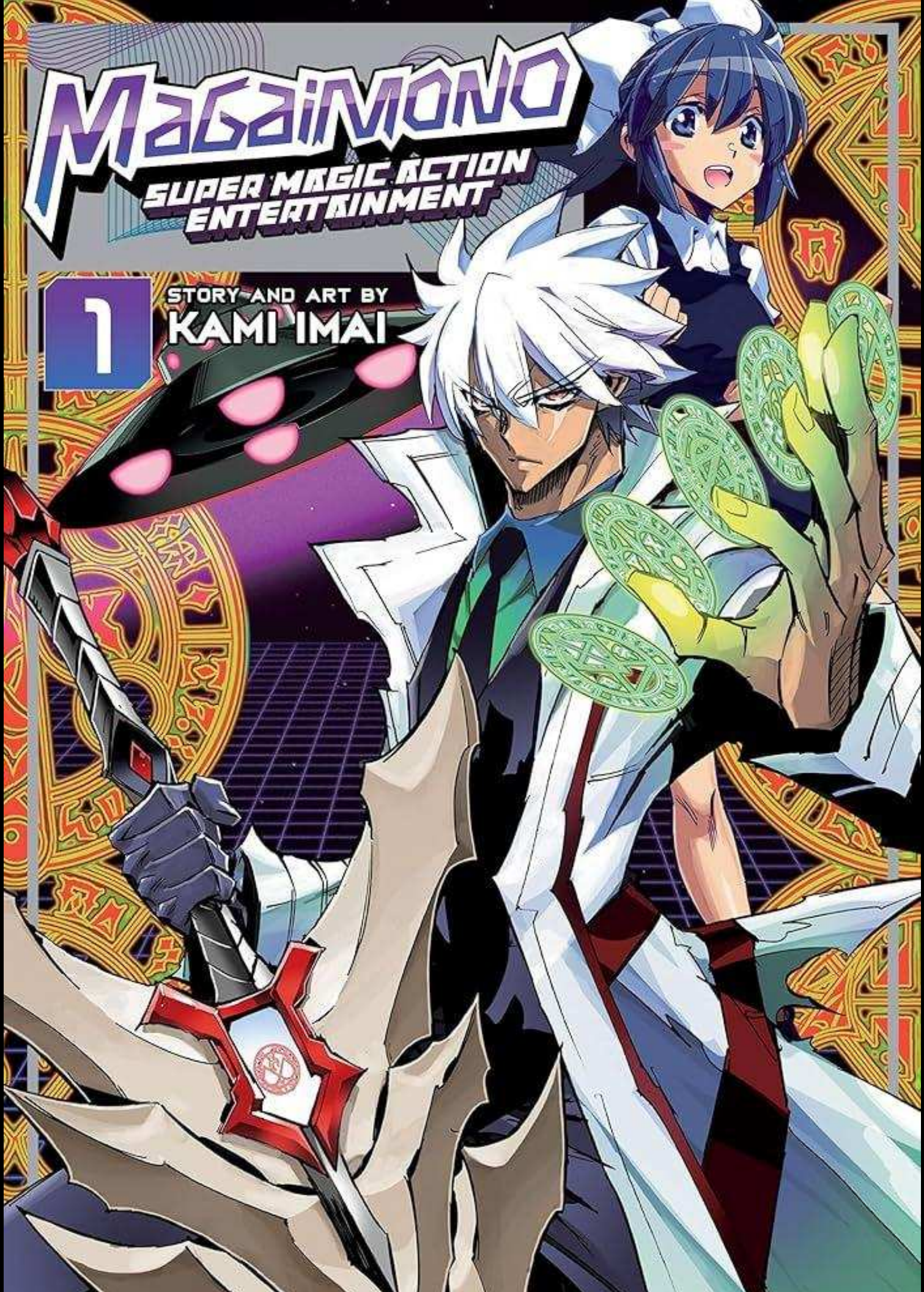

MAGAIMONO
SUPER MAGIC ACTION ENTERTAINMENT
1
STORY AND ART BY
KAMI IMAI

INTRODUCTION

Receive these 1000 *Super Magic Action Entertainment Points* (SMAEP) to prepare yourself for the dangers and mysteries ahead.

Did you know?

Earth has a race of aliens called “Reptilians” disguised as humans?

Or that flying saucers leave behind crop circles when they abduct cows?

Or that a plesiosaur survived to the modern day in lake Loch Ness?

Or that there’s a granny in Hyogo prefecture who can keep up with cars?

It’s a shame that’s all fake, unlike magic.

