Maken-Ki!



By MixedAnon

Well, you are going to a very nice-looking world there, jumper! You're about to go to the Japan of the 2010s, though one that's filled to the brim with ridiculously beautiful and often buxom girls and women, along with many lewd situations for those to end up in! But if you think this world is just made of perverted hijinx and carefree school life, then you'd be dead wrong.

Once upon a time, the country was inhabited by gods, standing far above humans in terms of might and wielding objects of great power known as Maken. A man by the name of Yamato Takeru resented those powerful beings and soon formed a group to slay the divinities by creating Maken of their own. This group would call itself Kamigari and soon set itself as the defender of Japan, working with the government to do so.

At least, that was the theory. Kamigari would devolve soon enough into nothing more than the private army of the head Yamato family, which forcibly 'recruited' and trained children who possessed a great deal of the energy known as 'Elements' and the ability to use Makens. This state of affairs was eventually too much for a certain man in the region of Tenbi,where the 'Abilities Users' were trained, who founded Tenbi High, a school completely independent from Kamigari that would give choice and freedom to their students. But with freedom came chaos, and so a group of students named Maken-Ki was founded to defend the school.

As you can imagine, Kamigari didn’t appreciate this loss of control. Three years after the founding of Tenbi High, the group’s head used his powers to manipulate several male students into savagely attacking a female one. This led to the school being made to only be available for girls. It would take six years before it accepted male students again.

You will arrive one day before the beginning of the school year after it, with one of the many new arrivals being a young man Takeru Oyama. Unknown to him, his bloodline is tied to a lot of the conflicts and conspiracy that shall come this year. There will be many dangers and opportunities to come, so take 1000 choice points (cp) to help your purchase ressources to get by.

Origins:

You can choose your gender for free. You can choose for your age to be set at either a teenager at fifteen or an adult at 18+1d8. You can pay 50cp to set your age as an adult without needing to roll.

New Arrival: Well, who exactly are you? You don't seem to possess any memories or past in this world, yet you possess the proper paperworks for a citizen of Japan, and papers which indicate you're accepted at Tenbi as either a student or staff member, depending on your age. Uh, weird. Anyway, though you haven't made yourself a place here yet, you certainly have the potential to rise far! Should you wish, you may not be a drop-in and actually have a past there, though it will be as an ordinary person mostly uninvolved with the supernatural before now.

Maken-Ki: Should you be an adult, then you are a graduate of Tenbi High that has chosen to join the school staff and help them take care of the school. And if you are a teenager, you are instead a student that has been acquainted with either Tenbi High itself or people that are part of Maken-Ki for quite a time, to the point that you can expect to be very soon asked to join the club. In either case, you can be expected to stand to protect both your friends and the happy school life you share.

Venus Unit: Despite what you may hope, not every Element User has gone through their training at Tenbi. You are part of the Venus Unit, a mercenary squad under the leadership of Akaya Kodai, a former Maken-Ki who was disgraced through being manipulated into instauring the accident that led to Tenbi becoming a one-gender school. Though he and his squad are commonly thought to be under the sway of Kamigari, they are in fact planning to undermine it from the shadows...

Kamigari: Congratulations on joining the winning team! No matter your age, you are now part of Kamigari itself. Though it initially set itself up as working with the japanese government to defend the country, it now practically rules the said government and serves as the private army of the current head of the Yamato family, Ouken. You'll begin at either the Yamato castle, which serves as your headquarters, or as an infiltrator in Tenbi. Despite this servitude, many benefits can come from this campaign towards supremacy, and perhaps you'll even try to strike out for power of your own...

Perks:

General

Hiromitsu Art (Free)
Let's face it, nearly every woman in this world is a complete knockout that wouldn't look out of place in a dirty magazine. And a good number of men are pretty good-looking of their own too. So to make sure you don't stick out, you are now much more beautiful than before in the exact way you desire, enough to definitely turn heads as you walk through the streets. You can even give your hair and eyes exotic colors and motifs as wild as you like, including the ability to make heart shapes appear in your pupils at will.

Ecchi World (100cp)
Of course, there's no reason you can't share the gift. This perk will allow you to make the choice in each following jump to make the world look as if it was drawn by Takeda Hiromitsu. To put it simply, girls and women will get a general boost in attractiveness to the point that they will all at least be cute, and those who were already beauties will be absolute knockouts. Furthermore, there will be an odd tendency for them to wear absolutely skimpy outfits, and even 'normal' ones will look a bit lewder and more form-fitting.

Element User (Varies)
Congratulations, Jumper. You have an unusually high amount of 'Element', which is basically magical energy, in your body. There are five 'types' of elements known to manifest in Ability Users: Red, Blue, Green, Black and White. Each Ability Users is inhabited by one of those types, and you get to pick one and only one. While the first three don't have any particular advantage over one another and thus are each a Free option, the last two are different. The White Element grants increased damage against those bearing the Black Element, burning them from the inside, and so costs 100 cp to choose. As for the Black Element itself, it grant outright immunity against purely Element-based attacks outside of the White and Black ones, and costs thus 300cp to possess.

In other worlds, the White Elements will be effective against beings whose natures are tied to evil or darkness, such as demons, and the Black Element will protect from any magic beside those linked to light, heavenly, dark or 'demonic' power..

Ability Rank (Varies)
Outside of unique powers and Maken, the use of elements allow everybody to strengthen their body to fight, though their might depends on how well they master it. Depending on their natural amount of energy and their skills at using it, Ability Users can be divided into several ranks. You can choose your starting rank through picking one of the following options.

For free, your Element rating is at C, the lowest rank possible, and the easier one to surpass just through hard work. An average person has little hope of hurting you with their bare hands, and you can easily outspeed and knock them out in one hit, but you're still a small fry in the world of ability users. You're roughly at the same level as Kengo Usui, one of the newest male students at Tenbi Academy..

For 100cp, you will be at Rank B, roughly at the level of Chacha Akaza, a member of Maken-Ki. It is at this point that you are considered to be a true fighter. You can accomplish feats such as jumping over a small traditional japanese house and winning against a bear with your bare fists and with little to no injuries.

By paying up 200cp, you shall be at A-Rank, the level at which you'll begin to be treated as an elite and a top student should you still be in school, much like Azuki Shinatsu. Smashing through concrete as if it was paper is now pretty damn easy for you, a steel beam being launched at your face would be about as effective as a normal punch against a mundane human and you can easily match the running speed of a cheetah.

At the cost of 300cp, you shall have the power of a S-Rank Element Users, the true elites on par with Haruko Amaya of Maken-Ki, bound to have a high position in any faction they're part of. You can cross an entire school courtyard in a flash, survive being thrown off an astoundingly high cliff with barely a scratch, and casually punch a normal person through several walls.

And lastly, for 400cp, then you shall be at the very top at SS-Rank, at the levels of living legends like Tenbi Academy's current headmaster Minori Yokujou and Yamato Ouken himself. Your fists can split the sea and mountains, you could cross 40 kilometers in ten minutes, and you're hardy enough to be able to get up after being punched deep into solid rock.

