Highschool DXD Harem Protagonist Jumpchain V1.02

Within the world of High School DxD the many supernatural beings spoken of in myth and religions are all real and remain in hiding from the modern world.
Long ago the Three Factions became intertwined as the Judeo-Christian religion when the Biblical God cast out Angels that opposed his teachings, creating the Fallen Angel and casting them into the Underworld alongside the Devils.
From this forced relocation the Three Factions of Angels, Devils, and Fallen Angels warred against one another under the leaderships of the Biblical God, the Four Great Satans, and the Fallen Angel Azazel.

This conflict later became known as the Great War which continued on for thousands of years until the war was interrupted by the battle of the Two Heavenly Dragons causing them to attack all sides. This resulted in the deaths of untold on all sides causing the three groups to form a truce. After the two souls were sealed into Sacred Gears the battle combined with the continuation of hostilities resulted in the death of the Biblical God and the Four Great Satans. Following the deaths, the Great War finally ended, but left the Three Factions in a state where none of the sides wanted to continue battling resulting in an unspoken truce as though there are occasional conflicts between members who crossed paths for centuries no new war began.

In the modern age important events take place in Japan as Issei Hyoudou, a perverted high school student is reincarnated as a Devil by Rias Gremory after being killed on his first date.
In the normal chain of events Issei Hyoudou is the protagonist who seeks to create a harem thanks to the great power he gains from his Sacred Gear containing the Red Heavenly Dragon.
Gain **+1,000 CP**

Origins:

You may select an origin and gain discounts of the perks and items for that origin.

Hero Protagonist
You are one of the few people who do what you think is right and fight to protect others.

Anti-Hero Protagonist
You may not have the best attitude or the most righteous way of fighting but your end goals are heroic in their own way.

Supporting Protagonist
You're not really much of a fighter though your one hell of a support as you are a master at making others stronger.

Villain Protagonist
You fight for your own benefit so that you can take what you want and make it yours.

Species:

Gain a **+100 CP** Stipend to use in Species only.

Hybrid -100 CP
This option can be purchased multiple times with each purchase allowing you to purchase another species and gain the benefits of both.

Angel -300 CP
Angels are powerful beings who serve the Biblical God, and have the powers to inflict pain upon Devils and Fallen Angels, through their light and holy-based powers.

Devil -200 CP
Devils are beings that originated from the Underworld created by the Original Lucifer using the body of his wife Lilith in order to create a military force to destroy God and his Angels. The total lifespan of a Devil is approximately 10,000 years.

Divine Being -500 CP
Also known as Gods these beings are often major figures among the many mythologies but all Divine Beings have access to and some control over a **Divine Domain**. Though most Divine Beings are born as Gods there are Humans and Youkai who were able to ascend into Godhood through being granted access to the **Divine Domain** from a God who rules over it or reaching enlightenment on the **Divine Domain**.

Dragon -400 CP
Dragons are powerful intelligent supernatural beings, considered the strongest aside from the Gods themselves, admired, respected, and feared no matter the era. Dragons are meant to live according to their will. They have the power of flight and their own elemental Breath.

Fallen Angel -200 CP
Fallen Angels are Angels that have fallen from the grace of God, due to having "impure thoughts" that divert them from the teachings of the God in the Bible. Despite being cast out of Heaven, Fallen Angels are still able to use Holy Power and create Light Weapons.

Grim Reaper -200 CP
Grim Reapers are a subspecies of God who are connected to the **Divine Domain** of Death. They tend to wear masks and dark robes that hide their skeletal bodies and are able to use a form of teleportation that leaves behind a black afterimage that can attack and confuse their opponents.

Human -100 CP
Largely residing in the human world, Humans are the most common species with the largest population.

Jötunn -200 CP/Free
Jötunn are the giants from the Realms of the Norse Worlds, there are an assortment of different kinds of Jötunn depending on the particular one these giants originate from.
With this purchase you may select an elemental attribute such as Darkness, Frost or Fire and become a Giant of that type boosting all of your perks and abilities of that type.
This option is **Free** after the First purchase allowing it to be taken multiple times as part of a hybrid without added expense but each option taken will need to choose a different elemental attribute.

Kitsune -200 CP
Kitsune are a fox-like species of Youkai that have a physical resemblance to humans, albeit with a set of fox ears and a matching tail.

Nekomata -200 CP
Nekomata are a cat-like species of Youkai that specialize in using ki.

Werewolf -300 CP
Werewolf's are an almost hidden race who are normally indistinguishable from humans except for silver causing them discomfort and them being far more physically powerful. Werewolf are also capable of transforming into their lycan form though when transformed their weakness is enhanced.
Any **CP** spent in the **Companions** section by a werewolf will be doubled allowing them to spend twice the amount in the **Companions** section, this will not be refunded.

Vampire -200 CP
Vampires are residents of darkness that have existed since ancient times. They have similar rankings and weaknesses to those of High-Class Devils.

Perks:

Harem Membership - Free/Mandatory
With this perk you can designate a willing person as a member of your harem.
You can optionally choose a symbol to act as a signifier that they are a member of your harem and have it appear on them as a togglable tattoo.

High School Education - Free
What most people are supposed to do at school is learn but with this perk you won't need to. By taking this perk you will gain all the knowledge required to pass every test that any school on earth during 2008 would give their students.

Required Stamina - Free
Though your stamina is not infinite it will now last far longer than it otherwise would allowing you to go much further and put more effort into your actions. This also makes it so that the time you need for rest is much shorter and reduces your refractory period dramatically.

Aura of Lust -100 CP
You can now toggle a passive feeling of Lust and sexuality which will make others more likely to feel attracted to you.
This Perk when active with other **Aura Perks** in this Jump-Doc will boost their abilities and stack their effectiveness.

Cleanliness is next to godliness -100 CP
Your body is a temple of cleanliness as any filth, waste or diseases that your body would normally contain or come into contact with will simply vanish. For food this will only occur when all the nutrients are absorbed from it.

Love is love -100 CP
Regardless of the socially accepted opinions of your romantic desires no one will have any issue with any of your romantic partners. Your fertility is also under your control allowing you to scale the likelihood between 0% and 100% allowing you to mate with any race regardless of if the race would normally be capable of sexual reproduction.

Optimal Body -100 CP
Your body is at the peak of mundane beauty or handsomeness with its appearance inspiring affection in those that see it. This body can physically improve gaining muscles or other physical features with you being able to selectively **Toggle** and **Scale** the physical changes in order to either retain the physical appearance this perk gives you or show off your gains.

Needless Body -100 CP (Requires "Optimal Body")
Your new body no longer has the need to eat, drink or sleep though you may choose to do so for recreational purposes.

Measurement Senses -100 CP
You can tell everything about a person's body just by looking at it. This allows you to perfectly understand a person's measurements, body structure and anything they are carrying at a glance.

Mental Structure -100 CP
Your mind has a well defined structure allowing you to make every memory a long-term memory that will never be forgotten but depending on how frequently it is used it may take you some time and mental triggers to recall it.

Fetish Control -100 CP
While using this perk you can **Toggle** and **Scale** your own sexual desire and gratification towards certain subjects or things. You can also use this to alter the preferences of anyone marked with your **Harem Membership** perk.

Plot Armor -200 CP
It seems that fate or at least the plot is on your side, thanks to this you don't have to worry about being killed by random accidents or illnesses it also makes it so that unless your opponent takes the time to check, it's very likely that you'll make it out alive or be saved by an ally. Remember this is not invincibility, you can still die, it will only be more difficult.

Sacred Gear Genius -200 CP
You now have a greater understanding of the Sacred Gears and limited access to God’s system with this knowledge you would be able to create new sacred gears out of contained creatures and distribute them through God’s system.

Sexual Prowess -200 CP
With this perk you gain all the knowledge and experience required to make you an excellent lover. This is not limited to only the bedroom encounters but also the process of romantic interaction and interests. Allowing you to both plan out a personalized romantic date and then bring them to the heights of ecstasy from the pleasures of your embrace.
If taken with the **Optimal Body** perk your sexual body parts are optimized towards improving your capabilities in bed.
If taken with **Needless Body** this perk will allow you to equally affect any non-sexual entity including Ghosts, mindless drones, sentient manifestation of concepts and other genderless entities.