Oblivious to this fact, the college student Isoga Yuki has been chasing after the occult all her life. It is her dream to encounter all the mysterious wonders of the world, no matter how many times these phenomena turn out to be hoaxes or exaggerations. On this night, her suspicions finally bear fruit as a girl with antenna transfers into her school. She follows the alien(?) girl to see her communicate to a man through a cloud of smoke

That night, Yuki hides out in the Archeology office to find out more, only to witness the archeology professor retrieve an idol called a “Magaimono”. Just then the strange girl and man break through the window to slay the monster who was disguised as the professor, but it was too late. Yuki had become involved in a battle between the back-alley doctor Oga Mazuya and the secret magician organization known as the Black Blades.

Along the way Yuki will discover that the vast majority of occult phenomena are rooted in magic, and that her own ties to the Magaimono runs far deeper than a mere obsession.

SPECIES CHOICE

Choose your age and gender freely.

Human - Free

Perhaps you are a total newcomer to the world of witchcraft and wizardry. Or maybe you are an old-school magic caster who refused to submit to the Black Blades. In either case, your only advantage over the witches or Magaimono is that your mind and magic are wholly your own.

Genocide Doll - 100 SMAEP

A humanoid automaton made to assist magic users. As artificial beings, they are completely immune to the Corruption of Magaimono. While this and their natural power makes them perfect for hunting down Magaimono, there is at least one Genocide Doll among the ranks of the Black Blades themselves. Genocide dolls are indistinguishable from humans externally, but far stronger and more durable, and can regenerate seemingly fatal injuries in seconds, as long as they have magic power to spare. Injuries like a broken neck that would kill most humans are a distraction at worst.

Cursed - 100 SMAEP / 200 SMAEP

You are either a witch who has fully embraced the cursed power of a Magaimono, or a Magaimono in the process of dominating their human host. In either case, your magic power is greatly enhanced, and you receive extensive shapeshifting abilities.

Your blood itself carries the corruptive power of a Magaimono. Contact with even a small amount of your blood will cause a regular human to immediately begin their transformation. While powerful magic users are far more resistant, even they will grow more and more corrupted with each Magaimono they personally kill.

For the duration of this jump the Magaimono's dark influence will make you significantly more sadistic and generally exaggerate all your negative emotions. You can pay double the price to be free of any such influence.

BACKGROUND CHOICE

Any background may be taken as a Drop-In. In which case you will fall in with your chosen affiliation shortly after the start of the jump.

Oddball - Free

You are something of a new addition to this conflict with the Black Blades. You may not have even been aware of it until now. Regardless, you've always been fascinated by all things occult, and may have even learned magic on your own. Nobody really knows what to think of you.

Black Blades - Free

An organization of Witch-Seekers under the Shadow Government. It is your duty to seize any magical items or resources that could be of use to your organization's goal of magical dominance. You are unambiguously the bad guys, and most of the higher-ranking members are deranged witches.

Shaman - Free

Whether out of your own sense of justice or familial responsibility, you seek to eradicate Magaimono wherever they hide. It's possible you come from a long line of exercise like Oga Mazuya, or maybe you're just some guy who decided one day that the Black Blades are way too evil to let run wild.

GENERAL PERKS

Skills and abilities unbound to any species or background.

Magic Chants - Variable SMAEP

This determines your level of magic ability. You may only choose one.

Outsider - **+200 SMAEP** - You will be stripped of all magic power and potential for this jump, including magic brought in from outside.

Initiate - **+100 SMAEP** - You start with no knowledge of the local magic system, but have the potential to learn it, if you can find a teacher.

Novice - **Free** - You start with a basic grasp of magic, but no experience, making you easy pickings without the time to perform long chants or access to external tools like Ark Matter Cards.

Master - **200 SMAEP** - You have years of experience using magic and a spell for just about every occasion, and the skill to use them in actual battle.

World's Strongest - **300 SMAEP** - You are a magician of almost unprecedented strength. Spells that normally require dozens of mages chanting in unison, you can cast single-handedly in the middle of battle.

Magic Style - Free / 50 SMAEP Per

For no cost, you receive the ability to superimpose Imai Kami's artstyle onto future worlds. For **50 SMAEP** each, you may choose a particular aesthetic to apply to all your magic systems, even those from other worlds.

Perhaps you want magic circles and tattoo-like crests associated with all your magical effects? Alternatively, you could take a page out of the Black Blade's book and have every spell incorporate some level of body horror, like your arms unfurling into tentacles to reveal your summoned weapon, or your magic beam originating from a face on your chest. These changes provide no practical advantage other than shock value.