New Arrival

Lucky Pervert (100cp, free New Arrival)
A good number of the male students at Tenbi have come for the simple reason that there are tons of pretty girls and women there. And while most of them are probably not going to be so lucky, you have a knack when it comes to stumbling into eye candy. You tends to frequently come into lewd accidents with people you find attractive, often involving getting a good view of their exposed bodies or rather intimate physical contact. Furthermore, while they quite possibly will be quite upset at first, there will never be hard feelings as they understand these are accidents. You can toggle this perk's effects off and on.

You Interested, Kid? (100cp, free New Arrival)
Now, you may not think you're very special yourself, but for some reason, you tend to catch the eyes of those looking for new recruits. Their reasons may vary between each person, but you're prone to getting invitations to join other people's groups. Even one of your biggest enemies could propose you to change sides after being impressed by your abilities.

I've Got To Protect This Girl! (200cp, Discount New Arrival)
Uh, do you have a self-sacrifice complex, jumper? You know that a good number of those girls could destroy a house, and they will probably fight even stronger people, right? Are you still gonna do it? Okay, well, here's something to help you do so and survive. When you rush to save someone, you seem to have an unnatural knack for always arriving at least in the nick of time needed as long as you do your best to do so. And attacks that you get to protect other peoples from them seems to be much lower in effectiveness. Even if a beam would normally disintegrate you, it would leave you with burning wounds but alive if you were to jump in its path to keep it from killing someone else.

Stay Your Punch (200cp, Discount New Arrival)
Okay, I know that considering the awesome powers Elements can bring and the stigma their Users get in normal society, it may be tempting to let loose. But becoming exactly what they think you are is never going to help. You now have control over your actions and reasoning at all times no matter your emotions. Never will you let your rage take over your better judgment, and should you go all out and kick someone's face in, it'll be because you chose it to.

Not A Loner's Privilege (400cp, Discount New Arrival)
What isn't a loner's privilege, you ask? Well, it's having loved ones to enjoy your life with, be they family, friends or a harem of gorgeous women. And thankfully for you, you're very good at getting all of those, as you seem to have an innate appeal that makes people more interested in you than they otherwise would be, and that accelerates the building of relationships with them. And that charm only increases the more you perform heroic or impressive feats in front of them. Protecting a girl from a thug might give her a small crush on you, driving off a horde of monsters from a village will get you many admirers from it, and managing to surpass a previously undefeated swordswoman will probably result in her throwing herself at you.

Naturally, for each individual you impress with your charisma and your feats, you may individually choose if they see you in a friendly or romantic light. If you play your cards right, you could easily get a full squad of maidens that are in love with you.

What I Wish For (400cp, Discount New Arrival)
All people have desires: to protect their friends, to live out a happy school life, to get lucky with a girl… But a good number of them chicken out and give up on those same dreams, never fulfilling them. That won't be your case. You have unbreakable determination to follow what you want to do, and no obstacles, trickery or pretty words from scumbags will falter your resolve to follow those paths to the end unless you decide you want something else on your own. And to make sure you can always go with everything you have, I'll give you the ability to increase the emotions you're feeling at will. Small anger towards a crime can become righteous rage, all the better to kick the villain's ass with.

The Fool's Journey (600cp, Discount New Arrival)
Let's face it, there's a lot of overpowered freaks around, and there's a strong likelihood you're far out of your league. Yet luckily, it seems that fate itself is working to get you to succeed. Or maybe it's plot armor. Aaanyway, you seem to run into countless ways to get better at what you want to do or to get ahead. Maybe you'll get to know many mentors that can train you into a strong warrior, maybe you'll meet a girl that possesses a weapon that's uniquely fitted to empower your special abilities or someone that knows of the way to defeat the seemingly invincible megalomaniac. While it won't give you an easy victory, or even a guaranteed one, it will always make sure you have a chance to prevail despite the seemingly impossible odds you may encounter. Oddly enough, those persons you meet tend to be attractive members of your preferred gender.

Blood Pointer (600cp, Discount New Arrival)
Well, you're more special than you look at a glance. It seems that you are a direct descendant of Oousu no Mikoto, brother to the founder of Kamigari, and that you inherited the special power of your bloodlines, as indicated by the sign of three Magatama in a circle on your chest. This power, Blood Pointer, is relatively simple as it allows you to suck up all of the Elements, or other types of vital energy, of the environment around you in the rough range of your average school campus. By default, plants give you a small fixed amount while things are a bit more complicated for thinking beings. It is tied to how intensely the emotions they're currently feeling are, so a perfectly stoic and calm person would only give a small bit of energy while one completely consumed with their rage will give out a huge amount. Naturally, being robbed of energy will weaken them proportionally to how much they lost, but it will never kill them. And of course, getting that energy will empower you by that much, though you will never get someone's specific abilities, just their raw strength.

Of course, there's no guarantee you will always have people with intense emotions already around, so I'll give you a little boon. You seem to have an uncanny talent to impress your emotions onto the people close to you when they see you in action, allowing you to let a specific feeling of yours increase in their minds until it matches yours. And of course, should you have something like **What I Wish For,** then your increased emotions shall also cause theirs to increase, making the sky's the limits. Should you have an entire school of people united in kicking an asshole's face in, then your fists could very well defeat gods.

Maken-Ki

Honor Student (100cp, free Maken-Ki)
Well, despite all of the dangerous battles and lewd antics that will happen this year, you are supposed to go to school and learn. Luckily, you seems to have a knack at learning things and keeping them memorized, which should help greatly with any learning you attempt. This also works for more important matters as you shall never forget information of critical importance for the plot.

Happy School Life (100cp, free Maken-Ki)
Some say your days in high school will be the best one of your life, so it'd be a shame if you couldn't enjoy your youth because some supervillain asshole is trying to rule the world. Luckily, this won't be a problem for you: no matter how much danger and perils fill your life, you'll always have time to relax and have fun. And to make sure you do this, no pressure will keep you or your friends to be in the mood for some fun when you want to. You won't have to worry about the responsibilities of saving the world giving you anxiety.

Double Standards (200cp, discount Maken-Ki)
...I know friends can forgive each other for a lot of things, but that's a bit much. I mean, what kind of friendship involves so much violence? Okay, to be clearer, it seems that people are a lot more tolerant of your behavior than they really should be. You could constantly kick a guy for the slightest affront or shamelessly grope the breasts of your female friend, and there will be little to no negative feelings towards you for it. As long as nobody is seriously hurt, they will still consider you a friend even if you mostly act like a pain in the ass.

School Nurse (200cp, discount Maken-Ki)
Elements aren't just a tool to fight and destroy with. You, much like Tenbi's nurse Aki, have learned and trained yourself in the arts of healing. Not only do you have an extensive knowledge of all kinds of medicine to treat your patients with, but you also know how to use your own Element. By touching somebody else, you can transfer some of your elements to heal their wounds or revitalize them. Even life-threatening injuries can be healed, though the process takes longer in proportion to how severe their condition is, and bringing someone back from the brink of dead may well take an hour.

