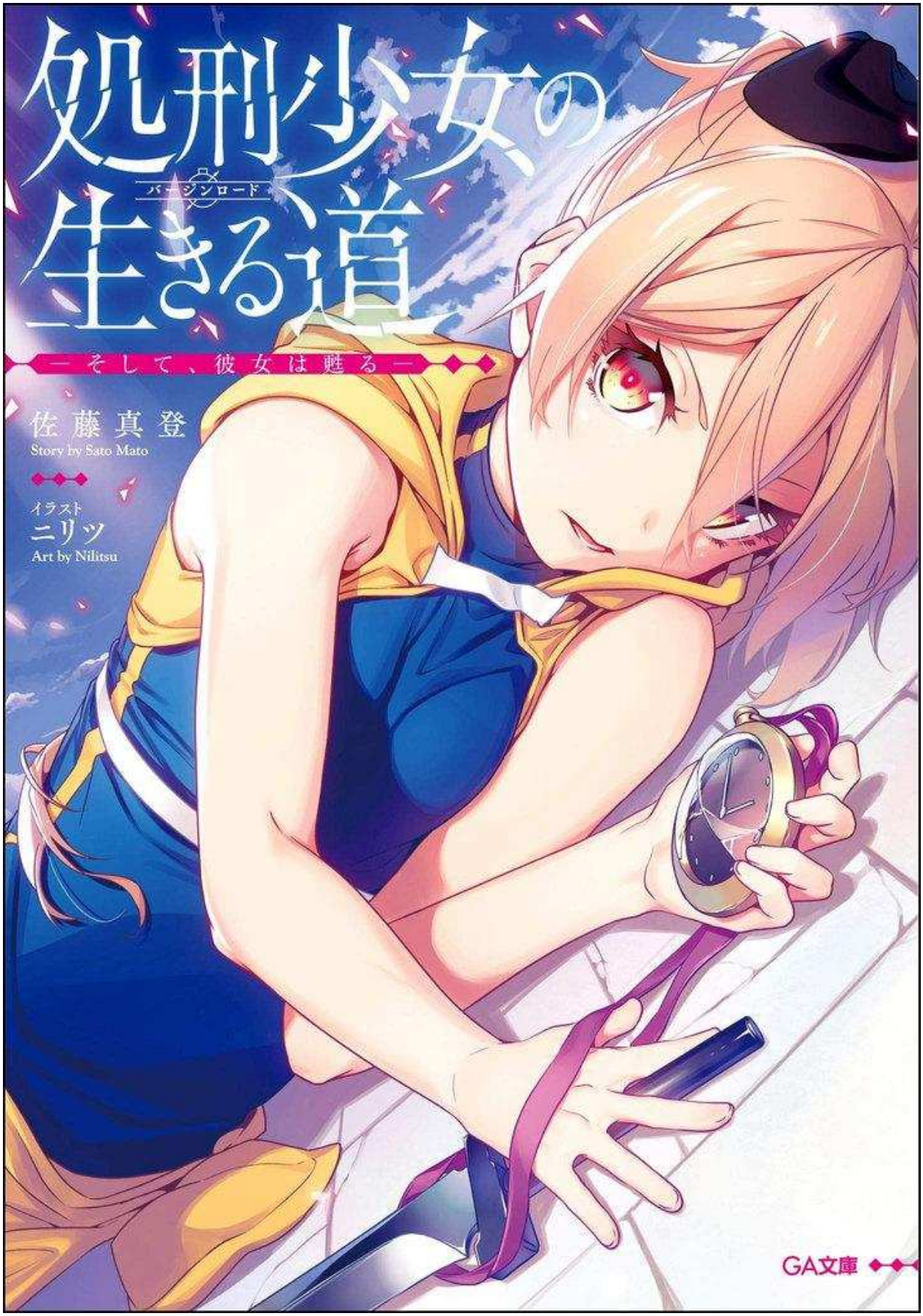

処刑少女の
バージンロード
生きる道
―そして、彼女は甦る―
佐藤真登
Story by Sato Mato
イラスト
ニリツ
Art by Nilitsu
GA文庫

It is highly recommended to experience the series for yourself, first! Also, contains major spoilers for up to Volume 8!

Welcome to the world of Shokei Shoujo Virgin Road, or *The Executioner and Her Way of Life*! On the surface, this might seem like a typical, magical, isekai destination, albeit one where a caste system is more important than nations, and where the primary conceit is that previous emigrants from Japan have already given the gift of science and modern inventions(like mayonnaise) to the locals. While this is true, it is far from the whole picture.

This is a world where Otherworlder summoning has had devastating consequences, as can be seen by the lingering scars in the world, still present after a thousand years. At least one continent was rendered unto so much salt, slowly sinking into the ocean, and humanity was left on the brink of extinction; such was the power and scale of the Four Great Human Errors. Even today, as landmarks greater than countries, they are a reminder of what happens when Otherworlders lose control, one which the Faust, the ruling caste of priestesses, keep in mind as they seek to curb the consequences of continued summonings with their secret branch of assassins known as Executioners.

One such Executioner who was trained by the greatest of their kind, Menou, will soon come across two incidences of Otherworlder summoning committed by the Noblesse of the nation of Grisarika, and in the journey that follows, she will stumble onto ancient conspiracies, hidden dangers, and learn of secrets that threaten her understanding of *everything*.

Origins

Commons:
The common people, making up 90% of the population. The lowest of the castes, the Commons are responsible for most of the jobs in society, from basic labor to skilled crafting. As a whole, however, they lack societal power and social mobility, merely being the masses upon which the world is built. Naturally, there are malcontents dissatisfied with the 3-caste system as a whole, who call themselves the Fourth…

You will start as a generally unremarkable member of the Commons for your age, though you may choose to have your purchased perks be reflected in your status. Optionally, you may start as a member of the Fourth.

Noblesse:
The aristocracy of this world, the Noblesse are those who manage the day-to-day bureaucracy and running of countries. While their role is indeed one vital to the nations and people of the world, the fact that the Faust reign above them chafes at them greatly; naturally, they have made efforts, secret or otherwise, to make changes to the current paradigm.

You will start as a generally unremarkable member of the Noblesse for your age, though you may choose to have your purchased perks be reflected in your status. Optionally, you may start as a member of the Fourth.

Faust:
The Faust are, in a way, the true administrators of the world. Entirely made up of priestesses, members are chosen from the other castes from a young age for their reserves of Guiding Force or to be sheltered from their origins, raised with a full education, and taught to have faith in their suspiciously absent Lord, with somewhat varying results.

You will start as a generally unremarkable member of the Faust for your age, though you may choose to have your purchased perks be reflected in your status.

If you are male, you will instead nominally be a member of another caste, but be so closely affiliated with the Faust that few will care.

Otherworlder(300 CP):
The lost lambs, wandering far from home. As a result of ancient and obscure mechanisms, a connection of sorts has been established between this world here and modern-day Japan, one that defies space and time. Through natural or intentional summonings, people of the latter are summoned to the former, and in the process a portion of the powers of the planet, a Pure Concept, is attached to their soul. Handed unfathomable power, there are very few, perhaps none at all, who have had happy endings. All that awaits is death or becoming a Human Error. But there may be an exception soon; either you, or…

You can choose to have been the result of a natural or intentional summoning.

Location

The world in which the story takes place is a nameless continent, where country borders matter little as a result of the prominence of the Faust over the Noblesse. Civilization mostly resides in the center of the continent. Huge swathes of land lie barren, as the earthly veins of Guiding Force do not flow there. To the north lies the Starhusk, a huge, floating sphere covered in purifying white matter, and a huge crater beneath it, where, even deeper, lies the City of Ruins. In the east is the Mechanical Society, spitting out conjured soldiers of the Primary Colors and forming a battlefront with Faust forces in the desert. The south is the home of Libelle and several coastal cities just like it, and even further from those fall the inescapable wall of fog that is Pandemonium. To the west, is the Holy Land of the Faust, the place where buildings of Guiding Force stand as relics of the age before. Further west, beyond the continent, is the slowly dissolving remains of another land, now turned to salt and sinking into the sea.

