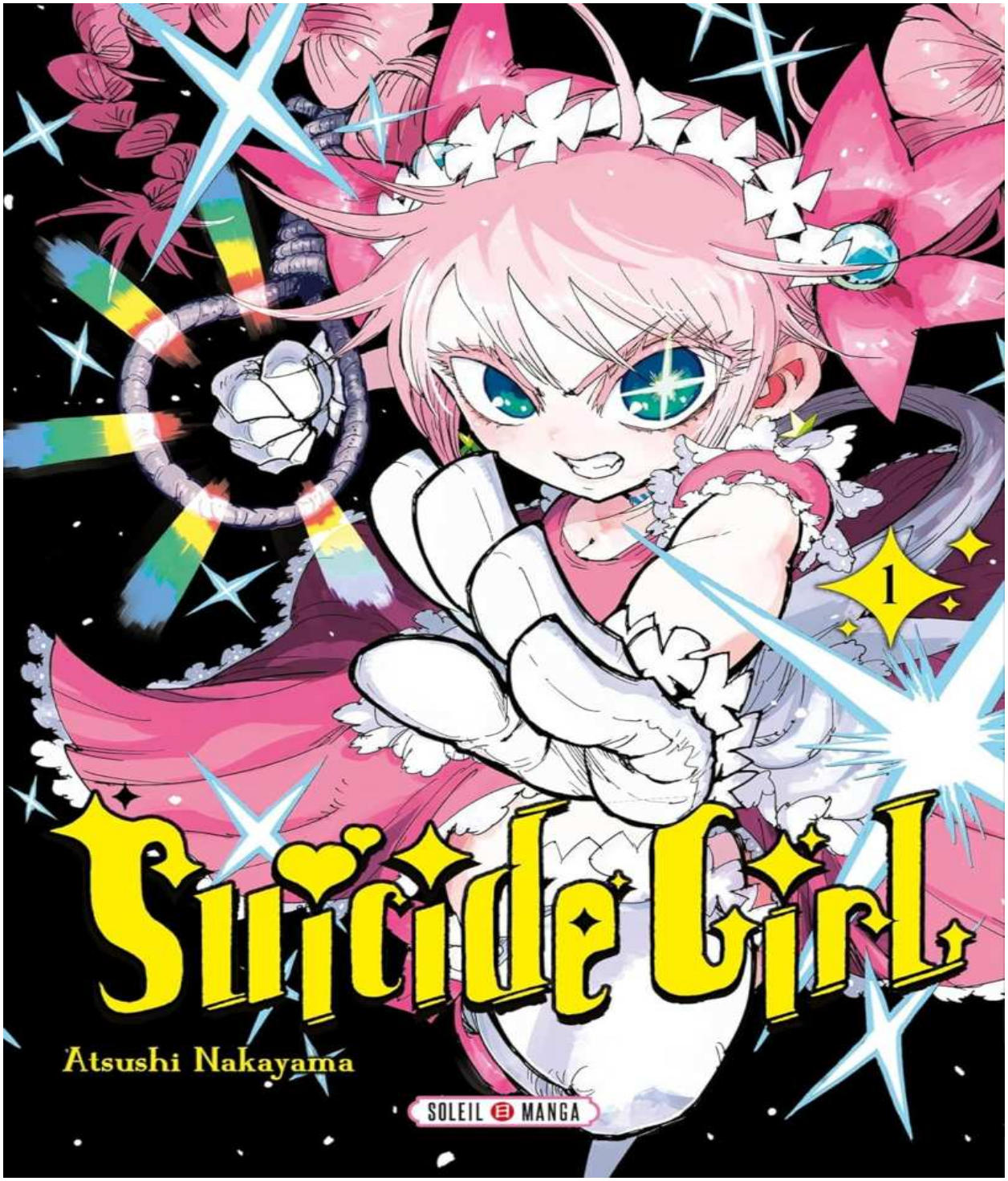
Suicide Girl 0.1

By saiman010



Personal Notes:

WARNING!!! This series explores themes of suicidal thoughts and actions. If you find these themes uncomfortable, please consider leaving, as some powers and drawbacks will touch upon these subjects.

However, the author's approach to these sensitive topics is thoughtful and aims to convey important messages. The series as a whole is meaningful and has a wholesome ending that the author carefully crafted. You have been warned.

Introduction:

In Japan alone, over 30,000 individuals are reported to take their own lives each year. This heart-wrenching statistic highlights the devastating impact of this unique form of evil, leaving a significant void in the lives of those left behind. Often, the grief and despair felt by the survivors can drive them towards suicidal thoughts themselves, especially in a world as challenging as ours.