Crazy Coach (400cp, discount Maken-Ki)
Teachers have to share their knowledge with their students, and you'd make a piss poor one if you failed at that, right? Luckily, you're very good at helping any student you take under your wing get stronger and reach their true potential so that they can deal with both their futures and the coming enemies. And oddly enough, your methods seem to increase in efficacy the more life-threatening they are. Sure, having your student meditate under a waterfall might help them get in harmony with nature, but tying them to a tree trunk and setting them off on that same waterfall is so much faster.

Aren't You Ashamed? (400cp, discount Maken-Ki)
You'd think that Tenbi becoming the enemy of a nearly godlike man whose schemes span centuries leading a group which is currently seen as an enviable career path for many students would eventually lead to many of said students turning coat or running away. But

that isn't so, as the lights of righteous people seem to be infectious through their words. And so, as long as you speak from your heart, your words are very good when it comes to making people see the truth and rethink their life. From convincing cowards to not give up or making a subordinate realize that their life is not the one they want to live, you can push people towards a good change. Hell, you could reach out to someone's heart even if they were brainwashed, allowing them to potentially break out of it or at least resist their heinous orders.

Maken Maker (600cp, discount Maken-Ki)
It seems you are the proud inheritor of the ancestral arts of the Kagayashi family, which has been responsible for creating Maken since ancient times. You are an expert smith skilled in making weapons of all kinds, from simple swords to modern guns. But where your craft really shines is when you make a 'Maken' for a specific person in mind. Upon coming in contact with a person, the weapon will bond with their Element or a similar kind of vital/magical energy and develop an Ability specific to them, with its potency tied to how much energy they've got. Note that Makens don't stack: you can't give another Maken to a person and expect their Ability to double up.

Furthermore, you can replicate the legendary feat of the *original* Maken smith. You see, the first Makens were originally natural wonders, which appeared on their own every time a god was born. But the humans that founded Kamigari created Maken of their own, based on the gods so that they could slaughter divinities with their own tools. And so, much like them, you can through careful studies replicate any magical item, though those whose powers are tied to a specific individual will see their properties change depending on who else uses them.

Goddess of the School (600cp, discount Maken-Ki)
Suffice to say, Kamigari would be very interested in your existence, Jumper, as you are somehow a close relative to gods, much like Kodama Himegami. As you can expect, this means that while you may grow, age won't ever let your body degrade. But by far your most amazing heritage from this is that you can summon the specters of any of your dead loved ones to use their powers for yourself, who are known as Shishigami.

By default, you will begin with the ability to summon the phantom of eight of your divine ancestors, each tied to powerful attacks of a certain nature such as electricity or fire that can match the might of Ability Users such as Ouken. And afterwards, any of your loved one that die may be summoned in turn. Note that you can only use one specter at a time and that their attacks will be fueled with your own energy, which means that truly divine might at its full power will leave you barely conscious after even one second of using it if you're a novice. Though you may wish to not summon them at full power, even choosing to have the souls of your loved ones materialize as powerless imp-like spirits if you just wish to speak with them without tiring yourself.

Venus Unit

School Idol (100cp, free Venus Unit)
You may think a secret elite squad wouldn't be the showy kind, yet the idol being part of that same squad would quickly prove you wrong. Just like her and the squad's leader himself, you have a real talent when it comes to making people around you notice and pay attention to you. And you also know exactly how to use your skills and abilities to make a good show for everybody. Perfect if you want to try your chance at becoming a star.

Foreign Exchange (100cp, free Venus Unit)
Unlike most members of Kamigari, the Venus Squad is an international group, made of people from all kinds of nations. Yet you would make a poor mercenary if you couldn't adapt to any situations, so you have the ability to instantly get used to any new cultural environment you're in, including instantly learning the local language. Never will culture shock be an obstacle for you. This also seems to extend to friendship, as people you meet won't judge you for your culture or your origins, only who you are.

The Men In Black (200cp, discount Venus Unit)
It has been long clear to the government that the existence of Maken and Ability Users going public would cause chaos all over Japan, and that allowing this information to leak would leave the country the prey of foreign powers. Which is why a good part of the work of both official and secret agents is to cover as much of it up as possible, which you are an expert off. Whether it'd be by spreading false information, messing with equipment to hide what they gleaned or even buying the silents of locals, you are a true professional at stopping information from spreading. A battle between demigods on a private island? Nonsense, those were just some meteors. This skill at subterfuge also gives you a good intuition on when and how the truth is hidden, allowing you to also play detective if you want.

Self-Titled Ninja (200cp, discount Venus Unit)
Okay, you may not really be a ninja, but you sure have the skills to be one. You know all sorts of infiltration, from just physically sneaking without being seen by anyone to impersonating a waiter to get close to your target as he's taking his meal. When it comes to getting where you want without anyone noticing you, there's nobody more knowledgeable than you. Though be aware that some possess ways to mystically find intruders, or simply too strong for assassinations to work.

Play The Villain (400cp, discount Venus Unit)
But sometimes, hiding isn't enough. Sometimes, you have to go into the spotlight and lie like a complete snake. You are an absurdly good actor, able to keep up an act without ever breaking character and spout out falsehoods without any indication that you're not believing everything you're saying. You could pretend to be a madman's servile subordinate for years without him ever realizing your lies and letting you get away with your secret undermining his plans. You also have a real talent to know how to get people to do the things you want them to do, be it by acting as their friends or their hated enemies. Elaborate plans taking account of their personalities become second nature to you as you are a true warrior of the shadows…

Barrier Master (400cp, discount Venus Unit)
One of the Element-related abilities that are not tied to particular Makens and yet is one of the least used amongst warriors is the ability to create barriers. By infusing stones with your elements and placing them in a certain position, you can thereafter create a barrier of Element whose shape is determined by the position of the stones compared to each other. Depending on how you do so, the maximum size would be that of a small island, through the larger barrier it is, the more it costs of your energy to maintain. Furthermore, how durable it is depends on how strong you are yourself, with beings far beyond your ability being able to break it without much issues.

Home Is Where The Heart Is (600cp, discount Venus Unit)
The Venus Squad does not use a formal means of recruitment as Tenbi or Kamigari does. Instead, Akaya Kodai sought out each of his subordinates individually and gave them more than a group. He gave them a home, and in some way, they became even closer than a good number of 'real' families as they worked together. And those bonds make them stronger as yours will. When you work with those you call loved ones, you shall be in perfect synch, allowing you all to pull your skills and talents together in ways that truly make them all shine. This synchronisation gets only stronger the closer you are with people you work with.

Furthermore, this bond seems to give you all a special affinity to literally sharing your powers. By entering in contact with two of your loved ones at most, they can give you as much as their energy as they want, without your body being damaged as it would normally do in this world. Those energy will mix within your body, increasing both your power and making the properties of your powers mix in a perfect harmony. For example, should you have the Green, Blue and Red elements within through sharing, then they will mix into the White Element, allowing you to bypass the arrogance of the Black Element which your enemies might try to hide behind. Though this state will only last for a maximum of thirty limits before those new energies leave you.