Magic Circle - 100 SMAEP / 200 SMAEP
A rare mutation that causes one to be born with a magical crest somewhere on their body. This allows the wielder to utilize the specific spell and manipulate the associate element without needing to chant or draw a circle.

You may buy this twice for a second circle. You may choose the location of each magic circle, as well as the nature of the spell and associated element. The element doesn't necessarily need to be one of the four primary elements (Fire, Water, Earth, Air). The power and utility will be roughly in-line with Oga's magic circles (see **Magic Breakdown**).

Magic Entrance - 200 SMAEP
You have an uncanny ability to burst through windows without anyone noticing your approach. Even if you're breaking into a third-story window, you'd somehow find a way for you and all your men to burst through at the exact same time and surround your enemies in a matter of seconds.

Magic Pacing - 300 SMAEP
You may choose to activate this at the start of a jump but won't take effect until the halfway point. Whatever conflict you're taking part in will begin to progress at a blinding pace. As if fate itself is under a deadline. Major battles will occur back-to-back, antagonists will be defeated almost as soon as they're revealed, plot twists will be unveiled with zero buildup, and in general you'll be left with far more questions than answers. This doesn't alter how long you stay in each jump and might actually make things significantly harder since you won't have a chance to catch your breath.

Magic Math - 300 SMAEP
In this world, it's possible to combine magic circles to produce entirely new spells or even summon magic items. For instance combining a fire and a wind circle could allow you to fly at far greater speeds. Or two water circles can summon Asclepius, a staff that can heal any wound. These traits now apply to any spells from magic systems you know. You can only combine two spells at a time, but that still gives you plenty to experiment with.

HUMAN PERKS

Discounted to **Humans**. First two perks Free.

Occult Fanatic - 100 SMAEP
You are a treasure trove of occult lore. You may have a broad but shallow understanding of all common occult beliefs of a given world, or a narrow but detailed grasp of one broad topic like magic or cryptids.

Eye For The Unknown - 100 SMAEP
You have an eye for detail and a sixth sense for the bizarre. You'll instantly recognize that the new transfer student never seems to blink, or when a politician has oddly sharp pupils, even when everyone else brushes it off.

Snowball Effect - 200 SMAEP
The more supernatural phenomena you experience, the more frequently you come across similar events. You could find a cursed weapon first, and a real haunted house the next week, and a sea monster two days later, etc.

Prime Condition - 200 SMAEP
You are privy to an advanced magic technique to reverse your own age. This would allow an aged warrior to fight at their prime. This technique can be taught to others, but only the most talented will succeed in learning it.

Mystic Sculptor - 400 SMAEP
You have mastered the expensive alchemical process of creating homunculi. This won't allow you to create souls or consciousness for them, but they make perfect vessels for any intangible or parasitic entities.

Devil's Never Lie - 400 SMAEP
You find that demons are always surprisingly honest, even in other worlds. They may withhold information or use misleading language, but they will never tell an outright falsehood or renege on a deal they agreed to.

Crossup - 600 SMAEP

A forbidden technique that allows two completely different beings to merge and instantly reach the greatest form of evolution available to both. In short, this allows two beings to physically merge. Their power is not only combined, but greater than their sum-total power separately. This can only be maintained for a few minutes before separating. It is an ironclad rule that Crossfire can only be performed between two beings of completely different species. Attempting to fuse with a being of a similar nature will cause the fusion to tear itself apart, killing one or both component beings.

Devil's Fingerprints - 600 SMAEP

Like Oga Mazuya, you are a freak of nature with several magic circles on your body. On its own, this grants you four magic circles. You have mastered the use and combinations of all these circles and may choose where each is located on your body. With a single purchase of the general **Magic Circle** Perk, you receive five. If you purchased **Magic Circle** twice, you still only have 5 types of magic circles, but you receive doubles of each, for a total of 10. If you're willing to pay an undiscounted **200 SMAEP** on top of all that, all 10 of your circles may be completely different spells.

GENOCIDE DOLL PERKS

Discounted to **Genocide Dolls**. First two perks Free.

Mirror Mirror - 100 SMAEP
You know a simple spell that allows you to conjure up a cloud of magic smoke that can be used to observe or communicate with others over any distance. Basically the magic equivalent of a cell phone.

Edison's Legacy - 100 SMAEP
You are able to use magic to create simulacra of mundane technological devices like TVs or ovens. Their effectiveness is decades behind the modern equivalents, but they're immune to electromagnetic interference.

Unmatched Masterpiece - 200 SMAEP
When combating artificial beings like golems or automatons, you have the odd ability to instigate negative emotions in them. You could evoke anger, fear, pain, etc. in them, even if they were never programmed to feel.

