Himekishi Ga Classmate!

By Complex_Ad_5944

A High School Boy without friends, Odamori Tooru reincarnated into a Fantasy World after a bus accident on a School Field Trip. The job that was drawn『s*avemancer』a Cheat occupation that dominates the minds of other.

Tooru begins to immediately ens*ave women with that power. However, a Bishoujo of a classmate who similarly reincarnated, Himeno Kirika is a『Princess Knight』of Justice who has appeared before Tooru…

「Once this happens a Former Classmate, Adventurer, an Elf, a Demon, a Princess, all of these will be collected as s*aves！」

Within the next 10 years you will be in this kind of world, so to start the jump we give you +1000 CP, use them as you like.

Location

Roll a D4 to determine your location and gain +100 CP, or choose the location you want.

1) Remote Forest
An unremarkable forest, located in a remote area where you'll only find a few villages nearby. An ideal place to hide.

2) Capital City
The capital of the kingdom of Randabia. A city not unlike any royal capital in a generic Isekai. Lots of people, various entertainment venues, businesses, and everything a major city can offer.

3) Ruin City
A floating city, its main attraction being the ruins that attract various adventurers. Thanks to the ruins, the city has been able to develop, rivaling the royal capital.

4) Free Choice.

Gender and Age

Choose the gender and age you want.

Origin

Drop-In (Free)

You're someone outside this world, appearing out of nowhere in a strange, unconnected world. The good news is that this can be an opportunity for you, allowing you to live by your own rules and indulge your every whim.

Heroine (Free)

You're someone important to this world, something like a co-star. Your skills and beauty are two qualities that make you special. But you're not limited to being just a fan service character or a member of the harem; it's just another option among all the others available to you. You can choose any non-demonic race, but it's only for cosmetic reasons, don't expect to have the longevity of an elf.

Demon (300 CP)

Demons are powerful and long-lived beings. These creatures live in a separate dimension, but some choose to go to the human world because their power is limited by the lack of mana, or magical power, in the environment (unless you are a very powerful demon). You are trapped in this world, with no way of returning to the demonic world, but with your power, you will manage to rise to the top. You can choose any demon race, but it will only be cosmetic, if you want to be able to you will have to purchase the options for this jump.

Perks

All origins receive their 100 CP Perk for free. The rest of the perks of an origin are discounted.

General Perks

Jobs (Free/100 CP)
Jobs are common in this world. They come in a wide variety, including warriors, magicians, archers, and so on. When you obtain a Job, you'll start at level 1 and can increase your level by defeating monsters or opponents you encounter. Each level increase will increase certain stats (Health Points, Mana Points, Strength, Dexterity, Magical Power, Defense, and Endurance) that are more relevant to your Job, such as Strength and Defense for Warriors.

Another advantage of a Job is that you can acquire related skills, such as the ability to use elemental magic if your Job is a Magician. The higher your level, the more powerful the skills you can acquire.
The level cap is 100, with that level being the highest. For safety reasons, there won't be many beings that are level 100, except for powerful beings like the Demon King or the Hero at their maximum power.
During this jump, it's free. For 100 CP, you can maintain the effect of this Perk and share it with Companions and Followers.

Life Magic (100 CP)
The concept of dirt or bad smell is nonexistent. Being a world where magic abounds, it eliminates all odor and dirt. You can go days without bathing and only look disheveled, but smell and grime rule that out. This applies to both people and things, so in a medieval world, it will have cleaner hygiene than the cleanest city in our world.
In future jumps, you can apply this effect anywhere you are.

Smart (200 CP)
You're a very intelligent person. You're very proficient at reading a situation, able to analyze people by simple gestures or single words. Your planning skills are also impressive, allowing you to devise a strategy to fight a powerful enemy in just a few seconds. And your cunning is no slouch either; you can trick a powerful demon into engaging in sex instead of a battle of strength.
As a bonus, you have a perfect memory; you can perfectly recall the events of past events, even minor details or those you didn't give much thought to.

Slavemancer? That doesn't work (400 CP)
You are your own master, Jumper. Things like mind control, soul-binding contracts, possession, Slavemancer magic, and anything that takes away your free will are useless against you. Even concepts like fate don't affect you, free from any ties imposed on you, be it a prophecy or even a time loop.

