

BATTLE DESTRUCTION SCHOOL DANGEROUS

Introduction

The sudden brightness that ripped you from your last world has subsided, along with the darkness that followed. You finally grasp your strange surroundings. Victorian architecture, stairways that extend into nowhere, and hallways that can take you everywhere. Time does not exist here, and space contradicts itself without a second thought.

Four people share this world with you, three of them are staring at you expectantly, the fourth is taking a nap on your thighs and drooling. The three strangers announce themselves as *Shiki House*, and as your guides for entry into this new universe. They reference this place only as *The World of Transfer Students*.

There seems to be one key difference between this reality, and the ones you may be more accustomed to: *Majins*. Majins are humans who have awakened to bizarre powers beyond human understanding. They are openly discriminated against by regular humans, but this is more than baseless bigotry. Majins are an inherently dangerous existence. Indulging in their power is second nature to them, and 80% of kidnappings, murders, rapes, and robberies are committed solely by Majins. National authorities are rendered powerless against them, and countless exceptions are made in the law to avoid the expenses of persecuting Majin crimes.

Infinite parallel worlds can be reached from Transfer Student World, but the one you will be visiting is of particular interest. In this world, society has begrudgingly accepted the *School Autonomous Rule Law*, commonly known as "*The Century's Worst Law*". This law renders all educational establishments exempt from the common law, or any form of investigation from policing bodies. It is now the responsibility of the school itself to enforce their own laws. As such, Majin schools are no different than execution grounds, with seemingly one exception.

Located on a private island, in the Tokyo Bay. *Private Kibousaki (Hope Peak) Academy*, more commonly known as *Sentou Hakai (Battle Destruction) Academy*. While once deserving of this name under the sadistic rule of Senritsu No Izumi's Banchou Group, order was brought about through the merciless reign of the new Student Council led by Takuya Doseigi. Now, the school is considered safe enough that even normal students enroll of their own volition. However, a series of tragic incidents have caused a rift to form between the Student Council and the new Banchou Group, now led by the less brutal but equally intimidating Hiroshima Jyakennou. Seeing bloodshed as the natural conclusion, the *Dangerous Harmageddon* was announced. A single night where all school rules were null, and the two sides would battle to the death until only one remained.

Things will end up far more complicated than anyone could have predicted, but for now all that matters is that you'll be arriving at the very start of the Harmageddon. In a few hours, the Banchou Group will enlist the help of the gender-changing Majin Otome Ryouseiin, to help them defeat the Student Council and save his childhood friend Saki Amane.

Origins

Here is where you will choose your history and relationships in this world and what faction of the Harmageddon you align with. If you'd rather just show up without any history, you'll somehow end up roped into your faction of choice upon arrival. Your default age and gender depends on your origin. Pay 100CP to decide both.

Transfer Student: [Age: Free choice, Gender: Same as last jump]
Transfer Student is actually a name for members of a certain Majin organization. They're summoned from parallel worlds and timelines to fulfill their clients' requests. Mass terrorism, indiscriminate murder sprees, national revolutions, any evil act will be completed without qualm. Be mindful, you're more of an unpaid intern than an actual Transfer Student, as you likely lack the unreasonable strength and durability that Transfer Students are so infamous for. You'll be accompanying three Transfer Students who were called to the Harmageddon to wipe out every other Majin involved, in return for the body of the student Saki Amane.

Student Council: [Age: 1d8+13, Gender: Same as Last Jump]
When the school was in a state of pure lawless anarchy under the previous Banchou Group, it was Takuya Doseigi alone who brought the guilty parties involved to an early grave. Even if the stress of his position as Student Council President has been chipping away at his sense of ethics, you've decided to stand by his side still. Some of the other members are a bit twisted in their own right and their methods can be a bit extreme, but that's just what it means to live as Majin! At least you're doing some good for the school. That being said, the actions of one of your own members resulted in the loss of one of the Banchou Group's strongest Majins, rendering deescalation between the two all but impossible.

Banchou Group: [Age: 1d8+13, Gender: Free Choice]
The scum of the student body. Feared by all as a depraved, violent, and lawless bunch. Well, that's the image you guys work hard to keep up. There are Majins too dangerous or twisted for even the Student Council to manage. In those cases, the Banchou Group steps in to keep them under control; invite the ones who can be reasoned with, kill the ones who can't. That balance brought lasting peace to this school, but the Student Council has stepped out of line too many times. Following the assassination of Kotoba Kusetsuin at what was supposed to be a deescalation party, the only course of action left to you is a battle to the death.

JSDF Majin Platoon: [Age: 2d8+20, Gender: Female]
There are only two futures that a Majin has to look forward to once they no longer have the School Autonomous Rule Law to protect them: die like a dog or live like one. You serve as the Japanese government's response to Majin-related incidents that are far too delicate to be handled by the regular Majin Police. In this instance you were assigned to instigate a war between the Student Council and Banchou Group of Kibousaki Academy in order to put a stop to the revolutionary-minded Doseigi and his ambitions of nation-founding. Once the two sides have exhausted each other, your job is to step in and kill any survivors.

Perks

Unique skills and abilities mostly unrelated to your Majin power, if you have one. Perks associated with your origin are discounted 50% off, and discounted 100CP perks are free.

General Perks:

Mad Majin Magic [Free]: As fantastic as a Majin's unique power may be, that's far from their only defining quality. Absolutely all Majins, regardless of their power, are blessed with peak-to-superhuman level strength, speed, and durability. You can outrun anything slower than a motorcycle, shatter bones with glancing blows, and get back up from anything less than sustained gunfire. This is only average as far as Majins go. Buying this also ensures that you enter this world as a Majin, and lets you access the power customization table.

Suffer Disaster [Free/ 200CP]: Easily one of the most convenient features of this world. The moment a Majin awakens to their power, they are given full instinctual comprehension of their power right then and there. Everything from the power's name, how it can be used, ideal conditions for use, and even the power's maximum output and growth potential. Every single aspect of their power in its current state is wired permanently into their instincts in the same moment they receive it. Naturally, this now applies to you for the Majin power you've developed in this world. If you pay an additional 200CP, this also applies to powers obtained in future worlds as well, and even retroactively to powers you already possess.

Loved By God [400/ 1200CP]: This may sound strange, but Majin powers are considered "absolute" in a rather roundabout sense of the word. While many have in-built limitations and weaknesses, those are also manifestations of how a Majin perceives the world. However, what if two Majin powers happen to contradict each other? Not just having poor chemistry or hard-countering each other. What if the delusions of two Majins are so different, so inherently incompatible, that it's conceptually impossible for both powers to take effect in the same place and time? Think of an unbeatable shield facing off against an unbeatable spear. However, there are no draws in Majin battles. Most would say that the winner is decided by pure luck, but in reality, there is a God watching over this world, one who decides how any such conflict should end based on their own subjective preferences.

This is often decided on a case-by-case basis. However, there exist a few special beings who are truly loved by God. You could think of them as having "precedence" over other Majins, just as Majin perceptions take inherent precedence over normal humans. For **400CP** you are one such exception. Barring other special existences, the "absoluteness" of your abilities will always surpass that of others, and you will always win otherwise irreconcilable conflicts between powers. When faced with infinity, your infinity is simply greater. Even when you come across such a transcendent being, conflicts of absolutes will be treated like ordinary perception conflicts, allowing both sides an equal and semi-random chance of winning.

If you pay an additional **800CP**, you will receive something truly special on top of that. After experiencing such a conflict of perceptions yourself, even unknowingly, you will be rewarded with a small cog in your mind. This cog spins infinitely and aimlessly, but as you come closer to a certain realization regarding your precedence, it will begin to spin faster, and more mechanisms will connect to it. It's up to you to find what this truth is, but once it's found, this perfect machine in your mind will be completed and you will awaken to a new power in addition to the unique Majin power you already possessed.