But did you know that suicide in this world is not always the result of free will? In this world, suicides are driven by demonic entities known as Phobias. These monsters feed on the despair and insecurities of their victims, pushing them towards taking their own lives in twisted ways—hanging, jumping off bridges, overdosing, and many other horrifying methods. Phobias consume the souls of their targets, thriving on their misery.

You, unfortunately, were a victim of one of these Phobias. Miraculously, you survived. Now, you've noticed that whenever you attempt to harm yourself, it is impossible. No weapons, no fire, no drugs, nor any other method can hurt you. An old man has appeared before you, offering an explanation for your newfound invulnerability: you have become a Suicide Girl.

As a Suicide Girl, you are a heroine of justice, existing for one sole purpose: to eliminate all the Phobias and create a world where suicide no longer exists. You are given 1000CP (Combat Points) to start your journey. With these resources, you must fight against the Phobias, saving others from the same fate you once faced.

Take this chance to create a beautiful world where despair no longer leads to tragedy. Your mission is clear: eliminate the Phobias, protect the vulnerable, and bring hope to a world plagued by darkness.

Starting Location:

You will start in Mementori City, a city in Japan notorious for its staggering suicide rates. Despite having a birth rate that accounts for 28% of the nation's population, the city suffers from an abnormal 33.33% of the nation's suicides. It's not surprising that this town is often referred to as the "City of Death." This grim reputation makes Mementori City the perfect place for a Suicide Girl to begin her mission to eliminate the Phobias.

Origins:

You may change your gender to female for free and 50cp to male. Any Origin can be a drop in. You start at the age of 13 +1d20

Suicide Girl [Free]:

You are a Suicide Girl, a beacon of light in a world shrouded by darkness. Sworn to protect humanity and ensure a brighter future, your duty as a magical girl is to eradicate the Phobias that prey on despair. With your hope and determination, you stand as a defender against the forces that threaten to extinguish hope.

Phobia[Free]:

In the world where there is light, shadows inevitably follow, and in this grim reality, you are one of those wretched daemons from hell. Your sole purpose in existence is to drive humans to suicide, earning the favor and gaze of Mama, the leader of the Phobias.



Perks:

General:

You are Hot [Free]:
In this world, there's a curious phenomenon: both magical girls and Phobias tend to have human forms that rank at least 8/10 in the looks department. This striking appearance is not wasted, as you all possess an innate talent for clothing coordination, ensuring that your good looks are always complemented by impeccable style.

Nakayama Atsushi Art Style [100CP]:
You now possess a unique ability: at will, you can transform the art style of any world you visit to match that of the author of this series. This power enhances the visual impact of your surroundings, bringing a distinctive, chilling aesthetic that heightens the emotional intensity of each scene.

With this ability, disturbing and tense moments gain an extraordinary depth, capable of sending chills down your spine. The haunting beauty and stark contrasts of the transformed art style add a new layer of terror and intrigue, making every encounter with a Phobia more gripping and visceral.The transformation is not permanent and can be toggled at will.

PTSD Resistance [Free/100CP]:
In the harsh and unsettling reality of this world, you will witness and experience horrors that would make even the most battle-hardened war veteran blush in comparison. The nature of your mission as a Suicide Girl exposes you to scenes of unimaginable despair and grotesque encounters with Phobias. To protect your psyche, you are free from the consequences of PTSD while in this jump. This immunity ensures that you can face the darkest challenges without the burden of trauma affecting your mental health, allowing you to remain focused and resilient in your quest.Moreover, if you wish to retain this invaluable protection in other worlds, you can do so by paying 100CP.

Rule 444 [Free/300 CP]:
Whenever a Phobia drives a human to suicide, there is still a chance to reverse the tragedy. If you defeat the Phobia within 4 hours, 44 minutes, and 44 seconds of the victim's death, the power of temporal manipulation will activate. This ability prevents the suicide from ever occurring, erasing any and all forms of control the Phobia had inserted in the past.

While you remain in this jump, this temporal reversal is free and allows you to save lives by undoing the Phobias' dark influence. However, in future jumps, this effect will extend beyond suicides to encompass all curses, rituals, and direct feasting done by demonic creatures born from chaos itself. To carry this powerful ability with you, it will cost 300CP.

