

Taimanin Yukikaze Jumpchain
Version 1.01

In the near future, Japan is plagued by invaders from the demon world. An ancient pact once prohibited demons from interfering with human affairs, but as corruption and decadence spread in the modern world that pact was broken by human hands. Now the ancient powers of the demon world mingle freely with the human world and are sought by warring superpowers, terrorist groups, and criminal syndicates, spreading chaos and evil across the world. But those who seek justice are not powerless to resist these dark forces. The Japanese government has established a special task force of ninja capable of combating the forces of hell and their human allies with supernatural demon-slaying power. The world knows them as Taimanin.

Welcome to the world of Black Lilith's Taimanin franchise, a sprawling universe of dark sci-fi fantasy, sexy ninja girls, and a *whole lot* of hentai. For this little excursion we'll be focusing on the Yukikaze games and any material directly related to them.

Take +1000 CP

Origins

Choose one. Either may be taken as a drop in option.

Taimanin

Defenders of peace and justice, Taimanin are Japan's answer to demonic corruption and foreign interests invading their affairs. Most are agents of the Japanese government, but some have gone rogue or retired from active duty and some even work for foreign governments like the USF. Taimanin deal with everything from criminal syndicates to corrupt politicians, but they're especially effective at dealing with demons and their ilk. Most of the time, anyway. Taimanin can be either gender and any age over 16 years old.

Criminal

There's no end to the sin and depravity to be found in Japan's criminal underworld and demons have only made it much worse. From common thugs and slave traders to corrupt politicians and mad scientists, you are a special breed of criminal who deals extensively with demons, magic, and the opportunities afforded by connections with the demon world. Magic, drugs, demonic technology, nothing is off limits to the likes of you and there are endless profits to be reaped from the opportunities they afford you. Criminals can be either gender and can be any age.

Discount Rules

Perks and items associated with an origin or race get a 50% discount off the listed price and the associated 100 CP options are free for that origin. In addition, you get one free floating discount to apply to any perk or item not already discounted to you.

Race
Choose one.

Human (+300 CP)
Humans may be the most numerous of the world's races but they have little in the way of magical powers and for many demons and even their own kind this makes them ripe for exploitation. You're lacking in any inherent supernatural abilities and you can be overpowered by almost any supernatural being unless you acquire power some other way. The criminal underworld has lots of room for ambitious and unscrupulous humans but Gosha Village also has many among their ranks, especially in the form of their government contacts and supporters in Section Six and elsewhere.

Hybrid (Free)
Quite a few humans secretly have some demonic ancestry thanks to mankind's long history with demons. The strongest of these hybrid bloodlines breed true, granting the power to use particles and supernatural powers like the ninja arts that give trained taimanin their edge over demonic enemies. Even without much training demon-blooded humans can harness particles and become far stronger, faster, and tougher than ordinary humans, but more advanced abilities like ninja arts require further training to fully master. Despite this, not all demon-blooded humans are Taimanin: some have gone rogue or pledged allegiance to other factions like China and the UFS, while others are simply independent or ignorant of their heritage.

Demon (Free)
As a category, 'demon' refers to any supernatural beings native to the demon world and encompasses all kinds of races, from orcs and goblins to elves and oni and many more. These demon races are as varied as they are numerous, but nearly all of them are much more powerful than typical humans, being blessed with supernatural attributes such that only the strongest humans can contend with them. Some, like orcs, are merely stronger and tougher (and much more virile) than a human man, while others like oni can have elemental magic or other abilities. Many demons have gathered together under the leadership of demon lords like the Incubus King or criminal organizations like Nomad, but there's no reason you can't strike out on your own as a mercenary, or swear allegiance to the less evil groups of this world.

Perks
General

Lilith's Blessing (Free)

This world is full of beautiful women and handsome men, plus some men so well-endowed that their ugly faces and bloated bodies don't count for much compared to what's hiding in their pants. You're extremely attractive in a manner of your choosing, whether as a charming and angelic young lady like Yukikaze or a fertility goddess like Shiranui or a towering monolith of masculine strength and virility like the average orc. Even if you prefer to be something less conventional, like a bestial demon or a fat bastard, whatever you lack in traditional beauty you make up in pheromones and raw animal magnetism that makes you no less appealing regardless of their feelings about your looks. Regardless, you're especially impressive once the clothes come off, gifted with endowments you can flaunt with pride even when compared to the countless sex demons and miscellaneous hentai protagonists populating this world.

But if you want to satisfy (or mind break) your lovers you need to perform just as impressively as you look. Luckily you have a natural talent for erotic endeavors. Natural instinct makes you skilled enough to satisfy the average partner but skill comes quickly with experience and you can do far more than ordinary human lovers with those skills. Feats that are physically impossible outside of hentai (like mind-breaking your foes with pleasure, or stuffing their wombs so full of seed that their bellies swell with it) are just a matter of your sexual skill and physical conditioning, both of which you have in spades.

Race
Human

Mind Your Business (100 CP)
When demons and criminals roam the streets and the government can't be counted on to keep the peace the wise man takes matters into his own hands. You might not have a demon's supernatural strength or a Taimanin's elite ninja training but you do have a knack for staying off the radar of those who might want to do you harm by keeping your head down and avoiding trouble. Even when crime rates are sky high you're extremely unlikely to ever fall victim to random acts of violence: like a faceless extra you seem to blend in with crowds and escape the notice of troublemakers and other "random encounters" you'd rather not deal with by the simple expedient of being too insignificant to attract attention, so long as you don't deliberately do something to draw attention to yourself anyway. You can easily disguise any power you may have and appear to be a normal person just by not using it; even a powerful demon can escape a Taimanin's sense for demonic energy or be mistaken for a cosplayer by people who aren't already in the know.

The Bystander Effect (200 CP)
Just because you're not interested in fighting crime or molesting ninja girls doesn't mean you won't have plenty of opportunities to enjoy yourself. You have major side-character energy and an aura of plot armor that ensures that you receive countless chances to get your dick wet. When a Taimanin gets drugged with aphrodisiacs and goes looking for someone to help her scratch that itch, or a succubus wants to humiliate her new slave by whoring them out to bystanders, you're the lucky sumbitch who wins the lottery and gets picked out of a crowd of hundreds of potential choices. These opportunities to enjoy yourself seem to fall out of the sky and land in your lap with frankly absurd frequency, but how you handle them will determine what sort of rewards you get from them; sure you could just go along with things and get your dick wet, or maybe you could go the nice guy route and possibly score yourself a very grateful waifu.

Perfect Vessel (400 CP)
Humans may have little power of their own but they're very receptive to power gained from other sources. Taimanin gain their powers from their mixed human heritage, onmyoji make contracts with the spirits, and even demonic corruption can be beneficial in its own way. You're the perfect vessel for powers taken from other sources, even more so than most humans. Cybernetics and gene augments work perfectly on you without risk of failure or rejection, and you absorb magical powers as if you were meant to have them. Demonic corruption is purely beneficial to you, for instance, granting the benefits but not the drawbacks of such transformations.

Cyborg (600 CP)
Whatever humans lack in natural magical powers they make up for in scientific prowess, and one of many peaks of their achievements are cybernetically-augmented super soldiers. You've been transformed into a cyborg on par with the elites of the UFS: your body is as strong and fast as any Taimanin, and augmented with nanomachines and cybernetic implants which grant numerous weapons and abilities, though you can also implant your own items that are small enough to hypothetically fit on your person. The nanomachines will automatically repair all but the most grievous damage to your mechanical components, similar to your body's natural healing processes, but if the worst should happen you're familiar enough with your own systems to do your own repairs.