Automatic Censorship - 200 SMAEP
Any non-magical items on your person fully benefit from any regenerative abilities you possess, as if they were just another part of your body. If you have no such powers, they will slowly regenerate over several days.

Fire Against Fire - 400 SMAEP
You are able to increase or distort the effects of items infused with curses or dark magic. You could tweak a weak Magaimono into a kind of grenade that would cause even an Ashreal to burst into a pile of arms on contact.

Nothing To See Here - 400 SMAEP
This magic allows you to manipulate memories en-mass. You could use this to infiltrate a community or cover up massive battles as gas leaks. This has no effect on those who already have extensive exposure to the paranormal.

Bottomless Vessel - 600 SMAEP

Like all Genocide Dolls, you are immune to the Magaimonos' corruptive influence. Going forward, this extends to similar corruptive forces. Even if you willingly take the corruption into your body, it wouldn't be able to do anything to you if you don't want it to. You can even use magic to destroy cursed items from a distance. However, this applies exclusively to mystical or magical forms of corruption. You would be no more resistant to infection from a nanomachine swarm or bacterial bioweapon. If a force is partially supernatural, this would provide significant resistance instead of immunity.

Holy Swordsmith - 600 SMAEP

Like the Genocide Doll Forne, you have a special mechanism within you. Any time you personally destroy or purify a Magaimono or similar dark spiritual being or item, you obtain a new "blueprint" based on them. Over time you purify this Heretical Arm blueprint into one of a new "relic". Relics are essentially Heretical Arms devoid of any corruptive powers. Once you complete such a blueprint, you can use your magic reserves to summon them at any time and dismiss them just as easily. Each Relic has its own magic ability, like preventing regeneration or calling down lightning.

CURSED PERKS

Discounted to **Witches** or **Magaimono**. First two perks Free.

One And The Same - 100 SMAEP
When you possess or parasitically attach to someone, you are able to slowly alter their personality. Such as making them more curious, or more sadistic, etc. These changes only become permanent after years spent connected.

Deceptively Mundane - 100 SMAEP
No matter how mutated your biology, you are able to retain a mostly human external appearance. You can also choose to disguise yourself as inanimate objects like statues, but this may be less convincing based on your size.

Make Yourself At Home - 200 SMAEP
You are able to apply magic crests onto living beings to act as a “nest”. You can think of them like small pocket dimensions. Metaphysically, you are inside their body, but this doesn’t take up any space in the outside world.

Augmented Senses - 200 SMAEP
You are privy to a method to enhance your senses to a superhuman extent with magic power. Even without using this, you gain the passive ability to smell curses or similar negative paranormal energies.

Heretical Swordsmith - 400 SMAEP
You know the process to create Magaimono. Each Magaimono requires several cruel human sacrifices and are as hostile to you as anyone else. If you can manage to tame them, each could form a potent Heretical Blade.

A Poison To Kill Poisons - 400 SMAEP
You can accept an absurd amount of dark or corruptive energy into yourself without losing your mind. You are also able to tame simple creatures of a similar nature, as long as the dark power within you dwarfs their own.

Demiurge - 600 SMAEP

You were never a human, but one of the ancient angelic beings who ruled ancient humanity. You are an Ashrael. You resemble a human, but with four arms and two extra faces on the side of your head. These extra faces can perform separate magic chants at inhuman speeds. Your physical abilities are similarly superhuman. The Ashrael are said to have magic power on-par with the gods. To reflect this, you receive the **World's Strongest** tier of **Magic Chants** for no cost. Despite being the source of the Magaimono, the Ashrael are still susceptible to their corruption.

Eolith - 600 SMAEP

You are a Starborne, a rare type of Magaimono born from the Earth itself. Essentially a god. You may freely choose your form, from a giant monster to a regular human. By consuming living beings, especially those rich in magic power, you are able to transform and evolve by leaps and bounds. A single powerful mage could allow you to grow immensely in strength and develop new magic or psychic powers. However, if you consume a being of the same nature as you, such as Magaimono or similar cursed beings, they can potentially turn the process around and devour you from the inside.

ODDBALL PERKS

Discounted to **Oddballs**. First perk Free.

It's Science - 100 SMAEP

You are able to use the internet to track down highly obscure information in a fraction of the time it takes most. Those unaccustomed to modern technology tend to be disproportionately impressed by your mastery over it.

Excessively Attentive - 200 SMAEP

For unknown reasons, memory-manipulating abilities don't seem to work on you. Drugs or surgery to the same effect work just fine, but any attempt to use mystical forces to alter your memories slide right off you.