You may choose to start anywhere on the continent, so long as your origin could reasonably be there.

Perks

All origins, except Otherworlder, receive discounts on one perk of each tier in their tree. Otherworlders receive 'Improper Attachment, Pure Concept' and 'A Million Paper Flowers' for free, as well as 'Guiding Force', and 'With What Remains' at a discount to reflect their acquired power but also their lack of history in this world. When discounted, 100CP perks are free, and other discounted perks are half price.

General:

Beneath Notice(Free):

There exist several different ways here you might end up on the radar of very powerful people and in a very sticky situation very quickly. Well, now you can be assured your entrance into this world won't set any of those off. Your sudden existence won't set off any alarms, as if you were always here. For Otherworlders, this specifically masks the signs of summoning like disturbances in the heavenly and earthen veins.

Japanese, 21st Century Style(Free):

You can now speak, read, and write Japanese like a native. Well, a native high school graduate of variable studiousness. Because of the history this world has had with the summoning of Otherworlders, this is also sufficient to converse with just about anyone here.

Colors of the Soul(Free):

An interesting phenomenon resulting from Guiding Force is that for individuals who were born with a greater reserve of power, that power naturally influences the color of their hair. For you, forget hair; this perk allows for a free redesign of your appearance. I guess you can change the color of your hair as well, too.

Soul, Overflowing(Free):
…Or, you could let your appearance truly reflect your soul. When your self undergoes significant changes, be it body, spirit, or soul, your hair and/or eyes will now change to reflect it. Being *Blanched* might leave your hair a stark white, and encroachment upon your soul might see your hair bleeding into the other's colors.

Guiding Force(Free/200/400)(Discounted for Otherworlder):
The definition of life in this world is a spirit and soul, contained within a body. Guiding Force, then, arises from the soul, is controlled by the spirit, and is housed within the body. Everyone is born with a certain capacity of Guiding Force, which cannot be changed. A normal person might be able to perform Guiding Enhancement, a basic application of Guiding Force, for a few minutes, while trained priestesses and knights could do the same for a greater amount of time and at a greater magnitude; those blessed by Guiding Force, like true monsters and Otherworlders, could use that same technique to demolish structures and withstand such force in turn.

For free, you can have a modest reserve of Guiding Force, on par with a mildly talented but otherwise normal person. For 200 CP, you are instead equal to most knights and priestesses, and for 400 CP, you can rest assured that in raw power, very few are your match. Regardless of your choice, remember; it is the very job of the Executioners to kill Otherworlders and other heretical elements of comparable strength, and it cannot be said that the Executioners fail often, despite their relative lack of power.

In future jumps, you may channel Guiding Force into things which would carry their own Guiding Force here in order to awaken a capacity for it.

A Million Paper Flowers(100)(Free for Otherworlder):
Such was the potency of *Ivory* that a sliver of a sliver was enough to paint over a Otherworlder's very concept when brought into close contact. This can't do anything against something as powerful as that, but when opposing Concept Conjurings, you have a certain resistance to them. For example, if subjected to a *World Suspension*, you would, at least, maintain a level of awareness. This resistance is at its strongest when facing wide-area effects, diminishing quickly down to nothing as you become more and more targeted by the conjuring.

In future worlds, you have a similar resistance against concept-type effects.

With What Remains(200)(Discounted to Otherworlder):
Like every Otherworlder before you, you bear no particular resistance to the erosion of your spirit. However, unlike them, even if you lose your memories, you will not simply be reduced to mindless actions. What remains of you, be it your body, spirit, or soul, will continue to be driven towards your objectives, as clearly as if you were whole, though likely lacking in clarity or

efficiency. ‘You’ will not perform actions you would avoid, and ‘you’ will move towards your goals; now, if those goals included reverting to a more complete state, well…

Make no mistake; while it may seem like it, you are not truly alive while this perk is governing ‘your’ actions, and if this state of affairs is still in effect by the end of the jump, this perk will not save you; however, before that point, whatever your status, you will still count as ‘alive’ for the purposes of jump- or chain-fail.

Touched By A Pure Concept(200)(Free for *Ivory* if taken with Blanched):
Pure Concepts are all quite formidable; going by the stance the Faust, and by extension, the Executioners, have toward those that bear them, they can universally be turned towards harm. That’s why this is such a surprise, after all. You’ve been touched by a Pure Concept and lived, irreversibly changed by the experience, and now you carry the aftereffects with you.

Menou was once blanched white by *Ivory*, resulting in the dissolution of her sense of self and the ability to form Guiding Force connections with others with unprecedented ease. Manon Libelle had her body, soul, and spirit pieced back together by Pandemonium, resulting in her transformation into an Original Sin being, able to grow in strength with evil done. Another became able to invoke very limited Concept conjurings at a greatly increased rate of memory loss.

You can choose the Pure Concept and the aftereffects you bear; as you are paying CP, you are exempt from the relevant mental contamination and the immediate consequences of taking this. Note that you are not necessarily protected from future interaction from the chosen Concept; immunization is not so easy.

Living Relic(800):
The three castes of the world each perform different roles in society. Above the Commons are the Noblesse, above the Noblesse are the Faust, and at the head of the Faust are the archbishops, one in each nation. Who, then, stands above them, shaping the course of history?

The answer is the Elders. Something of a conspiracy theory, the Elders each have different duties; however, one thing is constant between them: Immortality. In truth, the Elders are living relics of an age long since past, the product of an advanced civilization that experimented with Pure Concepts. The Director’s injury or death is itself a ritual to summon him whole again, an imitation of *Evil’*s undying nature. The Guardian’s immortal soul defies the death of its body, it being a mere *Vessel* for its true essence. The indestructible spirit of the Astrologer is reborn endlessly, just like *Star*, and the Magician’s power, modeled after *Dragon*, is an overwhelming force, restoring her youth as a mere byproduct. Now you, too, are one worthy of being an Elder, though the essence of your immortality is up to you. Just be careful; depending on your foe, immortality might not stick.

Improper Attachment, Pure Concept(1200)(Free for Otherworlder):
You passed through the heart of the planet as you fell between worlds, and in doing so, a Pure Concept became adhered to your soul. Pure Concepts are powerful things, allowing their wielder immense power in the form of extremely intuitive conjurings that reign over their respective ideas. For example, *Time*'s *Suspension* halts the target until the user wants it's time to resume, and *Evil*'s many conjurings summon phenomena reminiscent of horror movies in exchange for a sacrifice. Even in the case of near-instantaneous death, a Pure Concept holder is capable of invoking one last conjuring- and sometimes, that is all they need, either to wreak devastation, save someone, or even, in certain cases, preserve their own life. The only thing a Pure Concept might falter against is, fundamentally, another Pure Concept, or something of comparable weight. However, this immense power does not come without a price. The more a Pure Concept is used, the more it erodes away at the bearer's spirit, at their memories, eventually leading to the creation of a Human Error, an existence that continually invokes concept conjurings and embodies nothing but their concept. Do take care to keep that from happening, please.

Uniquely, you have the opportunity to choose your Pure Concept; keep in mind that whatever your Pure Concept is, it is the concept that defines it, not what it is named. You may choose a Pure Concept that has appeared in this world before, though not one currently held by another.

Post-jump, the rate at which memories are lost when performing concept conjurings diminishes to half, and you may decide which memories to offer up.