Hybrid

Particle Physics (100 CP)
All Taimanin are born with a foot in two worlds, and this hybrid nature grants them the power to wield what they once called ki but now call taima particles. You have the ability to generate and use these particles to wield an arsenal of supernatural powers, notably boosting your physical attributes to superhuman heights. Particles are what allows a Taimanin to move fast enough to dodge and parry bullets, leap vast distances, and match the natural strength of demons as well as use their ninja arts, although you'll need training as a Taimanin to tap into your full potential. Most notably, particles possess an inherent edge over demons and demonic powers, a "type advantage" of sorts: while powerful demons can shrug off the particles of a weak Taimanin, in battles between near-equals they can cut through demonic powers like cleansing flames and leave wounds that resist a demon's natural regeneration, as well as granting resistance to demonic power like the lustful aura of an incubus.

Art of the Ninja (200 CP)
All Taimanin have the ability to use taima particles and perform a variety of special techniques, but every ninja also has a unique ninja art, such as Yukikaze's lightning, Rinko's void arts, or Tatsuro's wind magic. You've unlocked a unique power of your own, and though you'll need training to fully master it, this special power set can be nearly anything you can think of, from elemental manipulation to commanding shadows to time manipulation like Asagi's Hawk Art. More powerful ninja arts are more difficult to master and more draining to use but with enough power and training the possible uses for your ninja art are nearly endless. For instance Rinko can use her space-warping void arts to teleport, spy on enemies from a safe distance, cut through space and ignore armor, use bubbles of space as bulletproof shields or fire them like missiles and much more.

Hybrid Vigor (400 CP)
A Taimanin's hybrid nature is much more than skin deep, it goes all the way down to the roots of the soul. On rare occasions there have even been hybrids born between Taimanin and demons, like Onisaki Kirara and Shinganji Kurenai, yet their spiritual and demonic powers don't clash like they logically should despite being diametrically opposed to each other. The same is true both for you and any children you might have in the future, allowing you to gain all the strengths of your parents in equal measure but without inheriting their weaknesses, such as a half-vampire being immune to sunlight, or a half-demon Taimanin being able to combine her demonic powers with her particles.

Demon Slayer (600 CP)
With their elite training and command of taima particles the Taimanin are the ultimate demon hunters and Japan's greatest hope against the dark forces assailing it. It's time to live up to that hope: you are a ninja the equal of any veteran, a master of combat and your Art (should you have one), but the raw density and power of your particles are on another level from even other veteran Taimanin, greatly enhancing the demon-slaying attributes of your powers. Other Taimanin can be neutralized by demonic power of vastly greater strength than their own but your particles *always* remain effective no matter how powerful your opponent might be. You're completely immune to demonic corruption instead of just resistant to it, and when you sheathe your blades in power or combine them with other abilities even the likes of Edwin Black and the Incubus King will find their defenses pierced and their regeneration negated, leaving only their skill in combat to protect them from you. Perhaps you could even be the one to kill them permanently.

Demon

Harder, Faster, Stronger (100 CP)
The demon world is far more primal and dangerous than the human world and demons need strength and virility greater than any ordinary human just to survive there. Whether you're a common orc or a powerful incubus you have a naturally powerful body, stronger, faster, tougher, and with greater stamina and virility than any normal human. Demons live longer than humans, can heal from wounds that would kill humans, and possess supernatural racial abilities and potential for magic, such as a yuki-onna's resistance to very cold temperatures. In addition to these minor benefits, your sexual endowments also put ordinary humans to shame: you're at least as virile as the average orc and armed with similar natural gifts, like aphrodisiac jizz or a potent musk that makes your charms much more difficult to resist.

Demonization (200 CP)
The miasma of the dark world and the powers of its denizens are able to corrupt other races into demons, changing their bodies and minds in the process. Normally this is a slow, passive, and uncontrolled change but you can use your demonic power to actively reshape your sexual conquests. The more you ravish and have your way with your conquests the more you can pump them full of power and reshape them from the inside out: you could turn a shy Japanese schoolgirl with a plain body into a busty tan-skinned slut with an exhibitionist streak just by fucking her on the regular for a few weeks, forcing her appearance and fetishes to change to suit to your desires. While this alone can't manage extreme changes like genderbending and a Taimanin's particles make them resistant to your powers, dark technology can enhance these corrupting effects and expand the transformations you can force on your victims, even as your own efforts synergize with that technology and greatly accelerate whatever effects it forces on your conquests.

Aura of Dominance (400 CP)
Power is everything in the demon world and to stand among the great demon lords you must have power to match your rivals and crush challengers to your position. Whatever power you have is intertwined with your presence and charisma, and you can unleash that power to crush your enemies with an aura of lust and malevolent dominance. While those who rival you in strength will barely notice this aura, if you could easily crush somebody in battle then your presence can steal the breath from their lungs, paralyze them with fear, and bring them to their knees in submission without exerting the slightest effort to defeat them. Those you desire and could easily seduce can similarly be crippled by your ardor and easily reduced to your playthings, and once your power reaches that of a demon lord even enemies who aren’t completely paralyzed by your aura will struggle to penetrate it with their attacks, as it takes on a magical aspect and defends you from the blows of your enemies like a mighty shield.

Royal Incubus / Royal Succubus (600 CP)
Succubi and incubi were once one of the most common and powerful demon races, but today very few of them are left other than the heirs of Kamadeva, the previous Incubus King. Whether you're a true-blooded royal or one of the old king's many half-bloods, you're a very powerful sex demon nearly equal to the likes of Ryuuji Kuroi. As a demon amongst demons you possess physical power and vitality beyond that of elite Taimanin as well as an incredible wealth of magical power that could allow you to become a truly terrifying magician but is chiefly expressed through your natural affinity for tantric magic. This includes entering and manipulating the dreams of others, inciting overwhelming lust, creating illusions that are nearly impossible to distinguish from reality, shapeshifting into any form you desire, forging demonic contracts and enforcing them with magic, as well as peerless talent for ordinary sex and intimacy which is only heightened further when you bring your magical powers to bear on your lovers.

Taimanin

Way of the Sword (100 CP)

Taimanin may be ninja but Gosha also trains their students to be deadly warriors when stealth fails them. Whether you prefer swordplay, martial arts, marksmanship, or something else entirely, your skills in battle mark you as a warrior equal to the likes of Rinko and Yukikaze. You've trained to such an extreme level that even a normal human can fight with "peak human" abilities, but if you also have supernatural powers like a Taimanin's particles and ninja arts then you can seamlessly meld your powers and skills together to create powerful combat techniques even stronger than the sum of their parts, like Rinko's space-warping *Itto Ryu* swordsmanship or Yukikaze's electrifying marksmanship. However your mastery over your body also makes you the ideal partner for more carnal activities: even if you're a pure-hearted virgin you have immense natural talent as a lover and the more you hone your skill in battle the more perfect your sexual prowess becomes and vice versa. Any man or woman would be incredibly lucky to have you as a lover, and any demon would salivate at the thought of making you his next conquest.

Silent as the Wind (100 CP)

It probably goes without saying that the most vital component in any taimanin's training is the art of stealth and assassination. Demons are often too powerful or too numerous to risk a direct confrontation, but your training has equipped you with extraordinary skills worthy of any ninja. Whether in broad daylight or under cover of darkness you're a master of stealth and subterfuge: beyond mundane skills such as disguise and lockpicking you're also able to vanish from sight with just a moment's distraction and you leave no trace of your passing as you infiltrate enemy territory. Even the flimsiest obstacles conceal you far better than they should, allowing you to lurk in the shadows like a wraith or hide your shame when a mission requires that you do lewd things. You could easily hide yourself from an oblivious lover as you "perform your duties" on the other side of a paper-thin door, or while another man takes you in the same bed they're sleeping in.