This power in question is shared by all Transfer Students, often called "Unlimited Strength". You can think of this as your precedence extending from your power to your body, granting you priority over the physical world. Without the slightest exaggeration, your body is both an unstoppable force and an immovable object. Without even tensing your muscles, your attacks carve through absolutely any matter effortlessly and your defenses are similarly infinite. Not even supersonic impacts could move a single hair on your head. You also no longer age, for some reason. The unfortunate drawback to this power is that you're unable to control your strength. You can perform casual or passive actions like using a cellphone, eating, walking, etc. but the instant you try to put deliberate violent force into an action, you're back to carving through torsos. With dedicated practice and concentration, you may get the hang of living a normal life with this excessive strength.

This can be used for purposes other than combat, like lifting or throwing, but this isn't conventional physical strength. Your body isn't moving that fast or exerting that much force, so you won't be decapitating people with air pressure, or kicking yourself into space. It might be easier to think of this power as infinite inertia, rather than infinite force. That being said, you only exert the full extent of your force through your own body, with diminishing returns the farther away it extends. So thrown projectiles will "only" hit like armor-piercing bullets and stomps will destroy parks, rather than planets.

The distinction between "attacks" and "non-attacks" can work to your detriment as well. If you want to think of it like an RPG, the strength of a Transfer Student lets you dish out infinite physical damage and protects you from 100% of incoming damage but provides no defense against status effects or debuffs. Your power will not protect you from starvation, suffocation, poison, curses, diseases, hypothermia, heart attacks, or pretty much any Majin power that doesn't rely on direct physical attacks. While a nuclear explosion couldn't leave a scratch on you, you'd drop dead once the radiation catches up. Basically, any effect that doesn't qualify as a conventional physical attack will bypass these defenses.

Incidentally, This Majin power interacts with the bodies of other Transfer Students normally, and vice versa, as if neither of you had this power to begin with. This isn't a "contradiction" for the purposes of the base power, that's just how the power works.

If you take the 1200CP version of this, up to two imported companions may receive a 50% discount on both versions of the perk.

Transfer Student Perks:

Logically Strong [100CP]: Despite how they carry themselves, Transfer Students are not invincible. They can be beaten, they can be killed, especially when Majin powers are involved. You have internalized your limitations, and as it stands, no amount of strength on your part will allow you to underestimate your opponents. No matter how strong you get or how weak your opponent seems, your guard won't drop for a second as long as there's a greater than 0% chance of your opponent ending you. This added caution isn't particularly stressful for you either, but you can suppress this mentality anyway if you wish.

That's The Rule [100CP]: The foundation of Transfer Student work is the client contract. When you agree upon a clearly defined contract with someone, you can enter a special state of mind where knowingly violating it becomes incomprehensible to you. Clients will always sense this reliability. Thankfully, this is accompanied by an almost precognitive awareness of exploitable loopholes in any such contract, to make sure that you don't lock yourself into any self-destructive jobs, and that you always have a clear way out if things go south anyway.

A Joyous Memory [200CP]: If Majins are beings that force their perceptions onto others, then you epitomize this phenomenon. By spending large quantities of time with certain people, you can choose to passively force your personality, skills, mentality, delusions, and general worldview onto them. You won't be giving out externalized supernatural powers this way, but you can imagine how much simpler it is to amass allies once all of them share the exact same values and mentality as you. You can even project aspects of your mentality that you really shouldn't be able to teach, like your memorization ability or sanity. Still, nothing that extends outside the mind itself. As long as you're deliberate with your actions, you can freely choose what aspects of yourself you force onto others in this way.

Muniversal Appeal [200CP]: People skills are a necessity for any professional, but your definition of "people" is a bit broader than others'. As long as the other party has the means to recognize your attempts to communicate, you can translate all of the charisma for use on obviously inhuman minds. You just have that special kind of intuition, I suppose. No matter what the other beings' idea of courtesy or common sense may be, your attempts to communicate will intuitively match whatever qualifies as charismatic to them, proportional to your charisma with humans. This does apply to animals and such to an extent, but their lack of sapience severely limits the kind of ideas you can articulate to them.

A World Without You [400CP]: The reality known by Shiki House is one of countless parallel worlds and timelines. Whenever traveling to alternate timelines, universes, or even other jumps, you'll come across alternate versions of those you've met in previous worlds. Many details may change but they're always otherwise recognizable. The emotional bonds that you formed with people in past worlds somehow manage to carry over to these alternate versions of them. They may not have the same memories, but from the first time you lock eyes, they'll share the same emotional attachments to you as their counterparts from other worlds. Allowing you to progress your relationships with people, even once you've long since left their universe behind.

Sorry And Goodbye [400CP]: Transfer Students and weapons aren't exactly known for going well together. Their bare hands are usually more than enough to put any mundane weapon to shame. In your case, it seems that the structural integrity and force of anything you use as a weapon is proportional to the force you swing it with. Even objects that you really shouldn't be able to swing around in one piece like buildings or people, they'll always somehow hold themselves together. This durability boost only increases up to that of your own body plus that of the weapon. This allows your weapons to hit with at least the same destructive force as attacks made with your own body.

Innumerable In Existence [600CP]: This is a bit sudden, but do you believe in aliens? How about Bigfoot? Mothman? Rasputin? Why couldn't things like those be real if something as absurd as Majins can? In any world you visit, such urban legends and occult phenomena will retroactively become reality. You can freely control how pronounced this effect is. At the weakest, true urban legends actively become more mundane near you. You could also make it so broad concepts like UFO's and sea monsters exist but are conveniently out of sight. If you turn it all the way up, even recent rumors and baseless gossip will become true, as long as they've spread enough. Urban legends or rumors that you directly or indirectly create are unaffected by this aura. This effect can be stretched far enough to cover a large city. Once the fantastical things created through this power leave this aura, they will start to become actively more mundane, like bigfoot becoming a bear, a UFO becoming a weather balloon. They will naturally revert to their fantastical selves once back within your aura.

Shiki House [600CP]: It seems that you were in the right place all along. You're either a new member of Shiki House or one of their many incarnations across the multiverse. You now have "Shiki" as part of your surname. Your position has made you exceptionally skilled at appeasing mentally impaired children, gods, and mentally impaired gods. Any such beings will be predisposed to liking you, though this only accounts for the first impression. More impressively, you receive the ability to travel to and from parallel realities. These parallel worlds are more or less identical, barring slight differences, like people leading different lives, or events occurring in slightly different ways. You won't find any versions of yourself or your companions with all their powers from other settings. You also can't just wish yourself to arrive at a world that meets all your needs, you have to navigate these worlds personally.

Student Council Perks:

First Grade Execution [100CP]: The Student Council is nothing more and nothing less than the protectors of the peace. You may need to use cruel and unusual methods to get your point across, but everyone understands on some level that these steps are necessary. You will never find yourself judged or persecuted for your acts of cruelty, so long as those actions are performed with law and order as your main intention. Moreover, no matter what lines you cross to get it, people will always be appreciative of any peace you've created for them.

This One Cares Not [100CP]: This is... a bit less conventional than the other abilities offered in this section, but on account of the disposition of the Student Council Vice President, this feels necessary. You now have full retroactive control over the virginity of yourself and your companions. You can make non-virgins into virgins and vice versa, or even finer control over just how much of a virgin or non-virgin they are. Somehow, these changes never massively alter the past, barring inconsequential changes to disposition and biology. You can also apply this to less vulgar but ultimately trivial biological firsts, like their first kiss or first cold. You can freely choose how aware you or your companions are of these retroactive changes.

My Personal Wish [200CP]: Mixed in with all those who allied with the Student Council for self-gratification or personal gratitude to Doseigi, there are just as many that signed up out of a personal sense of honor and obligation. Fitting with that personality, you've acquired a talent for duels. Not for winning, mind you, but for arranging them. If you request a 1-on-1 duel with someone, assuming that this turn of events doesn't give you some obvious and overwhelming additional advantage, opponents will more often than not accept. Moreover, when engaged in a personal duel, it is all but impossible for opponents to hold back if you don't want them to. You can't make opponents hold back any more than they were already planning to, but if you ask them to give it their all, they won't be able to hold back even 1%.