Immortal body [Free/300CP/600CP]:
As a Suicide Girl, your body is nearly indestructible. Both you and the Phobias are fully invulnerable to any form of harm, except from each other's attacks. Even then, it takes a significant amount of damage to kill either of you, as missing limbs and holes in your body can be healed almost immediately, provided you have the magical energy to do so. The only ways to truly destroy you are by obliterating your soul outright or having your body completely consumed. This invulnerability is free while you are in this jump.

For 300CP, you can bring this invulnerability to future worlds, albeit with reduced regeneration powers. In this case, you can heal small wounds instantly, but it will take weeks to regenerate lost limbs. Additionally, your invulnerability will not work against magical attacks. For 600CP, you gain the full regenerative abilities found in this jump, allowing you to heal almost instantly from any injury and remain fully invulnerable to all forms of attacks, except those from creatures and magic originating from the Sea of Chaos and Order. This includes attacks from demons, angels, gods, and demon lords.

One In The Same [200CP]:
You have uncovered the truth: Suicide Girls and Phobias are indeed two sides of the same coin. Both have been known to switch sides from time to time. As a result, regardless of which origin you choose, you now gain one discount per tier for the origin you did not choose, except for those costing 100 CP or 600 CP. Also you gained the free version of the other origins exclusive perks and its possible upgrade. This allows you to explore and utilize the strengths and abilities of both sides, reflecting the fluid and interconnected nature of their existence.



Suicide Girl:

Magical Transformation[Suicide Girl only Free /300CP]:
As a Suicide Girl, you have gained the ability to transform into a magical girl. However, there is one restriction on your transformation device and method: you must choose one common item used in suicides and reenact the associated action when you transform. For example, if you choose a rope, you must place it around your neck; if you choose a gun, you must actively point it at your head and pull the trigger.

Upon doing this, you will transform into a magical girl with a design and motif of your own choosing. In this form, your physical capabilities are enhanced to superhuman levels, allowing you to leap above tall buildings and punch with enough force to crack concrete. Additionally, people will not recognize you in this transformed state.

For an additional 300 CP undiscounted , you can gain immunity to the corruptive effects of Phobias, further strengthening your resolve and protecting your mind from their malevolent influence.

Reason to live[100CP]:
As a magical girl living in a world where suicide runs rampant, it can be very depressing. That's why you have found something in this world that makes you feel truly alive. Choose one activity, no matter how mundane it may seem, that will always bring you happiness and joy in life. Whether it's painting, gardening, baking, playing an instrument, or even something as simple as stargazing, this activity will serve as your sanctuary, a source of unending happiness and a reminder of the beauty in life amidst the darkness you face daily.

Self independent [100CP]:
For some reason, Japan often portrays pre-teens and children as fully independent, managing their own living arrangements and budgets without adult supervision. You are one of these independent girls, self-reliant and capable of taking care of yourself. No adults will question or interfere with your living alone, allowing you the freedom to manage your life and responsibilities as you see fit.

Cool Job[200CP]:
You now have a job that you are super adaptive at. Please choose any one job that a normal preteen Japanese girl would have, such as a waiter, idol, or clerk. You are exceptionally good at this job, and your excuses for running late or leaving in the middle of your shift will be accepted without question. You will not get into any trouble while working in this field, allowing you to balance your responsibilities seamlessly.

Yandere Love [200CP]:
Well because of the nature of your responsibilities when you find someone you like either male, female, younger, or older. Whenever you decide to pursue them any actions besides killing people will be tolerated. It's either stalking them, routinely breaking into their hoses and sleeping with them naked, or memorizing their schedule with complete data on them from weeks of observation or hacking. Also, you are now an expert at tracking any person you fully love as long they are on the same planet as you.

Faustian Bargain [400CP]:
It seems you have been offered contacts with other demons from Hell who have decided to lend you their strength in the battles against the Phobias. However, due to their inherently demonic nature, caution is warranted. But now, when you enter into a Faustian Bargain with these demons, you have a clear understanding of what you're getting yourself into. The terms of the deal will always be transparent, ensuring you know the risks and benefits involved.

Moreover, the Faustian Bargain will minimize the damage caused to you as a result of the pact. This means that while you may gain significant power or assistance from these demons, the negative consequences or drawbacks will be mitigated to the extent possible.

Even We Suicide Girl need Saving[400CP]:
In the battle against the Phobias, whether in this world or any other, the darkness and the harsh realities of life can indeed take a toll on one's sanity. When your heart begins to succumb to despair and you fall into the clutches of your enemies, something extraordinary happens. Your friends, allies, and followers are profoundly motivated and their strength increases significantly, driven by their determination to rescue you from this dire fate.