Monster (600 CP - discount to Demon)
Your magical and physical power is on par with the most powerful of the Eight Nobles, powerful demons who rule the Demon World. Your mana reserves are so vast that you can cast area-of-effect magic as if you were cast fireballs. Your magical power is ten times more powerful, allowing a fireball to easily destroy a house. Your physical power is monstrous, capable of destroying a magic-reinforced castle wall with just your fists. Your magical and physical defenses are formidable, allowing you to easily tank attacks from a Rank 4 Noble Demon. Your regeneration factor is so rapid that you can heal minor wounds in seconds, though serious wounds and amputations will require a few days to heal. You are basically a being who can destroy armies like child's play.

Drop-In

Libido (100 CP)
Like every protagonist in this type of work, you're a stud who can last for hours having sex with eight different people without a break. Your libido is so special that you'll be able to satisfy all the girls in your harem. And don't worry about getting dry or any other health problems; your body has the stamina for that.

Haremmancer (200 CP)
Just like any generic isekai MC, people of the gender(s) you're attracted to will quickly fall in love with you. It doesn't matter if you're a pervert, arrogant, and antisocial, those people will see something good in you that will make them completely fall in love with you and they will be loyal and devoted to you. You don't have to try hard; everything will happen naturally and quickly. But be careful; people who truly hate you won't be affected by this.
The best part is that there won't be any jealousy between your partners; on the contrary, there will be a friendship between them that will even help them work better as a team.

MC Luck (400 CP)
You have Plot Armor in your favor. Anything related to luck will always benefit you. That enemy attack that could kill you doesn't hit your vital points, or that rare item you need will be found easily and quickly. When you face enemies or opponents, they will be attractive people of your preferred gender. Even reinforcements will be attractive people of your preferred gender. The best part is that they will be useful to you if you recruit them or take them prisoner.
In most cases, things will go in your favor, with the only cases where luck can't help you out where this Perk won't work. As long as something is up to chance, the scales will tip in your favour. I suggest you don't do anything that has a 100% chance of harming or killing you.

Slavemancer (600 CP)
This Job is considered very rare, so rare that it appears every couple of centuries. The user can use magic to dominate and enslave the target (living beings), creating a bond that binds the target's soul and generates a bond between master and slave. The slave, being at the master's mercy, will obey every command given, being forced into obedience by the magical bond. However, the target's mind will not be affected, so their body will be at the master's mercy but not their mind.
Since you are paying CP, we will give you the Premium version. To begin with, you can have as many slaves as you want, the number not being limited by your level. Second, you can temporarily increase your slaves' stats (or power) as well as their HP and MP through sexual relations. Third, your slaves' power is not limited by your Slavemancer level, so if you are level 1 and use Plot Armor to enslave a rank 4 Noble Demon, they won’t lose any of their power due to the level difference. Fourth, once under the effect of your magic, the target cannot be released from it unless it is with your consent. Fifth, if the target develops a strong affection for you (in dating game terms, 100% affection), they will gain a permanent 100% boost to their stats. Finally, you can acquire a portion of the experience points (20%) earned by your slaves, allowing them to level up without doing anything.

The flaw with this Job is that depending on the difference in strength between you and your target, the more difficult it will be to use your magic on them. If the difference is minimal, simply using your magic will turn them into your slave. But if the difference is high, you'll need to use your semen and have it make contact with your target to successfully enslave them. While you'll need to have several sessions of sexual intercourse to have them under your complete control, a Rank 4 Noble Demon will need to fuck you at least ten times.
Any person or being you make a slave will become your follower.

Heroine

Beautiful (100 CP)
On a scale of 1 to 10, you're an 11. Regardless of if you choose to be adorable, elegant or something more exotic, your natural charm will make sure you’re not just a face in the crowd.

Competent Combatant (200 CP)
Your combat skills, or the use of your Job abilities, are highly polished. Regardless of your level, you use your skills as efficiently as possible, as if you were a veteran. In a fight with someone of your same level and theoretically equal in power, you are sure to defeat them with your technical skills.
Post-Jump, every skill other than a Perk or Power (or their equivalent) will be mastered to the same level as a veteran with experience using them. You are not a master, but you are someone who uses their power efficiently.

Prophecy (400 CP)
You have a very rare but useful ability: the ability to see fragments of the future. Upon resting, you can choose to enter a trance-like state that will allow you to clearly see a not-so-distant future (up to a week). These visions will be very clear and precise, allowing you to know where things will happen and the results that will occur if a certain action is performed.
The only disadvantage is that these visions require the use of a lot of magic, so a vision will exhaust you instantly. Another limitation is that since it shows possibilities, it won't show you the one that gives the optimal result right away, requiring you to rely on trial and error.