Trouble Taker - 400 SMAEP

Your job here is to make sure the plot stays moving. By pure coincidence, you always seem to end up in the vicinity of dangerous or important incidents. As long as you actively involve yourself, you'll benefit from weak plot armor, and your allies will often show up in the nick of time to help.

The Kindest Curse - 600 SMAEP

You have the odd ability to reverse, distort, or subvert any kind of parasitic or absorption-based relationship. You can parasitically infect someone while holding back all the negative consequences on your host. If a creature tries to absorb you for your power, you can turn it around and steal much of their power for yourself before breaking out, and so on.

BLACK BLADE PERKS

Discounted to **Black Blades**. First perk Free.

I Don't Want To Believe - 100 SMAEP

Those with no experience with magic have an odd tendency to interpret evidence of or outright demonstrations of your magic as some other occult phenomenon. Like mistaking a golem for a UFO, or a demon for bigfoot.

Drive-By Curses - 200 SMAEP

Most spells require chants to use, but you've found a workaround. You can perform the chant or any other prerequisites in advance and save it to unleash when needed. You can only "save" one spell at a time with this.

Heretical Prayers - 400 SMAEP

You find that dark gods or spirits are bizarrely cooperative with you. They won't be necessarily loyal, but they'll gladly count your enemies among their own. By providing potent living sacrifices, you can artificially evolve these beings absurdly fast, as long as the sacrifices are of high quality.

Builder Of The Ark - 600 SMAEP

You have mastered the art of creating Ark Matter Cards. You can utilize this process to even infuse spells from other worlds into cards that anyone can cast with the right equipment or the bare minimum magic skill. On top of all that, you have a general knack for combining magic and technology. Like merging an automaton with a Magaimono to allow it to regenerate.

SHAMAN PERKS

Discounted to **Shamans**. First perk Free.

Back-Alley Jumper - 100 SMAEP

Foes will often underestimate you. Not only that, even if you repeatedly demonstrate that you possess overwhelming power, that knowledge is slow to spread among your enemies, letting you repeatedly catch them off-guard.

Creative Casting - 200 SMAEP

You have a knack for finding creative ways to use and combine spells. You could utilize a spell to summon shields to skewer an enemy from the ground, or combine a fire and wind spell to increase your speed, etc.

Emergency Operation - 400 SMAEP

Half of the Oga family magic. You can phase your hand into living beings to perform surgery and interact with paranormal forces inside them with your bare hands. Extracting a Magaimono from a human is often as simple as reaching in and pulling it out, as long as they haven't fully fused.

Open The Gate - 600 SMAEP

The other half of the Oga family magic. As the name implies, this magic is able to open any magic gate or portal without obtaining any required keys or meeting any prerequisites. Should you manage to forge a contract with any otherworldly beings like demons or angels, you can use this magic to summon a gateway to and from their dimension from anywhere.

COMPANIONS

Allies to join you on your adventures.

Summoning - 50 SMAEP Per
With each purchase you may import one of your old allies into this world. They receive a **600 SMAEP** stipend and may gain more from drawbacks.

Conjuration - 50 SMAEP Per
With each purchase you may create a new companion wholesale. They receive a **600 SMAEP** stipend and may gain more from drawbacks.

Banishment - 50 SMAEP Per
With each purchase you receive a slot that may be used to take any canon character with you as a companion, with their consent.

Familiar - 100 SMAEP
You have formed a friendship with an oddly friendly Magaimono. They live within a magic crest somewhere on your body but inhabit a humanoid homunculi body when outside of their "nest". They possess surprisingly weak natural magic ability but can grow significantly stronger by devouring other Magaimono or entities of a similar nature.

Coven - 200 SMAEP Per
You receive your own group of a few dozen loyal yet expendable mooks. They each have **Novice** level magic ability and their own Ark weapons, but they're ridiculously weak when it comes to powerful mages or Magaimono. Lost mooks somehow replenish themselves every month. They also receive **Magic Entrance** if you bought it. In future jumps, they take up one companion slot and purchases are shared between them.

EQUIPMENT

One discount per tier. Discounted **50 and 100 SMAEP** items are Free. All items are restored on a weekly basis if lost, damaged, or expended, unless stated otherwise. All imports are free.

Smoke Bomb - 50 SMAEP
Once per day, you can summon a small smoke bomb out of seemingly nowhere for a quick getaway. It seems to just appear in your hand.

Spirit TV - 50 SMAEP
You receive a magic-based TV that resembles a large rough rock. You don't need to pay for any channels, but the image quality is abysmal.

Modern Technology - 50 SMAEP
A smartphone and laptop. You never need to recharge or pay for service. Search results are unnaturally helpful for finding what you're looking for.