Commons:

Common Wealth(100):
A Commons can't rely on a grand inheritance, nor can they force funding for operations and livelihood like the Faust. No, the Commons, from the farmer to the craftsman to the merchant all have to work to live, without the guarantees the other castes have. You, though, are lucky to always have your work be in demand. Whatever it is that you do to earn a living and put bread on the table, there'll always be someone who will pay fairly that you can find. This works less well the more mystical or strange that work gets, but unless you're fully entrenched in occult and conspiracy theories, you don't have much to worry about.

Found You, My Master(100):
Woah woah woah not that kind of master. What's a young, aspiring apprentice to do when they can't find someone to teach them? Rely on this perk, I suppose. Once per jump, your luck in finding someone to teach you one-on-one in a field you want to learn more of is greatly boosted. What's more, your mentor will enjoy a certain level of plot armor- just enough to offset bad luck, and in turn they will be guaranteed to not be a terrible person.

Daily Grind(200):
If you're a Commons, there's a good chance your work involves a mind-numbing amount of repetition- at least, an amount unworthy of a Jumper. That's why with this, mundane tasks you perform, ranging from paperwork to craftsmanship, benefit from previous successes, regardless of the actual effort you put in. You might find that after hammering out half a month's worth of nails, you could keep on producing nails of similar quality with only a thought put towards the task, and far less effort. While a godsend for when it does apply, it is strictly for mundane tasks only.

Keeping Your Head Down(200):
In the face of the sometimes-tyrannical efforts of the Faust to uproot taboo, it can be in one's best interests to lay low. You'll find that when you have nothing to hide, those investigating will quickly conclude the same, bringing the risk of getting embroiled in plots by accident or by false positives to a minimum. In addition, inquisitive eyes will slide right past you, seeing just another face in the crowd… as long as you are just that.

When you are actually hiding things from investigators, a lesser version of the above effects will apply; not enough to guarantee anything, but better than nothing.

Conjuring Engineer(400):
While the Commons may be locked out of most of the conjuring world, the one area where they can make contact is in the profession of conjuring engineer, dealing with everyday conjuring vessels like heating vessels designed to keep homes warm, train engines, and more. While less glamorous than using those vessels, you hold a particular gift for innovating using the tools available to you. In addition, while as a Commons, you are unlikely to interact with the more cutting-edge conjuring vessels (legally, anyways), you will find that your exercise of what you will soon come to consider basic conjuring knowledge allows you insights into much more… exciting applications and concepts. In other, similar disciplines, you will find that your foundations of knowledge will carry over pretty well, and attempts at integrating conjuring technology will be met with success a remarkably large proportion of the time.

Backdoor(400):
Maybe you're chafing at the harsh regulations on what is and isn't taboo, maybe you just really have a bone to pick with the artificially stable state of the world; either way, you want to pick a fight with the establishment, and you've decided that the best way to do that is to maintain and take advantage of your position. Things you create have an uncanny knack for working just a little better or failing exactly when you want them to. In all but the most egregious cases, this will be undetectable and chalked up to wear and tear. You can expand these effects to devices and

objects you spend a significant time working on, and happen to have good luck with getting opportunities to do so.

Receptive(600):
When you hold no power of your own, what is to be done but to go out and seek it? Like Genom Cthulha, who took so well to the hold of *Vessel*, you are particularly well-suited to receiving power, and especially good at making it yours and holding on to it. Outside influences that act on you as a result of the power you receive are dampened to a significant degree, and you can further shut out those influences, at the cost of manifesting physical, albeit only mostly cosmetic symptoms. For one under the hold of *Vessel*'s 'Container World', they would find their own *Vessel* falling away, the Guiding Light within you shining through your physical shell. Exceed human limits, despite being human yourself.

Data Has Been Registered(600):

> "Welcome to Container World. You have acquired level-up functionality. By defeating enemies, you can now gain experience points, raise your level, and acquire skills. Now that you have gained the ability to expand your Vessel, please enjoy your adventure in this world."

Huh, did you hear that?

Anyways, a connection between you and one of the Four Major Human Errors, *Vessel*, has been established, allowing you to grow in strength through merely defeating enemies, albeit requiring an increasing number each time. In doing so, your *Vessel* is expanded, allowing for your base amount of Guiding Force, normally fixed from birth, to increase, and access to unusual new conjurings known as skills. Interestingly, you seem to have taken to their 'level-up functionality' extremely well, and uniquely, you are able to augment your *Vessel* by assimilating novel objects, improving yourself in new and interesting ways. Try not to do that with inherently harmful things, though- even with this, you'll not survive a *Blanch*ing.

Tempting whispers of homicide and gnawing of your spirit not included.

Noblesse:

Strut Your Stuff(100):
Like a certain princess so boldly demonstrates, beauty takes many forms and stems from many things, and though few appreciate her beauty in the way she flaunts it, none can deny that she is, indeed, beautiful. You, too, have an innate sense of how to best present your physical appearance, though this works especially well when applied to defying conventional norms. This isn't anywhere near 'mind-controlling beauty' levels, so you'll probably still get arrested for violating public indecency laws if you show much more skin than Ashuna Grisarika.

Basic Training(100):
How could a class of nobles exist without collectively grabbing for power from the other classes? In this case, you have gone through the Noblesse's knight training and have a fairly skilled grasp on the use of weapons, crests, and coordination in combat. It might be enough to stand up against the likes of the Executioners… in a three-on-one. You're the three, by the way, and the winner would still be the Executioner, five minutes ago, after assassinating you.

The true benefit of this perk, as such, is that you instantly get a sense of how outmatched you are by an enemy in terms of skill, and a mildly-scaling boost to your odds of running away from that foe. Tough luck if there's more than one, but who ever heard of enemies coming in groups instead of one by one?

The Very Appearance of Propriety(200):
Money, money, money. While this doesn't give it to you or make sure you're never without it, it *does* open doors that would be otherwise shut without it. As long as you look mostly respectable, society will regard you as a person of means, and will treat you with all the respect that a person who can throw around annual salaries deserves. This includes giving you free stuff, providing preferential treatment, and hounding you for investments. Just joking on that last one. Haha, unless…?

Lasting Impressions(200):
There's something about you that captures the attention of others. Your method of speaking, your lofty ambitions, your… *forward* style of dress. Maybe all of the above, even. In any case, when others first meet you, as long as there is something about you they might find attractive or fascinating or anything in between, they will, unless supremely disinterested in you, think of that aspect of you when you cross their mind from that point on. This effect can wear off if the observer in question works through whatever the logic behind their fascination is, which requires no small degree of introspection; however, upon doing so, they will again be subject to a new facet of attraction the next time you meet.

You may toggle this as you please, though existing impressions will not fade simply because this is off.

Luck of the Fourth(400):
What noble worth their salt doesn't plot and scheme? And yet, not a single Noblesse plotter in this story has escaped the consequences of their schemes coming unraveled, nor have they survived those consequences. Clearly, though, you won't end up the same. What separates you from them? Well, it's luck. Highly specific luck that keeps your exposed plots and plans from

being linked back to you; evidence goes missing, a smudge here, a distraction there, though reasonable doubt remains. This doesn't prevent people from thinking you suspicious, nor from taking actions as a result. Even then, this perk will protect you from such physical consequences once per jump, after which you'd best shape up.

Screw The Rules, I Have Connections(400):
By design, the Faust are disinclined towards dynasties and overt factionalism, something most would say is a good thing. However, you are a beneficiary of how the same is very not true for the Noblesse and Commons, so it's understandable that you might disagree. You have, or may easily form, connections to nearly all levels of society, from knights to ladies to craftsmen, and information has an uncanny knack for flowing into your ears. Of course the higher your position, the greater the effects in comparison to those without this perk; as a mere knight, you might hear whispers of happenings going on as far away as neighboring kingdoms and as high as minor incidents around the royal family, while as a royal yourself, your information network, and make no mistake, it is an information network, would encompass pretty much everything of significance within your kingdom and several countries removed from it. When you use these connections in a more active manner, you will need to put more effort into maintaining them for some time afterwards or risk losing them.