A Warrior That Evolves (600cp, discount Venus Unit)
What a lucky person you are, jumper. You possess the rare 'Evolving Genes', which is found in the bodies of very few people through history such as the Venus Squad's ace Yan-Min. To put it simply, your body constantly adapts to your environment, causing your physical and mystical abilities to increase depending on the perilous situations you are thrust into. While you may as well not be special at all in periods of peace or when fighting complete weaklings, this is because you have the genes of a hero meant to shine in great conflicts. Fighting someone that's just a bit stronger than you will see your abilities breaking their limits to match them, while fighting a true god will see your body begin to practically metamorphosize into one fit to be their worthy rivals as you fight on. Though it should be noted that more extreme powering up takes a longer time to do so, and so there's a real possibility they may kill you before you hit your peak. And can't give you new abilities, just increase what's already there. While you'll get stronger and stronger, don't expect to be able to suddenly turn things to ice out of nowhere.

Kamigari

Yes, My Lord! (100cp, free Kamigari)
To be completely honest, the current head of Kamigari is a cruel madman who thinks nothing of 'getting rid' of his subordinates when they displease him. For survival's sake, you thus have developed some great skill at pleasing your superior. You instinctually know what they desire of you when you see them or recieve their orders, with no room for stupid misunderstandings, and you seems to get a slight boost in efficatiy when acting to please them. Being a servant ain't glamorous, but it's what it takes to survive.

Worthless, Insignificant Fellows (100cp, free Kamigari)
To get ahead in the world, you have to take whatever you can and crush whoever opposes you. So what if they're children, old people, or even your own family? It's their own mistake for standing in your way. At will, you can 'shut off' any morals, scruples or social norms that would make you hesitate to do what's needed to accomplish your goals. What possible worth are the lives of a few secondary characters in the tale of your part towards greatness?

Ego Of The Evil God (200cp, discount Kamigari)
You are you, no matter what the world might tell you. I know this may sound obvious, but in a world where a tyrant can control your very soul and where you might be nothing more than his clone. But you know who you are and that your will is your own. No matter the means that your enemies might try to use to control you, be they mundane drugs, weird machines or strange magic, your will and mind shall stay your own. And even if you were born to be controlled, with your will manipulated through conditioning or programming, you would soon enough develop a personality and will of your own, free to question what you were made to obey. Even entering a contest of will against gods to determine who has the control of your shared body would see you as the winner, and illusions wouldn't fool you as you see the truth behind things.

You Are My Eyes (200cp, discount Kamigari)
What is a family worth if it doesn't have any use? Even if your heirs can't fight for you, they can serve you just as well as a way to keep sight of everything that's around you. You can instantly read the mind of anyone sharing your blood, no matter how far they are from you, as well as share their sense to keep track of what they see or hear. While it may seems like a rather niche ability, it could prove quite the boon should you make a lot of descendants.

Utopia Of The Strong (400cp, discount Kamigari)
Friends? You have no need for such pointless bonds, Jumper. It is through strength that the world is changed, not by such petty sweet sentiments. And your strength can indeed change things, as the more powerful you are compared to the people who see you, the more they will be cowed into following your will. Even if your underlings get misgivings about your treatment of them or the heinous orders you give, their fear of you will keep them from entertaining the thought of defiance. Helpless prisoners will be terrified without you even having to torture them once. Should you possess a powerful enough group, even the government may be unwilling to defy your wants and decide to just turn the other way.

The more downtrodden and desperate fools may even flock to you willingly in the hopes of sharing your greatness. And should you continue to show your might, maybe that greed will become loyalty as they want to see more of it. Truly, this world was made for the strong.

God of Eros (400cp, discount Kamigari)
Yamato Ouken may be rather infamous for wildly indulging in his concubines even in old age, but there's one person that outclass even him in perversion: Espada Love. This student of Tenbi has cultivated outrageous skills in the matters of love. And those skills enough to overwhelm a demon of lust are now yours to play with. The arts of seduction have no secrets to you, and you are a master of bringing people pleasure through your body, as even sucking someone's fingers is enough for you to make them feel extreme bliss at least equal to what a regular guy could bring through more intimate manners. And should you get more 'intimate' yourself, then your service to another's body might very well be called the stuff of heaven. Giving a person the chance to partake in your wonderful self repeatedly might even leave them hopelessly addicted to you.

Drug Princess (600cp, discount Kamigari)
Maybe you have studied chemistry with Yamato Otohime, 'granddaughter' of Ouken, but either way, you share her gift with it. You can effortlessly craft and develop all sorts of mundane drugs and chemicals, from steroids to poison along with more 'fun' aphrodisiacs. But where your real shame is what you can do with the 'essence' of someone, as it allows you to copy their abilities and either give them or use them on your consumers, though in somewhat lessened capacity. For example, should you use Element taken from Ouken himself, you would be able to grant a part of his power, enough to turn a little octopus into a terrifying kraken, or develop a crude version of his soul-manipulating ability, which would be able to turn people of weak will into rampaging berserkers. The sky's the limit depending on the samples you can find.

Soul Collector (600cp, discount Kamigari)
You are truly blessed by the heavens, Jumper, and your power is going to make this obvious to any who see you. You carry the blood of Yamato, possibly as a direct child of Ouken, and the mark of three magatamas on your chest show that you have inherited the power known as Soul Collector, the power to manipulate souls. The first effect of it is that you can sprout tentacles made of pure Element from yourself. Should you manage to grab a person in those and keep them in their grasps, you can 'blacken' their souls, molding their memories, personalities and perceptions with as much impunity as you want to make them into what you want them to be. Though I should note that it's a fairly lengthy process, especially if you intend to make a drastic change. Modifying somebody's entire self into your devoted slave would for example take at least an hour. At any time, you can cancel the changes you have made upon them.

The second effect is possibly the most straightforward. By grabbing someone who's powerless to resist, you can absorb their soul into yourself. From then on, you can either consume it to heal your wounds or recharge your energy, or you can stock it in yourself, allowing you to modify it with your first ability. You can even transfer it in another body, though should that body already have someone in it, then that someone will regain complete control. Since Makens are tied to the soul, this is ideal if you desire to steal a Maken for your subordinates, though you cannot use the Makens of souls you've absorbed yourself.

Finally, the third and probably most amazing trait of this power is that your soul persists after the death of your body, remaining in the living world. Your bodiless soul can then go into another living body, taking control of it should it have no soul or if the owner's soul is of weaker will than you. Either way, you will get all of your abilities and power in this new body as if your original never died. This is how Yamato Takeru himself has survived through the years and now inhabit Ouken. Though I should note that much like him, possessing someone not biologically related to you will put a big strain on your soul, weakening you a lot.