Hero (600 CP)
Considered one of the strongest Jobs, its power is equivalent to that of the Demon Lord. This rare Job is only suitable for special individuals with strong convictions.
This Job grants the user certain advantages, such as a magic-resistant body, allowing it to nullify any type of magical control or curse. Another effect is to increase your experience gain tenfold, earning ten times more experience points when killing a monster or defeating an enemy than an ordinary person.
Like all powerful Jobs, your power is recognized by powerful organizations such as the Church and entire nations. This will guarantee you VIP treatment wherever you are, as well as resources for your mission to defeat the Demon Lord. We are talking about humanity and non-demonic or related species.

Demon

Disguise (100 CP)
You are adept at transformation magic. You can transform into any person you wish or create/hide bodily features that betray your species. This is more for aesthetic purposes, though, so you won't gain any skill or advantage from doing so.

Aura of Terror (200 CP)
You can unleash a murderous aura or bloodlust that will affect people around you. You can choose who it affects (if it only affects your enemies), as well as how long it will remain active. This will cause those affected, who are weaker than you, to be paralyzed for a few minutes, causing them to lose their will to fight immediately.

Might is Justice (400 CP)
Demons are beings with simple rules: the strongest is the one who rules. This rule will apply every time you defeat an opponent or enemy, rendering them submissive and obedient, like subordinates. This will legitimately grant you the leadership of any group or organization. This also applies if your abilities are superior to those of your opponents, such as becoming president of a country by being more suitable and competent for the position.
But be careful, because if you show weakness and are not up to the task, someone else will take your place.

Dream Control (600 CP)
A powerful ability that Mikura, the oldest of the eight nobles, possesses allows her to travel with her consciousness into other people's dreams, allowing her to exert control within them. The user can communicate with people within their dreams when they fall asleep, as well as connect two people's dreams so they can interact. In this world, she has almost absolute control, shaping the dream world at will. Another advantage is that within this dream world, people lose any physical abilities they have, such as the immunity to magic granted by the Hero Job due to their special physical constitution.
If you kill someone within this dream world, they will die in real life. But if you are the one killed, you will simply wake up as if nothing had happened.
The disadvantage is that magic can be used within this world, both by the user and the other party. Also, if the affected person has a very strong will, they may be able to expel the user from their dream world. And the most dangerous thing is that your body is left unprotected, so it's important that you're in a safe place (your warehouse isn't an option).

Items

All items are discounted to the appropriate origin. Discounted 100 CP ítems are free instead.
You can connect all your properties and facilities to your Warehouse if you want.
You can import your items from previous jumps and add effects to them from the ones you purchased in this section Free.

General

Basic Package (Free)
The basics to start your adventure: a little cash to cover your basic expenses for a year, clothing to avoid surprises, and equipment appropriate for your job.

Restoration Potions (100 CP)
Potions that heal minor wounds and remove accumulated fatigue and exhaustion. You will receive a dozen of these, replenished every seven days.

Dislocated Armor (200 CP)
A highly durable yet flexible armor. It adjusts to your size and won't affect your mobility. The materials used to make it are of high quality, allowing it to withstand magical and physical attacks from opponents comparable to A-Rank adventurers. However, if you are attacked by powerful demons or powerful combatants, its defenses will quickly falter.
This armor has self-cleansing magic engraved on it.

Golem Army (400 CP)
This golem army, 128 independent units and 1,024 spare bodies, are under your command. Each golem is as powerful as an A-Rank Adventurer.
Each golem is made of a material that resists the effects of Haten no Mukuro, making it the perfect counter. Furthermore, each independent unit is operated by an artificial intelligence (in the form of a red ball) that can develop complex plans and strategies. Its reasoning and logic are comparable to those of a human, making them loyal and efficient units. Should one of the bodies be destroyed, it will enter one of the 1,024 spare bodies.
The golem's form is that of a two-meter-high armor, intimidating and imposing.

Floating Island (600 CP)
A large territory of 100 km² in area. This territory is a small city that includes residential areas, commercial areas, government offices, and other key centers for the functioning of a city.
At the center of it all is your mansion, a luxurious structure on par with mansions that powerful nobles could afford in the capitals of their kingdoms, equipped with luxuries that even the nobility would praise. The mansion can comfortably accommodate up to 100 people.
The city thrives thanks to a magic stone hidden in the center of the city, beneath your mansion. It is also protected by a barrier that can withstand attacks from powerful Demons. The barrier also has a lifeline for the comfort of your inhabitants.