My Power -300 CP
Whenever a power becomes a part of you, you will be able to perfectly merge it into yourself allowing it to truly become yours. From this you could perfectly absorb a symbiotic entity, a cybernetic implant, an evil piece or a sacred gear with it becoming a permanent part of you that ceases to exist as it previously was thereby making it impossible to remove.

Harem King -400 CP
Through this perk you are able to share any of your Species Perks with anyone marked with the **Harem Membership** perk and automatically protects them from any form of control including mind control and external attempt to mark them as a harem member for another harem.
If taken with **Cleanliness is next to godliness** this perk will gain an additional feature that causes anyone with the perk to become immune to all mundane diseases and also gives all your harem members the perk.
If taken with **Measurement Senses** this perk will allow you to know instantly if any of your harem members if they are in danger and allow you to teleport them to your warehouse or to yourself.
If taken with **Love is love** this perk you will gain a charismatic filter that allows you to be actively aware of how your words or actions will negatively affect any of your relationships. This can also be used to give you alternative methods to gain the same result that have less negative effects towards your relationships.

Harem Design -400 CP
Through this perk you are able to alter the physical features of anyone marked with the **Harem Membership** perk with you also being able to give those marked toggleable control over themselves. The list of physical changes you can make include allowing you to alter their biological age, making them younger, older or keeping their age static, you can change their gender though they will look similar to their original appearance, you can change physical features such as height, body proportions, skin tone, eye color and hair color.
If taken with **Fetish Control** this perk will allow you to alter sensitivity to pain and pleasure.
If taken with **Mental Structure** this perk will allow you to alter, add or remove the memories and potentially personality of your harem members.
If taken with the **Optimal Body** perk you will be able to apply that effect as if the perk had been specifically designed for that individual.

Clone Copy -400 CP
For each member of your harem marked with your **Harem Membership** perk you will be able to create a single clone of yourself optimized for their preferences. Your clone will be passively connected to you and have their feelings towards the specific harem member highlighted. Each clone will possess all of your powers and drawbacks. Your clones will normally last forever but can be dissipated in order for you to gain all of that clones' memories and experiences.
If taken with the **Mental Structure** perk you and your clones will share a hive mind which allows you and all your clones to share memories, knowledge and experience in real time while also allowing each clone to be the true you simultaneously should any of you be destroyed.

Remnant of Jehovah -600 CP
The God of the Bible died in the Great War between the Three Factions but death is never truly the end. With this perk you gain a tiny, almost insignificant fragment of the God of the Bible's soul perfectly absorbed and merged into your own. From this all of the scattered fragments of the God of the Bible will become connected to you seeing you as their true self. Should you come into contact with a Fragment it will merge into you resulting in it giving you access to its **Divine Domain**, making you more powerful in some way, imparting some of the knowledge and memories of the original god all without altering who you are.
If this is taken with the **Sacred Gear Genius** you can access other aspects of God's system and learn how to manipulate or replicate the various functions of the system.
This Perk is also a **Capstone Booster**.

Species Perks:

Perks that are related to the Species you purchased.
Jumpers Gain **+100 CP** to spend in the Species Perks Section.

Babel's Tongue -50 CP (Free to Angel, Devil and Fallen Angel)
You are able to read, speak or hear any language as though it had been perfectly translated into the language that they're most familiar with and vice versa.

Bloodletting - Free (Exclusive to Vampire)
Vampires have immortal bodies and are able to change their appearance to their liking. Befitting their lineage, vampires can gain far more power by drinking the blood of other beings.

Denison of the Dead - Free (Requires Grim Reaper)
You gain access to the **Divine Domain** of Death and are able to teleport to other locations and leave behind an afterimage which is able to move under actions.

Devil Power -150 CP (Free To Devil)
All Devils are able to use this form of power, letting them both create and control different supernatural phenomena for different forms of combat including creating various weaponized Elements including Fire, Water, and Lightning.
There are some unique Demonic Powers that are restricted to specific Devil clans including the Bael Family's Power of Destruction and the Phenex Bloodline's Power of Restoration.
Devils who have higher amounts of Demonic Power can develop a degree of resilience against this property of holy weapons and objects.

Divine Blessing - Free (Requires Divine Being)
By taking this option you may select a single **Divine Domain** to gain control over.

Dragon Breath -150 CP (Free to Dragon)
You are able to replicate the Fire Breath ability common among nearly all dragons. While most dragons use the standard fire breath which produces flames, other dragons can develop the ability to emit other elements from their mouth such as ice or lightning depending on their species or unique abilities.

Draconic Greed - Free (Requires Dragon)
You, like most dragons, have a powerful connection to what you hoard with all of your powers, perks and abilities being boosted when you are trying to expand or protect your hoard proportionally to your emotional attachment to it. What you hoard is dependent on you, some dragons hoard treasure others knowledge and some hoard beautiful maidens.

Elemental Giant - Free (Requires Jötunn)
Each purchase allows you to grow up to double your height and gives you a greater control over your selected attribute. If Jötunn is taken multiple times as part of a hybrid it allows you to take this multiple times gaining control over multiple elements.

Empowered Bloodline -100/200/400 CP
By purchasing this perk the natural capabilities are boosted by your bloodline improving them when compared to your species baseline abilities.
For **-100 CP** your natural abilities are above the average capabilities of your purchased species making a human with this naturally comparable to an adult who has completed military basics.
For **-200 CP** your natural abilities are at the peak of the natural capabilities of your purchased species making a human with this comparable to every type of athlete in their prospective sport and allowing you to alter your supernatural features to a degree.
For **-400 CP** your natural abilities are enhanced beyond the natural capabilities of your purchased species giving you a bloodline ability comparable to the Bael Family's Power of Destruction power or the Phenex Bloodlines Healing abilities, a human with this would be comparable to supernatural creatures.

FireFox - Free (Requires Kitsune)
Kitsune are instinctively able to create and control fire. It is noted that the Kitsune can use it in both their human forms and their transformed forms; by projecting it from their mouth in a similar way to Fire Breath.

Halo -100 CP (Free to Angel)
The defining feature of Angels which acts as a glowing ring above their head, it allows them to resist Holy Power and create more rings, wheels or emit divine light.

Holy Power -100 CP (Free to Angel and Fallen Angel)
A power originally wielded by the God of the Bible that is part of the divine system, which governed divine protection, mercy, and miracles, making it possible to imbue purifying effects into holy things ranging from exorcism, holy water, and crosses.

Kasha -100 CP (Exclusive to Nekomata)
This ability is exclusive to the Nekomata, which allows you to summon multiple wheels covered in spiritual flames, which can be summoned or manipulated by swinging their arms. A skilled enough Senjutsu user is able to imbue it with the power of purification and change the natural ki that it took in, turning beings such as vampires into ash on contact. It is effective even against creatures whose weaknesses have been removed by the Holy Grail, as the flames won't stop burning until they change the reason and principle of their existence.

Outrage - Free (Exclusive To Dragon)
The ability that all Dragons possess, which makes them greatly feared among all species. This power strengthens the user in response to their rage and anger, greatly enhancing their abilities by several degrees. It is noted that a Dragon that uses Outrage will continue to fight until either their enemy perishes or they themselves are killed.

Power of Light -150 CP (Free to Angel and Fallen Angel)
All Angels created by God of the Bible, are able to manipulate the power of light, letting them create numerous light-based weapons such as spears, arrows, and swords, with the spear being the most commonly used weapon. These light-based weapons are able to deal extra damage to creatures of darkness such as Devils, Vampires, and Youkai, being almost like a poison to them.

Sacred Gear - Free (Exclusive To Human)
Sacred Gears as part of the original God of the Bible's system to enact miracles on Earth. Humans or Human hybrids are the only species able to be born with Sacred Gears; however, they maintain them upon their reincarnation into Devils and Angels.
The Sacred Gears vary from the common Twice Critical to the rare Sacred Gears such as Twilight Healing, with the only exception being the Longinus, which are all unique in their own way.
It is possible for a person to own more than one Sacred Gear at the same time, however, this almost always happens because the individual comes to a second or even more Sacred Gear through irregular circumstances than through birth.
All Items in the **Sacred Gear** section are half price for Humans round down to the nearest **50 CP**.