Harmful Armageddon [200CP]: There's a reason the Dangerous Harmageddon was so easily accepted by the Banchou Group, who would usually know better than to attack the Student Council head-on. Namely, the conditions of the Harmageddon completely seal away Doseigi's overpowered instant kill ability. Now you can set up similar scenarios. You can seal away powers that you or your allies possess, with their consent, for prolonged periods of time. Your enemies will always somehow find out when you've sealed powers this way and will be strongly compelled to capitalize on this chance, often without taking the proper precautions. The strength of this compulsion depends on how far you weaken yourself relative to your enemies. If you're still infinitely more powerful than your opponents, then they'd still have the sensibility to let the chance pass. If you bring yourself down to equal or lesser power, they will rush over on the spot, without any plans or precautions. Thankfully, this doesn't impede your ability to set up traps ahead of time.

Why Won't You Kill Me! [400CP]: The real question is, why won't you die? For reasons that cannot be explained by biology, tenacity, or even your Majin power, you were blessed from birth with a superhuman life force. You aren't any more durable than before, but your body just refuses to die. You can be strangled for hours without passing out, have your neck slit or broken, and expect it to actually heal. Even as you're loaded full of gunfire, you can get back up like nothing happened. You don't heal any faster than before, but you can eventually recover from things that shouldn't heal period, and vital organs aren't really that vital, as long as they're in mostly one piece. It all still hurts though. You can still be killed or crippled if parts of your body are completely destroyed or severed, rather than just badly damaged.

No Less Pitiful [400CP]: One of the more blatant loopholes in place to avoid prosecuting Majin crimes. In this society, crimes committed as an unavoidable result of a Majin possessing a given power are completely exempt from legal action. Now, you take this effect with you into future worlds. For any crime you commit due to aspects of your supernatural nature outside of your control, like fully automatic abilities, an instinctive killing impulse, or an alternate personality, will never be officially prosecuted. On a personal level, this might still change how people act around you, some might still seek revenge, but no system of laws or rules will ever attempt to punish you for this, even if they're not aware of your power.

The Century's Worst Law [600CP]: I believe this has already been mentioned, but the main reason for the vulgar state of Majin education is the School Autonomous Rule Law, rendering educational establishments exempt from all common law, save their own agreed upon rules. Now, you can carry this law with you. For any educational or occupational establishment you officially associate with, you can choose to make them completely exempt from external laws and policing bodies. No matter how severe, you will never be punished for breaking common law within the confines of affected establishments, and unless the establishment has the means to enforce their own policies, you can't be punished for ignoring those either, not to say that you can't be fired or expelled if you refuse to do your work entirely. Nobody will find this strange.

Mister President [600CP]: It seems that this world is a bit different than the one you were supposed to arrive at. Namely, you've taken Doseigi's place as Student Council President. You can even alter your history in future worlds, so you always hold some similar position of legal or authoritative power. You've been blessed with an unnatural charisma to match. Those who benefit from your peace will never think to question you. You could talk students into killing their friends and themselves, if you convinced them it would protect the peace. You could implement unreasonable rules with equally cruel punishments, like making it so that ignoring cleanup, running in the halls, having unkempt clothes, coming to class late, or being a non-virgin is punishable by death. A few weeks of propaganda is all it would take for the student body to accept these rules. Those who pledge themselves personally to your cause will disregard their own sense of right and wrong to pursue your vision. Although, your charisma can't get through to those who desire anarchy or hold the law itself in disdain.

Bancho Group Perks:

Second Shield [100CP]: When you're fighting classmates to the death with supernatural powers rather than well trained muscles, the idea of "strength" can become a bit muddled. As it stands, your own supernatural power will be valued in the same way as trained physical abilities. Even for those who would look down on relying on supernatural powers, you'll always be treated as an exception. In general, you'll never be discriminated against for using supernatural powers in place of physical strength or ability. It's a different story if the way you use these powers gives people a valid reason to judge and ostracize you.

Causeless Battle [100CP]: Believe it or not, the Banchou Group plays a very important and deliberate role in preserving the peace of the school. By clearly grooming themselves as the antagonists of the school, they give the student body unity under a common enemy and the Student Council's leadership. Now, in absolutely any conflict you find yourself involved in; you have the ability to paint yourself as the objective villain. As a result, the various factions will gain greater solidarity, possibly even uniting, all in the interest of opposing you. It might not do any favors to your self-esteem or life expectancy, but it's a nice shortcut to peace.

A Strong Boy [200CP]: It's said that what doesn't kill you makes you stronger, but this is a bit much. By neglecting individual parts of your body, you are able to strengthen those parts to a frankly stupid extent. Live out three years in a wheelchair, then run a marathon in 30 minutes. The results are magnified if the form of your neglect is especially detrimental. For instance, if you spent those same three years holding your eyeballs in your hands, not only will your vision improve drastically, but those eyeballs will also be harder than diamonds. When the nature of the neglect leaves improvement of that body part impossible, like receiving irreversible nerve damage to your arms, then your body will be improved in more general ways, like improving your situational awareness, reflexes, immune system, etc.

I Love You As A Lez! [200CP]: Whether you spend your days studying or fighting to the death, there's nothing more difficult for hormonal teens than the search for love(and sex). You won't have to worry about that. Not because you're any more handsome or charming, but because now, regardless of your actions, your romantic relationships will never regress over time unless you want them to. While this does mean that romantic relationships you form with people may very well last forever, this also assists with forging them to begin with. You don't have to worry about potential partners getting sick of you, as you gradually chip away at their hearts through many minor acts of affection. While you can still make potential partners upset, or disgusted with you, those negative feelings can dissipate with time, while their underlying affection will remain. This also slowly melts away any mental obstacles, like gender preference or the friend zone. Not to say they'll actually go away, but potential partners always find it in themselves to overlook these things, if it's for you.

Living Human Treasure [400CP]: If one thing can be said about the law enforcement of this world, they know how to quit while they're ahead. You can take this spirit of compromise with you into future worlds. By repeatedly and openly performing an illegal or unacceptable act while avoiding the consequences, eventually society will just give up. This even applies if observers don't recognize you. The time this takes depends on the original severity. For instance, if you get away with murder for 60 years without facing legal repercussions, bystanders wouldn't look twice if you kill someone in broad daylight and strike up a conversation without wiping the blood off. People wouldn't even bother avoiding you unless they think you'd target them specifically. The accumulated acceptability does carry between worlds, but you have to continue performing this act on a regular basis, or this will rapidly fade away. These actions only become acceptable for you; this isn't a society-wide change.

Desperation Tactics [400CP]: Whatever your gender is at a given time, be it male, female, or anything between or beyond, you're the pinnacle of what people expect from it. Whatever positive traits are commonly associated with your gender; you possess them to a superhuman degree. As a man, you're strong enough to throw cars and could navigate a boobytrapped maze blindfolded. As a female, you're unreasonably cute, your empathy borders on mind reading, and your dexterous fingers could stitch someone's mouth shut in seconds. What's more, you can project intense pheromones that reek to members of the same gender but are the next best thing to mind control for anyone else. Since this affects the instincts on a primal level, this can even pull people out of psychic attacks or illusions.

Ultimate Bitch [600CP]: Every now and then, you find those exceptional geniuses who train themselves to superhumanity, without relying on Majin powers. Pick a single broad, clearly defined, and conventionally nonviolent skill set, like cooking, painting, or sex. In your lifetime, you've trained those skills up to a hypercompetent degree. These can now be applied to almost any situation, usually in ways that defy conventional physics or biology. Specializing in sex could let you seduce someone with a glance or puppeteer bodies through your "massages". Specializing in cooking might let you make food that drastically alters the eater's biology, like healing wounds on the spot or making heads explode from spiciness. Regardless of what you choose, you can now use this as a valid means of combat. Given their nature, these techniques bypass any defenses that specifically guard against "attacks".

Hard Style Bancho [600CP]: Rather than the frightening Hiroshima Jyakennou, it seems that it was actually you who formed and leads the current Banchou Group. In future worlds, you'll be allowed to alter your history to place you at the head of similar delinquent or criminal groups. Your physical abilities have been boosted to match your lifestyle. You can throw houses with one arm, dodge master sword strikes, and continue fighting with your skull split in half. Additionally, you gain the ability to project an aura of intimidation that makes you appear physically larger, proportional to how scared any observers are of you, averaging at elephant size. Despite being an illusion, this increases your intimidation factor to the point that even invincible beings will still put their guards up reflexively.