Slut Ninja (100 CP)

Taimanin aren't just deadly assassins, they're also objects of desire for countless men and demons, and if you're willing to gamble with your dignity you can exploit those desires to your benefit. You have an allure that makes your enemies want to rape you instead of just killing you when they get the chance to do so. You'll find that your enemies often pull their punches and don't fight quite as hard as they could in hopes of capturing you alive and having their way with you, and you're able to make sure their attention remains locked firmly on you using more sensuous and teasing movements that flaunt your body like a stripper on a pole. In comparison your less-experienced teammates or the VIP you're bodyguarding will seem almost invisible, allowing you to draw enemy attention away from them at least until you've been incapacitated. Of course if you do get captured don't expect your captors to suddenly change their minds just because you've stopped resisting.

Whore's Will (100 CP)

From slave trainers to mad scientists a captured Taimanin will face the worst the demon world has to offer and often all they can do is try to endure their torments and hope for rescue… or for fallen Taimanin, hope to *never* be rescued. You have an incredible tolerance for pain and pleasure beyond what ordinary people can imagine and are far more able to resist mind control like the sort that slavers subject their products to. Your body might've even been subjected to an erotic remodeling process, raising your sense of pleasure to rival one of Under Eden's elite sex slaves, but it makes little difference: you can endure the worst and best that the demon world has to offer and still ask for more. Perhaps, like Shiranui, your heroic resolve is what helps you endure years of torment without breaking while you wait and hope for rescue or a chance to escape… or perhaps you're just a slut who wants to feel every last mote of demonic pleasure that can possibly be wrung out of your body without blacking out or losing your mind in the process.

Team Leader (200 CP)
Taimanin may be far stronger than the average demon but there are far more of the latter than the former. Luckily, Taimanin make a point of operating in well-coordinated teams whenever possible: you're a natural at forging bonds with your allies and using those bonds to fight as a well-oiled machine. Much like Tatsuro you have the charm and charisma of a harem protagonist, making friends easily and winning the hearts of your love interests by doing almost nothing at all. On any team that you're a part of you're the glue holding everyone together, strengthening their teamwork and relationships with one another as much as with you. Even a pair of romantic rivals can easily get along with each other for your sake instead of letting jealousy drive them apart. Regardless, your bonds allow you and your allies to work together to create combination attacks and defenses that are much stronger than the sum of their parts, like Yukikaze and Rinko's unique variation on Yukikaze's <Thor Hammer> finishing blow.

Guardian's Eye (200 CP)
Demons are as cunning as they are wicked and if you fall for their tricks you're sure to meet a terrible fate. But they'll find that you're no easy prey because you have an almost Sherlockian skill for observation and investigation, from analyzing crime scenes to tracking escaped prisoners to dissecting social cues for any sign of duplicity, or worse, betrayal. You almost can't help but notice when someone is acting suspiciously, like when the orc who should be guiding you into enemy territory is planning to sell you out, or when your friend's insistence that they don't need any help is being made under duress because they've been badly drugged or otherwise compromised. Your mind and senses are as sharp as a knife, and when something is amiss any evidence that would warn you of an impending trap or betrayal stands out so obviously that it may as well be glowing in bright neon colors to your eyes.

Teacher's Pet (200 CP)
No ninja becomes a master like Asagi overnight. You've gotta train until you drop if you don’t want to be a scrub like Tatsuro forever, but fortunately you have the willpower and endurance to train yourself into the best Taimanin Gosha Village has ever seen… or one of the finest whores Under Eden has ever produced. Whether you're honing your ninja arts or mastering a new blowjob technique you learn remarkably quickly even if you're not naturally talented at what you're learning. Much like the protagonists of a shonen anime, you learn faster by working harder and can make up for a lack of talent simply by pushing yourself harder, and you never lose motivation to improve no matter how hard your training might be. Strangely, you learn especially well when you're having sex with your teachers, rapidly soaking up everything they're willing to teach you as if you *really were* naturally talented on top of the effects of your hard work. Maybe your real calling in life has nothing to do with being a ninja…?

Heart Breaker (200 CP)
The bonds that make the Taimanin a force to be reckoned with can also become chains that shackle them to each other, and when one ninja falls to darkness she can very easily drag her comrades down with her. Your relationships are the perfect vector for spreading corruption to other people, exploiting whatever they feel for you to slip through their defenses like a knife between the ribs. Whether you're getting your friends hooked on your favorite kinks or turning them against everything they know and love, your influence is far greater and more insidious the stronger your relationships with them are, even if that friendship is entirely feigned on your part. Even magical protections such as those offered by taima particles can be bypassed with little to no effort, and if you want someone *utterly destroyed* as a person then revealing your betrayal after becoming as close as lovers will do just the trick, reducing them to a hollow shell of their former self and guaranteeing that they'll never recover from your treachery.

Thunderstruck! (400 CP)
Even though she has yet to fully master her ninja arts Yukikaze is already famous within Gosha Academy for the awesome power of her lightning arts and the unique limiter pistols she needs just to avoid causing collateral damage on every mission. You have raw power similar to Yukikaze, but where she will grow into her true potential one day you always have greater strength to tap into no matter how strong you become. When using supernatural abilities you can dig deep and multiply the amount of raw power you can use by sacrificing control and finesse in equal measure. This extra power is difficult to use for all but the simplest tasks — elemental destruction, rudimentary shields, charm spells, and so on — but you can add extreme amounts of power and area of effect to such tasks. With her limiter disabled Yukikaze can conjure enough lightning to annihilate an entire airport terminal in a single blast and pose a genuine threat to demon lords as powerful as Edwin Black and the Incubus King despite her inexperience.

Jumper-sensei (400 CP)
While not mandatory, it's rare for a veteran Taimanin not to spend some time teaching at Gosha Academy, passing on their skills and knowledge to the next generation of Taimanin. As with everything, some are better at this than others and you are definitely one of the best. Beneath your tutelage, the good become great and the great become legends in the making. Regardless of their origins or varying aptitudes, you can take a class full of green students and teach them everything they need to do at speeds that would dumbfound any lesser teacher. Naturally, your skill as a teacher gives you a certain level of influence over your students, who will invariably look up to you as a role model or icon to be emulated. This can be used for good as well as bad, so be careful.

Poisoned Rose Thorns (400 CP)
While most would rather avoid them, some Taimanin like Kosaka Shizuru specialize in seduction missions and are at their most dangerous right when their targets think they're most vulnerable. You're a master of seduction and manipulation and you've learned various tantric techniques that make you as dangerous in bed as you are on the battlefield. Your charms can easily wrap an unsuspecting mark around your fingers and once you've had sex with someone you'll find it far easier to manipulate them to your heart's content, from extracting sensitive information to turning them against their allies. Of course a target who manages to get the better of you in bed can't be controlled so easily, but your mastery over exotic and supernatural bedroom arts make subduing you a daunting prospect even for most demons.

Ninja Maid (400 CP)
The only higher calling than being a Taimanin and serving Japan is being a maid and serving your master. Hmm? "That sounds wrong" you say? Don't worry your pretty little head about it, it's just your imagination. Much like a graduate of Seishu Academy's maid and butler courses, you've been trained to *very* exacting standards that have little to do with slaying demons, instead focusing on being the ideal bodyguard slave. Your domestic talents are nothing less than world-class: your culinary talents put five star chefs to shame, your cleaning skills leave anything you touch utterly immaculate, and your prowess in the bedroom could rival a succubus queen and satisfy even the most amorous demon lord. But you're also an equally-skilled and loyal guardian for your master: as long as you're aware of your lord's immediate presence you can all but teleport to his side in a burst of extreme speed to support him in combat or take blows meant for him.