Their combined efforts are fueled by a deep bond and unwavering loyalty, pushing them beyond their limits to bring you back from the brink. Once you are safely rescued from captivity, brainwashing, or the clutches of despair, your friends' capabilities return to their original levels before the ordeal.

True Hope as A Suicide Girl [600CP]:
After enduring countless battles against Phobias and surviving many harrowing encounters, you have gained invaluable experience, endured numerous farewells, and borne the weight of life's many pains. As a result, you now possess the strength to confront Mother, the leader of the Phobias, or an equivalent daemon lord on equal footing. This prowess allows you to challenge and potentially overcome beings of immense power in your ongoing quest to protect humanity.

Moreover, you have unlocked a profound ability born from your trials: the power to break the 444 rule that governs time. When you defeat a Phobia or any demonic entity, you can choose to travel back in time at will to confront them once more and save their intended victim. However, each time you revisit the past, the demon you face grows stronger and retains memories of each defeat, adapting to your tactics and growing more formidable with each iteration.

The scope of your temporal manipulation is vast; you can travel back to epochs as ancient as when humanity dwelled within the Garden of Eden. This ability grants you unprecedented flexibility and the opportunity to rewrite history to safeguard those who would otherwise fall prey to despair. Though you will need to buy the perk ***Rule 444*** to use this ability in future worlds

When you decide that you have done enough, you will be transported back to your correct time, ensuring that your interventions in the past do not disrupt the fabric of reality irreparably.

Will of a Suicide Girl [600CP]:
Your will is indomitable, so strong that even in death, you refuse to cease fighting the Phobias. When you fall in battle, your soul forcefully inhabits the transformation device you wielded. With your formidable willpower, you can possess someone and compel them to transform into a Suicide Girl. The host will remain unharmed, while any damage they sustain redirects to your soul. Furthermore, your powers receive a boost, enhanced by your experience beyond the afterlife.

This ability grants you a one up in your jumps, ensuring your relentless pursuit against the Phobias. However, it comes with a crucial caveat: if you are defeated again in this form, the magical transformation item you used will shatter, and your chain of resurrection will be broken.



Phobia:

Phobia Body[Phobia only Free /300CP]:

As a Phobia, you are typically invisible to 99% of humans, detectable only by those who possess magical awareness. Your physical form is significantly stronger than that of humans and most inexperienced Suicide Girls, making you an apex predator in the pursuit of collecting human souls in this world. Its not only your strength that is incredible. But your size and form is also fluid making you able to fit in any location. But also you chose any form of suicide that you prefer your humans to commit, hanging, poison or many many more. And whenever you successfully make humans commit your preferred form of murder you will go stronger with every death.

For 300 CP, you have gained a human body of your own. This transformation allows you to interact more easily with the human world. You can now conceal your energy signature from even the most vigilant Suicide Girls, enhancing your ability to operate covertly. Additionally, your new human body is 10 times stronger than your previous form, with your muscles and powers condensed into a more efficient and formidable frame.

Scary Presence [100CP]:

You are a demon that causes many problems for humanity. With just your presence, you can compel people to do the things that your very essence demands of them, as a Phobia is inclined to induce suicide of your preferredway. in their persense although this only works on individuals that have already lost the will to live. Also for none and true phobias your presence will cause people around you to fear you from the bottom of their hearts. This can be toggled.

The Sweet Words[100CP]:

As a demon intent on bringing ruin to the human race, you possess a silver tongue that exerts a powerful influence. Whenever you speak, your words slowly erode the sanity of those who listen, making them more susceptible to any suggestions you might offer.

Eat consume and Grow [200CP]:
As a Phobia or demon, the process of consuming human souls to gain strength can be arduous and time-consuming. However, you have unlocked a potent ability: the ability to cannibalize your fellow demons. By devouring other Phobias or demons, you can assimilate their powers, abilities, and memories into yourself. This process not only enhances your own strength but also allows you to inherit the skills and experiences of those you consume.

Furthermore, this ability extends beyond just demons. If you choose to consume Suicide Girls, you can also absorb their unique capabilities and knowledge, further augmenting your own formidable arsenal. In future worlds this technique with all creatures that have powers originate from either chaos or order ie like demons and heroes chosen by fate.

Madness Wave [200CP]:
Waiting for humans to weaken your suggestions or lose their will to live can indeed be tedious. However, now you possess a new ability: once a day, you can emit a wave of madness that compels any human within a 300-foot radius to commit suicide. This power grants you immediate influence, but it comes with a significant risk — it attracts magical girls to your location, drawn like moths to a flame by the disturbance you create.