Cheap Shot - 100 SMAEP
A hidden melee weapon is implanted in your body. They have no magical properties but are durable and can be ejected with a thought.

Snake Charmer - 100 SMAEP
This long ribbon had been enchanted to allow you to control it like part of your body. It's not particularly sturdy, but good for tying up intruders.

Curse Compass - 100 SMAEP
This magic tool is made for detecting the presence of Magaimono. After this jump it will detect any sources of dark magic.

Endless Sacrifices - 100 SMAEP
You are the owner of a field full of cows. They are effective as live sacrifices for any rituals demanding such. Lost cows are replenished weekly.

Arc Matter Cards - 200 SMAEP / Free First Purchase
A common weapon for magicians. You receive a large deck of Ark Matter Cards that can be expended to cast elemental spells. You may receive or modify a weapon to be capable of enhancing itself with these Cards.

Warlock's Cane - 200 SMAEP
This walking cane can summon a teleportation magic circle to take you to a location you've been to previously within the same country. Portal closes after a couple minutes and requires an hour to recharge between uses.

Haunted House - 200 SMAEP
This run-down house is full of strange floating orbs of spiritual energy. These only replenish each month but are a veritable feast for any bearings who sustain or enhance themselves by devouring such energy.

To Help Or Harm - 200 SMAEP / 100 SMAEP with Demon Contract
his large mechanical contraption was originally this was used in Hell as a torture device. It can also be used for medical purposes, as it can analyze a living being's body on a deeper level than Earth's science or magic.

Dilapidated Shrine - 300 SMAEP
This large Shinto-style shrine has seen better days, but with some effort can be restored to its full glory. At least the living spaces in the back are perfectly fine. Even in its current state, the potency of all spiritual or summoning based magics are significantly enhanced on this land.

Hyper-Speed Casting - 300 SMAEP
This heretical weapon was woven from the lips of countless magicians. It defaults to a whip, but you can import a different weapon to receive these properties. The mouths covering this whip are able to perform magic chants on your behalf at inhuman speeds, without any loss in potency.

Homunculi Body - 300 SMAEP
This body is identical to a normal human but is actually an empty vessel that mystical or parasitic entities can inhabit to receive all the same benefits as a conscious host. Should you or a companion enter future jumps as such a being, you may choose to enter already inhabiting this body.

Unidentified Fighting Object - 300 SMAEP
You summoned a powerful golem through a sacrificial ritual. They can split apart into four flying saucers but combine into a powerful automaton that can destroy modern tanks with ease. This has been modified to regenerate any damage and fire beams of energy that can reduce a human to ashes.

Scissor Blade - 600 SMAEP
A large magic broadsword resembling a pair of scissors. In addition to being sharp enough to slice through steel like butter, it has the property of severing its enemies' bonds. This renders all forms of fusion, regeneration, or reformation impossible along the blade's cuts.

Demon Contract - 600 SMAEP
You forged a contract with a demonic noble that you can summon through a massive doorway to fight with you or devour evil beings on your behalf. With **Open The Gate**, you can summon this gate wherever you please, otherwise it will be placed in a static location of your choice.

Pharaoh's Tomb - 600 SMAEP
The true nature of the pyramids is as devices that absorb the magic power of the planet to heal any injury or sickness. Somehow, you have one all to yourself. On planets like this where the magic power has mostly dried up, the most it can do is keep a critical patient in suspended animation.

Black Ship - 600 SMAEP
You receive an identical copy of the Black Blades base of operations. This massive alien spaceship can travel the stars in the normal way, but if that isn't fast enough, it also contains a magic portal that can allow one to instantly teleport to distant planets.

DRAWBACKS

Starred (*) drawbacks cannot be taken by companions.

Fanservice Magnet - +100 SMAEP

The universe itself will conspire to place you in sexually suggestive positions as often as possible. Attacks shred your clothes like wet tissue paper, magic parasites exclusively nest between your legs, monsters grow tentacles solely to restrain you. This doesn't make outright rape more likely.

Illogically Logical - +100 SMAEP

You refuse to accept the existence of any occult phenomena you haven't personally confirmed. You'd have to hold a Magaimono in your hands before acknowledging they exist. Even if you know for a fact that magic and alien life exists, you will adamantly deny the existence of UFOs or cryptids.

Plucky Sidekick - +100 SMAEP

A random college student will soon discover your secret and insert herself into your life. She is annoying, attracts all manner of danger like moths to a flame, and is all-around useless, but you can't seem to resist your urge to protect her. May be taken as a companion for free if she survives the jump.