Senjutsu -200 CP (Free to Nekomata)
Senjutsu is different from magic and sorcery with the biggest difference being that it stresses the importance of Chakra, Aura and the great original power that flows in one's spirit. Despite it being incapable of matching the direct destructive power of magic or light, Senjutsu makes use of the unknown parts hidden in plants, animals, and people allowing you to excel at reading the flow of someone's aura, thus letting them grasp their movements from a far distance to a certain degree.

Tails - Free/-50 CP (Exclusive to Kitsune, Nekomata and Werewolf)
The Kitsune and Nekomata race each gain one purchase of Tail's for **Free**.
With this you gain a prehensile tail that you have full control over and improve both your magical reserves and how much control you have over your magic. The number of tails a being has is one of the easy ways to to tell how powerful they are as well as what lineage they belong to. The tails of Kitsune tend to be long fox-like fluffy tails and the tails of Nekomata are long and cat-like.
You can purchase additional retractable tails for **-50 CP** gaining an extra tail for each species that this is exclusive to. The more tails you have the greater your magical reserves and control.

Lycanthropy - Free (Exclusive to Werewolf)
You are capable of transforming into a werewolf thereby raising your physical capabilities, as well as granting you high regenerative abilities. However, in this form your aversion to silver is enhanced. Hybrids with this perk will find some features of their other species appearing and being enhanced when in this form.

Vampiric Beasts -100 CP (Exclusive to Vampire)
You are able to control and communicate with bats, rats, wolves and insects as well as transform parts of your body into a flock of bats, being able to see through their eyes.

Wings - Free/-50 CP (Exclusive to Angel, Devil, Dragon, Fallen Angel and Vampire)
The Angel, Devil, Dragon, Fallen Angel and Vampire race each gain one purchase of wings for **Free**. With this you gain a set of two retractable Wings that are strong enough to allow you to fly unsupported. The number of wings a being has is one of the easy ways to to tell how powerful they are as well as what lineage they belong to. The wings of Devils, Dragons and Vampires tend to have a bat-like appearance and sprout from the lower back though there are differences in appearance depending on the individual. The wings of Angels are feathered and bird-like with most Angel wings being white, Fallen Angel wings being black and some rare exceptions being Gold.
You can purchase additional retractable wings for **-50 CP** boosting your power and gaining an extra set of Wings for each species that gives you a Free set of wings. The more Wings you have the faster you can Fly.

Magic Perks:

Magic is the power born by researching the supernatural that even Humans can control.
Each purchase will give you the ability to cast spells from that school of magic with the benefits of each purchase multiplying your magical skill and potential.
Jumpers Gain **+100 CP** to spend in the Magic Perks Section.

Alchemy -150 CP
The esoteric art of alchemy is a mixture of Science and Magic focused on creating tools, potions and magical items that are generally for practical use. These items are capable of a great many things including Elemental Transmutation, making permanent changes on the state of matter, various forms of Elemental Manipulation and Life-Force Manipulation.

Angel Magic -100 CP (Free for Angel)
Angels have the ability to cast Magic, having developed their own system of Angelic Magic powered by Holy Power that focuses on healing and cleansing.

Darkness Magic -50 CP (Free with Elemental Magic)
A form of Magic that revolves around the use of darkness, which allows users to manipulate and control darkness for various effects such as curses, barriers and offensive projectiles. The user can create, shape and manipulate darkness and shadows (i.e. changing the shape of one's own shadow to form tentacle-like appendages and use them to bind targets).

Defensive Magic - Free
This magic allows the user to create magic circles or barriers to protect themselves and others from outside attacks. Whenever a user creates a defensive magic circle of barrier, they have to keep focus on maintaining it or else it'll shatter and pour their power into it in order for it not to crumble under the onslaught of powerful attacks.

Devil Magic -100 CP (Free for Devil)
Devils also have the ability to cast Magic, having developed their own system of Demonic Magic powered by Demonic Power that focuses on destruction and fulfilling contracts.

Divine Magic -200 CP (Requires a Divine Domain, Free for Divine Being)
You are capable of using divine magic related to any **Divine Domain** you have access to. This form of magic allows you to use divinity to perform miracles relating to your **Divine Domain**.

Dragon Magic -100 CP (Free for Dragon)
Though not many, some Dragons have the ability and also expertise in using various types and classes of Magic and spells, and often to far more potent degree than any other supernatural beings, higher classes of Dragons can use high classes of magic, and even forbidden spells.

Duplication Magic -100 CP
This magic allows the user to create duplicates of themselves to either confuse their enemies or attack them in large numbers to overwhelm through the numerical advantage it provides.

Earth Magic -50 CP (Free with Elemental Magic)
By using this form of magic the user can both use the earth as a catalyst for magical spells and they can cast spells that utilize soil, minerals and rock.

Elemental Magic -250 CP
Elemental Magic allows the user to convert their magic power into a variety of different elements or control and manipulate an already existing element. Once a person masters this, many different spells can be made from each individual type of element.

Enhancement Magic -100 CP
This type of magic allows the user to enhance their physical attributes such as their strength for increased feats of physical might, speed for faster movement speed and reflexes to avoid danger and durability to withstand more damage as well as becoming more resilient to attacks. It is possible for the user to mass cast this magic on others, even being able to cast it on a whole team of people to enhance their physical capabilities.

Fallen Angel Magic -100 CP (Free for Fallen Angel)
Fallen Angels have the ability to cast Magic, having developed their own system of Magic powered by Holy Power that focuses on pain and mental manipulation.

Fire Magic -50 CP (Free with Elemental Magic)
A form of Magic that revolves around the use of fire, allowing the caster to conjure, manipulate, and control the element for various purposes. This can include using fire-based spells themselves or using fire itself as the medium for casting magic.

Grim Reaper Magic -100 CP (Free for Grim Reaper)
Grim Reapers have the ability to cast Magic, having developed their own system of Magic that focuses on Necromancy and Soul manipulation.

Healing Magic -150 CP
A rare form of magic focused on healing wounds and sometimes even illnesses if strong enough. This allows the caster to heal the wounds of themselves and others but is limited to support with it having virtually no offensive capabilities.

Hypnosis Magic -200 CP
The caster uses magic to make suggestions to the subconscious of others, this influence warps their mind to what they see fit, such altering memories, make any obvious lie believable or subjugate any target into complete mind control and have them do their bidding.

Ice Magic -50 CP (Free with Elemental Magic)
A form of Magic that revolves around the use of ice, The user can create a variety of objects out of ice to be used for offensive and defensive purposes such as large spikes and walls. Due to its cold temperatures, Ice Magic can be used to solidify water into different shapes of ice as well as countering fire and any sources of heat.

Illusion Magic -50 CP
A form of Magic that revolves around the use of illusions, allowing the caster to create illusions to mislead opponents, creating life-like illusions to deceive and confuse opponents, such as creating multiple duplicates of one's self or others. Users with mastery over this type of magic are capable of creating a whole illusionary world to trap a target in.

Jötunn Magic -100 CP (Free for Jötunn)
Jötunn have the ability to cast Magic, having developed their own system of Magic that focuses on illusions and manipulating their natural element.

Kitsune Magic -100 CP (Free for Kitsune)
Kitsune have the ability to cast Magic, having developed their own system of Magic that focuses on illusions and Spiritual Fire.

Light Magic -50 CP (Free with Elemental Magic)
A form of Magic that revolves around the use of Light, which allows users to control and bend light for various effects such as barriers, blasting beams of concentrated light and solidifying them into hard-light weapons via a type of device. This magic is especially more effective against beings of darkness such as Devils, Vampires and Youkai.

Lightning Magic -50 CP (Free with Elemental Magic)
A form of Magic that revolves around the use of lightning, that utilizes electricity, more specifically, lightning, as a form of offense and defense. Being able to invoke lightning by either charging electricity from the user's hands and attack from a long distance or conjuring thunderclouds above a target where the lightning will strike from.

Nekomata Magic -100 CP (Free for Nekomata)
Nekomata have the ability to cast Magic, having developed their own system of Magic that focuses on transformation and enhancement spells.

Rune Magic -100 CP
The user is capable of using runic magic; a form of magic that uses runes and runestones, a type of raised stone with a runic inscription, as a conduit. The user’s magical capabilities vary on the runestones they use as each one is capable of a different type of magic, depending on the runes they are inscribed with.

Sealing Magic -150 CP
This type of magic is used for restricting and halting other beings and items or even imprisonment. This method was commonly used in the past for sealing away the souls of creatures within certain Sacred Gears as their power source.