Pedigree(600):
The Noblesse represent the highest concentration of secular power in the world, which unfortunately does not mean much in the face of the Faust's indisputable position at the top of the caste system. However, owing to the female-only, no-family structure of the Faust, it is the Noblesse who bear the strongest children. Naturally, as a member of the Noblesse, you have been particularly blessed in your natural abilities: near unheard-of Guiding Force capacity, excellent physical strength, sharp intellect, and, of course, dizzying good looks, among other gifts, the combination of which allows you to perform at least just a bit better at everything you do. That's before getting into whatever special genetic advantages lie in your ancestry. Less directly useful, but still significant, your heritage will sway nearly all of your relatives into looking upon you favorably.

In future jumps, a similar level of advantage regarding your physical and genetic condition will continue to apply, and rare beneficial traits are remarkably likely to manifest in your body.

Taboo(600):
The restrictions of the Faust, the restrictions and expectations of society, they're all too much to bear. So you chose to bear it no longer. You chose to become taboo, an existence forbidden by the church. What this means is that you have a singular affinity for pretty much everything the Executioners stand against; Otherworlder summoning, meddling with Pure Concepts, making Guiding Force Lifeforms- if the Faust would execute you for it, you are uncannily good at it. While this applies to making yourself stronger with these taboos, what you excel at is breaking

new boundaries. Rest assured that the immediate consequences of unearthing new taboos will never stick for you; injury and even death will come undone, often as a direct result, and for living/sentient entities that come about, they will be positively inclined towards you. The same protections can't be said to apply to pretty much anything or anyone else, though. But if you chose to walk this path, is there really anything left in this world that is dear to you?

This perk will provide a similar but minor boost to topics considered 'taboo' in future settings.

Faust:

Priestess Training(100):
For all that the Faust operate at the top of the caste system, they also help the Commons, as well; similarly, not all priestesses are like the Executioners. Many priestesses are girls who were taken in by the church and given food, shelter, and education. Such things are now easy for you to do, too; when it comes to the humanitarian side of things, you are able to soothe the pain of others, provide them with a place and way of life, and nurture them with compassion so they value the same.

Executioner Upbringing(100):
The less pleasant side of the Faust, the Executioners are the assassins that hunt down and kill taboos forbidden by the teachings of the church, like Otherworlders, Fourth dissidents, illegal research facilities, really, the list goes on and on. With such a varied list of potential targets, Executioners require an equally varied education. How to approach targets, act discreetly, kill without hesitation, as well as how to skillfully use Guiding Force, vessels, and scriptures, these are all things you now know how to do.

Also, you know how to survive off of just salt and water for a month. Can't imagine you'll need such a weirdly specific skill, though.

Crestology(200):
Conjurings are not an unlimited source of miracles; rather, they are enabled by the studies of crestology and materialogy to draw forth specific phenomena, more akin to technology than magic, though, admittedly, they do look magical.

In any case, you possess the know-how and skill regarding the engraving, maintenance, and design of conjuring crests. This is a rare level of skill, even among the Faust; outside of the Faust, yours would be the very highest quality of work. Your skills are skewed more towards the use of crests for personal equipment, but the more you push your skills the less this will apply to you. You'll also find that it's easier to enter flow states where it becomes easier to do work like this.

Just A Priestess, Nothing To See Here(200):
Even out in the lawless Wild Frontier, a priestess robe is a sign to back away and look for trouble elsewhere, a testament to the strength of the Faust. While bolder criminal elements might still look for trouble in the hopes of being victorious, you won't have to deal with such foolishness. So long as you don't draw particular attention to yourself, you'll never have to deal with such chance encounters; in addition, if you're affiliated with a sufficiently notable faction and are visibly showing it, even those looking specifically for you will think twice and put off a confrontation before tensions explode.

Information Control(400):
The key to running multiple nations is not raw power, but rather, control over the flow of information. The Faust are able to stand at the top of the caste system because of their iron grip over what they deem 'forbidden' or 'heretical' knowledge; for all of the tidbits held by the Noblesse, they lack the foundation and sure footing to really change the structure of the world. Taking this perk, you now represent this information advantage; as long as you hold information that others covet, you become extraordinarily adept at sniffing out those who seek that secret, and you gain an awareness of them and how close they are to said secrets.

Ritualist(400):
Requiring something of a rarer disposition, there are those among the Faust that, instead of focusing on the martial or societal, instead explore the world through the lens of conjurings. Now you, too, are one such example. The world of ritual conjurings is your calling, as natural a way to see the world to you as your eyes. Naturally, these are easier for you to execute, and anything requiring fine manipulation of Guiding Force or similar energies is also similarly easier to do. The main thrust of this perk, though, is in how it aids in constructing large or elaborate conjurings, requiring less and less effort and attention the longer and more complex it is. This has its limits, but as a general rule you could use conjurings that you really shouldn't be using for combat to hold your own in a pinch, for example.

Archbishop(600):
The archbishops of the Faust stand at the peak of the hierarchy here. With nearly unparalleled Guiding Force reserves and extraordinary conjuring skills, they-and you, now-represent a level of strength that stands at the summit of this world. More important, however, is the breadth of knowledge you hold about the Faust, their methods, and the heretics they hunt. You know much more than most, in detail, about why this world is the way it is, and this understanding will follow you to other worlds. Your familiarity and skill with scripture conjurings is frightening, and you wield versatility and power hand in deadly hand.

In this world as well as in future settings, you may assume a level of status appropriate to your resources and/or personal power.

Pure, Proper, Powerful(600):
For all that Executioners are anything but pure or proper, it cannot be denied that they are certainly powerful. You might lack Guiding Force and knowledge of ages past, but the sheer skill you possess in all aspects of being an Executioner is extraordinary. Information gathering, stealth, combat skills, all of these and more.

Just as important as your skills, however, is the frighteningly accurate judgment you possess, whether it stems from real experience or some unknowable instinct. Your measure of the enemies and situations you face makes it extraordinarily hard to come up with methods that truly surprise you. It would take the confluence of multiple Human Error-level forces for events to develop in ways that catch you off guard; in those cases, be careful, because the higher the level you play at, the harsher the fall when you fail.

Finally, you have a signature and unprecedented technique of your creation that requires no crest to execute, being an extremely skilled application of Guiding Enhancement.

Items

Commons, Noblesse, and Faust receive a stipend of 100 CP to spend here.

Otherworlders receive 300 CP as a stipend here.

When used, lost, or broken, items are replenished every week, unless specifically stated. Likewise, unless it wouldn't make sense, items can be imported into.

General:

Basic Conjuring Materials(Free):
Every week, you will be able to find a decent cache of basic conjuring materials that are suitable from a materialogy perspective and only require a little tinkering to get working. Post-jump, you can instead receive materials otherwise exclusive to this setting, albeit at half of the normal rate, and at reduced quantities. This includes Primary Color Stones as well as some other taboo materials every once in a while. Nothing truly unique; things directly related to Human Errors, like their flesh or blood, are off-limits, but most things short of that are available.

A Relic of The Four Great Human Errors(800):
The Sword of Salt, the Starhusk, pieces of Pandemonium, fragments of *Vessel*, even barely-unborn dragonblights, what you may purchase with this option is nothing less than a

single object infused with the power of a Pure Concept, conjured forth during that ancient clash which shaped the world. The examples we have of items like these are, as a rule, demonstrably capable of altering the landscape with a single use, and highly resistant to other Concepts; however, do not think this immense power to be easy to use. One should take care, for they will find it exceedingly hard to undo mistakes caused by this.

If you wish, you may choose one such object which once existed, or might conceivably exist, with the limitation that Pure Concepts that have not been summoned are not available.