JSDF Majin Platoon Perks:

Naked Gun [100CP]: While keeping yourself looking sharp is an important part of earning your subordinates' respect, it's far more important that you carry yourself with dignity. Now, regardless of how you look, what you're wearing, or what you're not wearing, people always take you as seriously as you take yourself. You could waltz around in public with spray-on pants and as long as you act naturally, nobody will have the guts to call you out on it. They'll still think whatever they want, however. Still, it's quite comforting to know that you don't have to get dressed up to have your troops loyally follow you into battle.

Pointless War [100CP]: Your platoon was called in to stir up shit between the Student Council and Banchou Group, and that's exactly what you're going to do. You have a mastery over frame jobs. You intuitively know how to plant and hide evidence and have it stick, even if that evidence makes no sense in the grand scheme of things. You're great at shifting blame in general, if you claim that somebody did something, or that you're acting on their behalf, people will rarely doubt this unless you've given them a good reason not to trust you.

Cold and Wanting to be Cold [200CP]: Even when Majin powers are involved, do you really think a bunch of teenagers stand a chance against an experienced team of adults? You can enforce a "type advantage" on those less mature than you. Magnifying all of their immature aspects and all of your own mature aspects. Hormonal teens become nigh-animalistic, and trivial for a composed adult like yourself to manipulate. This also makes the maturing process far kinder to you. You mature physically and mentally at an astounding rate, and you skip over the worst aspects of puberty entirely. You'd be a jaw-dropping beauty once you've reached your peak, if you had one, but you only seem to look better and better with age.

Unmutual Kill [200CP]: Whoever it was that said knowledge is power clearly had their head screwed on straight, because once you've won the information war, the physical one is just a pleasantry. As if guided by providence, the wider the knowledge gap between your team and your opponents, the easier it becomes for you to kill and avoid being killed by them. If your enemy was aware of your group, but not your motives or abilities, you could probably take on a small militia with a team half that size, with 30% casualties. However, if you took your opponents completely by surprise, without giving them any indication beforehand that a group like yours even existed, then you'd be able to take down at least a couple hundred Majins with only a few dozen broken ribs between your whole team.

Society's Dogs [400CP]: Having the perfect plan or the perfect tools is all but worthless without the perfect team to pull it all together. When looking for new recruits possessing certain characteristics, people fitting all those criteria will somehow always crawl out of the woodworks to join your cause. The rarity of these criteria affects how quickly these people appear. Requesting a team of female Majins would probably take a day, but looking for college-educated bisexual albino Majins would take at least a month. Naturally, you can't ask for anything fundamentally impossible or that wouldn't exist in your current world.

Better Off Dead [400CP]: Do I really need to repeat myself? There are no happy endings for deadbeat Majins. Thankfully, even if they end up dying pointless deaths in the end, at least you can give them a chance to be of some use to society. You're able to give the most discriminated against minorities and individuals, justified or otherwise, the chance to use their abilities for society's sake. You could pull dangerous Majins right off the street and give them police badges or pull a sadistic serial killer out of his cell to save lives with his surgical talent. You can instantly absolve anyone of their past or potential offenses, form official organizations or teams on the fly, and gain society's approval to let these dregs serve in these organizations with no questions asked, but only if those you draft are sincerely interested in and capable of the responsibility you've called them for.

Majin Company [600CP]: You know what they say, good Majin help is hard to find, so why not skip the middleman and make some of your own? Regardless of what world you find them in, those who work alongside you in a clearly defined team structure will have a small chance of awakening as Majins. Their powers aren't guaranteed to be strong, in fact, it's incredibly unlikely, but their power will always be something that compliments your team dynamics. This is more or less common depending on how large the team is. With a team of up to 6, you could probably have every member awaken to their powers after two years, but with something like 20 members, only half would be able to awaken in 8 years.

Moe Moe Principle [600CP]: I'm sure you've noticed the pattern by now. You're taking the place of Mei Kurokawa/Reika Tsukuyomi as Principle of Kibousaki Academy and Second Lieutenant of the JSDF Majin Company. You can enter future worlds having either position already or even both at once. You acquire the manipulation and management abilities to match your position. Forging and slipping into false identities is easier than breathing for you, and you have the competence to handle directing an entire military platoon while managing a school as troublesome as this one. Your true talent lies in manipulation, you can dig into almost anyone's head to guide their actions like puppets on a string. You can bring bloodthirsty Majins down to Earth with your "sincere" smile or plunge the calm and collected types into murdering their best friend after only a few brief interactions. You can quickly grasp the entirety of someone's thought process with just a few meetings, allowing you to predict and plan around their actions and reactions, no matter how insignificant. Still, your plans are hardly immune to interference from unforeseen external factors.

Majin Power

Take 300MP to determine the strengths and weaknesses of your power. You can also turn CP into MP at a 2:1 conversion rate. You'll be designing your power based on 5 parameters, with 5 tiers each. Though, you'll only be allowed to buy two parameters at A tier. All of the categories below are balanced in terms of how they impact the final power, so you can't use your choices in one category to justify drastically contradicting your limits in others.

Effect [Free]:
What your power actually does. Your power can have functionally any effect, no matter how strange or overpowered, as long as it aligns with your purchases below. There are even cases where a Majin's power encompasses 2-3 effects, either interconnected or unrelated. In those cases, your power's parameters will account for your capabilities when using these in conjunction, barring cases where using just one would produce superior results.

Activation Condition:
The conditions that must be met to activate, prolong, control, or otherwise make any use of your power. Powers aren't limited to one condition, but you only have to pay for the most restrictive of your power's collective limitations. So, you can choose to make a power that requires conscious activation in addition to whatever other conditions need to be met.

F Tier [Free] - Redundant

Conditions are hard to meet and actively clash with the power's primary effect, drastically decreasing its usefulness. E.g. the power to burn anything to a crisp requires that your target was already on fire for unrelated reasons, the power to instantly impregnate any girl requires them to be naked and willing, etc.

D Tier [50] - Ritualistic

Your conditions are elaborate and inherently difficult to accomplish, but not in any way that notably clashes with the base effect. E.g. the power to create cursed swords requires you to forge them by hand, the power to observe other people requires you to paint a portrait of them beforehand, etc.

C Tier [100] - Manageable

Conditions are complex and easily exploitable by an enemy even vaguely aware of it, but not inherently difficult to accomplish otherwise. This won't stop your power from being functional under ideal conditions, but severely limits your strategic options. E.g. an invisibility power that requires you to stay immobile, an instant kill power that can only activate if you see the target break the law, etc.

B Tier [150] - Intuitive

Conditions of this tier are not only easy to meet, but intuitive to the function of your power. The power to launch home runs requires you to swing with a bat, the power to make people not suspect you requires you to do something otherwise suspicious, etc. That's not to say your powers are impossible to stop. For instance, the former example may not trigger if you can't complete a full swing, and the latter likely has an upper limit for how suspicious an action can be for this to have any effect.

A Tier [200] - Instinctual

With this tier, the main thing needed to activate your power is the desire to do so. Whatever your condition is, it manifests completely within your mind. Maybe it's triggered by feelings, maybe you need concentration to use it, maybe you just need to imagine your target, maybe your will alone is enough. Regardless, it's almost impossible to stop your activation condition, short of outright mind control.

Functional Range:
The maximum range at which your power can be used effectively, even if your power has no strict range limits. For instance, if you have the power to stop time, your range will depend on how far away you could potentially travel to or influence within stopped time. Whether you have a time limit, or some additional mobility power will alter the functional range.

F Tier [Free] - Touch

Power manifests close to your body, anything within melee range qualifies. Naturally, powers that only affect your own body, or powers that trigger on touch fall here.

D Tier [50] - Duel

A power that can be readily used in a one-on-one fight, in terms of offensive abilities, at least. Powers that rely on line of sight and short-ranged projectiles usually fall under here. Your range is comparable to that of a mundane pistol.