Swift Death to Evil (600 CP)
With demons and wicked men gathering more power by the day and the government almost powerless to stop them, the Taimanin might be the only hope of cleansing Japan of the great darkness that infests it. Whether they'll ultimately succeed remains to be seen, but they're certainly capable of doing so no matter how badly the odds seem stacked against them. When you strike down evil you're also able to purify any corruption being caused by that evil, cleansing whatever filth it was inflicting on the world. Whether you're targeting schools where the students are being corrupted into demons or megacorps funding government corruption or chemical plants dumping aphrodisiacs into the water supply, you need only kill or apprehend the perpetrators of the operation to nullify the wider issues their evil has caused. Take down the megacorp and their corrupt government lackeys will be exposed and punished accordingly; shut down the factory or raid the school and when the dust settles any innocents who *can* be saved *will* be saved. You need not do this extra cleanup work yourself, it will simply happen on its own once the source is torn out by the roots.

Abort Mission (600 CP)
Sometimes you or your allies will get well and truly in over your heads, and you'll need quick extraction to escape with your lives and your purity intact. Whenever such occasions arise, you'll have one last option that nobody can take from you, a metaphorical panic button to help you escape from enemy confinement. While it's of little use in situations where you're fighting for your life, if you're ever captured and in need of rescue you'll always have a way out even when things seem impossibly bleak. If you're theoretically able to escape on your own then a golden opportunity like an enemy attack might rupture your prison, or your allies might launch a rescue mission after finding intel that you walked into a trap. This also allows you to purge from your body anything that's keeping you from escaping, for instance if you've been saddled with a bomb collar or injected with nanomachines that enforce obedience you might get exposed to a surge of power that shorts them out and renders them useless.

Service of the Shinobi (600 CP)
A ninja’s ultimate purpose is to devote themselves to a master, but rather than shackle yourself to a failing government and a doomed village you've found a master who is truly worthy of your loyalty. Submission is strength for you and by embracing the shackles of loyalty your power is able to shake off limitations which hold you back from your full potential. You'll find your power growing to help you better serve your master, new uses for familiar abilities revealing themselves to you in flashes of insight: an ability that manipulates water could be used to generate mist and produce masterful illusions or full-on copies of yourself to make you into an army of one, while electrical abilities that you needed external tools to use efficiently could be empowered by your love, sending leaping currents flying through the air by will alone. The closer you are with your master, the more this perk will enhance your growth, turning feelings of love and submission into advancements on your power so that you can better serve your chosen lord.

Object of Obsession (600 CP)
Seems you've gotten yourself a fan, and a rather powerful one at that. Much like Edwin Black's obsession with Asagi or the Incubus King's with Shiranui, something about you arouses the interest of powerful men. Maybe it's how unspeakably beautiful you are, so much so that even the most jaded demon lord could fall in lust at first sight; or how supple and malleable your body is, able to endure and absorb brutal treatment and take unearthly pleasure from things that would maim less gifted lovers. But regardless of the reasons why it's almost impossible to *not* find you impossibly attractive, and in every jump a person of your choice is guaranteed to fall madly in love with you. A powerful crime boss might catch wind of your presence and grow so infatuated that they would retool their whole criminal empires and enact decade-long plots simply for the *chance* to acquire you.

Criminal

Slave Tamer (100 CP)
It's a dog-eat-dog world out there and if you're not at the top of the food chain you're just somebody else's next meal, but at least you *belong* on top even if you aren't there now. Your dominant nature and prowess in the bedroom allows you to ravish your partners into submission, drowning them with pleasure until their minds break and their hearts submit to you whether they like it or not. The more you dominate your slaves the more loyal and obedient they become, until even those who once hated you would sooner die than be without you. Such talents are especially effective against those who're already taken by some other lover. Never mind that "power of love" hogwash: no matter how loyal a woman *thinks* she is, her body can't help but betray her once you get your hands on her and start making her squeal with pleasure, and having her body betray her heart just makes her fall apart that much harder and faster. Even a battle-hardened ninja or a powerful succubus queen could be reduced to your obedient pets once you bring them to their knees.

Professional Predator (100 CP)
You've made a living for yourself on the streets, in the demon world, or in the halls of political power, and none of those places tolerate weakness. You might not be as powerful as a demon lord or as skilled as a Taimanin but you're still a decent fighter by human standards, skilled enough to hold your own in a fistfight or a shootout with the cops. What makes you a threat even to the ninja sluts is how you have the instincts of a predator, an eye for weakness in others and a sense of how best you can exploit it. You might spy an old wound on an enemy and instantly know how to use it against them, or you might deduce what kinds of blackmail would be guaranteed to put someone at your mercy. It also means you're a master of finding all the special places that make your lovers and victims squeal with bliss, never mind all the secret kinks that even they didn't know they had until you teased it out of them. Exploiting such weaknesses always works wonders for you, dealing crippling damage (in one sense or another) to your hapless targets.

Supply and Demand (100 CP)
"Sex sells" is one of the business world's oldest rules for good reason: *everybody* wants sex whether they realize it or not, and you understand this better than most. You have a gift for exploiting sexual desires for fun and profit, and few can match your skill at providing quality goods and services to meet those desires. From concocting aphrodisiac drugs in your basement using household chemicals, to crafting quality porn worthy of a film studio on a cellphone camera and a home PC, to running an entire prostitution ring out of your high school right under the noses of the authorities. Of course there's only so much you can do all by yourself but your sheer level of talent as a businessman makes running larger operations trivially simple for you once you work your way up to having one. Even an international criminal syndicate as large and powerful as Nomad runs like a flawless money printing machine under your tender guidance, and a vast harem of slaves would be no more difficult for you to manage than any other organization.

Helltech for Dummies (100 CP)
Crime has grown a lot more sophisticated ever since magic and hell tech started making their way into the hands of ordinary thugs. Not everyone has the knowledge and skills needed to operate such devices and fewer can do so safely, but you're something of an expert on the subject. You've got a gift for using exotic devices like advanced technology, magical artifacts, and magitech hybrids like demonic "dark technology." Even when you've never encountered such things before you can easily puzzle out how to use them, as if you had an instruction manual immediately at hand, allowing you to use such creations to their fullest and master them very quickly. There's no need to fear giving your prized sluts a fatal overdose of aphrodisiacs or frying their minds with a poorly-configured mind control machine. Should you be the inventive sort, your skills also enable you to modify or improve existing creations to better suit your needs with time and effort.

Fruits of Eden (200 CP)
The slave trade is alive and well thanks to venues like Under Eden, where the finest women in Japan are bought and trained into elite slave prostitutes. You're a master slave trainer on par with the likes of Real or the Incubus King; rather than simply fucking your slaves until their minds break, you can use pleasure and discipline to temper their hearts and minds, reforging them into your ideal servants. With sufficient training you can even rewrite a slave's entire personality, sculpting her heart like the finest clay until nothing is left of her old self: even the mighty Shiranui, despite holding out for five years of such training, was ultimately reduced to a loyal slave of the Incubus King who would murder her own daughter on command, and you could accomplish that and more in only a fraction of that time. You can also bestow valuable skills of your choosing through sexual training, turning pure-hearted virgins into elite slave prostitutes, or turning warrior maidens like Rinko into flawless maids with domestic skills worthy of personally serving a demon king.

Demon Behind the Man (200 CP)
Ryuuji Kuroi is uncharacteristically cautious for a powerful demon lord, always working from the shadows and acting through proxies, never taking direct action until his foes accidentally backed him into a corner. Like him you have a preference for exerting your will through your minions and staying out of the spotlight until it becomes necessary to reveal yourself. Any slave or minion loyal enough to serve you can be made into an agent of your will, an eager puppet whose will perfectly matches your own, and so long as you act through them others will find it impossible to trace any crimes or actions taken on your behalf back to you. Any evidence connecting you to your minions seems to vanish into thin air or be conveniently destroyed, and investigations into your business deals turn up no evidence of your involvement, leaving your patsies to take the fall for you. Only if you are caught red-handed will the whole conspiracy be exposed, but if it is then your previous crimes-by-proxy also have a chance to be exposed in one grand revelation.