If destroyed, this item is replenished in ten years, or upon entering a new jump, whichever is sooner.

Commons:

Contraband(100):
Among the items forbidden by the Faust are wonderful things like Guiding guns, Primary Color Stones, and Original Sin conjuring products. Well, who cares about that? Now, every week, you'll receive a nice crate of goodies for yourself. You could use them yourself, sure, but given the potential variety of stuff you might receive, it might just be easier to sell off. Just make sure that whatever you do, you do it discreetly. As long as you don't touch it, you won't face consequences for having this. That changes once you *do* start to use or sell this, but unless you're doing something very serious, you shouldn't have to worry about it too much.

Guiding Armor(200):
Several large, somewhat bulky suits of armor, these Guiding vessels draw out and amplify the Guiding Force of the wearer, greatly enhancing their strength and durability in exchange for preventing usage of other vessels. Wearing one of these is enough of an equalizer to allow normal people to fight head-on and win against trained knights. I wouldn't chance it against the truly elite, though; Princess Ashuna Grisarika apparently broke one of these with her sheer power when she tried to wear it, and barely had to try against foes using these. Just goes to show that sometimes, quality can't be bridged.

Guiding Prosthetic(400):
A handy(heh) little prosthetic that may or may not(definitely) be a tiny piece of the Human Error of Vessel fused with a little bit of Original Sin conjuring, this thing is a technological marvel, capable of adapting to your usage of it and growing with your own capabilities as well as developing new abilities of its own, and a veritable lifesaver… or at least it would be, if it wasn't for that tendency to try to paint over the wearer's existence and turn them into an extension of itself. Through a little bit of trickery, though, you don't have to worry about that, because now, your soul and spirit reside in the prosthetic, essentially making it your true body, not the other way around. If you wish, you can reverse that, with about half a minute of mild concentration.

Oh, and it's also an energy cannon.

Guiding Force Lifeform(600):
What you have here is one of the more significant taboos forbidden by the Faust: a Guiding Force Lifeform, a being that has transcended the framework of humanity. Life is defined as a spirit and soul dwelling within a body. In the case of Guiding Force Lifeforms, they lack a human body, instead having vessels more suited to their purpose in one way or another. The exact form this takes is up to you, from a human to a beast to a book, but the gist of it is that you now have a Guiding Force vessel that carries within it a spirit and soul. The exact personality it begins with is also up to you, but if you wish, it will be inclined to be favorable to you, or, you even can have this become your body.

For reference, the conjured soldiers of Vessel, themselves Guiding Force Lifeforms, range from elite foot soldiers to, according to (exaggerated but true)legend, being capable of destroying nations and creating worlds.

Noblesse:

Pocket Change(100):
As a member of the noble class, it is of course natural to, using common language, be *loaded* with cash. Now, you have an allowance of fifty thousand *in*, the universal currency here, more than enough for even the living expenses of one of the upper class, that replenishes every week. For reference, twenty thousand *in* is enough for a one-person cross-country trip.

Heirloom Weapon(200):
While this is nothing as impressive as the best Guiding vessels of the Faust, this is still clearly nothing to sneeze at. Engraved with two crests with which to perform conjurings, the feasible limit for nearly all such tools without sacrificing its inherent deadliness, this weapon is worthy of being a national treasure. You may choose the specific crests engraved, and as a special bonus, you may replace engraved crests with new ones, provided, of course, that you have ones to copy off of, of appropriate size.

Luxury Transportation(400):
The countries of this world are separated by huge swathes of desolate land, occasionally host to the odd monster or two. For most people, traveling across these expanses would be quite an endeavor, with long, boring train rides interspersed by cross-country hiking. Not for you, though! As befitting your status(and money), whenever you need to travel anything beyond negligible distances, you can instead expend a mild sum of additional money(and/or influence) to handwave arrangements and travel in comfort and style. You could use this to effortlessly get

yourself a luxury train ride, complete with a personal car and servants, or in another world, fly first class. Note that this makes use of existing infrastructure; you won't be traveling in a jewel-encrusted carriage, unless at least a few people around do so already, and in dire circumstances like citywide disasters, transportation services might not always be in service. You also won't be able to keep the method of transport for yourself, but what problem is that when you can keep enjoying their services anyways?

Heretical Repository(600):
Contraband is one thing, but this? This is on a whole 'nother level. Ancient relics, secrets of ages past, and of course, a mountain of conjuring materials, of the highest quality. Just be careful not to get caught with this. The Faust could execute you twenty times over for just having this, and with this stuff, raise you from the dead again for each trial if they really wanted. Well, at least *mostly* raise you.

This trove replenishes every half-year.

Faust:

Priestess Robe(100):
What's a priestess of the Faust without her robe? …okay, that came out wrong.

Priestesses are identified by the color of the robe they wear; black is for nuns, white means a trainee, while navy signifies an official, full-fledged priestess. You can choose which robe you wear; as a bonus, you can even custom-modify your robe to your liking for a signature look; ruffles, frills, slits, anything is fair game. No one will call you out on being inappropriately dressed as long as the result is decent in most public settings. As a bonus, you can have a crest engraved into your robe, as well. I recommend a defensive one.

Scripture(200):
The primary weapon of most priestesses, the scriptures of the Faust are some of the most advanced conjuring vessels in the world. Each page corresponds to a different conjuring, and being, well, basically a Bible, there's no lack of pages. It can take pictures, enable short-range telepathic communication, serve as a siege weapon, and a whole lot more; seriously, there are a lot of functions most priestesses know nothing about, though a couple of the more well-hidden ones seem to have been disabled in a way no one important(wink wink) will notice. That said, even the most versatile tool is worthless if its user doesn't know how to use it, and it isn't like this comes with instructions. Hope you paid attention in class!

Tools Of The Trade(400):

The Faust stand at the top of the world; naturally, they are responsible for many duties as well, all varied in size and scope. For every Executioner, there are several administrators, and in turn, combat priestesses and plain old nuns, each of which carry different responsibilities, and require different tools in turn. This item functions as a specialty tool for the subset of skills you most need one in. For example, an Executioner might have a custom-made dagger with unique functions, while a researcher might have glasses for visualizing the flow of Guiding Force that aid in focus and ritual conjurings. Whatever form this takes, it will aid you and lower the difficulty of the task you face.

Every ten years or per jump, whichever is shorter, you can receive a new specialty tool, meant for a new purpose.

Research Directions(600):
Did you know that when Guiding Force is given perfect circulation and composition, its form becomes effectively indestructible, even self-repairing? Little tidbits of information like this is what you now possess, all collected in a bundle of scraps. While none of these are world-changing by themselves, often lacking specifics, they provide a direction in which to direct your efforts, as well as crucial hints for the more difficult steps; for example, you might not know precisely how to make indestructible Guiding Force, but with effortful research, you would be able to accomplish that goal with no trouble at all. Every ten years, or new jump, whichever is sooner, you will receive a new set of information, updated to what is newly possible, and of similar value.

Companions:

Individuals you convince will be able to continue on with you as a companion. You may import companions into the setting at a price of 50CP per companion, with a discount of 8 companions at 200CP. Companions will have a usual CP stipend, or if lacking preexisting rules, a stipend of 600CP.

Drawbacks:

Last Generation(000):
Maybe you don't want to face the potentially apocalyptic events that will take place in the next few years; if so, you can take this to instead face… remarkably lethal events? Well, it'll be closer to business as usual, at least. With this, you will instead begin in the heyday of Menou's master, Flare, a few weeks before her own adventure of dragging around an Otherworlder from place to place. It'll be a wild ride involving the Fourth's rise, Genom Cthulha, and even the influence of the Elders, and these will be the events that define the current era of the underworld. In the end, that adventure would end with the Otherworlder girl coming to an end at the end of Flare's blade, yet also with a certain understanding that would only bear fruit twenty or so years later.