If You Want A Job Done Right - +100 SMAEP

Everything about you screams "small fry villain". You are overconfident to an extreme, tend to make baseless assumptions about how weak your enemies are, and lose your cool the instant things start looking bad. Of course, these are non-factors if you have the power to back up your ego.

Gazed Too Deeply - +200 SMAEP
Years ago, you crossed paths with something inconceivable, and it evolved into a self-destructive obsession. It could be Magaimono, aliens, general occult phenomena, etc. You will often prioritize the pursuit of this obsession even when it conflicts with your morality or self-preservation.

Shared Living Space - +200 SMAEP
A relatively benign Magaimono has permanently taken root within your body. When you sleep, it will physically manifest and cause minor havoc like stealing socks, eating all the food in the fridge, etc. If you can't keep it fed with weaker spiritual entities, it will feed on your own energy instead.

Unintelligence Gathering - +200 SMAEP
You and everyone under you will display the utmost incompetence when it comes to intel gathering. Useful intel will be revealed at a trickle, such as enemy weaknesses, powers, motives, location, etc. Even if your underlings already have this information, they always forget to bring it up.

Electromagnetic Interference - +200 SMAEP / +300 SMAEP
Your powers interfere with any attempts to utilize modern technology. Contact with any electromagnetism-based device will cause your powers to activate against your will, usually destroying said device. Magic simulacra of technology will still function, but most will be significantly less effective.

For an extra **100 SMAEP**, you have lived with this condition for so long that you are completely ignorant to all post-1990 culture and technology. You'd react to a smartphone the same way a civilian would to magic.

Four-Fold Asspull - +300 SMAEP*

A strange and potent technique has been spreading amongst all of the strongest magic users in this world. Whenever you summon or create a supernatural weapon or item, the user of this technique is able to summon their own copy that's just as strong and they can wield as easily as you can. All items you retrieve from your warehouse are considered "summoned".

Last-Gen Magician - +300 SMAEP

The greatest weakness of classical magic users is now a weakness of all your mystical or supernatural powers. Any efforts to use such an ability require a lengthy verbal chant or the drawing of an elaborate magic circle. You can't find any way to simplify the chant or circle, but in time you may learn how to increase your speaking speed or even prepare spells in advance.

Made To Be Broken - +300 SMAEP*

The rules of magic in this world can seem more like suggestions than rules at times. Now, enemies regularly break the most basic rules of their own magic without any explanation or foreshadowing, especially when facing you. Other times, they may just pull hyper-specific spells out of nowhere, like a curse that will pierce your heart or firing laser beams out of their eyes.

Background Character Worries - +300 SMAEP / +400 SMAEP

Memory-manipulating magic usually only works on those with little-to-no magic power of their own. Apparently, you are an exception. For whatever reason, you have no resistance to memory-based magic. Far more magic users will have such spells in their arsenal, but nobody will know about their effectiveness on you right away. Be careful they don't figure it out.

For **100 SMAEP** more, you start devoid of any memories from before this jump, which could be quite terrifying if you're a Drop-In. In either case, any altered memories will be restored at the end of the jump.

You'll Be Fine - +400 SMAEP
We both know how these work by now. You will be reduced to your default or bodymod state, stripped of all equipment and abilities from other worlds. This has no effect on anything bought within this jump. This also strips you of any metaknowledge of the setting but considering less than 100 people have actually read this manga, that probably isn't much.

Close The Gate - +400 SMAEP*
As if Oga Mazuya wasn't busted enough already. Not only does he want you dead, but he somehow used Open The Gate to make contracts with many of the strongest demons from other worlds you've been to. He can't summon more than one at a time, but they are fully cooperative with Oga and his mission to destroy you. Not to mention the other bullshit he has already.

Wild Witch - +400 SMAEP
You lost yourself to the curse of a Magaimono, reducing you to a mindless, grotesque beast who only knows destruction. It's not impossible to cure you, but in your current condition you will attack anyone who attempts to do so. I hope you have powerful and trustworthy allies to save you.

Look To The Stars - +400 SMAEP / +600 SMAEP*
You suffered from a fatal injury beyond the ability of Earth's magic or science to heal. You must seek out alien worlds with even more advanced magic techniques. However, the only magicians with a portal powerful enough to reach other worlds are the Black Blades, and they won't let you use it without a fight, even if you're one of them. If you can't heal this in time you will die before your ten years are up. All OOC methods of healing or space travel will be completely ineffective for the duration of this jump.

For an extra **200 SMAEP**, you start this jump comatose, and must rely on your companions to save you through the method described above. Naturally this option requires you to have at least one companion present in this jump, who will be fully informed of the conditions of your revival.