Collect Them All (200 CP)
The wonderful thing about friends, family, and colleagues is that their bonds with one another make it that much easier to tear them all down and corrupt them together. Once you capture or corrupt someone, their loved ones become much easier pickings if you choose to go after them. Silly ideas like the power of love simply don't work against you: such bonds might normally be a source of strength and resolve, but in your case they just make your enemies easier targets whose feelings blind them to obvious traps and convince them to make stupid decisions they'd normally never consider, such as infiltrating a demon city disguised as prostitutes with poor intel and little to no support. A brave and foolish little ninja will sign her own slave contract for a chance to save her mother from your clutches even as her loyal friend follows her into hell. For every person you steal from a group it becomes that much easier to bring down the rest of them, each broken slave becoming a weight around the necks of friends, family and colleagues.

Dark Science (200 CP)
When demons first came to Earth their magical abilities instantly became a subject of interest to scientists the world over, and in the criminal underworld the abilities of succubi and other demons became the basis for everything from drugs and aphrodisiacs to brainwashing devices and nanomachines. Without scientific minds as brilliant as yours none of this would be possible: you might not be a match for mad geniuses like Kiryuu Sabato but you have the potential to rival them, being a master of many fields of study like robotics and chemistry, and you're also skilled at dissecting unique magical abilities and reverse-engineering them into devices anyone can use. By studying a succubus's lust magic you could make aphrodisiacs as potent as her charm spells, or create a nanomachine injection that mimics the effects of a womb tattoo.

Pawn Promotion (400 CP)
A criminal empire, no matter the size, is nothing without criminals to serve it. You may hold the emperor's seat but if your minions are incompetent then there will always be hard limits to what you can accomplish. You're a talented leader and a sizeable portion of your skills trickle down to your underlings, making them more effective minions and slaves. Should you be a master of stealth, your long-serving lieutenants will rapidly acquire your ability to blend in with the shadows. If you're a brute, your gangsters will see boosts to their fitness, intimidation and fighting instincts. If you're an effortless liar then your subverted Taimanin easily blend in with their old lives and direct their friends your way. And if you're a master slave-breaker then your brothels take only a fraction of the time to process the women you send to them. The more loyal your subordinates, the more of your own skill they can draw on. A fresh recruit might pick up the basics in one sitting, whereas your close lieutenant and oldest criminals would approach your raw capability.

Toxic Loving (400 CP)
Taimanin can be much harder to break than one might expect. Rinko and Yukikaze endured six months of Under Eden's slave training without breaking, while Shiranui held out for five years of the same treatment. But the Incubus King turned them to his side in just a few days by making them *want* to submit to him and become his slaves from the bottoms of their hearts. You have the same sort of charisma and can conquer the hearts and minds of your lovers through domination and manipulation. Like poison, you seep into their souls as you ravish their bodies, gradually reshaping them into *your* women regardless of their resistance or willpower and doing so at vastly greater speeds than if you simply broke their minds. Love conquers all as they say, and the toxic love you inspire not only erodes anything that might keep your conquests from falling for you, like family bonds or faction loyalties, but also ensures nobody else can take them from you once you've claimed them for yourself.

Above the Law (400 CP)
Being wealthy and powerful has many perks, one of which is that authorities often find it all but impossible to take you down through legal means. Your financial and political influence make you effectively immune to the law unless it's being applied by someone with even more of that power. As a wealthy businessman or a corrupt politician you can abuse your subordinates with impunity, from keeping your secretary as your sex slave to using your soldiers as expendable meat shields, and any efforts to bring you to justice simply run out of steam or get mired in bureaucratic red tape long before they even inconvenience you. However you're substantially less immune to any consequences of your actions that come from outside of the legal system and to your own superiors using their own power and influence against you. If the prime minister sends his pet ninja to investigate your affairs or the boss of a major criminal syndicate decides he wants you dead then you had best have other ways to deal with the situation.

Man of Science (400 CP)
When demonic power and human technology merge it becomes possible to twist and corrupt living beings in ways that are wholly unnatural to the human and demon worlds. Whether you're a student of somebody like Fulst or Kiryuu Sabato or a self-taught genius with a talent for crimes against nature, you've mastered the fields of dark science and helltech. With a proper lab setup you can freely modify living beings and toy with them to your heart's content. You might hack into a captive's mind like a computer, rifling through her memories and viewing her darkest secrets, or reprogram her brain to feel intense pleasure whenever she thinks about you. Or you could transform her body into a work of erotic art, reshaping her flesh and toying with her senses until she's little more than a living sex toy. Such experiments also help you create devices that replicate their results, from aphrodisiac nanomachines and mind control computer chips to tentacled bioweapons and much more. Only your morals (ha!) and vision limit what you can achieve here: transform your body into a powerful tentacle demon? Create demonic beasts and chimera? All perfectly possible.

Demon Lord (600 CP)
"Might makes right" is the only law that demons and criminals will always obey. Neither will follow a leader who isn't strong enough to compel their obedience or charismatic enough to win their loyalty, but you have at least one of those qualities in great abundance. You seem akin to royalty to anyone who has a demonic nature or a villainous character, with lordly charisma which demands their obedience and great leadership skills with which to make best use of them. If you're stronger than them such miscreants flock to your side to serve you with single-minded devotion, but even if you're weak they'll still treat you favorably, much like a young prince who might one day be worthy of respect, assuming you don't antagonize them of course. All who submit to you become extensions of your will with nigh-unbreakable loyalty, and any organizations you lead work solely to your benefit, lacking internal politics or clashing egos despite the belligerent and unruly personalities that compose them.

Master Manipulator (600 CP)
Perhaps it shouldn't have been a surprise that Yazaki was a master of concocting evil schemes that went off without a hitch. He was, after all, a politician. Much like him you're a master manipulator with the ability to set up far-reaching plots and control events at great distances. The world is your chessboard and your strategic genius allows you to see many steps ahead of everyone else, ensuring that events play out and your pawns move exactly the way you desire. Want to lure a ninja into a trap? You know exactly what sort of bait you need and how to plant it to guarantee she comes running to spring it, as well as what pawns to move and what levers to pull to strip away almost all support for her. Only the unknown factors can thwart your schemes; you might capture your ninja but fail to anticipate a rescue mission because you dismissed her childhood friend as irrelevant instead of planning to neutralize him too.

Trickle Down Demonomics (600 CP)
There has always been corruption lurking beneath the surface of human society but it has grown deeper and darker as the leaders of mankind succumb to the temptations of power, pleasure, and wealth offered by demon lords looking to expand their reach. You are similarly gifted at spreading your influence into the highest echelons of society and corrupting it all the way down to the bedrock. Wherever there are leaders with darkness in their hearts you can find them and twist them further to spread your influence throughout their whole power structure, gaining new allies and pushing your agendas and instituting your laws. It only takes time to rot a society through to its core, to have your brothels operate in broad daylight, and to trade in flesh and slaves and corruption with full government authority.

Dark Magician (600 CP)
Ultimately the source of all demonic technology is demon magic and other supernatural powers unknown to humans, but why should you be satisfied with simply borrowing power from others? You are a powerful sorcerer in your own right, one who has mastered the magical arts and made them your own, whether to attack and defend yourself with elemental power, manipulate your environment, or empower yourself with greater strength. But your specialty is magic that twists and defiles others, spells and enchantments which distort the mind, alter the body, and enslave the soul. You can curse your victims with senseless lust, use magical seals and tattoos to condition their bodies with pain and pleasure, or bind their souls with magical contracts that they're compelled to obey. Moreover you can effortlessly weave such effects into any other spells you've mastered, turning all of your magic into vectors for pleasure, corruption, and domination.