Demons Of The Three Territories [400CP]:
As a special Phobia, you hold a unique position among the upper demons, overseeing one of the three territories that comprise the hierarchy within the Phobia realm. Chose one of these territories:

Sky Harpies: Known for their mastery of the skies, the Sky Harpies wield powers over wind,seductive songs, storms, and aerial superiority. They are adept at swift strikes and evasive maneuvers, making them formidable in the sky and teh fastest of the Phobias.

Bahamut of the Earth: Bahamut commands the domain of the earth, embodying immense strength and control over land-based elements such as mountains, forests, and seismic forces. With an imposing presence and raw power, Bahamut are the strongest in terms of strength .

Leviathan of the Sea: Leviathan reigns over the depths of the sea, wielding dominion over oceans, tides, and aquatic creatures. Known for its vast size and aquatic prowess, Leviathan strikes fear into the hearts of those who dare to traverse the waters under its control.

MegaloPhobia [400CP]:
You are now the top member of the Phobia species, a MegaloPhobia. Unlike your weaker brethren, your power level has been augmented to its highest degree, making you formidable enough to handle a group of Suicide Girls without any difficulty. Your intelligence and emotional acumen are comparable to that of a genius, making you a true bane for humans to combat. As a predator, you possess a deep understanding of what makes humans tick, allowing you to exploit their weaknesses with precision.

Mother of Phobia [600CP]:
You are one of the leaders of the Phobia residing in Mementori City. In the past, you were not a demon like the Phobias you now command and guide, but a fallen angel. Once an angel, you were broken either by a curse cast upon your loved ones by God or through your own fall into sin. Regardless of the cause, your transformation into a fallen angel has endowed you with immense power, making you one of the highest-ranking members of the Phobias or any future demon organization. By default, you hold the position of leader or general.

Your arsenal is unique and formidable, as you possess access to both divine and holy magic. This duality makes you a bane within demon society, exploiting their natural weaknesses while commanding their respect and fear. Additionally, you wield the extraordinary ability to trap any number of individuals in a dream-like world where their heart's deepest desires manifest. This realm is almost impossible to escape, except for those with exceptionally strong wills.

Nephilim [600CP]:
You are a sinful existence, born from the union between an angel and a devil—a Nephilim. As an abomination to nature itself, God has placed a strong curse upon you. No matter where you go or what you do, you will be a source of corruption and despair to those around you. In this world and in future worlds, you will be the origin of Phobias,yes you're now the source of suicide in the world as they are born directly from your soul. The Phobias that emerge from you are the most evil and dangerous beings that can appear in any world, and you have full control over them.

This curse ensures that your presence is always a harbinger of doom, with Phobias springing forth from your very essence to spread fear and despair. These Phobias, being a direct manifestation of your corrupted soul, are exceptionally malevolent and potent, making them formidable adversaries for any who oppose them.



Other Magical Powers:
Here are some additional powers that both Phobias and Suicide Girls can possess. These abilities work the same way for both origins, highlighting their connection as different sides of the same coin. Each power costs 200 CP.

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

Curses
You now possess the ability to cast curses on anyone you see fit. These curses are not lethal but are designed to cause severe discomfort, disruption, and madness in your targets. You can make them enter random spasms of insanity, causing them to go berserk, or inflict various other forms of irritation, such as temporary muscle paralysis or painful pimples inside their ears.

Core
Your body now possesses a magical core that serves as your true essence. As long as this core remains intact, you will not die, regardless of what happens to your physical form. This core is protected by its own force field, making it difficult to destroy, and it significantly increases the mana capacity of your magic casting abilities.

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

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

Dimensional Jump
Whenever you slash into the air, you can now create portals that allow you to travel to places you have been before. There is no limit to how far you can travel with this ability, granting you unparalleled mobility and the power to instantly traverse vast distances.

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

Elemental Powers
You now possess elemental affinity, allowing you to choose mastery over one element among Fire, Water, Earth, Wind, Lightning, Ice, Light, and Darkness. This affinity grants you control and manipulation over your chosen element, enhancing your abilities in combat, utility, and defense. You can buy this ability multiple times.

Evil Blood
In your bloodline, somewhere among your ancestors, there flows the blood of monsters. Because of this lineage, you can choose one common monster that has been prominently featured in stories or is a symbol of evil in mythology. By selecting this monster, you gain an ability typically associated with that race. For instance, if you choose the strength of an Oni, you might gain tremendous physical prowess and resilience. If you opt for a dragon, you could develop the ability to breathe elemental attacks like fire or lightning. Alternatively, selecting a creature like a Tarrasque might grant you incredibly tough scales.