People will be able to enter and leave the city through a magical portal, one located within the city, near the commercial area, and another in an area beneath the floating city.
The city cannot be moved from one location to another, so you will have to assign a specific location for each jump you start. It will be uninhabited, but each person you register as a resident will become a follower.

Drop-In

Clothing Materializer (100 CP)
A magical artifact that materializes any clothing the user imagines. The clothing will fit the wearer's body. Requiring little Mana, even a level 1 Mage can materialize 10 sets of clothing.

Bracelet (200 CP)
A bracelet that increases the wearer's thinking speed and sensory perception tenfold. The effect only lasts for about ten minutes, and you can only use it once per day.
Basically, your mental abilities increase tenfold.

Insurance (400 CP)
The classic 1-Up. If you are killed or die, you can choose to revive in the same place, revive but within your warehouse, or go back to a specific point in your jump.
You can use this once per jump or every ten years if your jump duration is extended.

Secret Base (600 CP)
At first glance, it looks like an ordinary cave, but hidden inside is a door that provides access to your base.
The base is equipped with all the amenities a discerning person would appreciate. It includes residential areas, training areas, libraries, workspaces, facilities for the comfort of its inhabitants, as well as an indoor spa for your enjoyment and that of its inhabitants. Of course, your quarters are the best equipped, even including a throne room, all fit for someone of great importance like you (at the level of a king or a Demon Lord).
The cave is protected by a magical barrier with multiple functions, such as defense, intruder detection, a living system for the comfort of its inhabitants, and systems for cleaning and maintaining the structure and its facilities.
This place can be inhabited by up to 200 people, allowing them to live comfortably.

Heroine

Durable clothing (100 CP)
A set of clothing that will withstand any attack you receive. It's not armor, so it won't protect you; it's simply a set of clothing that won't be destroyed. The clothing will fit your body perfectly and adapt to any climate change for your comfort. It won't deteriorate over time and is immune to stains and dirt.

Arsenal (200 CP)
You have a small bag, which is actually a magical artifact that can store a large number of items. Inside this bag is an arsenal of weapons, pistols, submachine guns, rocket launchers, grenades, and so on. You have a collection of 20 modern weapons, their ammunition, and 10 explosive grenades. These can kill any adventurer below Rank A, and cause problems for people at the level of an A-Rank adventurer.
The weapons will be in perfect condition, so you won't have to maintain them.
The bag only has enough ammunition for one charge, which will be replenished every 24 hours of use. You may not store anything other than this arsenal inside this bag; it is for its exclusive use for transport and storage.

Powerful Weapon (400 CP)
A special weapon that's linked to your soul, so you can summon it whenever you want without having to carry it everywhere. You can choose between a sword, whip, bow, etc. Since the weapon is linked to your soul, it will become more powerful as you grow stronger. A worthy weapon that will never become obsolete or a burden.

Aircraft (600 CP)
A large, magic-powered zeppelin. It can travel at speeds of 200 km/h, making it ideal for long journeys. It can carry up to 50 people and has passenger quarters and other amenities for your comfort. In its command room, it can be navigated by an easy-to-maneuver wheel. This colossus can withstand powerful attacks thanks to its magical shield, which serves as a defense. It contains a magic stone that provides an infinite source of energy for its operation, although removing it will destroy it.

Demon

Mask (100 CP)
A magic mask that not only hides your face but can also alter your voice. Another function is to conceal your magical powers, so anyone who sees you will think you're a normal person. You can choose any design you like, although at first glance, a person wearing a mask is already suspicious.

Crystal Ball (200 CP)
A crystal ball the size of a basketball. It allows the wearer to see any location they wish live and in person. While it's a great tool for espionage, it won't be able to bypass anti-spy magic systems or magical barriers that prevent spying. The good news is that even people with keen senses won't realize they're being spied on unless they have activated a spy-detecting magic.

Position of Power (400 CP)
Demons have infiltrated the human world for years, occupying positions of power to gain key information or influence. They usually have to start at the bottom, but you're special. At the beginning of each jump, you can choose a high-ranking position (other than the highest authority) in any organization or nation of your choice. You can be the minister of a kingdom

or hold a high position within a religious organization. All your background is covered, so you'll only be discovered if you act suspiciously or carelessly.