Security System Magic -100 CP
This type of magic allows the user to enhance their magical techniques and other formulas to prevent them from being affected by other magic.
It is noted that Security System Magic can be used to defend the user from being affected by other magical techniques that indirectly target the user.

Spirit Magic -200 CP
The user is able to use magic that revolves around channeling, summoning or using the power of spirits to achieve their goals. They can summon spirits, use spiritual weapons, or channel a spirit into their body to gain physical enhancements or gain completely new abilities; example: channeling a fire spirit gives the user Fire Manipulation.

Summoning Magic -50 CP (Free with Teleportation Magic)
A form of Teleportation Magic, Summoning Magic is generally used to call upon a supernatural being whenever someone requires help, these range from Magicians, Devils and even Familiars so long as they form a pact.

Teleportation Magic -100 CP
Also known as Transportation Magic, this type of Magic is used as a means of transportation or alternatively to dodge attacks or flee a perilous situation. To use this magic the user normally sets up a platform in the form of their magic circle on which they stand on and prepare to be warped to their desired locations, the user can either transport themselves or items and other people.

Transformation Magic -100 CP
This type of magic is able to alter the appearance of those who it targets, generally it is used as a means of hiding the traits that would cause them to stand out but can also be used offensively to take on a much more powerful form for combat.

Vampire Magic -100 CP (Free for Vampire)
Vampires have the ability to cast Magic, having developed their own system of Magic powered by Blood that focuses on Control and Blood manipulation.

Water Magic -50 CP (Free with Elemental Magic)
A form of Magic that revolves around the use of water, allowing the caster to conjure, manipulate and control the element for various purposes. Depending on the user's aptitude, it is possible for them to generate large volumes of water and manipulate it as they wish. Advanced users have the ability to manipulate massive bodies of water (i.e. seas and oceans).

Wind Magic -50 CP (Free with Elemental Magic)
This form of magic is related to and based around air and the wind. This form of magic allows the user to manipulate gas such as firing off wind projectiles or enhance the users movement through bursts of speed.

Origin Perks:

These perks are discounted for their respective origins with **-100 CP** perks being **Free** and all other perks costing **50%** their normal price.

Aura of Love -100 CP (Free for Hero Protagonist)
You can now toggle a passive feeling of love and attraction towards you which will make others more affectionate to you.
If taken with the **Aura of Lust** perk you will be able to passively alter the romantic preferences in others and spark a feeling of love where possible.

Mental Realm -100 CP (Free for Hero Protagonist, Requires "Mental Structure")
Your mind has now gained a pseudo-physical world that allows you to generate a landscape out of your memories and imagination. Anyone attempting to alter your mind either through mind control or mental manipulation will need to traverse this mental realm from a specific entrance in real time using a mindscape body and find its core. Any other mind protection perks can be applied either around the realm or just the core.
If taken with the **Mental Subterfuge** perk you will be able to set up a Mental Connection and create a Mental Realm for any willing participant or anyone who attempts to enter your mind. You will be able to access the other person's Mental Realm from your Mental Realm in order to examine their mind or set up similar defenses.

Puzzling Solution -200 CP (Discounted for Hero Protagonist)
You can now instantly tell the process and possibilities behind any challenge. This allows you to see any actions that can be taken and the potential responses to that response such as determining what any button or lever will do. You can also gain mental suggestions on which actions to take in order to advance. If you were to use this perk during a game of chess you would be able to see every possible move you and your opponents could during each stage of the game as well as every possible combination of moves that will end the game.

Lucky Pervert -400 CP (Discounted for Hero Protagonist)
You seem to have a special relationship with Lady Luck as you find yourself constantly stumbling into cliched harem anime situations fitting into your tastes and events that are relevant to the story without any negative affect being directed to you.
If you are attracted to women you could be walking around town and bump into a beautiful blond girl who falls in love with you only to find out that she is in danger from an enemy group, you could fall over into a beautiful warrior woman resulting in her lying on top of you with her breasts pressed against your face or you could come across an enemy group before they can enact a plan that would negatively affect you giving you ample opportunity to stop them.
With the **Harem Membership** perk by resolving the events that are occurring around your meeting, the romantic target of this effect will always willingly join your Harem.

A Thousand Steps -600 CP (Discounted for Hero Protagonist)
This learning skill makes it so that every action and task you perform will be subconsciously performed by you in an isolated regenerative time-space a thousand times and the best one will be externally performed.
Whenever you are taught something you will have been taught it a Thousand times almost guaranteeing it stays in your long-term memory.
Any acts of physical improvement will be performed a thousand times with your body regenerating each time to optimize your training exercises.
Though this will not allow you to practice a thousand things at once, it will allow you to practice everything a thousand times.
If taken with **Remnant of Jehovah** you will gain the **Divine Domain: Training** which makes it so that all of your training will go beyond physical training and now go into conceptual training making the quality of any actions you perform grow along the spiritual scale allowing an ordinary human with this perk to gain Divine Fists with enough practice.

Aura of Power -100 CP (Free for Anti-Hero Protagonist)
You can now toggle a passive feeling of power and strength which will make others feel that you are in a position of domination.
If taken with the **Aura of Lust** perk you will be able to passively make those who feel your power a sexual turn on causing them to feel sexual desires towards you.

Mental Defenders -100 CP (Free for Anti-Hero Protagonist, Requires “Mental Structure”)
Your mind will now contain a passive form of defense that will hunt down and target hostile encroachments on your mind causing a painful feedback on any form of mental manipulation.
If taken with the **Mental Realm** perk you will be able to create defenses with limited intelligence in your Mental Realm that will attack any encroachments with any harm to the mindscape body reflecting back on the intruder's mind, potentially leaving them brain dead if their mindscape body dies.
If taken with the **Mental Subterfuge** perk you will be able to send your mental defenders into the minds of others in order to attack their minds.

Supreme Punishment -200 CP (Discounted for Anti-Hero Protagonist)
You now have a talent for ironic revenge and poetic punishment. Through this perk you can determine what a person regrets the most and what crimes they have committed. This perk also allows you to instantly know the best ironic revenge and poetic punishment for each situation giving you a step by step guide on how to enact this revenge.

Wagered Pieces -400 CP (Discounted for Anti-Hero Protagonist)
You can set up a wager with any opponent which will allow you both to put up any physical or conceptual properties including powers, bloodlines, magical items and harem members and should you win this perk will force the ownership onto you making it so that they function as if they had always been yours.
With the **Harem Membership** perk anyone who enters your harem through this perk will think that they willingly joined.

That which does not kill me -600 CP (Discounted for Anti-Hero Protagonist)
You have the potential to be the apex as you adapt to all stimulation. As you train any of your skills or abilities your potential grows removing the glass ceiling that would stop you from becoming stronger, when you are hurt you will gain defenses to counter any form of harm you experience and when you lose something you grow stronger in another way such as if you lose a body part you could gain an ability to compensate while the the rest of your body could get significantly stronger.
If taken with **Remnant of Jehovah** you will gain the **Divine Domain: Growth** which will allow you to passively grow as though you were constantly under attack causing your body not only to grow stronger but also improving the quality of your body parts so a normal human with this perk would eventually have any of their body parts surpass the quality of any supernatural ingredient.

Aura of Peace -100 CP (Free for Supporting Protagonist)
You can now toggle a passive feeling of peace and comfort which will make others feel safe and calm with you.
If taken with the **Aura of Lust** perk you will be able to passively shape any feeling of comfort they have with you into gentle romantic feelings towards you.

Mental Classroom -100 CP (Free for Supporting Protagonist, Requires “Mental Structure”)
Your mind becomes perfectly organized and allows you to link your mind to others in order to instantly share information. Any memories sent will be perfectly intact and you will be able to send along any emotions or understandings you experienced in vivid details. Although those who gain your memories will have the same understanding you did in those memories, it will be down to them to incorporate them into themselves.
If taken with the **Mental Defenders** perk you can bestow their mind with mental defenders as though they had a limited version of this perk.
If taken with the **Mental Realm** perk you will be able to create a physically accurate space within your mind where you and others can train with 100% accuracy.

The Source and Solution -200 CP (Discounted for Supporting Protagonist)
You can now find other people's greatest problems and understand the source of their issues. Through this perk you can determine what negatively affects someone the most, whether it is physical, mental or spiritual and how best their problems can be solved in each situation by giving you a step by step guide on how to aid this resolution.