Oops All Girls(000):
Maybe it's due to the all-female nature of the Faust who reign at the top of the caste system, or maybe it's due to mere coincidence, but somehow, there are nearly no named male characters. Of the ones that are relevant to the story, they are either dead soon after being introduced or are distant figures who barely touch on Menou and Akari's adventure. Now this will come to define you too, in that your biological sex has been changed to female, if it wasn't already. You can optionally have your gender changed to female as well, if you wish.

Wrong Place, Wrong Time(100):
One way or another, it seems like you were or soon will be involved in some illegal going-ons, inevitably drawing attention to you and your existence. Effectively, this draws the attention of the authorities to you and your existence in some way, though not right away. Whether it's something like just happening to stumble upon a crime and becoming a person of interest, or making a bit too much of a spectacle out of yourself, you can expect some prying eyes soon. By itself, this is nothing much, as long as you have nothing to hide…

Mandatory Fanservice Descriptions(100):
You are a striking figure, and your beauty is simple yet unforgettable. Why, if this were a light novel or other form of written medium, every time you were introduced in text form, you would be given a flattering description, somehow always managing to slip in a glowing reference to your slender and alluring legs, perfectly proportioned and unmatched by even- ahem, that got away from me for a moment. In any case, your beauty is memorable enough to pretty neatly complicate any sort of discreet operation you might need to participate in, to say nothing of how your appearance draws attention to your every move or how you inspire crushes with brief meetings. Now, if you wore a full-body potato sack, you might be able to avoid this. *Might.*

If you want, you can keep a reduced version of the appearance-boosting effects of this drawback as a perk of the same name.

Lost One(200):
Be it by summoning ritual or by being guided by the stars, you are unmistakably an Otherworlder, a Lost One. Even in a crowd, the combination of your black hair, out-of-place clothes, and all-around fish-out-of-water vibe make you stand out quite a bit, and, well, for a Lost One, that likely means an Executioner. Good luck with that! Optionally, if you took Guiding Force Lifeform, you may instead take an inhuman appearance that includes, at minimum, unnatural skin color and black sclera.

The Era-Defying Magical Girl Genius(200):
There's no better way to break it to you. I'm sorry to say that… you're a ridiculous weirdo. At your normal, you exist on an axis of 'troll' to 'chuuni', and you're prone to making references

other people probably won't get. If Lost One marks you as an Otherworlder in body, this effectively does the same in spirit. Now, if your origins are clean and you're somewhat important, it's unlikely you'll get disappeared, but this will put attention on you.

Soul, Overflowing(discounts Guiding Force)(200):
Remember how large amounts of Guiding Force in an individual can cause unusual pigmentations in hair? Well, another side effect, and this is a fair bit more prominent, is that when one's spirit is proportionately insufficient to control too large a portion of Guiding Force, they go berserk. In technical terms, their spirit is thrown into chaos, resulting in emotions running wild. If you're taking this, 'they' means 'you'; be careful using too much power at once, or risk running rampant.

In Your Dreams, Deadbeat(200):
Lack of money is a plight known to many, and now you, too. As long as you're working within an organization and are beholden to a superior, you'll find that money and luxury are denied to you by duty, tradition, and politics. Even for official business, you'll find that it's annoyingly hard to claim expenses or just get proper funding to do your damn job. If you're working outside of an organization, then you'll find an annoying lack of customers or work plaguing you. This is something you can work towards resolving, but really, it's a lot simpler to grin and bear it for the jump, unless you want to institute societal change so you can have spending money for once.

Nascent Human Error(200 each):
It seems that your perks or powers from previous jumps have been inexplicably attached to your soul, in the same way as Otherworlders, which is fitting, since you are one after a fashion. What this means for you is that each use will erode your memories, soul, and spirit, until all that remains is power with no restraint.

You can take this drawback twice, for both perks and powers. You may not take this if you lack either perks or powers.

Since perks are mostly passive, uses will count as when they activate, and for things like always-on charisma, you gain a mental on/off toggle which you can invoke in the same manner as a Pure Concept, though continuous activation will take a greater toll.

This cannot be taken if this is the first jump.

Locked In the Star Memory(200):
In the process of arriving in this world, your items seem to have all been transported to the Star Memory. In order to retrieve them, you must journey to the holy lands of the Faust, break into an indestructible fortress, and enter the domain where the Fausts' greatest secrets are hidden, as

well as a force greater than any other that has existed in a thousand years. At no point in this process is conflict guaranteed, however, so getting your stuff back peacefully is possible, albeit extraordinarily tricky. Rest assured that no one but you will be able to access your things before you regain them, as they are hidden from all but you.

If you have no items, then a treasured memory pre-Chain will be stored as a book and taken instead, which you will not get back otherwise.

Invoke Regression[Memories, Soul, Spirit](200):
Maybe a conjuring from a certain *Time* missed its target or something; whatever the case, you have a bit of a problem. Every once in a while in times of peril or importance, a future version of you, from around the end of the jump, will take over your body temporarily. While they won't be antagonistic towards you, they don't hold the same priorities as you, and will often inadvertently mess up whatever you're currently working on. Maybe keep backups and have contingency plans? Though maybe that wouldn't help, since they *are* a future version of you…

I Thought You Wanted To Be Special(300):
Your life might be a comedy at this point, with how irony seems to follow you wherever you go. Specifically, rumors seem to easily come about telling of your great(and certainly divisive) deeds, drawing attention you'd rather go without like a lightning rod in a thunderstorm. Want to keep a low profile? It's even odds whether you'll end up having your name whispered in fear as some sort of legendary assassin or end up as the scapegoat of a revolutionary movement. Want to be famous and hailed as a hero? You'll more likely than not end up synonymous with incompetence or disloyalty sooner or later. Keep in mind, this drawback won't create rumors out of nothing; the more material you give it, the more it has to work with, and the more twisted your personality, the harder it'll hit.

Big Sis?(300):
Metaphysical forces like luck and karma don't seem to exist here, but you'd be excused for thinking otherwise with how things are going to go for you. Somehow, events conspire to throw important, powerful, and often volatile people your way. While they'll nearly never be overtly hostile towards you, at worst considering you some sort of pet, their mere presence means that the whirlpool of schemes and conflict that surround them is close at hand. You might learn some fascinating yet deadly truths this way, be it via monologue, being confided in, or even accidental eavesdropping, and one way or another, if you hate the way tragedy seems to swirl in the wake of those truths, you will feel compelled to act and make a difference.

Newest Coping Mechanism(300):
Maybe it's a consequence of all the stuff you've been through, maybe it's the natural conclusion of a rootless worldhopper, but in any case, you've acquired an… interesting coping mechanism.

Specifically, a pain-in-the-ass, passive-aggressive, flirty, skewed-priorities version of yourself, no resemblance to a certain silver-haired nun, no siree. While your actual thoughts and actions haven't been altered, your mannerisms(to say nothing of your filter) and how other people generally perceive you have, so be prepared for the people around you to be exasperated and annoyed at you.

Cursed Promise(300):

Guiding Force: Sacrifice- Chaos Collusion, Pure Concept [Evil]- Summon[Sticky Fingers]

Oops! You made a pinky promise with a cute, creepy child who may or may not be a disconnected fragment of Pandemonium, and now you bear a cursed ring on your finger that you cannot remove. The situation isn't a complete disaster; she's not an amoral Human Error bent on killing and evil, though she still bears [Evil], and lacks all her memories, for good or ill. What this means is that you now have an amnesiac little girl to take care of and keep reasonably happy. While her initial amnesiac state won't result in regressing into a Human Error, and she will instinctively refrain from using her Pure Concept unless threatened, further use will disrupt that balance if she has no memories left.