C Tier [100] - Battlefield

Powers that can be used effectively anywhere within an entire battlefield. The term "battlefield" is admittedly vague, but if the previous tier is about the range that a professional soldier could use a pistol effectively, this is closer to a rifle in the hands of a veteran assassin. Something along the lines of a football stadium or a small island.

B Tier [150] - Country

At this point, your power could easily reach an airplane at flight altitude. Your power could be used across countries, excluding exceptionally large ones like the USA or Russia. Maybe France, but even that's stretching it. The firearms metaphors don't even apply at this point, your range can only really be compared to low-end ICBMs.

A Tier [200] - Global

As long as you and your target are on the same planet, then your power is still effective. It might even extend a little beyond that, but chances are anyone you'd want to use this power on is on the same planet, so it's a bit of a moot point. Naturally the weaponry metaphor falls flat at this scale, but basically the only thing that could match your range of influence are truly apocalyptic or cosmic events.

Versatility:
This category covers the variety of situations your power can be applied in, as well as how broadly defined its effects are. This is the difference between a power that can block any sword and a power that can block any attack. This also accounts for abilities that can modify their own output or those that possess multiple effects.

F Tier [Free] - Rigid

Your power only serves a single specific purpose, in a single specific way, with very few practical applications. Like the power to flip someone's wounds from one side of their body to the other or the power to turn goldfish into piranhas. There is at least one potential situation where your power could be useful, but not many.

D Tier [100] - Negotiable

Your power fulfills a single type of task but can be applied to a wider variety of situations. Maybe instead of the power to turn males into females, you can change genders in either direction. Maybe instead of needing car parts for the power to make motorcycles, you can use any broadly defined "trash". Alternatively, your power may be able to provide temporary boosts to specific stats like strength or speed.

C Tier [200] - Multipurpose

At this tier, your power can be applied or altered for multiple distinct tasks. For instance, the power to make your eyeballs fly around could be used for not only observation but for combat as projectiles, or even mobility, if you don't mind standing on them. Still, this power wouldn't be capable of much else. This is where you'd see weaker multi-effect Majin powers, such as the power to break skulls with a bamboo sword and short-range warping. Two distinct abilities with limited application.

B Tier [300] - Fluid

Rather than serving one or several specific purposes, your power can be used to address a wide range of situations. Things like controlling a UFO that can not only be used for abductions but may even be loaded with alien gadgets for you to make use of. Your power may instead be suited to a certain type of situation but can be used on seemingly any variation of that type. For instance, the power to send your mind into cyberspace might let you control electronics in any way you could imagine.

A Tier [400] - All in One

Your power is so flexible or broadly defined there are few situations where it isn't useful. The power to reflect attacks might cover verbal, mental, and supernatural attacks. Maybe your power can create any mundane object you can imagine, allowing you to have the right tools for any problem. However, your power isn't omnipotent. The former example may not have any method to deal with imprisonment, and the latter obviously would have no defenses against mental attacks and the like.

Potency:
How powerful your base effect is. Though, the usefulness or uniqueness generally has far more impact here than sheer intensity. Powers don't need to be combat-based to be "potent", but combat examples are the most straightforward. Whatever a power's purpose is, this determines how effectively it does it.

F Tier [Free] - Pissant

> Your power is all but useless. However fantastical it is on paper, it's so unimpressive in practice that those with no knowledge of the supernatural would be more confused than amazed. Things like summoning pre-packaged meat or changing genders. Your power is weak and fulfills its purpose in a weak way. No one in their right mind would place you on the front lines. Uniqueness is irrelevant at this tier.

D Tier [100] - Cannon Fodder

> Your power is strong enough to actually be useful. Having this easily puts you above any normal human, but mediocre among Majins with the same specialization. If your power enhances speed, you just barely reach mach. If your power enhances your strength, you could crush concrete with your bare hands. In any given battle, you're likely to be a foot soldier. Your power is valued enough for you to contribute, but still plain or weak enough for you to be totally expendable in the grand scheme of things.

C Tier [200] - Key Player

> Your power may not be near the peak, but you're still exceptional as far as most Majins are concerned. In a conflict, while your side's battle plan wouldn't collapse without you, it'd be far more difficult. This is the rank you start to see abilities that affect other powers in unimpressive ways, like sending supernatural powers or drawing attacks to yourself. If you'd rather just boost a weaker effect, then your super strength could throw buildings and super speed is closer to teleportation.

B Tier [300] - Game Changer

> Your power is potent enough for other Majins to treat you like a monster. Your power is the kind that can win small wars and hinge entire battle plans around. Think of projecting lethal viruses, resurrecting allies, teleporting entire groups, etc. This also includes stronger meta-abilities, like being able to copy other powers (one at a time), or even weaker absolute effects, like the power to always attack before your enemy.

A Tier [400] - Completely Broken

> Your power is completely unfair. Forget winning a war, no enemy would be stupid enough to start one unless this was out of the picture. Potent conceptual/absolute powers fall under this tier, like inducing instant death, or reflecting any broadly defined "attack", or even stealth abilities that render the user imperceptible and immune to any attack. This also includes especially potent power manipulating abilities like extending the range of other powers or copying multiple powers at once.

Drawbacks:
This tier is optional, but you can gain additional MP by making your own power less convenient or outright harmful to use. Unlike previous categories, you can buy multiple tiers. Just be wary, power drawbacks will not be removed after leaving this world but can be countered by perks and such pos-jump. If your power fits the criteria of one of the below categories in a way that is more beneficial than punishing, you can't receive MP for it.

F Tier [+50] - Entrance Fee

> You're free to start hating your power at this tier, because now it's designed such that using it requires you to inflict significant suffering on yourself. Many powers that are triggered by self-injury fall here, or maybe your power requires you to do some repulsive task every time you use it. If you prefer, you could make it so you continuously suffer to a lesser extent, like a perpetually active stealth ability.

D Tier [+100] - Friendly Wager

> Your power possesses some attribute or limitation that puts you at great personal risk. Maybe your power renders you immobile or vulnerable to a particular type of damage while in use. Like super-speed that doesn't protect against high-speed collisions. This must be something that requires you to be significantly more cautious with the use of your power and places you at a very real risk to use.

C Tier [+150] - More Than Money

> Using, or possibly just having this power places you, allies, or both in substantial danger. Chances are its conditions can easily activate on your allies. Something like an automatic power that reflects your injuries on anyone within a massive range of yourself or a curse that triggers on anyone who betrays you, regardless of the reason. This must severely limit your ability to safely be around others.

B Tier [+200] - Russian Roulette

> Your power is not only dangerous, but it puts your own life at risk, regardless of how hard to kill you would otherwise be. Either this power brings you closer to death with each use or each use poses a small chance of killing you outright. Maybe you need to sacrifice your life force to fuel it. A more direct example would be a power that kills you if it fails to kill your opponent. Whatever your power does, it presents a very real risk of death or some equally permanent death-equivalent, like petrification or coma.

A Tier [+250] - DIE

> Using or just having this power permanently decreases your ability to function as a human being. Maybe your senses weaken permanently every time you use it. You can pay this price upfront, but the effect will be appropriately more severe, like degrading your intelligence to that of an infant. Drawbacks in this tier are "fate worse than death" type effects. Alternatively, you can think of it as an extension of the previous tier, guaranteeing your death to activate this power even once.

Equipment

Weapons, tools, and the like, which will help you stay just a bit more prepared for whatever this world might throw at you next. Same discounting rules as perks. You may freely import any items you already have of roughly the same nature as those you purchased here.

Transfer Student Items:

Dressed to Distress [100CP]: There's no dress code for Transfer Students, but they're still expected to make themselves presentable. Common practice is to wear your school uniform or working attire from when you first awakened as a Transfer Student. Even if you never actually awakened, you have an outfit that you can wear into any professional or educational setting without complaint, even if it clashes with the dress code. What's more, this outfit is always supernaturally clean. This doesn't offer much additional protection, but it can't be damaged by anything that wasn't already strong enough to injure you.