Evil Familiar
You now have the ability to summon familiars to your side, creatures that will follow your orders without hesitation. You can choose from a variety of creatures that are commonly known to instill deep fear in people. Whether it's spiders, wasps, snakes, or even a great white shark encased in a water bubble that allows it to traverse on land, these summons will obey your commands and amplify the terror you bring.

Mist
You now possess the ability to conjure a thick, eerie mist that blankets everything around you, greatly hindering visibility for your enemies and causing them to lose all sense of direction. This mist also disrupt magical and mechanical devices, rendering them ineffective. Additionally, the mist induces hallucinations in those within it, further disorienting your foes and hiding your presence from anyone you choose.

Magic Blade
You now possess the ability to coat any weapon you wield in your magic, significantly enhancing its durability and effectiveness. This enchantment allows your weapon to deal either blunt or slashing damage with increased potency, depending on your preference. Additionally, any secondary effects your weapon might have, such as poison, will become far more effective.

Poison Specialize
You now have the ability to conjure up various forms of poison, which you can use for different purposes depending on your needs. Whether you aim to heal yourself and your allies with restorative toxins or to kill your opponents with deadly venom. You can also create poisons that paralyze, sedate, or weaken enemies magical abilities , as well as antidotes and elixirs that mend wounds and boost vitality. This skill provides you with a powerful toolset for both combat and support roles.

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

Items:

Suicide Girl :

Entertainment [100CP]:
You now have an unlimited subscription on a special smartphone you possess. No matter what apps you download from any app store, whether they are from past, present, or future worlds, they will function perfectly in any world you travel to. This grants you access to a wide range of tools, information, and entertainment, ensuring you are always connected and equipped with the best technology available, regardless of where your journey takes you.

Comfort hobbies [100CP]:
You now have an unlimited stock of either raw ingredients or raw materials for any hobby of your choosing, typical for a Japanese girl. Whether it's ingredients for cooking, materials for crafting, or supplies for any other pastime, having this stock greatly helps you cool down in this stressful world.

Anti Phobia incents[200CP]:
You now have six incense sticks, and when burned in a closed room, they will remove any curses or possessions caused by low-level Phobias or Demons from a group of people. Additionally, these incense sticks restock every week, ensuring you always have a reliable means of purification and protection against malevolent forces.

Bachelore pad[200CP]:
You now own your own home, free from the prying eyes of any adults. This one-story home is adorned with a design of your choosing and is always kept clean, allowing you to focus on your training and protecting the city without worrying about upkeep.

Address book/GPS [400CP]:
You now have either an address book or a GPS app, whichever makes it less suspicious, containing detailed information on every individual you are interested in, regardless of the reason. This tool provides their current location, as well as all past and current relevant information, including health and relationship status. It ensures you always have the information you need at your fingertips, making it easier to track and understand those who catch your attention.

Base of Operation [400CP]:
You now own a café of your choice, whether it be a maid café or a regular café. Besides providing you with a decent passive income, your café attracts potential Suicide Girls/Magical Girls. These individuals, drawn to your establishment for their own unique reasons, are willing to join your cause as long as you have spare transformation devices available.

High End Company[600CP]:
You are now the heir of a huge company that, on the surface, specializes in selling products targeting teenage girls, such as cosmetics or clothes—your choice. However, beneath this facade, the company builds, researches, and distributes anti-Phobia equipment. This includes guns, close-range weapons, Kevlar, and spectacles that allow normal people to see the Phobia, as well as various forms of grenades. While these pieces of equipment are still ineffective against Megalo Phobia, further research and development are ongoing to make them useful against upper-level demons.

Blueprints For Transformation Devices [600CP]:
You now possess blueprints to build, or more precisely imbue, common suicide items with hope and magic to make them usable as transformation devices. Initially, you can only create one device per month, but with time and practice, you can increase the number of transformation items you can build. Furthermore, as you refine your skills, you can also develop upgrades for these magical items, granting your magical girls alternate forms with new abilities, thereby enhancing their combat effectiveness.

Phobia:
Cash [100CP]:
You now receive a monthly cash stipend of approximately $10,000.

Suicide websites [100CP]:
You gained ownership of some of the most shady websites where people wish to committed suicide. A perfect why to goat people to end themselves in your preferred method and furthermore this website will never be closed or taken down.