Haten no Mukuro (600 CP)
A huge crystal that at first glance might be mistaken for a large magical stone, but it is one of the fragments left behind by the Demon Lord. This stone holds many mysteries, but one known effect is that any living being that touches it will become a crystalline being that loses the use of reason, turning into a beast with slightly greater power. This is because the Demon Lord's part corrupts the victim's soul, consuming it little by little until only an empty shell of the living being remains.
You have control of this fragment of the Demon Lord, being able to control all those who became crystal beasts. The best part is that you are immune to this effect, so you will not share the same fate if you touch this crystal.
You can control as many crystal beasts as you have at your disposal, forming an army that can only follow very simple orders but will not fear or hesitate when attacking. Crystal beasts are considered followers.

Companions

Import (Free/100 CP per)
You can import up to 8 people for free, but by paying 100 CP for each, they will receive 300 CP to spend on this document.

Canon Companions (Free/100 CP per)
If you manage to convince them, you can recruit any character from the series as a partner. If you pay about 100 CP, you will have a favorable first meeting, which in a short time will turn into friendship.

DRAWBACKS

You may take any amount of drawbacks you like.

You are the MC (+0 CP)
Instead of Tooru, you'll be the one summoned and entering the new world. You're not obligated to follow in his footsteps, so do as you wish.

Crossover (+0 CP)
Are there any manga, anime, game or novel that you are interested in and want to add to this jump?
You can add other series to this world, as long as they are medieval fantasy. You can add as many series as you want. In case they have different power systems, they will adapt to the magic and class system of this world.
If you are only interested in some characters and not the plot, you can bring only those characters. As for powerful items that exist in those plots, such as magic or very broken powers, these cannot be incorporated.

Supplement (+0 CP)
If you are not in the mood to spend 10 years on this jump for a Perk or Item, you can use this jump as a supplement and buy whatever you want. But you will not have the benefits of discounts. If you wish, you can combine this jump with another one you are doing, being able to take Drawbacks from this jump, but without discounts.

Extended Time (+100 CP)
If you want you can spend an additional 10 years in this jump. It can be taken multiple times, up to ten times.

You suck at naming (+100 CP)
You're bad at naming your attacks or techniques; in every case, you'll give them unoriginal and ridiculous names. The worst part is that when you use your abilities, you'll tend to name them out loud, eliminating any surprise attack strategy.

Horny (+200 CP)
Your libido is so strong that you need to have sex at least once a day if you want to retain your sanity. If you go more than 24 hours without sex, you'll enter a bestial state and attack the first person or creature you encounter. Be careful, you might cross paths with an existence that could kill you.

Member of the Harem (+200 CP)
Congratulations, jumper! You're now part of the harem of a person with the Job Slavemancer. When affected by this Job's abilities, you become their slave. While your mind isn't affected, your body is, so if they command you to do something, even if you don't want to, you'll have to obey. The good news is that they'll see you as a tool, not a disposable one, so they won't force you into suicide missions. You're not safe from their lust, though; at least this person will be of your preferred gender (though not a good-looking person, in your opinion).

Brutal World (+400 CP)
Isekai mostly depict colorful and peaceful worlds, more like escapist paradises for their protagonists. Unfortunately, this world isn't like that: constant wars, disease everywhere due to poor hygiene, extreme classism where the powerful abuse the weak, brutality and depravity everywhere due to its inhabitants' lack of moral values, out-of-control monsters that violently attack everything in sight, and paranoia and mistrust everywhere.
Your stay here will be more desolate than pleasant.

Dangerous Job (+400 CP)
Your Job is considered dangerous to many people, like a bomb that could explode at any moment. Powerful beings like the Hero or Eight Nobles will be wary of you. At best, they'll simply watch you closely or not treat you as an enemy; at worst, they'll kill you. But that will depend on your actions. If you're a calm person, you won't be targeted for elimination, but if you're a psychopathic homicidal person, your elimination will be a priority.
If you have a common Job or one that isn't unique, they'll see you as a potential threat due to how you use your Job abilities.

Enemy of Eight Nobles (+600 CP)
You're a very unlucky jumper. The Eight Nobles, the most powerful demons in the demon world, have recognized your existence and marked you as dangerous. Prepare to have these guys and their minions after your head.
Peace and negotiations are out of the question, so your only options are kill or be killed. The good news is that their power will be nerfed when they enter the human world, so your chances of survival are not low.

Power Loss (+600 CP)
Lose the Perks, Powers and Items from previous jumps, and can not import any companion or access your Warehouse, at least you still have your Body Mod.

Choices

Go Home
Stay
Continue

Notes

Special thanks to Anon, Sonic Cody, Chris “Dahak” Tracy and everyone for fixing my grammar and helping me make this jump.