Hearts Desire -400 CP (Discounted for Supporting Protagonist)
Whenever you meet someone you gain an awareness of their heart's strongest desire. If you want to fulfill their hearts' wishes you can gain a point by point guide towards fulfilling their desire.
With the **Harem Membership** perk you can set it so that anyone whose desire you fulfill will instantly join your harem.

Untapped Potential -600 CP (Discounted for Supporting Protagonist)
You are now able to pull out the potential of others, this can be done through one of two ways: training and unlocking. The first method of training allows you to refine the skills and abilities of others by allowing you to see the strengths and weaknesses of those you are training as well as how you can help them improve through a point by point guide. The second method is to pull out a target's hidden potential allowing them to access any strength they could have access to but have not yet unlocked making them much stronger in a short amount of time. Individually each of these methods have limitations as you can only train someone up to the point of their limitations and you can only pull out the potential they currently have. Once someone has reached their limitations they will have more potential to pull out and when someone reaches the height of their potential their limitations will have been expanded allowing the two to continue increasing one another nearly indefinitely.
If taken with **Remnant of Jehovah** you will gain the **Divine Domain: Mentor** which will allow you to pull out abilities beyond your students normal capacity.
These can be new abilities or schools of power that neither you nor your student have ever known of before while also allowing you to help integrate those abilities with their pre-existing power's.

Aura of Terror -100 CP (Free for Villain Protagonist)
You can now toggle a passive feeling of terror and domination which will make others more likely to feel fearful towards you.
If taken with the **Aura of Lust** perk you will be able to shape most feelings of fear towards you into feelings of submission and lust.

Mental Subterfuge -100 CP (Free for Villain Protagonist, Requires “Mental Structure”)
Whenever someone attempts to access your mind you will be able to follow the connection back to the point of origin allowing you to read or manipulate their mind in the same way they were attempting to manipulate yours.
If taken with the **Mental Classroom** perk you will be able to copy and learn the form of mental manipulation that they attempted on you.

Weaknesses to Dominate -200 CP (Discounted for Villain Protagonist)
You can now instantly tell the mental, physical and spiritual weakness of anyone you meet. You can also gain mental suggestions on how to use these weaknesses depending on your intentions towards the target.

Submit or Die -400 CP (Discounted for Villain Protagonist)
You can now externally project your level of power towards others in order to overpower their strength of will and force them into submission. This is best used after you have defeated an opponent but will be more effective on opponents who are weaker than you. With the **Harem Membership** perk any one you force into submission using this perk can be added to your harem as if they willingly joined.

Feast and Grow -600 CP (Discounted for Villain Protagonist)
Whenever you consume a part of a creature you mutate slightly gaining the advantages of that creature. You can choose what mutations you get such as turning your right arm into that of a dragon whose scale you consumed gaining raw power or by swapping saliva with a member of the Phenex family you could gain their flaming wings and regeneration. Should you gain multiple variations of the same traits they will be combined and improved such as combining the wings of a dragon with the wings of the Phenex family to improve your flight capabilities as well as increasing your fire resistance.
If taken with **Remnant of Jehovah** you will gain the **Divine Domain: Devouring** which allows you to eat anything from any distance and gain it as pure energy while gaining conceptual powers such as divinities energy, curse energy or emotional spectrum energy without suffering any negative consequences.

Items:

You gain **+400 CP** to spend in the Items section only.
Any lost or stolen items will return to you after a week in the same condition as when you had it.

Personal Pieces -200 CP
Like the Evil Pieces that the devils created, you have gained a Harem Set which allows you to resurrect any **Harem Member** who dies as though it were a **1-UP**, however it reincarnates them into the **Species** you purchased in this Jump Document.

Personal Palace -400 CP
With this item you gain a Personal Palace that is stored within a pocket dimension similar to your warehouse. The Palace adds additional rooms for each **Harem Member** and is customized to perfectly fit the preferences of the person it is assigned to including a fully stocked wardrobe. This Palace is always full stocked with food, drink and everything you and your harem needs.

Origin Items:

Each item in this section allows you to bestow a copy of the selected item to every one who you have tagged with your **Harem Membership**.
Each item is discounted for their respective origins with **-100 CP** perks being **Free** and all other perks costing **50%** their normal price.

Rings -100 CP (Free for Hero Protagonist)
While wearing this ring your **Harem Member** is able to connect to you in order to request power from you such as mana or ki and use it as though it were their own.

Glasses -200 CP (Discounted for Hero Protagonist)
Each member of your **Harem Members** gain a custom set of Glasses that boosts their perception allowing them to see up to ten times magnification, with light stabilization so that they can see both blinding light and blackest of night as though it were normal daytime.

Amulet -400 CP (Discounted for Hero Protagonist)
Should a **Harem Member** die this amulet will act as a **1-UP** shattering and teleporting them either to your wearhouse or the nearest safe location with it taking 24hrs to repair itself.

Spirit Weapon -600 CP (Discounted for Hero Protagonist)
Each **Harem Member** gains a summonable spirit weapon that is perfectly suited to them and grows in strength as they do.

Tattoo -100 CP (Free for Anti-Hero Protagonist)
From this customisable and hideable tattoo gives your **Harem Member** all of the mental protections that you and each **Harem Member** is able to use. This will also make your well-being and desires each **Harem Member's** highest priority though it will not change their personality or beliefs.

Circlet -200 CP (Discounted for Anti-Hero Protagonist)
While your **Harem Member** is wearing their personalized Circlet their mental capabilities are accelerated allowing them to think up to 10X faster.

Cloak -400 CP (Discounted for Anti-Hero Protagonist)
While wearing this cloak your **Harem Members** gain a perception filter that allows them to move through any area with them being unnoticed despite them still being visible.

Canon -600 CP (Discounted for Anti-Hero Protagonist)
Your **Harem Members** can summon a projectile weapon that once every 24hr's, can produce a single shot that contains all of the power that they could charge over that period of time.

Bracelet -100 CP (Free for Supporting Protagonist)
Using this bracelet your **Harem Members** are able to communicate with other **Harem Members** and use it to teleport to one another.

Ear ring -200 CP (Discounted for Supporting Protagonist)
While your **Harem Members** are able to keep a mental connection that subconsciously allows them to enhance their teamwork by instinctively knowing one another's actions and intentions.

Mirror -400 CP (Discounted for Supporting Protagonist)
This special mirror allows your **Harem Members** to see information about themself including their strengths, weaknesses and any abilities that they have the potential to access.

Spirit Armor -600 CP (Discounted for Supporting Protagonist)
Your **Harem Members** are able to summon customized armor that boosts their strength, durability and energy reserves with the armor improving as they do.

Collars -100 CP (Free for Villain Protagonist)
While your harem members wear this Collar you are able to manage the power of your **Harem Members** either by restricting their strength or blocking any external form of interference.

Masks -200 CP (Discounted for Villain Protagonist)
While wearing these customized masks your **Harem Members** have their physical strength and energy capacity boosted by up to 10X however while they wear the masks their appreciation for you is boosted by the same magnification.

Stamp -400 CP (Discounted for Villain Protagonist)
Using this rubber stamp your **Harem Members** can add others to your **Harem** as though using **Harem Membership** Perk.

Shackles -600 CP (Discounted for Villain Protagonist)
Your **Harem Members** can now summon chains and shackles that when attached to those who are not members of your harem will drain their power down to a base human level.

Sacred Gear:

The Sacred Gears are items with powerful abilities bestowed upon Humans by God of the Bible as part of his system to enact miracles on Earth.

Sacred Gears can have a variety of effects, being able to adapt and evolve based on their wielder's thoughts, needs, and feelings, gaining abilities or qualities as time passes.
Sacred Gears have an ultimate state of activation called the Balance Breaker, which is the most powerful manifestation of the Sacred Gear.

Once reached, the Balance Breaker can be entered again far more easily than the first time.
Aside from the normal Sacred Gears, there are also the Longinus, the unique top-tier Sacred Gears, with each having multiple abilities compared to a normal Sacred Gear which only has one, and has the power to slay Gods.

Custom Sacred Gear -100 CP
Use the **Generic Super Power Supplement** this will count as an item **+500 PP**.