Better Than Nothing [200CP]: Just by reaching into your pocket, you'll be able to pull out a detailed map depicting the layout of whatever qualifies as your "battlefield" for a given time. In this case, this will cover the entire island faculty of Kibousaki Academy, which is just about the largest area this can cover. Updating the map for a new area, or to reflect massive environmental changes is as simple as putting it back in your pocket. This also erases anything that might have been drawn on it, if you wish.

Tools of the Tirade [400CP]: Just as a knife wielded by a Transfer Student could cut another Transfer Student, this blade wielded by you could cut... well, whatever you are. Using this knife will allow you to cut through any specific defenses that you happen to share. If you have a psychic barrier, this knife pierces psychic barriers, if you have impenetrable muscles, this knife will cut through impenetrable muscles, etcetera, etcetera. Though, they have to be exactly the same, so having a psychic shield won't let you cut magic ones.

Friends in High Places [600CP]: U.F.O. short for "Unidentified Flying Object". You'd think they were just urban legends used to justify space funding and tax fraud, but they're real, and they're among us. You happen to be on pretty good terms with a few Greys yourself. They even loaned you one of their flying saucers. The aliens inside help you actually steer, but unless you have a telepathic link or something, you have to actually be inside to pilot the thing. This UFO is completely invisible and can traverse immense distances in the blink of an eye. Anyone caught in the ship's tractor beam can be rendered temporarily comatose, and you can even pick up and drop off people through solid matter. Though, abductions do leave easily identifiable crop circle patterns. Once you have someone on the ship, you can plant a probe in their brain. These probes will allow you to remotely monitor everything these people see or hear from the comfort of the UFO. Those are the highlights, but who knows what other cool alien gadgets you'll dig up if you keep looking?

Student Council Items:

False Image [100CP]: Can you really call this an item at this point? In any case, you have an unnatural shadow that you can control freely. You can make this appear anywhere on your body, in any size, shape, or density, regardless of light levels around you. Other than that, it's just a normal shadow with no abnormal properties. This is mainly for dramatic effect, but creative use could see it acting as an oddly effective disguise. Nobody finds this strange.

Information War [200CP]: To assist you in your official duties, you've arranged a working relationship with a rather shady individual. Well, you assume they're shady, but you've never met with them in person, and you never will, that's just how good they are. You can contract them to infiltrate a group of your choice as a double agent. Over the course of their mission, they will feed you insider information from that faction, but they'll rarely get their hands on anything truly top secret. Their observation period can be anywhere to a couple hours to ten years, but they'll only agree to infiltrate one group per jump.

Life Insurance [400CP]: Well, as the saying goes, it's better to be safe than sorry, but then again, I think it's better to be sorry (for your crippling poverty) than dead. A haughty Majin with a rather convenient power seems to have taken a liking to you. By contacting this ally through the proper channels, they can insure your person from various specific injuries like burns, cuts, explosions, broken bones, etc. When you suffer injuries of this nature, this power deducts money from your own reserves, and makes the injuries in question disappear, even if they should have, or already has, killed you. You must specify what injuries you're insured against ahead of time, and you need to renew your contract when you exceed the amount of damage you're insured against. Still, the power of money is not to be underestimated.

The Red Demon's Last Sword [600CP]: At one point at Kibousaki Academy, there existed a Majin swordsmith who would borrow the power of demons to forge supernaturally deadly swords. Overwhelmed with guilt over the suffering his blades had caused, he gave his life, body, and soul over to the demons to craft his final masterpiece, to be used by the Student Council to protect the peace. Evidently, he actually made two katanas in his last moments. The second has made its way into your hands. Be careful never to scratch yourself on this sword. The blade is permeated by countless potent curses. The cutting power of this blade disregards any physical defenses. As long as the target is even remotely vulnerable to curses, this will cut through and kill them in the same instant the blade touches their body.

Banchou Group Items:

A Love Letter? [100CP]: Er, well, not quite. This red envelope is to be used for invitations of all kinds. For any occasion where you want someone to go to a certain place or join you for a certain activity. When the intended recipient sets eyes on this, they will be overwhelmed by some emotion. Which emotion will vary from person to person. In general, people will interpret this letter in whatever way would make them most likely to accept. If the recipient was a coward, they might feel their life was at stake if they refuse. If they were particularly lonely, they might interpret the message as a love letter. Whatever gets them where you want them to be. Not impossible to refuse, but unlikely.

A Special Piece [200CP]: Something irreplaceable, that special part or parts that makes a man a man, and a woman a woman, and yours now come off. This seems similar to Otome Ryuseiin's Chinpai power, but unlike that power, you can take these off and on as many times as you want. By attaching this to your chest, or between your legs, depending on your actual gender at the time, you can go through a 30-minute metamorphosis into the opposite gender. You can pull these off at any time to change back in an instant. Your appearance and physical features will depend heavily on your own disposition and experiences.

Biker Trash [400CP]: Among the Banchou Group, there's a Majin with the power to turn garbage into Harley Davidson motorcycles. However, something strange happened when he made one for you. For some reason, this one motorcycle could turn back into garbage at your discretion, and you could even remake it by gathering enough random garbage. You can even multiply this motorcycle with enough garbage, if you feel like riding with company. These can run out of fuel or get damaged, but you can get rid of all that just by rebuilding it.

Majin ____ Club [600CP]: You're now the president of your very own club for supernatural individuals. The subject of this club is something rather mundane, like kendo, baseball, art, etc. This club is special, in that it attracts those with supernatural abilities relating to the activity. Even for regular people who join, there is a small chance of them developing related powers, though it's incredibly rare for potent abilities to develop this way. You can recreate this club in future school settings, and as fantastical as it may be, this club will never be disbanded or punished unless it breaks any school rules outright. In the case of those who already had such powers, they will be compelled to find and join the club through sheer happenstance, these people will not have the potential to develop Majin powers.

JSDF Majin Platoon Items:

Fearsome Quick Shooting [100CP]: Did you think you'd be going into battle unarmed? Just a simple pistol, but that's one more pistol than any of these kids have. Regardless of your attire or lack thereof, you're able to holster this gun seemingly nowhere, able to retrieve or store it in any unobserved part of your body. Mind you, you won't be able to pull a second one out once you have it in hand. Ammo takes half an hour to replenish, but considering most guns wouldn't regenerate ammo period, I don't see what you have to complain about.

Obviously Fake Names [200CP]: Sometimes an infiltration mission lasts a single day, other times preparations must be made for prolonged observation. You have an endless supply of fake identities with accompanying documentation. These are thorough enough to fool even government agencies, but it's advisable you don't push your luck and give them a reason to look for inconsistencies. Some are more convincing than others, and some might be beyond your capabilities to use, unless you have plenty of acting and improv skills to fall back on.

Sudden Procession [400CP]: What... does this have to do with being a soldier? Why would you ever need this? Well, orders are orders. What you have here is a portable shrine, the kind you'd see at festivals. It's big enough for a couple dozen people to hold, and a few more to sit on. The also doesn't seem to weigh any more or less, regardless of what you store in or on it. What you'd call this shrine's special feature is that any power used by one of the people currently in contact with the shrine will extend to the shrine itself and any of the others touching it. Though, this only applies so long as they maintain contact with the shrine.

Don't Want to Kill You Yet [600CP]: Acquired from an unknown source, Majin handcuffs are said to prevent escape by 90% of Majins. Well, it appears that these were specially made to prevent 100% of Majin escapes. Locking these onto any, supernatural, or superpowered individual's body will lock away all of their powers for as long as these stay on. Not even Transfer Students could break out of these. Not much else really needs to be said. Though, if you're worried about more mundane forms of breaking free, these are extremely durable in their own right, and are all but immune to lockpicking. So be careful not to lose the key.

Private Kibousaki Academy

Here you will be able to purchase pieces of the Kibousaki Academy campus to take with you into future worlds. Can act as a separate property, attached to another property you own, or even become a warehouse attachment. Coming from this world, you can have the School Autonomous Rule Law apply to these properties in future worlds, unless you don't want it to. You can buy more than one piece, but you can only take each facility once. **100CP** each.