Items:

General

Lewd Looks (Free)
So many sexy girls there… It'd be a shame if they were to only wear plain clothes, wouldn't it? Luckily, this world has plenty of delightful clothing for them to wear, and you have access to them all. What you have there is a suitcase from which you can endlessly pull out clothes fit for any person you have in mind. Though do be warned that all of those clothes are rather fanservicey in design, much like what Takeda Hiromitsu himself would draw. From cute but form-fitting school uniforms from downright sleazy and skimpy attires more fitting for strippers or prostitutes, you can expect anything you pull out to be 'showy'.

Maken (Varies)
As you could guess from the title, this is rather important. Like pretty much all Ability Users worth talking about, you possess a magical item known as a 'Maken'. This Maken can be either internal, an integral part of your body which may not even be visible from the outside, or external, an object such as a sword or a shield that you can wield in your hands. In either case, the Maken is tied to your element and thus can only be used by you. The same also goes for its Ability, a special power which is unique to you and uses your Element to affect the world. But not all Abilities are made equal, so you shall get the option of paying the 'tier' in which your power's usefulness lies. Though bear in mind that in general, your Ability is tied to your own power. Purely offensive ones will get more powerful with you, and even more esoteric effects will be more or less effective compared to the strength of your target compared to yours. You can import any that's smaller than you as your Maken.

For free, your Maken is a purely non offensive one. While it may be useful, it won't serve you well as a primary weapon. An example would be Aki Nijou's Valhelm, which allows her to instantly see a person's medical condition.

For 100cp, your Maken possesses a rather simple and straightforward effect that allows it to either be used as a simple attack or to strengthen your natural attack. For example, Kinua Garretoo's Scythe allows her to send a scythe-like wave of pressurized air from her sword, while Kurgasa Kai's Full Metal makes him able to harden parts of his body.

200cp allows you to take a much more versatile power, able to be used in a lot of ways if you use your imagination right. The Maken of Minori Rokujou herself is Dragon Ace, a glove that allows her to heat up the air and manipulate the flames that are created according to her exact will. Chacha Akaza's Compression meanwhile can increase the size and density of any non-organic matter she touches, making any object into a deadly weapon in her hands.

At 400cp, your Maken is an elite amongst elite, to the level of the Eight Originals that were once wielded by gods and stolen by their slayers. Possessing such a weapon would allow you to effortlessly control most battles and make opponents radically change their strategy for a chance of defeating you. A standout example is Celia Ootsuka's Inverse, which can 'invert' any quality in her target: the strength/weakness of an attack, the position of the combattants, their will to fight, their momentum, etc. Another is Yumemiya Sui's Futatsura, a

book which can steal the right of someone to do a specific action, but has a ‘cooldown period’ of half a month.

New Arrival

Brain-Protecting Bandanna (100cp, free New Arrival)
At first glance, this may seem to be nothing more than a cool-looking bandanna that fit perfectly around your head. But when you wear it, this nifty headband protects your mind from any sort of scrying and prevents all of your thoughts from being read. Perfect if you got a nosy clone template who tries to spy on his enemies through you.

Kudatama Wrists (200cp, discount New Arrival)
Though these bracelets may look neat, I don't advise you to wear them as casual jewelry. You see, these stones that make up those wristbands are actually Kudatama, a special material which absorbs the Element in the environment. Wearing these drains your own energy, rendering you much weaker than normal. While you may think that's really lame of an effect, this state improves your training, with any method you take becoming quicker and more effective. And when you remove those wrists, you shall feel a great boost of vitality, making you hale and hearty for any fight.

Miracle Sakura (400cp, discount New Arrival)
You may think this belongs in a delusion, but no, this is apparently a real thing. What you have here is a Sakura Tree, much like the one on the side of the sacred mountain Amanohara. It goes into bloom and releases a thin cloud of pollen about the size of your average picnic area for one hour everyday, no matter the season. Those pollen are known as 'Aphrodisiac Pollen', and as you might imagine, anyone who inhales them will see their sexual desires increase greatly and their inhibitions lower to the point a shy woman may turn absolutely shameless. This effect lasts until they fall unconscious or until an hour after inhaling pollen, which leaves a lot of time for things to go out of control. You can make this item part of any property you own or appear in your current jump's world in an appropriately wild area.

Summer Training Island (600cp, discount New Arrival)
Here's your own island, Jumper! Situated about anywhere on the sea of your current world, this large island is owned privately by you and always seems to be in the middle of a tropical summer no matter where it is. Pristine beaches that are situated all over its coast seems to bring a relaxing mood to those who go to them, and natives who provide services such as swimsuits, beach supplies or inns make this a perfect vacation spot.

But this is not the island's most peculiar trait. Across its luxurious forests, there are numerous locations which shall serve as perfect challenges and training spots for you, no matter how strong you are. From scolding volcanic activity to test your endurance to powerful waterfalls, there are more than enough challenging trials for you to go through. Furthermore, there is also a sustainable population of exceptional animals that will always be strong enough to fight you in an equal manner. Even better, they will only attack someone on the island if you want them to.

Maken-Ki

Animalnip (100cp, free Maken-Ki)
Plantlife that grows in environments heavy in Element can sometimes grow strange properties. Such is the case of this garden full of ordinary-looking bushes. But you see, the smell of their leaves has the ability to make animals go crazy for it and rushes to get as much of it as they can regardless of their normal behavior. It can make a decent bait, though I don't recommend making clothes with them.

Ancestral Forge (200cp, discount Maken-Ki)
All those magical weapons need to get made somewhere, right? What you have here is a nice room filled with all of the mundane things you'd need to build anything you want, from forges and workshopping tables to raw material such as iron. Be they primitive swords or modern guns, there are the means for you to make.

Sakuyabime (400cp, discount Maken-Ki)
Another kind of plant that only grows in a place with a dense amount of Element is the legendary flower known as Sakuyabime, which you now have in a pot. Consuming it fills someone with Element, and while it doesn't have much use for Ability Users, it's another story for ordinary people. A mundane person would see their natural Element rise until they have the power to be an Ability Users and even use a Maken of their own. After being picked, the flower will grow back in one week.

Jumbi High School (600cp, discount Maken-Ki)
Well, who knows how you did it, but you somehow got a position of very high authority in Tenbi High School itself, with you only equal being the headmistress Minori Rokujou. Much like her, you have a frankly rather absurd amount of authority towards the staff and students of this academy. Your suggestions, particularly related to those tied to settling differences or organizing events, are much more easily accepted by them no matter how dumb, ridiculous, or even lewd they may be. Stuff like convincing the school nurse to wear a bunny suit to present a lottery or convincing your students that scrubbing the floor of the pool in sexy swimsuits is totally a serious battle is quite easy to you, though you will be refused if you say things that are too unreasonable, particularly if they're obviously dangerous. Let's just hope for the sake of the people that you'll be more responsible with this authority than Minori is.

In future jumps, you'll own your own high school focused on helping students, particularly those with unusual powers in worlds where those exist. It'll be relatively well-known and attract both potential staff members of students, which oddly will be mostly attractive members of your preferred sex. Uh, how about that?