ENDING CHOICES

Where will your next mystery be found?

Ignorance Is Bliss - Go Home

You asked your questions, got your answers, but with no more mysteries to reach for, what point is there to keep searching? You've chosen to return to your home world with all you've acquired to this point.

All The Wonders Of The World - Stay Here

You were unsatisfied with the results of your adventures here. There are so many mysteries to uncover, so many unknowns to discover. You've chosen to remain in this world with all you've acquired to this point.

New Worlds To Explore - Move On

This world may hold many unknowns, but how could one world even compare to the mysteries left to find throughout the entire multiverse? You have chosen to move forward towards the next world in your chain.

CLOSING NOTES

Jump by Gene

You don't need to stick to canon magic spells for your own **Magic Circles**. Feel free to make something up, as long as it's roughly in-line with the strength of the canon examples.

Post-jump all downsides or risks of the **Cursed** origin are revoked. You can choose whether you keep the baby face growing out of your magic crest.

Shared Living Space won't provide any of the usual risks or advantages of Magaimono possession, beyond those described in the drawback.

The portal onboard the **Black Ship** is disabled for this jump if you take the drawback **Look To The Stars**.

The momentum of **Snowball Effect** quickly drops off if you make an effort to avoid such phenomena, or instantly at the end of a given jump.

MAGIC BREAKDOWN

The series barely had any time to explain how the magic system worked before getting axed, so I'll try my best to break it down here.

"Regular" Magic - Conventional magic supposedly involves long verbal chants or drawing elaborate magic circles. However, we basically never see any character doing anything like that to cast spells, even if we ignore the people who explicitly have a method to circumvent this limitation.

In terms of applications, magic does whatever Imai Kami thought would be cool at a given moment. Spells never get super conceptual, and in terms of power the strongest spell could probably destroy an apartment complex at most. But within those constraints, magic can do just about anything. A number of spells involve summoning magic weapons, but there doesn't seem to be a limit on how many copies can be summoned at once.

Ark Cards - The magic casting method used by the Black Blades. It infuses magic into cards containing one of the four classical elements. They can be loaded into an Ark Weapon to enhance their abilities in simple ways, like coating a sword in fire or launching fireballs from a gun. We later see the cards on their own can be used as catalysts to cast elemental spells.

Magaimono - Physical manifestations of curses. Their inert state is some kind of inanimate object, but by infecting a human through their blood, they obtain a physical form and gradually take full control over them. Those who take Magaimono into themselves and maintain their sanity become witches (regardless of gender). Witches receive a significant boost to their magic power and extensive shapeshifting abilities.

A Magaimono's true form is a magic weapon that powerful Witches can summon. Magaimono can potentially be purified into magic weapons devoid of their corruptive influence. Multiple characters demonstrate the ability to summon Magaimo-specific weapons without being possessed by one. It's never really explained how.

Magic Circles - Rarely, a magician will be born with a magic circle somewhere on their body. This allows them to manipulate and attack with the associated element, in addition to providing a more specialized spell they can use instantly. Even possessing two magic circles is considered abnormal. Oga has 10 because he's just that much of a freak.

- Shield of Agares (Earth) - Allows users to manifest one of more diamond-shaped iron shields to attack or defend. Oga's thumb.
- Glasya Labolas (Fire) - Allows users to manifest wings of fire to fly with. Oga's Index finger.
- Pazuzu's Compass (Air) - Allows users to detect cursed or magical presences like a dowsing rod. Oga's middle finger.
- Unknown - We know he has a fifth magic circle here, but the series got axed before giving us any clue what it did. Oga's ring finger.
- Forneus (Water) - Allows users to summon countless ice spears from above. Oga's pinky finger

Open the Gates - Oga's family magic. One would assume this is the spell taking up Oga's ring fingers, but we see his grandmother had two magic circles tied to this spell that look completely different from any of Oga's.

By default, it allows him to open any "gate". This works in a literal sense by letting him forcibly open magical doors or portals create portals. We know Oga can summon a gate to Hell, but this is probably related more to his demon contract than the spell itself. There's nothing indicating that this power itself lets him directly teleport, but he probably has some other teleportation magic anyway, so it really doesn't make much difference.

It can also be used to perform a weird magic surgery. He uses this to phase his hands into a person's body to physically extract Magaimono, unless they've completely fused with their host. I split them into two perks because the connection is barely justified in canon.

His family uses this in conjunction with their contract to the demon Bael. He can summon a door to Hell for Bael to manifest and devour Magaimono without needing to risk corruption by destroying them personally.