Greater Custom Sacred Gear -200 CP
Use the **Generic Super Power Supplement** that will count as an item, spiritual and magic simultaneously **+1,000 PP**.

One of Seven Excalibur Swords -200 CP
This can only be purchased once.
You may **Roll 1D7** and gain the corresponding Excalibur Sword.
Though not a true Sacred Gear these magical swords make up the original Excalibur as it was broken, and forged into seven different swords each raking the name "Excalibur". The swords are each Holy Swords with a natural affinity for wounding Devils or other supernatural creatures.

1. Excalibur Blessing -250 CP
Also known as the Holy Sword of Blessing, this sword is a magnifier for holy energy allowing it to enhance any use of holy power especially when used during holy rituals.

2. Excalibur Mimic -250 CP
Also known as the Holy Sword of Mimicry, this sword has the ability to transform itself into any shape as its wielder's desires such as a longsword, a katana or a spear.

3. Excalibur Rapidly -300 CP
Also known as the Holy Sword of the Heavenly Flash, it is a sword that grants both the wielder and the blade enhanced speed.

6. Excalibur Transparency -300 CP
Also known as the Holy Sword of Transparency, is a sword that allows the blade and its wielder to become invisible.

5. Excalibur Nightmare -300 CP
Also known as the Holy Sword of Dreams, is a sword that allows the wielder to cast illusions and manipulate dreams.

6. Excalibur Destruction -400 CP
Also known as the Holy Sword of Destruction, this sword has the ability to unleash a wave of pure destructive power that can easily shatter anything it comes into contact with, leaving nothing but a large crater in the ground.

7. Excalibur Ruler -450 CP
Also known as the Holy Sword of Control, this sword grants the wielder the ability to control all things that he or she wishes. It is the strongest Excalibur fragment.

True Excalibur -2000 CP
The original Excalibur, contains all the powers of the seven Excalibur swords which can be used in combination. You may separate any of the seven swords from this blade when needed and can absorb any other sword into itself in order to gain their abilities and make them a new Shard of Excalibur.
If you have already purchased any of the **Seven Excalibur Swords** you can refund them, reducing the price of this purchase option and having them take the place of the corresponding fragment of the **True Excalibur**.

Artificial Sacred Gears -250 CP
This can only be purchased once.
You may **Roll 1D7** and gain the corresponding Artificial Sacred Gears.
Artificial Sacred Gears are inferior to the real ones and have several limits and side effects.
For example, after some time has passed, an Artificial Sacred Gear can cause fatigue after their usage and may affect both the powers and abilities of the wielder if said wielder uses them for long periods of time.

1. Applause Wall -300 CP
Applause Wall takes the form of two bracelets which is then worn on each of the user's wrists. They have the ability to generate strong defensive force field barriers sturdy enough to withstand attacks from an Original Longinus.

2. Blazer Shining or Darkness Blade -300 CP
Blazer Shining or Darkness Blade is a magic sword that looks like it is formed from a mixture of light and darkness. The blade contains a mixture of both light and darkness attributes giving it high destructive powers and possessing the ability to cut down spirits without physical form.

3. Down Fall Dragon Spear -300 CP
Down Fall Dragon Spear has the form of a lance-like golden dagger with a purple jewel at the end of the handle. It has the ability to create barriers to protect whosoever is wielding it. It has been shown to be capable of blocking attacks from an Ultimate Class Grim Reaper.

4. **Procellarum Phantom -300 CP**
Procellarum Phantom has the form of a set of armor primarily on the user's legs. It strengthens the power and capabilities on the user's legs at least ten times, granting them an increase in combat performance such as greatly enhanced speed and immensely powerful kicks.

5. **Ragnarok Earth Berserk -300 CP**
Ragnarok Earth Berserk is a jewel attached to boots which can emit fire and enhance the user's strength, speed, durability and other abilities.

6. **Scouting Persona -300 CP**
Scouting Persona takes the form of multiple masks which are created by the user, these masks can then be used for surveillance activities like searching for enemies, gathering and relaying information across long distances, and can also be made to act as a shield.

7. **Twinkle Aegis -300 CP**
Twinkle Aegis can create a giant shield made of light for defensive purposes. The shield is durable enough to withstand attacks from an Original Longinus without any damage. It can be shot towards the enemy while spinning in a yo-yo-like fashion being surrounded by fire and lightning.

Common Sacred Gear -350 CP
This can only be purchased once.
You may **Roll 1D18** and gain the corresponding Common Sacred Gear.

1. **Aegis Mineralization -400 CP**
Aegis Mineralization takes the form of a shield with Medusa's head imprinted on it.
Aegis Mineralization has the ability to fire a beam of light that petrifies anyone hit by the beam.

2. **Blade Blacksmith -400 CP**
Blade Blacksmith can take on the appearance of any sword that the user may think of.
Blade Blacksmith has the ability to create numerous Holy Swords of different attributes according to the will of the wielders.

3. **Flame Shake -400 CP**
Flame Shake takes the form of an aura like white flame.
Flame Shake grants the user the ability to use pyrokinetic abilities, conjuring white-colored flames from their hands that can be shaped into the form the user desires and fired at its target.

4. **Forbidden Balor View -400 CP**
Forbidden Balor View doesn't have any physical form and is located within the eyes of its wielder. It is able to momentarily stop the time of anything within its users line of sight with the duration depending on the user's capability and the target's power relative to the user.

5. Freezing Archaeopteryx -400 CP
Freezing Archaeopteryx has the form of a gigantic bird that obeys its wielders every command.
Freezing Archaeopteryx is capable of flying, generating ice and freezing its targets.

6. Gravity Jail -400 CP
Gravity Jail does not have a physical form, though the user's eyes will glow upon activation of the Sacred Gear.
Gravity Jail grants the user the ability to increase the gravity of anything within their line of sight. The duration of the effect depends on the user's mastery over the Sacred Gear.

7. Holy Resuscitation -400 CP
Holy Resuscitation takes the appearance of a golden holy cross necklace that has the ability to heal others, however, it can only heal those related to Heaven.

8. Mirror Alice -400 CP
Mirror Alice takes the form of a large full-body mirror and is able to reflect attacks with double the damage back on the attacker, but cannot be summoned twice without a cool-down period.

9. Night Reflection -400 CP
Night Reflection takes the form of a mass of shadows which scales with the wielder's willpower.
Night Reflection has the ability to absorb attacks using shadows and redirect them in whichever direction the wielder wishes from any shadow within the Sacred Gear's area of influence.

10. Staring Blue -400 CP
Staring Blue takes the form of a bow made of blue light which fires blue light arrows.
Staring Blue creates a bow made of light energy that can shoot arrows that are made of light, which makes them deadly to Devils similar to how Angels' Light Weapons are lethal to Devils. The arrows that are shot out can be remotely controlled to chase after a target.

11. Staring Green -400 CP
Staring Green takes the form of a bow made of green light which fires green light arrows.
Staring Green creates a bow made of light energy that can shoot arrows that are made of light, which makes them deadly to Devils similar to how Angels' Light Weapons are lethal to Devils. The arrows that are shot out can be remotely controlled to chase after a target.

12. Strategy Trap -400 CP
Strategy Trap takes the form of a white Feather Fan, it has the ability to create various traps such as small holes that can be used to transport people and items, similar to the Abaddon's Hole ability. It can also be used to create blocks that can be used as a means of attack.

13. Sturdy Saint -400 CP
Sturdy Saint takes the form of a coin with a holy cross marked on it. It is able to strengthen its user's defenses the more they're attacked, the effects continuing to increase as long as the user remains conscious.

14. Sword Birth -400 CP
Sword Birth can take on the appearance of any sword that the user may think of.
Sword Birth has the ability to create numerous Demon Swords of different attributes according to the will of the user.

15. Trick Vanish -400 CP
Trick Vanish usually takes the form of a staff which when activated forms a mass of light which surrounds the opponent.
Trick Vanish allows the user to completely seal an opponent's ability for a short period of time. It has also been suggested that the aftershock of losing their ability can cause mental damage and duress to the opponent.

16. Twice Critical -400 CP
Twice Critical looks like a gauntlet that manifests on the user's arm, leaving the wielder's fingers uncovered with its color differing between users.
Twice Critical is able to double the power of the user for a certain time.

17. Twilight Healing -400 CP
Twilight Healing takes the appearance of two silver rings with a blue-green gem on each ring.
Twilight Healing has the ability to heal Humans and any other supernatural beings.