Items

Taimanin

Demon Slayer's Ensemble (100 CP)

A Taimanin suit might look impractical and excessively revealing but no self-respecting ninja would go into combat without one. The fabric is a high-tech invention which uses particles to generate a protective field that shields the wearer from injuries, making these suits completely bulletproof and vastly superior to any conventional defense (save perhaps for cutting-edge power armor), never mind that they look like lingerie to the untrained eye. Your suit and accompanying weapon have been custom-made to fit your tastes and you can deploy them instantly using a simple ninja hand sign. So long as you have strength to fight it can repair itself automatically and provides two unique abilities derived from how your suit and weapons utilize your particles to support you. For instance Yukikaze's limiter pistols help her control her immense natural power more precisely, while Shiranui's claws are laced with powerful aphrodisiac venom and her gimp suit makes her totally immune to electricity, even Yukikaze's most powerful lightning arts.

Sakura's Supplies (100 CP)

As spies and ninja, the Taimanin have naturally mastered many tools to aid them on their missions. Kunai, shuriken, caltrops, ninja wire, smoke bombs and regular bombs are the most traditional of those tools but far from the only ones; in the modern age there are countless more technological devices that a ninja might have a use for. Microphones, tracking devices, hidden cameras, and countless other spy tools take their place in a Taimanin's arsenal. You have all of these things and more, quality tools and weapons that spring to hand whenever you need them, never mind that your armor is skintight and lacks any pockets or pouches for storage. Perhaps you could befuddle your enemies by drawing a katana out of your cleavage or dropping grenades from under your miniskirt; where exactly do you keep all that stuff? Where indeed! Now the only thing you need to succeed is some actual skill at subterfuge.

Yukikaze's Passion (200 CP)

Even elite Taimanin have hobbies outside of killing demons and upholding the peace. Yukikaze is an avid video gamer and streamer in her spare time but pastimes like that can be quite painful for a ninja's wallet. Luckily you have anything and everything you might desire to immerse yourself in a hobby (or obsession) of your choice: if video games are your passion then you can have a room full of all of the latest consoles, games, and accessories plus a top-class home theater and a perfect and untraceable internet connection, or something else of similar scope and cost for your hobby of choice. Or perhaps you're a sex addict who spent all that money on an entire sex dungeon's worth of lewd toys and similar paraphernalia, who knows. Whatever the case, partaking in this hobby is supremely relaxing and enables you to cleanse your mind of unwanted stress and other influences, like any lingering traces of drugs or mind control or other traumatic experiences you might've had on the job.

Tatsuro's Shame (200 CP)

Sooner or later even the best Taimanin is bound to have a bad day and get sandwiched between a pair of orc cocks or come to some other unsightly end, even if only for a short while. This illicit website hidden on the dark web is proof of your failures (and your "successes", for that matter), a record of erotic encounters turned into the highest-quality porn imaginable, as if you'd done all your fucking under the ideal conditions for filming in a professional studio rather than a third-rate brothel or dingey backalley. This porn's quality is so impressive that it can make you feel like you're experiencing the event all over again or give others the experience of having been one of your partners. Whether you keep the site’s existence a secret or share it with the world is up to you, but if you were to make your shame public and allow others to see you this way you could easily make a killing in profits, and it's impossible to hack or take down the website by any means whether or not you decide to show it to the world.

Kiryuu's "Antidote" (400 CP)
Unsurprisingly, poison is a common problem to run into as a ninja, although the ones you're more likely to encounter are the kind that drive you insane with lust rather than making your eyes melt out of your head. Luckily, the Taimanin have their own mad scientist on hand to assist with countermeasures for such things and you've acquired one of his most bizarre but useful creations. Inside this bottle is a foul-tempered little bug with Kiryuu's face and medical skills. He can treat all sorts of ailments by crawling inside of a patient's body and rummaging around for anything that isn't supposed to be there, drinking up poisons and viruses straight from the bloodstream and harmlessly removing unwanted objects like mind control nanomachines or strange computer chips implanted into your brain stem. In fact just about the only thing he won't help fix is massive bodily trauma like combat injuries, and only because that's too boring to hold his interest.

Shizuru's Wardrobe (400 CP)
Taimanin often find themselves infiltrating hostile territory with elaborate disguises and backgrounds and this wardrobe of disguises makes such missions substantially easier for you. Ranging from maid outfits to school uniforms to the sort of lingerie only Under Eden's slave prostitutes would ever wear, this wardrobe has an outfit for every occasion and they're extremely convincing, being nearly impossible to see through and even coming with official credentials for the position you're impersonating if needed. Perhaps people are so dazzled by how good you look that they simply don't bother looking deeper, because these outfits also boost your appearance and show off your best side. You won't *just* be a schoolgirl in disguise, you'll be the most attractive and popular girl in that school, or the teacher the entire student body is lusting over. In fact these disguises somehow keep working even after you remove them; even when you're naked and at an enemy's mercy, so long as you don't break character and expose yourself they at least won't be able to recognize you even as they have their way with you.

Clan Compound (600 CP)
Gosha is made up of many individual ninja clans like the Mizuki clan and their subordinate Akiyama clan. These old families may not be in charge but they have substantial power within Gosha, not least of which are their family holdings. You have a large, luxurious, and well-fortified mansion to call home, whether in the western style like the Mizuki mansion or a traditional Japanese style like the Akiyama clan compound. More a castle than a normal home, it's protected against invasion by many layers of defenses which only your enemies can trigger: traps powered by generations of ninja arts, spirits or golems which come to life to help capture or kill intruders, and much more. The rest of the world may be dark and dangerous but at least here you can sleep peacefully and be assured of your safety.

Men and Women in Black (600 CP)
Section Three is an organization whose mandate is to monitor and curb demonic influence. They act as a bridge between Gosha and the Japanese government, providing intelligence and support for the Taimanin when needed and generally cleaning up the messes they leave behind. You are now the head of a similar organization or at least have one on call, granting access to all of its considerable resources, information, contacts, and ability to cut through red tape and apply legally-sanctioned pressure. Need to get access to a high-ranking politician's personal schedule? Your agents can do that. Need a way onto his private jet so you can spy on a suspicious meeting with foreign dignitaries? They'll find you enough information to make your infiltration and be ready to pick you up when you have to blow something up and parachute to safety. Unlike the real Section Three your organization never suffers from corruption or infiltration.

Criminal

Slaver's Bindings (100 CP)
Taimanin are a different breed compared to regular humans so you're going to need something a bit more durable than fuzzy handcuffs if you intend to have your wicked way with them. This arsenal of enchanted BDSM gear is just the thing: rated to handle the trickiest of succubi and even the most feisty oni, once you lock this gear on to someone they're not getting out of it without some extra help or a lot of time and effort. From blindfolds and gags to manacles and assorted other bindings, not only is it able to hold demons and Taimanin with supernatural strength or magical powers, it actively drains that power to make them easier to manhandle while reinforcing and repairing itself with that power. Of course the hard part is getting your superpowered slaves tied up in the first place, you'll have to figure out that part on your own.

Brand of Ownership (100 CP)
Criminals aren't known for respecting private property, and that's a problem if *your* hard-earned slaves are what they're salivating over. However demons have a solution to this problem: enchanted accessories like magical piercings which bind slaves to their masters in body and soul, much like depraved wedding rings. You possess a collection of enchanted accessories for your slaves, from piercings and collars to jewelry and even womb tattoos for magically-gifted slavers. Only slaves who surrender their hearts to you can be bound by these treasures but once you stake your claim few if any will challenge it, whether out of fear of your wrath or perhaps a simple lack of interest in "used goods". Apart from passively repelling such pests they also have many other entertaining uses; using the bond you can toy with your slave's body from afar, such as preventing them from cumming without permission, driving them right to the edge of orgasm, and even sealing off any magical powers they might have.