Fitting clothes [200CP]:
You now possess a set of fitting and stylish clothes that perfectly suit you. Not only do these clothes enhance your appearance, but while wearing them, you will appear entirely normal to humans. No one will perceive you as anything other than human, allowing you to blend seamlessly into society without drawing unwanted attention.

Jammer[200CP]:
You own a hideous disk with a blood-crying eye and a crazed look. When activated, it creates an anti-detection field that makes you invisible to both Phobias and Suicide Girls. This eerie artifact provides you with a powerful means of evading detection, allowing you to move unseen and undisturbed in enemy territory.

Minions [400CP]:
You command a legion of a thousand phobias capable of influencing humans to carry out your commands. While these phobias lack the ability to physically harm humans, they possess the power to manipulate their actions effectively. They can compel humans to gather intelligence, perform various forms of labor, and even engage in combat against designated enemies when necessary.

Upon the death of their human host, these phobias swiftly depart the body in search of a new vessel to inhabit and control. This cycle ensures a continuous and potent influence over those who fall under their sway, making them formidable tools in your grasp.

Hunting grounds [400CP]:
You have acquired a prime hunting ground of your choice, a place where you can lure victims and make the commit suicide of your preferred method. This could be a cliffside, a dense forest, or even an abandoned building in the city—any location suited to your dark purposes.

Furthermore, anyone foolish enough to trespass into your hunting grounds will face a labyrinth of horrors designed to deter and trap them. This maze of terror is formidable and exceedingly difficult to penetrate, ensuring that your domain remains secure and your activities undisturbed.

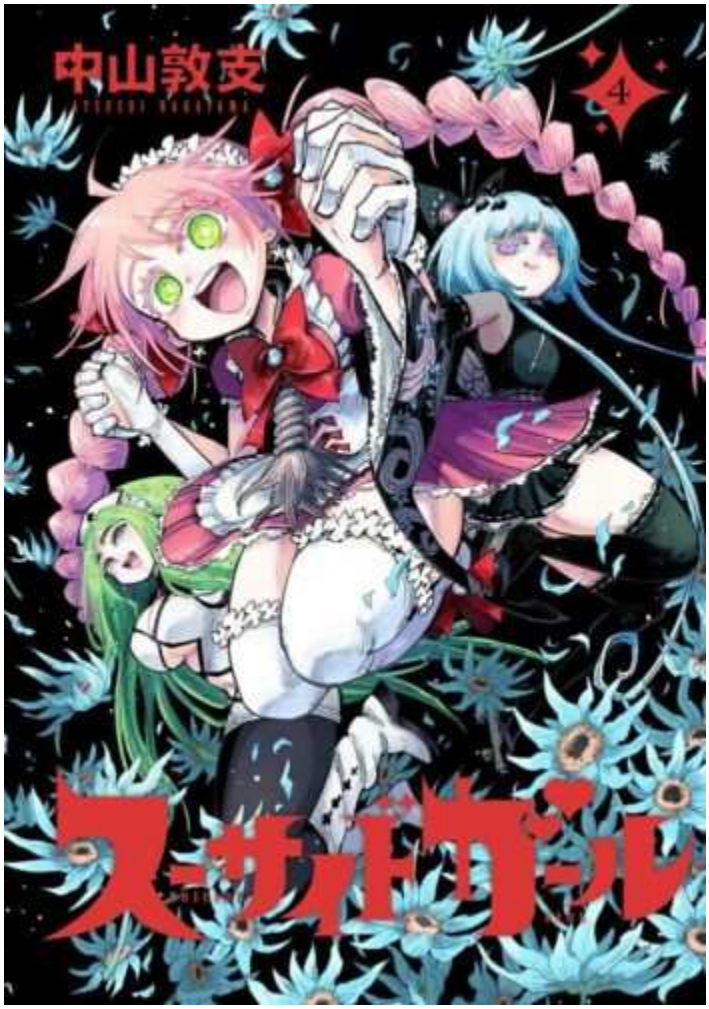
Suicide Forrest[600CP]:
You now possess a section of the Suicide Forest where all the souls you've collected reside. Here, these souls are encased in egg-like structures. Over time, these souls transform and evolve into phobias.For those unfortunate souls who were trapped in this place through suicide, their essence evolves differently. Instead of becoming regular phobias, they transform into MegaloPhobias. Once transformed, these MegaloPhobias are irreversible; even magical girls are unable to revert them to their original forms.You also dont have any control over these phobias as they also have a high level of sense of self so you will need to earn their submission.