Venus Squad

Spotlight Bringer (100cp, free Venus Squad)
What would a singer be without her microphone? You have one right here that always raise your voice enough for you to be heard through an entire concert hall without needing it to be plugged in or charged by anything. And anytime you speak through it, you can wish for a stage scene to appear under you along with a spotlight to shine you up. You will never have to worry about doing a concert without the equipment anymore.

Tei-Chan (200cp, discount Venus Squad)
Sometimes, cute plushies can be a really handy way to break the ice with someone, which is why you have this! This toy box is full of cute plushies based on an untold number of animals and replenishes itself after you take one out. By giving such a cute plush to someone else, they'll become calmer and happier. As such, it makes for ideal tools if you want to make some friends.

Hot Spring Episode! (400cp, discount Venus Squad)
Because everybody needs to relax once in a while. What you got here is a hot spring bath more than large enough to hold a dozen people at once. Not only does the water comfortably warm up anyone that stays in it, it rapidly restores their energy and heal their wounds. Why bother staying in your room when there's such comfort?

Government Sponsor (600cp, discount Venus Squad)
The Venus Squad, in their shadowy plans to bring down Ouken, probably is the group of Ability Users which works the most with the japanese government. This grants them a number of benefits of one which you now profit from. You have at your command a squad of skilled intelligence agents at your disposal, and while they are pushovers compared to Ability Users, they are highly trained at skills such as infiltration, investigation or capturing normal people. Furthermore, after this jump, you can choose to have close ties with another government and be counted as a trusted agent in their view.

Kamigari

Vitality Potion (100cp, free Kamigari)
The meads of the god, of which a whisk can send warriors and courtesans alike on their quest for riches…! Or in other words, sake. But this bottle isn't full of just plain sake. No, the drink contained in it can make *anyone* drunk by having them gorge on it, no matter how resistant they would be to alcohol normally. In fact, this may be the very same kind of drink the god Susanoo used to make the Yamato no Orochi weaker for him to slay. Even better, this somehow never gets them to black out from drunkenness, so they can just enjoy the rest of the party as they like! When the bottle is emptied, another one will immediately appears within your belongings, so don't be stingy!

Hedonistic Headquarters (200cp, discount Kamigari)
Ouken is rather infamous for his lavish lifestyle, so why shouldn't you get the chance to indulge in it as well? You possess a large japanese-style castle similar to the Kamigari headquarters. This castle is filled with a full staff and attractive servants and concubines who, while completely powerless, always seems to be ready to provide the things which would provide you the most pleasures. The finest wine, good food and even better women… You couldn't ask for a better life, couldn't you?

Brainwash-o-matic (400cp, discount Kamigari)
This machine won't be invented by Otohime before a while, but you're not the type to care much about silly limitations such as time, as you? These four pods are in fact part of an attempt to mimic Yamato Takeru's soul manipulation abilities. Upon placing somebody in one, mechanical appendages will quickly grasp onto them and begin a brainwashing operation which will make them into your loyal servants. The process is generally quicker than Soul Collector, but the length can be extended depending on how much the person fights against it. In fact, it may very well be ineffectual against someone stronger than you. And even after the brainwashing is done, the state is generally much less solid than Soul Collector's, as your new servants can hesitate and even fight your control if your orders and actions are against their fundamental values. In fact, them breaking out after a month or so is a rather likely event.

Cloning Factory (600cp, discount Kamigari)
In his efforts to always have a suitable host for his soul, Yamato Takeru set off the process of producing clones of himself. And under his watch, this room was made. This is a large laboratory filled mostly with about fifty pods filled with life-preserving liquid connected to a central computer. By installing genetic samples into the computer, the pods will begin to generate clones based on the DNA inside of them, whose physical age is up to you. The clones will not inherit the soul and related traits such as Element, but you can input a starting personality and memories for them. Furthermore, this is not limited to making simple clones. By inserting DNA samples from other people, you can mix and match the genes to create variations amongst the people you create using the machine to get the best of both worlds.

Companion:

Jumpen-Ki (Varies)
If you're going to have a happy school life, might as well share it with your friends! For 100 cp each, you can either import or create a companion, who gets an origin and 600cp to spend a perk. And if you want an harem… I mean, group with you, then you can pay 400cp to import/create 8 companions at once.

I'm Here To Get An Harem! (100cp each)
Well, with so many beautiful people there, it'd only follow that you'd want them to accompany you, right? By paying 100cp, you will get to have a privileged meeting with a canon character from this world, no matter how impossible it may seem at first, like if they're one of the sealed Heads of Orochi. At the end of this jump, you'll get the opportunity to bring them along in your travels should they accept the offer.

Another Protagonist? (100cp, free New Arrival)
Well, it seems Ooyama Takeru isn't the only descendant of Oousu no Mikoto to have inherited his legacy, as this young woman can show you. Though she doesn't know a fib of that, as she mainly joined Tenbi to get a chance to see all the pretty girls there. Yeah, this girl acts like a pretty shameless pervert as she ogles other women, though she ironically tend to stutter and act shy whenever someone actually shows amorous intention towards her. As I said before, she has inherited **Blood Pointer**, though she is far from fully mastering it as absorbing too much energy put enormous strain on her body and she is liable to lose herself in her wrath when truly enraged.

Manager In A Pinch (100cp, free Maken-Ki)
Tenbi High School may be made for extraordinary people, but it still has regular school activities such as activity clubs. This pretty girl happens to be the manager of the one centered around baseball, and has grown interested in recruiting you after you showed off your physical abilities. She is a calm and collected beauty with a great caring side who shows a great appreciation towards people with passion. Her personal Maken is **Pressure Shot,** a water pistol that shouts streams of water with the force of giant waterfalls.

Real Imagination (100cp, free Venus Squad)
This young lady may not be to Japan what Celia Ootsuka is to America, but she tries her best to be. She's still a pretty popular beginner idol even if she in private tends to show an attention-hungry and a rather perverted imagination. And right now, her fantasies tend to revolve around you as she fell pretty much at first sight. Her Maken is named **Idol Phantasia** and take the forms of a star-tipped wand that launches projectiles that, after making contact, trap people in a dream of their greatest fantasy for either 10 minutes or until something hits them.

Blooming Sunflower (100cp, free Kamigari)
Calling her a 'christmas cake' isn't recommended. This 29-year old lady graduated shortly before Tenbi Academy became independent from Kamigari and so had little choice but to join the latter group. She hasn't been able to get married in that time, but one would get from her strict yet caring attitude that she'd make a great housewife. Recently, she had taken to

taking care of you and while she say it’s strictly as a big sister figure, her blush when you show affection towards her says otherwise. Her Maken is a pot named **Home Sweet Home,** and possesses the purely supportive ability of producing food that heals whatever ailments or lack of energy its consumer can have.

Yellow Leopard (100cp)
This showy gal is a rebel type through and through: loud, rambunctious and energetic who gets involved in both brawls and partying around with the other girls at Tenbi. And apparently, she decided that you seem pretty fun to hang around. Her Maken is a rather unusual one as by touching her bracelet, **Yellow Beast Soul**, she can materialize a yellow suit around herself that greatly improve her speed and comes with razor sharp claws.