Old School Building [Free Transfer Student]: A small academic building that has long since fallen into disuse and disrepair. In spite of that, this building is still fully stocked with teaching supplies. Some TLC would see this become a fully serviceable learning environment once more. This building tends to be unnoticeable and out of the way from high-traffic areas, making it suitable for maintaining a low profile or hiding from potential enemies.

Staff Building [Free Student Council]: The base of operations for the Student Council. This building contains various offices for both the student council, teachers, and faculty alike to perform any and all duties that don't involve teaching. Normally, this would be connected to the Main Building by suspended walkways, but unless you purchase both here, those are nowhere to be seen. Comfy and well equipped for office work, but otherwise unremarkable.

Banchou Hut [Free Banchou Group]: The Banchou Group's stomping ground. This was likely some form of waste disposal facility, on account of the hills of piled garbage, or maybe that's just the ruins of buildings that have been destroyed in Majin battles, as evident by the concrete, rebar, and girders jutting out of the ground. The smell isn't great, but it's secluded, spacious, and there's no shortage of scrap to go around. You even have a working bathroom.

Main Building [Free JSDF Majin Platoon]: The primary academic building of Kibousaki Academy. This is where almost all the main classes and clubrooms lie, as well as the stage used for presentations, announcements, and executions. All of the classrooms are well equipped for their given subject, but that's about all it's good for.

New Dream Island [No Discounts]: Rather than gaining any of the specific facilities, you now have possession of the island itself, with all the proper adjustments made to deal with the absence of said facilities. Other than a fountain, various outdoor monuments, and the one bridge to land, there's not much here. The island is 4 km in diameter, and a height of 200 m. Feel free to use all that space as you see fit.

Scenarios

You're always free to pursue your own path, but here you will be supplied with two clearly outlined goals to pursue. You may take whichever ones you qualify for or both, if you manage to meet all the criteria. There is no penalty for failing your scenario of choice, but obviously, you will not receive any rewards either.

Dangerous Harmageddon: [Requires Private Kibousaki Academy x5]
Your task is to somehow bring an end to the Harmageddon yourself. You have two paths to choose between in accomplishing this. Your first option is to deescalate the Harmageddon, letting it end without any factions being wiped out entirely, though a few casualties will be allowed. This is more than a little difficult, as the tension between the Student Council and Banchou Group runs deep and other factions have professional reasons not to allow this to end bloodlessly. If diplomacy breaks down or you just don't think this garbage is worth saving, your new goal is to ensure that your faction is the only one left alive. Not a single survivor from the other factions may remain. You must survive as well, naturally.

For completing the first task, the entirety of the Kibousaki Academy campus will take on an additional property from this world to carry onto future jumps. When you use this campus as an actual educational establishment, all staff and students will have a small chance of awakening as Majins. The powers they develop naturally depend entirely on their personal delusions, making the whole process quite unpredictable. If you'd rather not risk potentially creating a Majin that ends the world, you can toggle this effect across the entire campus.

If you instead decided to forgo peace, in favor of your faction's supremacy, you receive the option to take any of the surviving members of your faction as companions for no cost. I'm sure you will have grown closer together through this experience, so you won't have to worry about convincing them to come with you on your field trip through the multiverse.

The World of Transfer Students: [Requires Precedence (1200CP Version)]
Your mission here is twofold. Firstly, you must awaken to your power as a Transfer Student before this jump is over. Once you have completed the first task, your remaining condition is to continue doing Transfer Student work without ever failing a job once. This scenario is a bit peculiar, so it doesn't matter how much of this jump is spent on the second task.

Just for awakening as a Transfer Student, regardless of your faction, Shiki house has decided to follow you into future worlds, even once you've completed your chain. They can be reached through a door to The World of Transfer Students in your Warehouse. Although, they will never assist you outside of helping you complete your Transfer Student Work. They will receive calls from parallel worlds for your services and will take care of sending you to and from these jobs. They can't send you between jumps until post-spark.

Your missions will involve using your power to commit great acts of evil on behalf of your client. I mean, they don't have to be evil, but considering you receive human sacrifices as payment, it's pretty much expected to be something fucked up. You'll also be expected to follow the Transfer Student rules on your missions, at least those related to contracts.

In reality, the purpose of Transfer Student work is to create your own world. Combining Manashiki Chihiro's power to create universes, with Amarashiki Araka's power to make structures, and the control over time and relationships supplied by Arayashiki Yuma and Sora's powers, it is possible for any ideal paradise to be formed. However, sustaining a world requires inhabitants to observe it. This is why Transfer Students take Body parts as payment, by collecting pieces of people in this way, Chihiro is able to manifest them in your universe.

You'll be able to work on your universe with Shiki House in your free time, and their missions will leave you with no shortage of inhabitants. Though you can enter this universe at any time, you cannot take anything out that you didn't bring in until post-spark. You're not limited by the duration of this jump, or even this chain to continue working on it. However, if you ever fail a mission without a good excuse, Shiki House will take their leave. You'll get to keep your universe, but you'll have to finish crafting your perfect paradise on your own.

Companions

This place can be a little overwhelming over an extended, or really any period of time. Meet some new friends or bring along old ones to lighten the burden a little bit.

New Challengers [100CP/ per]: If for some you desire to bring along any allies to experience this... confrontational world with you, then here is where you may import companions from past jumps into new lives in this world. This option can also be taken to create entirely new companions, made to your specifications. Each purchase nets 2 companions with 800CP to spend, as well as 300MP to spend on creating their own Majin power.

Choose Your Fighters [100CP]: I never pegged you as the charitable type. Buying this will let you take a single character from this world as a companion. You're free to take them along with or without their consent, but you're guaranteed to start on good terms with this person. You can buy the first two companions from your faction for the price of one.

Drawbacks

If the allocated budget wasn't enough for your purposes, then take on additional hardships here to earn extra CP to spend, or if you're just some kind of masochist. No drawback cap. Companions can take drawbacks as well but may only gain up to 400CP. Companions cannot take *Battle Destruction School Dangerous 1969* or *World War Dangerous*.

Battle Destruction School Dangerous 1969 [+0CP]: It seems that you're going to be arriving long before the Harmageddon in 2010. Instead, you're starting 41 years prior, during the riots headed by Doseigi Katsuya. This would eventually lead to the School Autonomous Rule Law, unless you interfere. You will enter this world as your faction's closest equivalent in this conflict. Your time in this jump will end 31 years before the start of the Harmageddon.

Girly Hands [+100CP]: How unfortunate. A previous injury has left you with permanent nerve damage, robbing you of any and all grip strength you might have had. You can barely hold up a small school bag, and trying to swing around a melee weapon would send it flying out of your hands. Somehow, this also extends to unconventional means of gripping things, like using toes, tentacles, or telekinesis. Thankfully, you can still wear things like backpacks and clothing, as those things hold onto you through their own strength.

This is my Chuunibyou! [+100CP]: Majin powers are a manifestation of the user's delusions, but although their powers are set in stone, most Majins grow up. You are not one of them. Your delusion dominates your life, making you hopelessly obsessed with not only indulging yourself in it, but forcing it onto others, often to their detriment. If your power is centered around your personal sense of justice, then you will attempt to destroy or subjugate any who disagrees with it and insist on enforcing cruel punishments. If you have a power made for combat, then you may dedicate your life to making as many enemies as possible, in order to attract strong opponents. No matter how tame your delusion should be, it will always manifest at a severity comparable to those examples.

Super Bitch's Grandchild [+100CP]: Oh dear, these are already starting to get awkward. Due to some tragic aspect of your upbringing, you have an unhealthy obsession with your own grandmother. You reject all attempts at friendship, romance, or any kind of positive relationship with others, because you know that Granny's the only one who will ever be good enough. You will be unable to sustain meaningful relationships during your time here, and I shudder to imagine how you'd react if your precious Granny were to pass away.