Cathedral[600CP]:
You now own a huge cathedral where you play the role of the archbishop, delivering sermons every week. Within these sacred walls, you preach about the purported gift of the gods and advocate that suicide is a blessing. Your sermons wield significant influence, reaching hundreds of people simultaneously, thereby amplifying your soul-harvesting capabilities.Moreover, your charismatic presence and persuasive rhetoric lead to substantial donations from the general public, who revere you as a divine figure depicted within the cathedral's architecture. This adoration not only bolsters your influence but also provides ample resources to support your operations.Beyond spiritual leadership, these cathedrals serve as perfect cover for your hidden base in the bustling city. Concealed amidst the reverence and faith of your followers, it remains unsuspected as a center where profound advancements in human understanding and cures are secretly developed.

Companions:

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

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



Drawbacks:
You are limited to +1000 Cp from drawbacks.

Delicious Magnet [+100 CP]:
For some reason, the phobias are intensely hungry for your soul. Each week, at least one phobia manifests with vexing abilities, testing your resolve and cunning in their relentless pursuit.

Keeping up Hope [+100CP]:
It seems like despair has been a constant companion in your life. Every day, you find yourself navigating the challenge of feeling emo and embracing an edge lord persona. It takes considerable willpower to persist through each day under these circumstances.

Complex Powers [+100CP]:
It appears that your powers depend greatly on your emotions. You must maintain a positive mindset for suicide girls, offering them hope and solace. Conversely, a negative mindset fuels your powers as a phobias, harnessing fear and despair to bend them to your will. These emotional modes are crucial for effectively wielding your powers over both groups**.**

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

Amnesia[+200 CP]:
In this jump, you find yourself afflicted with amnesia, rendering you unable to recall any memories or abilities from your past experiences. As you embark on this journey, you must now relearn everything from scratch, rediscovering your skills, knowledge, and past accomplishments as you navigate through this world. Embracing this fresh start, you set out on a quest to uncover the mysteries of your own forgotten past while forging new paths forward.

Suicide Fever/Drought[+200 CP]:
For some reason, in this world, there is a higher susceptibility among people to suicidal thoughts, particularly if you have the suicide girls origin. Conversely, there are remarkably few individuals, or possibly none at all, who are inclined towards succumbing to phobias to those who took the Phobia origin.

Yandere Stalker [+300 CP]:
You have attracted the obsessive affection of someone who is deeply infatuated with you, but unfortunately, her love borders on insanity. She will stop at nothing to make you hers, resorting to extreme measures such as sabotaging your relationships and even imprisoning you if necessary. What makes matters worse is that those around you seem oblivious to her alarming behavior, dismissing it as normal and refusing to intervene. If you remain confined for a year without interruption, her chains on you will finally be broken.

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

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

Sealed Away [+600 CP]:
It seems you're facing a challenging situation where you're confined to one location due to the actions of monsters or magical girls, and your usual perks and abilities from outside this scenario are inaccessible. However, you're not alone in this predicament, and your companions and followers can provide support and assistance as you work together to find a solution and break free from these constraints

Targeted [+600 CP]:
It appears you've drawn the attention of a formidable faction in this world, and you're faced with a crucial decision: whether to attribute their aggression to the magical boys/girls or the monsters. Regardless of your choice, this faction will continuously send armies to challenge you throughout your entire tenure in this jump, armed with potent weaponry and magic specifically designed to counter your abilities. As the 10-year period draws to a close, the leader of the faction—whether it be the Queen of Fairies, the most elite magical girls, or even the demon lord—will personally confront you in a final showdown. This ultimate battle will push you to your limits, demanding the full extent of your strength, intelligence, and determination to emerge victorious. Choose wisely, for the fate of this world hangs in the balance.

Past love[+600 CP]:
You are plagued by the specter of a failed love from your past, which has left you fixated on reclaiming the affections of those individuals. Despite your unwavering determination to win back their love, they rebuff your direct advances. Your only avenue to reigniting their affection is to remove any potential romantic rivals from their lives or orchestrate situations that turn them against their current partners.

Complicating matters, your rivals possess an inexplicable immunity to magical manipulation, forcing you to resort to more nuanced and covert methods to achieve your goals. You meticulously plan and strategize, weaving subtle influences and carefully crafted scenarios to subtly influence their perceptions and relationships.

You have set a timeframe of ten years for your plan to unfold. If, by the end of this period, your target remains single and unattached then you can bring them as your companion in future jumps and your jump chain doesn't end.

Ten Years Later:

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

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

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