18. Variant Detonation -400 CP
Variant Detonation doesn't have any physical form, instead it appears in the form of a glowing aura that surrounds the wielder's body.
Variant Detonation has the ability to generate explosions on anything the wielder comes into contact with.

Vritra's Sacred Gears -1,000 CP
Vritra, the Black Dragon King also known as the Prison Dragon, has several Sacred Gears that were created after his soul was split following his defeat which are categorized into four types. Each of the Vritra type Sacred Gears are able to combine and strengthen the abilities of the other Vritra type Sacred Gears you have purchased.
With this purchase you gain all 4 of Vritra's Sacred Gears.
If you have already purchased any of the **Vritra's Sacred Gears** you can refund them, reducing the price of this purchase option and having them take the place of the corresponding **Sacred Gear**.

1. Absorption Line -400 CP
Absorption Line has the appearance of a black bracer that appears on the user's hand. It takes the form of a small and "cute" black chameleon-like lizard with violet eyes and a deformed face.
Absorption Line can produce multiple glowing pale blue colored lines from the mouth of the lizard that can be used to restrain and suck the power off of beings or objects. The power can be transferred to other things connected to the lines.

2. Blaze Black Flare -400 CP
Blaze Black Flare has the appearance of a black bracer that appears on the user's hand. It takes the form of a small and "cute" black chameleon-like lizard with violet eyes and a deformed face. It generates jet-black and purple fire that are infused with curses similar to hell-fire which can be used to create a barrier made of fire.

3. Delete Field -400 CP
Delete Field has the appearance of a black greave that appears on the user's shin and feet. It takes the form of a black chameleon-like lizard with violet eyes and a deformed face. Delete Field gives the user the ability to suppress and negate the abilities of an opponent or items within their range. The effects are strong enough to temporarily inconvenience powerful opponents.

4. Shadow Prison -400 CP
Shadow Prison has the appearance of a black greave that appears on the user's shin and feet. It takes the form of a black chameleon-like lizard with violet eyes and a deformed face. Shadow Prison lets the user restrain opponents and form barriers using darkness.

New Longinus -650 CP
This can only be purchased once.
You may **Roll 1D5** and gain the corresponding New Longinus.
These Sacred Gears evolved into the new Longinus because of all the abnormalities within the Sacred Gear System following the Evil Dragon War, achieving powers and abilities which differ from other Sacred Gears.

1. Aeon Balor -800 CP
Aeon Balor doesn't have any physical form and is located within the eyes of its wielder. It has time-stopping abilities, able to stop targets within their line of sight for a certain period of time. This can also be used to let others see what the user sees, and even allow them to use the Sacred Gear's time-stopping powers.
Aeon Balor is also able to create and control an immense amount of darkness on a scale that can even envelop an entire time and devour everything within it. The Darkness can also create additional eyes to stop time for anything within that location.

2. Alphecca Tyrant -800 CP
Alphecca Tyrant takes on the form of the legendary Iron Crown of Lombardy, crafted from the Holy Nails that were embedded in the True Cross when Jesus was crucified. It allows the user to attack using nails made from holy aura to brainwash people by making them listen to a conversation for several minutes.

3. Nereid Kyrie -800 CP
Nereid Kyrie doesn't have a physical form but causes its user’s eyes and aura to glow a lavender color when used. Nereid Kyrie has the power to manipulate dragons and the sea through singing.

4. **Star Buster Star Blaster -800 CP**
Star Buster Star Blaster takes on the shape of a longsword and rifle, both of which boast tremendous amounts of power. Its longsword is able to cut all things in its path with relative ease and Its rifle can release aura blasts.

5. **Unknown Dictator -800 CP**
Unknown Dictator can take the form of different types of electronic devices. It has the ability to manipulate iron, electronic devices and mechanical equipment. Although the full extent of its capabilities are currently unknown, Unknown Dictator is able to control all mechanical equipment.

Original Longinus -800 CP
This can only be purchased once.
You may **Roll 1D13** and gain the corresponding Original Longinus.
The Original 13 Longinus made by the God of the Bible are also known as the Embodiments of God's Destruction, the Divine Destruction Tools and the Supreme Sacred Gears.

1. **Absolute Demise -1,000 CP**
Absolute Demise takes the appearance of a three meter tall doll made of ice. Its main feature is that it can control immense ice-based powers, which is capable of selectively freezing an area solid.

2. **Annihilation Maker -1,000 CP**
Annihilation Maker doesn't have a physical form. Its main feature is that it can create monsters that take the shape of black humanoid creatures with various features.

3. **Boosted Gear -1,000 CP**
Boosted Gear takes the appearance of a red gauntlet with a green jewel and 2 golden spikes. Its main feature is that it can double the user's power every ten seconds.

4. **Canis Lykaon -1,000 CP**
Canis Lykaon takes the form of a large red-eyed black dog. Its main feature is that it can produce blades that are able to cut anyone regardless of their defense.

5. **Dimension Lost -1,000 CP**
Dimension Lost takes the appearance of a purple mist. Its main feature is that it can create and manipulate dimensional spaces allowing it to prevent attacks from reaching and transport anything inside of it into an artificial space.

6. **Divine Dividing -1,000 CP**
Divine Dividing takes the form of a pair of white Dragon wings. Its main feature is that it can half the power of its opponents every 10 seconds after coming into physical contact with them, adding it to its users own power.

7. Incinerate Anthem -1,000 CP
Incinerate Anthem takes the form of whatever object/being it is bound to. Its main feature is that it is able to create and control powerful purple Holy Fire.

8. Innovate Clear -1,000 CP
Innovate Clear takes the optional appearance of a small apple tree. Its main feature is that it has an extra space that can create numerous pocket dimensions and nearly-perfect imitations of anything including living beings but anything made inside of Innovate Clear's world can only exist in that world.

9. Regulus Nemea -1,000 CP
Regulus Nemea takes two forms: a great battle axe and the Nemean Lion. Its main feature is that it can split anything in half in a single strike.

10. Sephiroth Graal -1,000 CP
The Sephiroth Graal takes the appearance of a golden cup. Its main feature is that it can summon and control souls.

11. True Longinus -1,000 CP
The True Longinus is a bladed spear. Its main feature is that it is capable of killing Immortals, Demons, Gods and Buddhas.

12. Telos Karma -1,000 CP
Telos Karma is a small ornate mirror. Its main feature is that it can forcibly create and enforce options and choices that aren't possible normally, changing the possibility of certain phenomena into unexpected events.

13. Zenith Tempest -1,000 CP
The Zenith Tempest has no physical form, its main feature is that it can manipulate the weather and elemental attributes that exist in nature, which lets it control fire, wind, lightning, water, earth, and ice.

The Devil’s Dozen -10,000 CP
With this purchase you gain the Supreme Longinus, this Sacred gear by default has the abilities of all 13 Original Longinus and may merge every Sacred Gear you purchased into it, resulting in the Supreme Longinus having the combined powers of all the Sacred Gears you have purchased and some additional abilities where their powers overlap.
If you have already purchased any of the **Original Longinus** you can refund them, reducing the price of this purchase option and having them take the place of the corresponding **Sacred Gear**.

Companions:

In this section you can preemptively select who joins you on your adventure.
Any **CP** spent in the **Companions** section by a werewolf will be doubled allowing them to spend twice the amount in the **Companions** section, this will not be refunded.

Canon - Free/-50 CP
Any canon character you convince to travel with you without mentally altering or manipulating them will do so for **Free**.
By spending **-50 CP** you can have any character pre convinced to join you.

Import -50/200 CP
For **-50 CP** you can import any companion with **+600 CP** to spend.
You can bulk import 8 companions for **-200 CP**.

Selfcest -50 CP/200 CP
Sometimes there are people you want to be who you would also like to be companions.
For **-50 CP** you can select any canon character you have ever replaced and gain a copy of them or a gender swapped alternative version of them for a character.
For **-200 CP** you can gain a copy of or gender swapped companion of any canon character you have ever replaced. In any future Jumps where you replace a character you can gain a copy of or gender swapped version of the canon version of that character but they will need an in-universe explanation.
Acceptable explanations include them being: a twin, a clone, from an alternate reality or a completely unrelated look alike who's backstory is very similar to the originals.