Oh, and about that cursed ring? You're still not sure exactly what it can do to you, but she definitely can use it to summon you to her or vice versa, so forget about cheesing this by abandoning her, you monster.

Post-jump, you may bring her along with you as a companion if you both wish.

Blanched(400):

How curious. Perhaps you're a backup plan of sorts…

Never mind that just now. It seems that your soul, spirit, and memories have been dyed white. The very stuff that makes you 'you' has been painted over white; a blank white, so much so that nothing remains.

Perhaps as a side effect of being *blanched*, you will be highly susceptible to new influences. It takes only a single drop of color to transform an empty canvas, after all. Yours will be a journey of self-discovery and change. Rest assured that the influences you will draw from will not be wholly incompatible to who you were before.

At the end of the jump, your experiences here will be seamlessly integrated into your sense of self from before the jump so as to prevent identity issues or similar problems (unless, of course, that was the goal all along).

New World Leader(600):

Events have conspired(or will, at any rate) to make you out to be the rising star of the Fourth, a revolutionary movement that seeks to overturn the three-caste system. Currently, the Fourth are

scattered across the world, in shambles after the Executioner's Flare captured and imprisoned the Director, their leader, a few decades ago. While there still exist significant pockets of Fourth sympathizers and agents, they are by no means thriving. Once they rally behind you, and it is very likely that they will, you will face a grand conflict, one whose battle lines span the divides that define society as this world knows it.

Keep in mind that even if you try to cut and run, those that oppose the Fourth will consider you a firestarter capable of reigniting the movement and pursue you appropriately, despite all evidence to the contrary. There's no getting rid of your new reputation that easily.

Because I Didn't Eat Breakfast This Morning(600):
Maybe it's because of all the small things that seem to go wrong, or maybe it's because of a different or deeper cause; either way, you've acquired a certain tendency towards self-sabotage and self-destruction. Nothing overt or terrible, and nothing you can't overcome, but your actions and choices will tend to align to an attitude of futility and directionless anger, and worryingly, you will find it disturbingly easier to act when you put on a mask of indifference, a mask that becomes less and less of one as time goes by…

You can work towards diminishing this by confronting these tendencies and finding reasons to live, though doing so will be difficult as it runs directly counter to the drawback.

Scenarios:

Decomposing Sailor Shirts:
The course of this world's history has been subject to the influence of Pure Concepts. Though great prosperity was once brought about by them, they have always entailed a grave personal cost, and since a thousand years ago, have become synonymous with destruction and tragedy. Your mission here is to end that personal cost and find a way to resolve the problem of Human Errors. There may be several ways to do so; for example, by perfecting or severing the connection between a soul and its Pure Concept, the loss of memories that results in Human Errors may be prevented. Or perhaps you might prevent that erosion of spirit in the first place via the supplementing of memories, to similar effect. On a grander scale, maybe you might even target the summoning phenomenon that results in the Otherworlders arriving here, both its natural occurrences as well as intentional summonings. However you accomplish this, your solution must not rely on your continued presence or personal power; it must be a solution that can exist independently of you and continue beyond your time here.

Depending on your chosen methods, your reward will also change to reflect it. If you chose to fix the connection between the souls and its Pure Concept, you might receive Perfect Attachment, Pure Concept, while choosing to supplement memories could give you the Star Memory; directly interfering with the summoning of Otherworlders, on the other hand, might give you the summoning process itself, or a method of denying such phenomena. If you completed the scenario in a different way than listed, the reward you receive will change; as a general rule, it

will be proportional to the powers and scale involved, but will not be eclipsed by them. For example, if you chose to sever Pure Concepts from their holders and spread this method, you might gain the ability to do the same to similar phenomena, but with greater efficiency or scope, and perhaps an additional useful capability. Be reasonable.

If your actions would have fulfilled the scenario in multiple ways, you may choose which one reward corresponding to your actions to receive.

Perfect Attachment, Pure Concept(Scenario Reward):
When a Pure Concept attaches to one's soul when connecting to the heart of the planet, it does so in a way that erodes the spirit when used. This is the fundamental truth that limits every Otherworlder and transforms them into Human Errors, and yet, you have escaped this plight. You may use your Pure Concept freely, your sole remaining constraints being your imagination and already-enormous capacity for Guiding Force. Additionally, going forward you need not suffer similar byproduct-type afflictions as a consequence for using particular powers or magics, though direct costs are not annulled.

If you do not yet possess a Pure Concept, you may receive one of your choice.

Star Memory(Scenario Reward):
Built in the final days of the old era, the Star Memory is an ancient library connected to the very heart of the planet and the many scriptures of Faust priestesses. Currently serving as surveillance device of enormous scale for the very upper echelons of the world, the Star Memory's true purpose is twofold: to collect and preserve the memories of the planet in a form that can be easily and directly assimilated into the mind, and to supplement the spirit and memory of Pure Concept holders, effectively removing the risk of becoming Human Errors.

Concept, Severed(Scenario Reward):
For devising a method of separating a Pure Concept from its holder and spreading it so it may be used by future Otherworlders, you have gained the capability to seal away the conceptual properties of any one object or being at a time with a touch, at the cost of your own stamina and endurance.

Notes:

In this doc, I have purposely shied away from including information which would outright spoil some important information from the later volumes. For example, detailed information on the Great Human Errors. If this doc gets you interested and curious in the story and world, please go read/watch it! It's worth it!

On the Four Great Human Errors:

Pandaemonium, the holder of the Pure Concept of *Evil*, is a little child obsessed with movies; more specifically, horror movies, especially B-movies. Her Pure Concept allows her to perform sacrifices to power certain effects, often summonings of some type, but especially from the Concept Dimension of Original Sin; her signature ability allows her to resurrect herself using her own death as the sacrifice. Beings associated with her Pure Concept, like things born of Original Sin conjurings, or Pandaemonium herself, grow in power according to the sins committed. Pandaemonium is the origin of all monsters and demons in the world, and is currently sealed away in a great sea of white fog off the coast of the city of Libelle, a state of affairs that will not last...

The Pure Concept of *Evil* can be understood as varied, multitudinous, ever-shifting evil.

The Human Error bearing the Pure Concept of *Vessel* is currently sealed away in an eternal White Night. Constantly dividing, Vessel perpetually transforms the territory around it into an ever-deeper pocket dimension, rendering it down into the Primary Colors and manufacturing hollow and not-so-hollow facsimiles of life, themselves known as the Mechanical Society. Guiding guns and other contraband, such as Primary Color Stones, are often obtained here, and smuggled through and to shady organizations. The Human Error itself desires to be left alone, yet its individual expressions of power are not of the same mind. Curiously, those that wander too far into *Vessel's* territory will be met with a voice in their head, informing them that they have leveled up...

The Pure Concept of *Vessel* can be understood to be that which is capable of becoming any shape and hiding within any form, yet being hollow in essence.

The Human Error of *Dragon* is currently no more, having been vanquished a thousand years ago. Today, only three things of *Dragon* exist: the Sword of Salt, which was used to destroy *Dragon*, the Elder titled ‘The Magician’, and the phenomenon known as dragonblight. Dragonblights occur when earthly and heavenly veins of Guiding Force join together while also being uncontrolled; the result is the artificial life phenomenon known as a dragon, a soulless power that seeks spirit and body, drawing in material in an effort to become truly alive. Akin to a hurricane or tornado in scale, yet greater in devastation, dragonblights are but a pitiful echo of the true *Dragon*, said to have stretched to the moon, and to have possessed the physical power to destroy the world.

The Pure Concept of *Dragon* can be understood as being that of absolute, overwhelming power.