Goon Squad (200 CP)
Small-time thugs instinctively gather around the biggest fish they can find, chasing safety in numbers and a powerful boss to serve. You have a crew of your own, a gang of humans or demons who make the ideal first recruits for a fledgling criminal syndicate. They're quite capable by the standards of ordinary humans, each one being a specialist in a different type of crime (or other valuable skillset, for instance if you need loyal lab assistants rather than a gang of street thugs), and they're strong enough in a fight to pose a real threat to a Taimanin, at least in a group. What's more, unlike the very replaceable cannon fodder you can recruit in droves elsewhere these assistants are surprisingly difficult to actually kill, taking glancing blows where most would receive fatal wounds in battle.

Apples of Eden (200 CP)
The Incubus Faction has invested heavily in demonic technology and come out of it with many inventions derived from the magical powers of succubi and incubi. Two of these are products of Under Eden's work, and you've acquired them both. First is the Myriad Chimera, a nanomachine pill made with demonic cells which allows anyone to create and enforce binding magical contracts on anybody who consumes the pill. Such contracts are sealed by womb tattoos, can only be ended by the will or death of the master, and can enforce the terms of the contract in any number of ways, even blowing the slave's limbs off in the event of a breach of contract. Second is the Eve chip, a mind control nanomachine. When implanted in one of your slaves it subliminally brainwashes them without ever being noticed, using headaches to condition them over time and rewrite the way they think. It forces them to comply with lewd acts, all while rationalizing those acts to themselves as their own ideas and as reasonable choices. Both can be modified in function to an extent even if you lack the technical skills normally required to do so.

Helltech Laboratory (400 CP)
Behind every great criminal enterprise is a mad scientist blurring the line between human technology and infernal magic, but even the greatest minds can't do their best work without resources and infrastructure. This hidden laboratory provides you with a plethora of both, the perfect environment in which to advance your craft. Whether you're concocting aphrodisiac drugs, manufacturing mind-controlling nanomachines, or breeding powerful demon beasts and transforming them into cyborgs, if you have the skills to do such things then within these walls success becomes a foregone conclusion. And *oh* the things you can do to anyone who falls into your clutches just with the lab's current contents! Sculpt the bodies of your victims like clay, multiply their sense of pleasure a thousandfold, brainwash them into submission with the virtual reality slave-training machines, and much more.

Slave Academy (400 CP)
Seishu Academy is one of the best schools in the world for children of the wealthy elite, but it also secretly serves as a front for the Incubus Faction, a well-oiled machine corrupting the students into servants of the Incubus King. You run a similar operation, a school which attracts the best and brightest and most alluring youths from far and wide and traps them in an environment where you can shape them into whatever you please *en masse*. The faculty are unquestioningly loyal to you and allow you to expand the range of perks related to corruption, dominance, and slave training, applying them to dozens or even hundreds of targets at once without needing your direct intervention. Moreover, you can easily carve up the student body into different sections and train each one differently: perhaps you want all the female students to be trained as sex slaves while the males become disposable pawns and soldiers, and the most wealthy and connected youths into capable and loyal infiltrators.

Captured Mother (600 CP)
The disappearance of Mizuki Shiranui and a rumored reappearance in Under Eden is what set this whole story in motion, but she may not be there any longer. At the start of each jump you can select a person of your choice and receive not them but one of their loved ones: a close friend, a parent or sibling or spouse of one of the star players, kidnapped in secret and completely at your mercy. Just like the disappearance of Shiranui no evidence or leads will be left for anyone to find and searching for them will turn up nothing unless you leak the information yourself. They're also fully restrained when you receive them, with either mundane restraints or anything you can provide, but otherwise unharmed. If you want to break them into a slave you will have to do so yourself. Aside from that, you're free to do whatever you please with them. Use them as extremely effective bait to lure their children in, keep them for yourself as a soon-to-be slave, release them to pretend you saved them and curry favor, or anything else you'd like to do with them.

A Slice of Hell (600 CP)
Half a kilometer under Tokyo, hidden behind a labyrinth of tunnels and sewers that open into the drainage systems, there is a hive of scum and villainy home to every kind of crime and merchandise known to both demon and man. Completely off the grid and unknown to outsiders, the city of Yomihara is a black market on a grand scale: slavery, helltech, drugs, and weapons trafficking are just a taste of what can found here. You have a slice of this underworld all to yourself, a self-regulating jungle of debauchery and crime staffed by a myriad of loyal businesses, services and a small army of enforcers. There's even a few gates to the demon world down here. In future jumps you'll have the entirety of Yomihara to yourself, and can choose where you'd like it to appear.

Companions

Old and New Friends (100 CP)

You may import companions to join you in this world for 100 CP each. An imported companion receives an origin and 800 CP to spend on perks and items. They may not purchase companions or drawbacks. You can import a maximum of eight companions, but if you wish to import the full set of eight you can do so for half price, 400 CP. You may also create new companions for the same price and benefits. Should you wish to bring someone from this world with you on your journey you can use this option to take them as a companion. You'll have to convince them to come along with you but you are guaranteed to meet them several times during your stay, though the circumstances will be a surprise. Each character gains the origin that best fits them as well as 800 CP to spend on perks and items. Companions must be alive at the end of the jump to join you.

The Leading Ladies (100 CP)

The rising stars of Gosha Academy, Mizuki Yukikaze and Akiyama Rinko are both promising young rookie ninja with potential to one day rival heroines like Asagi and Shiranui so long as they last that long without getting turned into some demon's plaything along the way. Whether you're a fellow Taimanin hoping to aid them in the field or a demon lord hoping to turn them into your pets, you have a special connection to both of these young ladies and you're certain to cross paths with them again and again during your time here. You can take them both with you as a group companion, and if you manage to recruit other Taimanin like Shizuru and Shiranui you can add them to the group as well for no extra charge.

Succubus Princess (100 CP)

Who's this mischievous succubus who keeps causing problems everywhere she goes? She's a cocky brat in need of discipline, a schemer whose plans always seem to backfire, a nuisance who can't seem to stay out of trouble for five minutes… and also kind of a sweetheart once you get to know her. She loves pranks but doesn't have a mean bone in her body. She runs away at the first sign of trouble but will dive headfirst into the thick of it to help a friend. She's a weakling with far too much confidence in herself, but she's also gifted with an immense well of magical potential. She's Lilim, the lost princess of the incubus faction, and for some reason she's decided you're her new best friend. Lilim herself doesn't know her secret backstory but she has the potential to become a powerful succubus queen, though right now she's only really great at the illusion and dream magic common to all succubi.

Drawbacks

Hentai Villain Syndrome (+100 CP)
Perhaps you chose a life of crime because you look too sleazy for anywhere else to accept you, or maybe you just fell out of the ugly tree and hit every branch on the way down, or maybe you just have Yukikaze's issue of being petite and flat-chested and surrounded by women with much curvier figures. Regardless, your appearance leaves much to be desired in one way or another, either being the epitome of fat bastard or so short, slim and flat-chested that you're probably the number one unintentional bullying target for any woman blessed with cow tits. Don't expect many people to fall for you based on your looks alone.

Hair Trigger (+100 CP)
An ordinary woman who's been put through Under Eden's slave prostitute conditioning is so sensitive that she can barely function as anything other than a sex slave. Even the feeling of a soft breeze or clothes on her skin can get her ardor up, and actual sex feels mind-bendingly incredible. While there might be some who would enjoy that kind of experience, you're going to be living with it whether you like it or not for the duration of your stay here. Whether you've been put through something like Under Eden's slave prostitute conditioning or you're somehow *just that sensitive* naturally.

Superpower Incontinence (+100 CP)
Demons and Taimanin can have enormous power but not everyone gifted with power is able to control it. Yukikaze needs special limiter pistols to properly control her lightning ninja arts, and if she loses them she becomes a hazard to everyone around her whenever she uses her particles. You have a similar issue, an unusually high chance of failing to use your powers and having them misfire on you somehow whenever you use them. You might cause unwanted collateral damage when tapping into your full power, or suffer a backblast which destroys your clothes instead of whatever it was intended to do, and similar such issues. Only using a special control aide like Yukikaze's pistols can stop this from happening, and only while you keep that device on you and use it constantly.