Blue Shark (100cp)
This cool, refined beauty is a straight A student and captain of the school's Swim Team, no doubt making her the role model and crush of many of her juniors. But behind her façade of strict righteousness and purity lies an embarrassing passion for 'lewd' games, which you seemed to have stumbled on in one way or another. Rather grateful that you kept this secret from others you'll find the two of you growing quite close as she feels you can be one of the only people she can be open to, pushing her to honor your friendship in whatever way she can. Her Maken is a rather unusual one as by touching her bracelet, **Blue Beast Soul**, she can materialize a blue suit around herself that greatly improves her reflexes and comes with a sword she can shapeshift at will.

Drawbacks:

No Room For Two Takerus (+0cp)
Congratulations, you're the main character now! Yeah, by taking this option, you will replace Ooyama Takeru, getting his past and his memories in the deal. At the start of the jump, you will go to your new school along with your childhood friend Haruko Amaya. I hope you're ready for the various complications to your life that will arise soon.

Anime Adaptation (+0cp)
If you wish to, you may choose to go to the Anime continuity of Maken-Ki! instead. There's a lot less action and and even more fanservice antics, even though it's somehow less lewd than in the manga.

Artist Cameo (+0cp)
Well, as you might know, Takeda Hiromitsu is more known for less… innocent works. Anyway, you may choose for any of his original doujins to take place in this world, as long as they don't have fantastical elements themselves.

Road To Supreme Being (+0cp)

Well, it figures couldn't help but let his fetishes spill over to the story. Or maybe Espada Love contaminated everyone in the world. Well, to put things simply, with this sample, situations seems to be shifted more towards hentai-like tropes. Girls will become either much more eager or naive when it comes to lewd shenanigans, and it becomes rather ridiculous to pleasure one. Not to mention all those odd events that keep putting people in one fetishy scene after another. Point is, you're either in a doujin or a teenage boy's perverted delusions.

Gratuitous Fanservice (+100cp)
You seem to have a specific kind of terrible luck that's common around the school. More specifically, you tend to very often end up in embarassing and lewd-looking predicaments. Getting tangled up in suggestively-placed vines or tentacles, clothes often getting destroyed in strategic places, having to dress in truly slutty-looking outfits… If there's a chance for you to look like you're right out of an ecchi manga, then it will happen.

Always In Heat (+100cp)
A good number of the male students in Maken-Ki have come for a chance to get with sexy girls, and there are some women who are just as perverted if not more. You're amongst their numbers now as your mind seems to be very comfortable in the gutter. It's very easy for you to get distracted by ogling whatever seems at least a little bit sexy to you and to fantasize about wild scenarios in idle times. Not to mention that should someone you find attractive actually show amorous intention towards you, then it's highly likely your libido will override your common sense. While you can get your head in the game with some effort for a truly life-or-death situation, your focus will be shot to hell in most circumstances.

Who Are You Calling Pettanko? (+100cp)

You may have a bit of a complex there. You see, much like Himegami, you have some part of your anatomy that's… lacking. Maybe you're short, maybe you're a girl that's as flat as a board, maybe you got a teeny little thing. And such a deficit has left you with a small inferiority complex, such that you're likely to get angry and defensive anytime it's brought up. And your mind tends to be very broad when it comes to interpreting words and actions as insults against this embarrassing trait of yours.

'Comedic' Abuse (+200cp)
For some reason, you tend to piss people off through your every action. Even if you don't really do anything, misunderstandings will arise that will make people assume you're the kind of person they despise, be they girls who think you're a pervert or guys who are jealous of you being a player, for example. And you tend to stumble into accidents that cause tempers to rise even more. But the worst thing is that when people hit you in anger, then nobody will even try to stop or even resent them for their violence towards you, unless it causes serious injuries. In fact, you'd probably be the one blamed if you retaliate. While it may not be life-threatening, I can assure you getting punched at the drop of a hat is not fun.

Eek-topus! (+200cp)
Many people have phobias, from Minori's abject fear of octopus to Himegami's own dread towards ghosts, and you have your very own! Choose something: you're now afraid of it to a rather crippling point, leaving you viable to run away or freeze up no matter how powerful you are. Furthermore, you will run into the subject of this phobia far more regularly than you'd expect. If you were afraid of octopi, then there would be a very odd tendency for your enemies to send monstrous cephalopods towards you, and even if you were afraid of something unusual like ghosts, then expect many of your foes to bear abilities that make them look just like specters from horror stories.

How Do You Know Me? (+200cp)
Perhaps Yamato Takeru got his hands on you and robbed you of your precious memories for the sake of some sick plan, or maybe you just hit your head on the ground and conveniently got amnesia. Anyway, you have no memories of your previous life before the beginning of this jump. Considering the plans that will soon set off, this may be a very bad thing.

Girls Shouldn't Fight! (+200cp)
Whether it's caused by a deep-seated trauma or not, this is sure going to be annoying. Anyway, you seem to have a bit of a complex about the opposite gender. The prospect of any person belonging to that gender being hurt is greatly despairing to you. Should you see one in danger, you would do anything to protect them even while risking your own life, regardless of if they're massively stronger than you. And should one be your enemy, then it's going to get even worse for you, as you'll feel a terrible mental block when it comes to striking them. As time passes on, you might manage to actually fight if something you truly care about is on the line, but it'll take a lot of willpower to force yourself through it.

Blessed By The Heavens... (+200cp)
You were born above other people and were always meant to stand above them, such is you destiny… Or at least that's what you think. You may not be as insane as Yamato Takeru, but you sure does have a similar ego. You have the really bad habit of underestimating any opponents you have, which often lead to you doing stuff like monologuing about your

superiority mid-fight, not finishing off potential threats to your life, or even refusing the help of your allies and subordinates. They're just supporting roles to your glorious tale, so why should you give them any thought?

I Think I'm A Clone Now (+300cp)
As you advance through this world, you might notice that there are more than a few people that share similar facial traits as you, along with possibly even the same hair colour. That's because you're one of the many clones of Yamato Takeru, created to be both a pawn and a ideal spare body. Which gives him the ability to read your mind and see the world through your senses anytime he wants, bypassing even the effect of **Brain-Protecting Bandanna**, including everything about your chain. And considering he's an absurdly powerful sociopath with the desire to be unkillable no matter the cost, you can bet his designs wouldn't be good. Should the jump end with him in control of your body, then your chain fails.

International Divinity (+300cp)
With the knowledge that all of Japan's gods are dead, one might wonder about if other countries had divinities as well. Well, as it turns out, they do! Or at least they did, because pretty much every other nation has their equivalent of Kamigari, organizations armed with great powers and Makens based on the great artifact of their respective myths, with the original objects of power being in the hand of their powerful higher-ups. All those countries very much want to extend those influences over to Japan. And so, after the whole Yamato Takeru is dealt with, you can expect at least one of those organizations making their move to try to expand their 'territories' each year. And considering they'll somehow always manage to have a leader who's the equal of Yamato Takeru as his prime, you can expect a lot of chaos in those days.