Unreasonable Power [+100CP]: It is natural for Majins to stick together, as they all know the pain of being feared and loathed . However, even Majins know a monster when they see one and will act appropriately. Whether for your power or something you've done in your past, you are hated and feared by other Majins to the same extent that humans despise Majins. They'll avoid you yet curse and conspire against you behind your back. Friendships are difficult for this reason. What's more, it seems you just don't have the willpower needed to bear that burden. Your tolerance for stress is pitiful. The kind of pressure you receive on a daily basis is enough to make you puke and you'll likely end up taking some extreme and short-sighted actions if you don't have any pillars support to bring you back down to Earth.

You Abnormal! [+200CP]: It appears that you weren't spared from the worst aspects of the Majin condition after all. From here on out, you are completely robbed of all impulse control. You're the type of person that would punch a Majin with the "kill anything that touches me" power. Without monumental willpower, you will constantly disregard the life and wellbeing of yourself and your allies, with only the most infantile justification. Naturally, your need for immediate gratification has rendered your ability to plan for long term success nonexistent.

Only Two in The World [+200CP]: You are sick and depraved, even by Majin standards. You have a fetish for your own death. More specifically, you get off on the idea of being killed by someone and living on forever in their guilty conscience. You will put yourself in harm's way for its own sake. While you have enough sanity to stop yourself from going through with your delusions, that willpower may not hold if you're too indulgent. You just feel bored and unsatisfied by anything that fails to kill you, and the only time you feel alive is when you're standing at Death's door or forcing some innocent soul to guide you there.

Transfer Papers [+200CP]: In the interest of professionalism, in order to enter a universe for a mission, there are a set of rules that Transfer Students must follow at all costs. Rules that will now be enforced on you. These all culminate in three core concepts. A Transfer Student cannot control their own strength, a Transfer Student cannot lie or intentionally mislead, and a Transfer Student must obey any agreed upon contract, formal or otherwise, to the letter. This means that for the duration of your jump, you will be rendered wholly unable to restrain your physical abilities in combat. You also may not break any promises you make, or intentionally deceive. Though withholding currently inconsequential information is fine.

A Maiden in Love [+200CP]: Through a thoughtless act of affection, you've caught the attention of the Majin Desuko Uramizaki. She's a sweet girl, who just wants to be accepted by her one true prince. She just has a nasty habit of setting her standards way too high and jumping to conclusions. She was making progress before, but now she's latched onto you and is more unstable than ever. She'll interpret any instance where you put the needs of someone else over her own as betrayal. Her power will let her know when you do something she'd see as a "betrayal" and activate automatically. If you can't avoid her Suicide-bliminal, then you'll be forced to perceive her image and voice at all times, draining your sanity and compelling you to commit suicide. Suicide-bliminal will only cut off at the end of the jump.

"Peace" Granted by Majins [+300CP]: You're not a Majin at all. In fact, you're a completely normal human. You've been raised to loathe Majins with every fiber of your being. Just looking at one makes you furious enough to puke. Taking this bars you from any General Perks or accessing the Majin Power section entirely. Even your supernatural powers from other jumps are gone, so all you have to rely on are your wits and endless spite.

Blind Idiot Problems [+300CP]: Somehow, your actions have infuriated Chihiro, effectively the God of this world. You'll make enemies constantly, and given her distaste for you, Chihiro will awaken almost every single one of these foes with the power of a Transfer Student, just to make you suffer. You cannot take these enemies as companions.

Imajinative [+300CP]: When a Majin awakens to their power, there are two things that happen: one, they receive instinctual knowledge of their ability and what it can do, and two, they're possessed by the urge to use that power. This world seems to have affected you in an unexpected way. Your powers from other jumps now need to go through the same process, and all of them are individually sealed away until you do. This happens in response to stimuli related to the power, like a solar power requiring you to get sunburnt or a power based on fire awakening near a campfire. You can't stop powers from awakening, but you will eventually build up a resistance to the compulsions. If taken with, "Peace" Granted by Majins, rather than having your powers sealed away, your memories and personality traits will be sealed instead, needing to be unlocked before you can be the same you as before.

World War Dangerous [+300CP]: You were asked to pick a faction at the start, but evidently you chose poorly, as all other factions now receive a serious boost in their capabilities, while yours stays just as weak as before.

The Transfer Students will arrive in a party of five, rather than three. Transfer Students are overpowered enough as is, so that's more than enough to even the odds.

The Student Council will have the full weight of the school rules on their side. Meaning that Doseigi can kill you the moment he catches you or your comrades breaking any school rules, regardless of context. Not to mention, their improved information network had tipped them off to the presence of two additional factions, other than the Banchou Group.

The Banchou Group's Kotoba Kusetsuin is actually still alive. Her Perfection of Lies renders her nearly invincible in combat. What's more, with their newfound composure, they've finally discovered the Student Council spy among them, allowing them to strategize in secrecy. They may be idiots, but they're more than a match for the Student Council in terms of the number of powerful Majins on their side.

The JSDF Majin Platoon is now arriving with double the number of regular human soldiers and they've decided to take precautions by planting landmines and tripwires all around the campus. Evidently, they aren't as worried about subtlety.

An Unspecial Existence [+600CP]: If Transfer Students are those with more priority than anyone else, then you are one who has the least priority out of anyone in the multiverse. Not only do your powers always lose in conflicts of perception, but you also seem to have an inverse of the strength that Transfer Students gain. Absolutely any violent physical force will carve through your body without any resistance and even your strongest attacks will brush right off even the most fragile matter, as if all of reality were blessed with the unlimited offense and defense of a Transfer Student. Thankfully, the same exceptions still apply, so you can still interact with the world in non-violent or non-physical ways.

No Guarantee For Your Life [+600CP]: It's commonly said that there is no limit to what kind of Majin powers can develop, but this feels like an exceptional case in spite of that. This odd Majin-to-be stumbled upon your secret and thought to themself "I could kill the Jumper" and thus, that delusion became reality, and they awakened as a Majin with the power and compulsion to kill you. Given the nature of this ability, they're conceptually immune to all your attempts to attack or defend against them by using your supernatural powers. No matter what you do, their power will close any gap in ability created by your powers. You can shake them off your trail for a time, but they'll always find you again soon enough. Your goal is just to stay alive until the end of the jump.

Ending Options

Your ten years have come and gone, and now you're greeted by the same strange bald girl that was drooling on your lap when you first arrived. Chihiro, the unknowing God of this world, has arrived to see you off in her own... special way.

Gugуggg... [Go Home...]

Ugu! Ugu! Uguu! [Stay Here And Play!]

U...uvuu? [Move On To The Next Universe?]

Notes

Jump by Gene.

This manga was only translated and typeset up to chapter 27 at the time of making this jump, which is most of what you'll find online, but the rest of the series has been translated by a poster named Gitami on /a/. I used the English title for this jump, but it's usually titled as Sentou Hakai Gakuen Dangerous

All of the other General perks require Mad Majin Magic, barring the paid version of Suffer Disaster. If you really don't want to be a Majin, but you'd rather not take the drawback for it, just don't take those general perks and ignore the power section entirely. You get to keep all your OOC powers this way, but you'll start this jump as a normal human.

If your jumper already has some delusion that they could base their Majin power on, then they're free to use that, but if they don't have any that you'd want to use, you can totally just make something up, or just disregard that aspect of power creation entirely.

I was being coy about it in the description itself, but this is all info from the untypeset part of the manga, so I might as well say it here. The epiphany you need to have to awaken as a Transfer Student is

You can have this epiphany at any point to unlock the power but can only complete the relevant scenario if you come to this realization during this jump.

Ultimate Bitch can be taken multiple times, but only the first purchase is discounted.

I couldn't fit this into the perk description itself, but it doesn't seem that Transfer Students can be burned either. It stands to reason that they're still vulnerable to heat stroke.

Full disclosure, a lot of what I wrote about the Transfer Student's strength was speculation, we're never given a comprehensive explanation of what this strength can and can't do. What I have written is what I believe to be the most accurate description, but even I think it has some holes. If you read the manga and come away with a totally different interpretation of how this power works, feel free to use that instead.

I got the inspiration for this custom power table from Azrael Elderblood's RWBY Jump, who based his table off of a CYOA by Andoriol, from Questionable Questing.