Blushing Virgin (+200 CP)
You'd think that Taimanin would be less prudish considering their outfits, but it's surprisingly common for them to be completely inexperienced and utterly in over their heads when it comes to sexual acts. You're particularly bad about this though: your experience with sex is non-existent, and even the suggestion of lewd action gets you blushing and stammering. Expect to be completely useless in bed for a long time, and expect orcs and demons and other foes with lewd inclinations to have a field day taking advantage of this weakness.

Born Yesterday (+200 CP)
The world is dark and cruel to anybody unprepared to deal with that darkness, but you'd never know that from how blithely your allies go about their days. Almost as if you're trapped in an h-game setting where the heroines are destined to fail, your allies and companions are prone to making stupid decisions unless you keep a close eye on them. Send two inexperienced ninja on their first ever infiltration mission into the most dangerous circumstances imaginable? Sure, seems legit. Infiltrate a sex slaving operation by posing as sex slaves? What could possibly go wrong? In short, the worst stories of Taimanin incompetence apply to your allies and it's up to you to keep them out of trouble. Or don't, and they'll suffer the consequences.

What's a Taimanin? (+200 CP)
Perhaps you've been to many worlds on your adventures or perhaps you're starting fresh with this world. Either way, the board has been leveled a bit with this drawback: like a newbie Taimanin on her first ever adventure you've been stripped of any powers you gained from previous worlds as well as access to your warehouse. Any memories you have of this world are locked, making the whole world completely new to you along with its secrets. Further, anything you purchased in this jump starts off locked or out of reach and will need to be earned by heroic or villainous deeds before you can gain access to them, much like the protagonist of a story unlocking new powers and gaining new skills over the course of his adventure. Any perks or items you haven't earned by the end of the jump will be unlocked for free in your next jump.

Pitiful Human (+300 CP)
Normal humans have it pretty rough in this world. Even Taimanin at least have some ability to fight back if they get accosted by an orc in a dark alley but normal humans don't even have that much going for them. Even if you're the world's strongest Taimanin or demon lord, you seem to get your ass kicked the moment people start throwing hands at you. You're pretty much incapable of fighting anyone stronger than normal humans regardless of how much power you ought to have. Maybe you're a devout pacifist who can't bring yourself to harm others no matter how much they deserve it, or maybe you're just incompetent at fighting specifically regardless of how powerful you are elsewhere. Either way, you'd better have some other way of dealing with your enemies, like very competent allies.

Most Wanted (+300 CP)
Shiranui probably wishes she wasn't so attractive that a powerful demon lord bent his entire faction to the task of capturing and breaking her, and the less said about Edwin Black's obsession with Asagi the better. You now have your own powerful stalker, a demon lord or other faction head who for whatever reason is obsessed with capturing and breaking you to their will and has immense resources to bring to the task of doing so. Maybe it's that fiery bitch Astaroth or a highly-placed and corrupt politician in the Chinese Union or a mad scientist in the UFS or some other human faction. Or maybe it's just the Incubus King looking to add another prize to his collection. Regardless, you have an entire faction out for your head unless you're able to destroy that faction yourself. And if you're looking for a *real* challenge you can take this drawback multiple times, getting multiple factions on your tail at once, up to a maximum of three times. Each faction you anger after the first will also cooperate with your initial purchase to bring you down.

Tatsuro Syndrome (+500 CP)
One person in particular has it especially bad in this universe. Akiyama Tatsurou seems to exist solely for the purpose of being cuckolded out of his love interests in the most emotionally devastating way possible. If he's not having them stolen by demons then he's barely even acknowledged to exist in the other games while that Fuuma Kotarou guy has his way with them instead. You're about to understand what that feels like, because like Tatsuro the very narrative of this world is now bent against you. Any relationships that you hold are in constant peril of being twisted, broken, and stolen from you by ugly bastards, arrogant delinquents, mischievous children and ambitious demons. Should they succeed in stealing even one of your partners you'll find out in the most emotionally-devastating way possible which is certain to break your mind and end your chain. Should you wish, you can opt to replace Tatsuro himself.

Notes:

Characters who are half-demon and half-Taimanin (like Shinganji Kurenai and Onisaki Kirara) can be best represented by taking both Hybrid and Demon racial perks.

What the heck is Lilim doing here?

So Lilithsoft appears to have given up on doing visual novels in favor of doing gacha games which means the story of Taimanin Yukikaze ends on a cliffhanger forever. Instead of leaving it that way I decided to do my own ending by pulling in ideas based on how the gacha games handle the storylines of Shiranui and the Incubus King. Feel free to take or leave this section as you please, it's not canon in any sense.

The gist of it is that Ryuuji Kuroi is one of the kids of Kamadeva, the incubus king from the RPGX timeline who's responsible for the Shiranui disappearance situation in that universe. Kamadeva is a pretty typical demon lord except that he falls in love and has a change of heart after having his daughter Lilim, who he sends away from his court along with her mother so as to keep them safe from courtly infighting, but not before granting her a big chunk of his power. Shortly after this happens, Kuroi usurps the throne and kills the weakened Kamadeva along with his other siblings, at which point the Incubus Faction turns into what it is in the Yukikaze games. This is also around the time that Shiranui falls into Kuroi's clutches after being softened up for him by Kamadeva's own interest in her.

In a hypothetical Taimanin Yukikaze 3, Lilim would be an essential character to getting a good ending and reuniting Yukikaze and Shiranui while also repairing the damage done to Shiranui's mind and allowing the Mizuki and Akiyama clans to be a happy family again (although Tatsurou *still* doesn't get laid in this route).

On the Subject of Taima Particles

Hybrid humans are uniquely able to generate and wield taima particles, a form of magical power which can be shaped and molded into an arsenal of ninja techniques. In addition to their unique ninja arts, all properly-trained Taimanin can perform a few common ninja skills like physical enhancement, detecting demons and demonic power (although getting more precise than the area of the average room is difficult), sending messages in a manner similar to telepathy (one way only unless the receiver is also a Taimanin), and feats of supernatural speed or power like using bursts of speed to move faster than the eye can track or throwing shockwaves, vacuum blades, razor wind, and so on. All ninja techniques can also be focused and enhanced using *kuji-kiri* ninja hand signs, which act as concentration aids.

There are also some more obscure techniques that require special training but are otherwise learnable by all Taimanin. At one point Asagi learns an art that lets her concentrate her life force into her blood to make it poisonous to vampires, and there's an assortment of "bedroom arts" used by Taimanin who specialize in seduction or are at a high risk of being captured. Shiranui uses a jutsu called Climax Diversion to smother her own orgasms for example, and many others are possible especially when combined with ninja arts.

Taima particles are uniquely well-suited to countering demonic magic. This is effectively a type advantage against anything of demonic origin, however in this series "demon" also means orcs, elves, vampires, and pretty much any other non-human race because anything that's not human comes from the demon world. How this works in future jumps I leave up to you, whether it's effective against all supernatural creatures or more narrowly anything like a classical demon or just interdimensional invaders. Particles also make a ninja more resistant to demonic drugs and magic. While this protection isn't perfect, Shiranui was able to resist years and years of corruption and mindbreak torture and only finally caved because of Yukikaze being used against her in TY1 and the *Taimanin Shiranui* OVA. This is on the upper end of what **Whore's Will** can protect against.

Version Notes

0.9 - Final rough draft
1.0 - Initial release
1.01 - Capped purchases on the Most Wanted drawback. Tweaked the EVE chip in Apples of Eden.

Potential stuff to add for the future:
-More drawbacks
-More companions
-Gosha Village scenario
-Unique content from anime & manga