Harem -300 CP
This option upgrades the **Harem Membership** perk so that anyone who joins your harem via the **Harem Membership** perk will become recruited companions.

Unhar -500 CP
Unhar, also known as the **Un**ited **Har**em, is a perfect fusion of every companion who is a member of your harem. They have the combined powers and abilities of every harem member and as they improve in power they will boost the power of your corresponding companions.

Anime Harem Extension Scenario:

You can use this section to join this Jump to another Anime universe starting up to 1 year before the events of the main plot. This allows you to gain **CP** by visiting those settings with each setting requiring you gain at least 5 people from that setting for your harem.
When you enter or exit this **Jump** or an anime setting you can choose to pause time within the setting you are leaving so that your harem doesn't miss you and you don't miss events.

Invasion:
You can summon a Gate at will to travel to and from the setting.

Insertion:
You will enter into the target anime setting for a minimum of 10 Years. You will be able to replace a canon character from that setting and take their place within the plot.

Inclusion:
This option can be taken multiple times with either the **Invasion** or **Insertion** options allowing you to select compatible anime's and retroactively combine them. The amount gained from **Inclusion** will depend on the power scale of the new anime, not the total power scale of the hybrid setting.

For this calculation average out the setting's "Power of the Verse"

Setting Power Scale	**Invasion**	**Insertion**	**Inclusion**
Tier 11: Infinitesimal	0 CP	0 CP	0 CP
Tier 10: Human	10 CP	5 CP	5 CP
Tier 9: Superhuman	20 CP	15 CP	10 CP
Tier 8: Urban	50 CP	30 CP	25 CP
Tier 7: Nuclear	100 CP	80 CP	50 CP
Tier 6: Tectonic	150 CP	120 CP	75 CP
Tier 5: Planetary	200 CP	150 CP	100 CP
Tier 4: Stellar	250 CP	200 CP	125 CP
Tier 3: Cosmic	350 CP	330 CP	175 CP
Tier 2: Multiversal	500 CP	450 CP	250 CP
Tier 1: Extradimensional	750 CP	600 CP	375 CP
Tier 0: Boundless	1200 CP	1000 CP	600 CP

Scenario Drawbacks:

You can selectively take these drawbacks for each Anime selection you take with each one unless otherwise stated doubling the amount of **CP** you get from that Setting.

Beyond Anime -1000 CP
You can take this drawback at any point allowing you for a one off payment to select any setting for the **Anime Harem Extension Scenario** even if it isn't an anime.

Jump to it +5 CP
Instead of Jumping to the setting by itself you can use this option to use a Jump Document to Jumpchain to that setting however at the end of that jump you will return here.

Where am I here +??? CP
When entering a new setting using the **Anime Harem Extension Scenario** you will lose all memories that you gained during the **Highschool DXD Harem Protagonist Jumpchain** for 10 years and awaken within the setting without any idea of which setting you are in without investigation. If you choose the **Invasion** option you will not be able to exit the target anime setting for a minimum of 10 Years.

Why am I here +??? CP
When using the **Anime Harem Extension Scenario** you will now be required to resolve the main plot points of that Anime such as ending a war or collecting magical objects.

Twice the Fun +??? CP
When using the **Anime Harem Extension Scenario** you will now be required to recruit twice the number of harem members.

Centenarian +100 CP
By taking this drawback you must take the **Anime Harem Extension Scenario** 10 times for a total of 100 Years.

Millennial +1,000 CP
By taking this drawback you must take the **Anime Harem Extension Scenario** 100 times for a total of 1000 Years.

Myriad +10,000 CP
By taking this drawback you must take the **Anime Harem Extension Scenario** 1000 times for a total of 10000 Years.

Drawbacks:

Supplement Mode - Free
If you don't actually want to do this on its own you can take it as a Supplement for another **Highschool DxD** Jump however you can't share **CP** between the two, the drawbacks of both Jumps will apply to your combo Jump but will not stack.

Alternative Continuity - Free
You can select any aspects of the continuity from the different versions of canon and make them canon.

Self Insert - Free
You can choose to replace any canon character in the series gaining their body as a new Alt-Form, their knowledge of their life so far and any skills they have. Followers and companions may take this drawback, becoming viable for any character specific companion purchase that the selected character is eligible for.

Early Start - Free
You may choose to start this Jump up to 10 years before the start of the series.

Extended Stay +100 CP
You can Increase the duration of this jump by 10 years.
You can take this a maximum of 10 times increasing it up to 110 years total.

There's something inside of me that's changing +100 CP
For each time you take this perk your purchases will slowly come to you over the course of a year.
You can take this a maximum of 10 times increasing the amount of time it takes for your purchases to fully manifest to 10 years total.

We can erase human memories +100 CP
For each time you take this drawback at a random point in your jump everyone will have their memories of you removed.
You can take this a maximum of 10 times increasing the amount of time it takes for your purchases to fully manifest to 10 years total.

Protagonist +100 CP (Mandatory)
You are the protagonist after all, the plot will revolve around you and no matter what you do you will always be dragged into the story.

Red the same color as her hair +100 CP
You keep having random mental tangents when you see things causing you to get lost in thought by a lot.

I know I've lived a pretty shallow life +100 CP
You start this jump with a reputation of being a pervert.

Now a days we make house calls and personal deliveries +100 CP
You have a part time job where you need to do odd jobs for people for about an hour long per day.

But you are a fan of the Z +100 CP
You are considered an otaku and tend to be obsessed with computers and popular culture to the detriment of their social skills.

Boobs are the best thing ever +100 CP
You constantly find yourself attracted to all manner of your preferred gender with your sexual behavior being regarded as abnormal by the general public.

No I didn't get to see +100 CP
You keep getting left to take the blame for things without getting the benefits

Do you think you'd like to go out with me +100 CP
Evil bitches keep trying to take you on fake dates to take advantage of you.

Stalker +100 CP
A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

Why the hell am I naked +100 CP
Your clothing is incredibly fragile as it keeps getting destroyed and resulting in you being naked.

Do you know what he's doing up their +100 CP
You keep getting caught in compromising positions at inopportune moments.

Stray +100 CP
You keep getting attacked by stray devils.

Angered Factions +100 CP
It seems that one of the supernatural factions sees you as their enemy. This can be taken multiple times with each time making a new random group your enemy.

Rough Childhood +100 CP
You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it.

Stranded +100 CP
Instead of the normal beginning your origin would have, you find yourself in the middle of a desert island somewhere in the ocean.

At least buy me dinner first +100 CP
Dangerous entities keep becoming romantically interested in you.

Is this blood +200 CP
You keep finding fresh corpses.

I'll be a full blown looser forever +200 CP
Small issues will constantly occur causing minor discomforts for you.

I'm such a klutz +200 CP
You seem to have two left feet as you make mistakes that result in you falling over.

Considering how naive and childish you are +200 CP
You have a childish personality causing you to not understand any adult topics.

Look at those boobs +200 CP
Every time you attempt to start a romantic confession or to kindle a relationship you will say something stupid and ruin it.

This violence is making me so hot +200 CP
You have a sadistic streak and find violence will turn you on.

Thou shalt not kill +200 CP
You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

I assume your a stray +300 CP
You seem to be a walking magnet for issues as every time you go for a simple walk you will be pulled into the middle of some kind of event.

I wonder what's wrong with my body +300 CP
You feel weak whenever you are around religious symbolism.

You will live your life for my sake +300
Before the jump starts properly you will be reincarnated by either Rias Gremory as a half-devil, as a half-yokai by Yasaka, as a half-Fallen Angel by Raynare or as a half-Angel by Gabriel

Would you die for me +300 CP
Everyone you're in a romantic relationship with will try to kill you.

Hero Complex +300 CP
You have the innate desire to help others and find it painful to see others suffering.

Edgelord +300 CP
You keep acting like a contrarian in hopes of getting attention from others.

Pacifist +300 CP
You fundamentally hate the idea of hurting others.

Dark Lord +300 CP
You have a deep seated desire to conquer everyone and everything.

Evil Twin +500 CP
It seems that you have a Clone out there causing chaos. They will have all the perks and race options you picked in this Jump but their minds are empty.

Butterfly Wings +500 CP
Your mere existence will cause massive butterfly effects, previously unknown gems will show up, canon events will not take place.

Deathbound +1000 CP
For the duration of this Jump you will die at least once a year.