Ending Option:

And so you have spent ten years in this world, Jumper. I hope you had fun with all the beauties there. So, what will you do now?

Go Home with all the abilities and items you've gathered during your travels?

Stay here and enjoy what this world can offer you in companionship?

Or continue your travels and move on to the next jump.

Optional Scenario: Path to Divinity

Do you want more, Jumper? Do you want to truly stand above humanity, to rule as their better? Another man wishes the same and has devised a plan so that he can become a true god. There's nothing stopping you from taking his designs for yourself... However, I should warn you that this path is ridden with obstacles and some rather unsavory dealings.

The primary objective of this venture will be first to recuperate Habakiri, the god-making sword that was sealed in the peak of Amahara, a mountain within the Tenbi region. To make the seal appear so you can break it, you must first kill the girl who its creator sought to protect: Kodama Himegami, daughter of the goddess Yatsuno. Finding her is rather easy as she attends Tenbi High School, but she is a powerful fighter who can summon the powers of three of the slain gods using her own energy reserves and as a student of Tenbi, she will be protected by potentially a school worth of powerful fighters if they see her being targeted. But should you successfully destroy her element-made body, then the seal will appear, regardless of if she get revived afterwards. Not that if they didn't before, such a light show will be noticed and alert pretty much every faction of your plan, including Yamato Takeru himself who is liable to get very pissed off that somebody is hijacking his plan.

The next step of the plan is a ritual that involves a virgin maiden whose bloodline is tied to the Tenbi region by virtue of their family having long lived there. An ideal candidate is Tenbi's school nurse Aki Nijou, though convincing her to submit to the ceremony after you killed one of her beloved students may be difficult. Especially since the ritual itself is an hour-long process of her being pretty much raped by Elemental tentacles coming from the seal, then pretty much giving birth to Habakiri. Naturally, you'll have to make sure nobody disturb the ritual by pulling her out. But afterwards, by cutting yourself with Habakiri, you shall succeed and become a god, giving yourself eternal youth, immunity from any sickness and energy that replenish itself absurdly quickly. But should you choose, there may be even more power available…

Indeed, the generation of the sword will be through a portal leading to the dimension inside of the seal itself. Should you follow that portal, you will be faced with the Eight Heads of the Yamato No Orichi, who have become independent beings after Susanoo defeated the terrible dragon. Eager for a chance to get out, they'll offer you the choice of becoming their new 'heart', linking you to them and allowing you all to escape into the material world. From then on, they will try to use their links with you to overwhelm your mind and take your power

for their own. And so, it will become a battle of pure will as you need to focus on taking control of the gestalt and the power.
But there's a little trick to it. You see, the eight heads will promptly begin to rampage all over the region of Tenbi after being released, indulging in their wants without much consideration for humans beyond food or source of amusement. And though they are extremely powerful even when compared to SS-class ability users, being seriously beaten will weaken their will, helping you in the mental fights. Even your enemies may help you by mistakenly believing slaying the heads will stop you. The Eight Heads are all of different shapes and each has a special ability. They are:

- **Purple Mourning:** Probably one of the dumbest heads, he bears the form of a giant snake that only thinks about eating. His Ability allows him to let out a black liquid which will materialize into what his opponent fears the most. Those creations, while possessing the same abilities as the originals, will have raw strength proportional to the fear of that target. Someone that has an easily-buried fear towards a demigod will face a relatively easy to dispatch treath, while a girl who faints at the sight of an ordinary octopus will seen absurd monster appear in front of her.
- **Yellow Plague:** A giant frog-like monster who's also a dumb beast that thinks only about eating, though he prefers the taste of young girls. His Ability is to breathe a smoke that either paralyzes or dissolves targets depending on his individual choice. The virulence of those effects depend on the victim's strength, with ordinary citizens instantly dying while true fighters can fight on for minutes even as the poison targets their bodies.
- **Blue Illusion:** Unlike the previous two, this humanoid demon is the size of your average human. Accordingly, he's much more intellectual and likes to behave with the mannerism of a noble, though he's also a complete sadist. By jumping above a person, he can create a barrier around them that allows him to assault them with illusions that trick all sense, including pain receptors. His images get stronger and stronger as time passes on, until he can just remove a person's senses entirely. But the barrier is breakable from both the inside and the outside, so he's admittedly better off teaming up with someone else.
- **Red Passion:** This Head takes the form of a beautiful and skimpily dressed succubus-like woman and she's a total and complete slut. Her right hand allows her to raise the desire of anyone she touches, potentially making them insane with lust. But her true ability comes by striking the ground, releasing an enormous puddle of goo. Anyone coming in contact with it will see their clothes changed to fit their fetishes and cause their mind to get quickly filled by lust, making them lose their rationality as they wildly indulge in their wildest dreams, which is helped by the fact that the goo materialize replicas of their ideal partners.
- **Indigo Demise:** Another beautiful demonic woman, though her frilly dress is relatively more covering. Though she acts in a superficially self-pitying manner, she's in fact quite prone to backhandedly insult the people around her while trying to kill them. Her Ability allows her to create deadly streams which sap the vitality of anything caught in them. By bringing her hands together, she can 'pray' for about twenty minutes to charge up her 'Yomotsu Ookami', which materializes a dragon head that can launch a powerful ball concentrated Element that obliterates almost anything.
- **Green Abb:** Honestly, beyond the fact that he's the weakest of them all and that he looks like a lizard, nothing is known of his personality. He can instantly regenerate from wounds as long as he's alive, though.
- **Orange Misfortune:** An hulking demon-like man who constantly complains about his 'bad luck' yet enjoys the suffering and misfortune of others. He's probably the most

straightforward of them all, as his ability is simply to grow bigger and gain raw strength by spending his Elements. He can launch countless extendible arms from his back and use his main arms to send a powerful beam forwards.
- **Crimson Calamity:** Another beautiful demonic-looking woman, she's a battle maniac that loves nothing more than fighting strong opponents, and in fact can grow very attracted to vaillant warriors. She is said to be the strongest of the Heads, and her ability is to create powerful lightning from her body with enough power to ravage a mountain.

Anyway, should you win the battle of will, you will get the chance to hijack their power, becoming the true Yamato no Orochi, the strongest Evil God of them all. Your power will then rise even more than it was before, to the point that you could demolish the Empire State building with a single punch and get up from being beaten over with that same skyscraper, and your Element-based Ability will similarly reach new heights in power and effect. To show off that power, you can use your element to materialize an enormous dragon-like body from yourself. Not only that, but you shall get the special abilities of each of the Heads you just stole their power from and, as you have set yourself as the best amongst them, will have the choice to bring them along as companions, though their strength will have been sufficiently lowered from your struggle with them. You can even use your authority to change their forms if you want.

The point is, you are now truly a demonic god from the times of old...