The Human Error of *Star*, being the first of her peers to fall, has been shrouded in mystery for a thousand years. In truth, while the Starhusk bears the name of her Concept, the only remnants of *Star* are not those seven spheres enveloped in a pure *White*, but rather the Astrologer. That Elder is, in truth, a conjured soldier programmed by *Star* with prophecies pertaining to the many

possible futures she could see; even a thousand years in the future, her visions proved true. Somewhat uniquely, *Star* was apparently never able to properly access her concept conjurings; her future sight was entirely the use of a Guiding Force connection to her eyes, already altered by her Pure Concept. Despite the powers *Star* held over information, both in gathering and prediction, she died all the same, though within the Astrologer she has left behind recordings of herself to be conditionally activated upon following certain futures.

The Pure Concept of *Star* is said to have been able to connect to the memory of the planet and calculate the future.

On the *Ivory* Hero:

The hero of a thousand years ago, acknowledged by Pandaemonium to be the strongest, greatest, most powerful Pure Concept ever, they clouded the *Star* in the north, turned the *Dragon* to salt in the west, chased the *Vessel* in the east into a white night and sealed *Evil* away in th white fog in the south. Little is known about the hero, having been erased from history, but their actions a millennium ago make them responsible for the state of the world as it is today.

The Pure Concept of *Ivory* has been shown to represent purity and normalcy, and a blank slate from which new beginnings can rise.

On conjurings:

Almost always, conjurings are performed by channeling Guiding Force into a crest, causing the effect to activate. The activation itself is controlled by the caster, as well; it's not like the user only has access to an 'on' and 'off' button, but rather that they can control the precise execution as well. For example, manifesting the effect of a crest through a tassel decoration attached to the weapon itself, or constructing specific structures with general conjurings. Some generic crest conjurings seen on weapons and equipment are: *Oscillate*, *Anchor*, *Thread, Gale, Thunderclap, Flameblade, Flameburst, Barrier, Multi-Barrier, Slash:Expansion, Thrust:Expansion, Branches, Guiding Branch:Barrel, Current, Compression, Guiding Bullet, Windblade*.

On scripture conjurings:

They generally seem to manifest as force constructs. So far we've seen scripture conjurings create castle walls, giant church bells that create waves of concussive force, nails of force for attacking non-physical entities, a giant sword several stories long, links to leylines to draw out additional power, and so on.

On Touched By A Pure Concept:

This is meant to allow you access to an ability/capability out of the reach of normal people, a limited, more costly version of what the Pure Concept bearer would be able to do. Menou's ability to connect to others and to leylines easily is a side effect of having been affected by *Ivory*, and *Ivory* was able to establish similar universal connections. Manon, on the other hand, had her body rebuilt by Pandemonium, resulting in her becoming a demon of Original Sin, capable

of growing stronger with sin committed and having her soul and spirit housed in her shadow, rendering damage to her body meaningless.

To a lesser extent, obtaining a much-inferior version of an Elder's immortality is possible. Be reasonable.

On Living Relic:
No immortality you acquire here is perfect. If your immortality focuses on the body, for example, attacks on the soul or spirit will still render you dead, if perhaps more brain-dead than corpse-dead.

On Improper Attachment, Pure Concept:
The erosion of the spirit takes place slowly enough for semi-regular use of conjurings of all kinds(going by Akari Tokitou's example, at least, so including a whole bunch of World Regressions) to wear away almost all detail of sixteen years of life, to the point where her life in Japan had basically no influence on her decisions and her identity by the time of the start of the series. The cost of a single concept conjuring that Akari uses, presumably *Suspension*, was the memory of a classmate's face, for example. It is possible to supplement your memories and combat the process, however, and indeed, the process of living itself does so, albeit much slower than viable for drawn-out conflict. Some very rare Pure Concepts might allow for the supplementing of memories, or mitigate it slightly; *Evil*, by way of requiring a sacrifice of body for conjurings, wears away slower because that cost is already paid in part, while *Star* could directly draw from the memories of the world to supplement her memories.

The specific mechanics described to be responsible for memory loss are as such: Guiding Force is drawn out from the soul and directed by the spirit. A Pure Concept resides within the soul, and when invoking it, it is channeled using Guiding Force. Because Pure Concepts are foreign to the individual and exist on a higher order, controlling it using the spirit expels one's personality and memories(the components of spirit).

Perfect memory perks would prevent memory loss, but there may still be effects on your spirit, like how a perfect memory perk might function weirdly if one's physical hippocampus was damaged; here, the spirit exists together with the soul, so a soul protection might work as well.

A solution that works in canon is using an external storage to house your memories; this is what the Star Memory does, by storing myriad memories in books that can directly connect with one's spirit.

On Taboo:
You will continue to develop a similar affinity for the forbidden in future settings; in Harry Potter, the Dark Arts would come naturally, and in Mistborn, you would be a quick study in Hemalurgy.

On Pure, Proper, Powerful:

Just because it's very difficult for a situation to surprise you doesn't mean that things will go well; instead, think of it as being aware of how things can go wrong; the degree to which this is accurate and precise is what the perk assists in.

On Mandatory Fanservice Descriptions:
Yes, when describing yourself in text form, you are strongly encouraged to be extra-flattering. May as well flaunt it, right?

On Drawbacks in general:
The drawbacks are meant to present difficulties and challenges, but are not insurmountable. They still trump perks, but you can mostly work around their effects.

Ivory:
Technically, the original Japanese is 白, which translates to *White*; however, I hope it's clear why it was translated as *Ivory* instead, given that 'the *Ivory* hero' is a common phrase in the light novel.

Pure Concepts seen in the series:
Null, Time, Evil, Dragon, Star, Vessel, Ivory, Consume, Light

Pseudo-Concepts are imitations of Pure Concepts, conjured forth using materials related to bearers of Pure Concepts. For example, using the body, soul, or spirit of a Lost One in certain rituals might allow for access to a facsimile of their concept.

Hypothetical Pure Concepts:
Less than headcanon, take with a grain of salt
Concealment: could be understood as darkness, ???
Poison: degeneration,
Space:duh
Gravity?
stillness/silence
Interference?
Ghost: creation of spirits, possession

The Pure Concepts of the Four Human Errors might be particularly potent, even among Pure Concepts, as they each correspond to the elements of life, therefore giving them a lot of leverage to work with, so to speak.

It's not clear whether or not it's with the introduction of a Pure Concept to the world, or the evolution of its bearer into a Human Error, that new phenomena are normalized into the world; new conjurings are made possible, like with *Evil* and Original Sin conjurings, and there is a connection between *Dragon* and dragonblights or earthen/heavenly veins.

As a whole, there isn't really any other metaphysics stuff going on, like luck or destiny. *Star* could read the future, but that was based on calculation, not prophecy. If there *is* more stuff like that present, then it was almost certainly the result of a prior Pure Concept.

General Notes:
Functionally, the Fourth is represented by perks divided between Commons and Noblesse; the Commons really aren't important. For example, we have not seen a single named Commons character that isn't even possibly caste first and Fourth second.

In practice, the Pure Concepts are not one-to-one the word used to name them. They're concept first, word second; even though Pandemonium's Pure Concept is Evil, she doesn't have authority over evil everywhere, or in all forms. Rather, she has power over a specific interpretation of Evil, often used in ways that are close to her.

New conjurings are rarely introduced; illegal researchers try and try but never manage to create new conjurings. The introduction of new Pure Concepts to the world seems to also bring related concept conjurings as lesser imitations. For example, Vessel is the outright origin of the Concept of Primary Colors, which can simplify, dismantle, and recreate the world. Similarly, Evil is the origin of the Original Sin Conjurings, which require sacrifice of the components of life and create all manners of monsters.

Each of the 600-cost perks are meant to let you stand on the same level as the greatest humans in the world, more or less.

In future jumps, you can apply techniques designed for Guiding Force to similar energies and vice versa.

A solid five of the drawbacks are based off of Sahara. Poor girl, but also, it's kinda hilarious.