SLAVE HAREM IN THE LABYRINTH OF THE OTHER WORLD

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Slave Harem is a setting of might and magic, where a suicidal young man named Michio Kaga found himself after clicking on what he thought was an MMO. After his character creation, he found himself in a fantasy world not unlike many others. This world has many aspects one would find in an RPG, the story follows this man as he navigates through the world where magical dungeons called “labyrinths” which are filled with monsters called “demons” is a common hazard. Here he finds new confidence, love, and even some political drama, all of this despite his best effort to keep his head down. Now you too have been selected to join him and maybe others into this world of high fantasy.

To help you out on your way, your benefactor has given you a handout. It contains:

+1000cp

ORIGINS

Drop-In

It would seem you’ve been Isekai’d, you have no memories or history in either world.

Explorer

Your profession is to delve into one the many labyrinths that dot the landscape.

Battle Slave

You’re a slave that is trained to delve into the many labyrinths that dot the landscape.

Age/Sex

1d10+15 years old/Same as before.

100cp to change genders and/or select your age.

TRIBES

Catkin

Similar to wolfkin, catkin look like humans however they have cat ears and tails. They're known for their excellent vision, allowing them to not only see in the dark but see subtle colorations rather quickly.

Dragonkin

Unlike wolfkin or catkin, dragonkin look very similar to humans on the exterior with only minor scaling on the arms giving away they're demihumans. All dragonkin are tall, with females averaging about 2m in height and males being much taller. Due to their size but also due to their nature, dragonkin are much stronger and tougher than a normal human. In addition unlike humans they don't have lungs, instead they have airsacs akin to that of a bird, allowing them much greater stamina. Lastly they're able to produce small amounts of flames from their mouth. Despite all of their advantages they share the same weakness as reptiles, they're cold-blooded. This means they're unable to regulate their body temperatures, slowing down when it's cold or even dying. When the sun goes down they become more sluggish and unresponsive.

Dwarf

Of the demihumans, dwarves are the most similar to humans with a few minor exceptions. Like their name implies they're short, coming up chest high to a human of the same sex, and their hair is much thicker than humans with male dwarves growing out thick beards while female dwarves have long hair. Another difference is dwarves have pointed ears, with their ears thinning as they age. All dwarfs are stronger than normal humans but not as strong as dragonkin, but they all possess a keen intellect that drives them to learn new things.

Elf

Elves stand out from the other tribes as having the most beauty, with the most beautiful among the elves being the envy of all the other tribes. Physically the closely resemble extremely attractive humans with pointed ears, yet they're also graceful and fluid in their motions which just adds to their attractiveness.

Human

Humans are the most common tribe, there's nothing really special about them other than their high sex drive.

Wolfkin

Wolfkin look like humans however they have dog ears, a dog tail, and fur that runs down the spine connecting to the tail. They're known for their sense of smell, akin to a dog's.

CLASSES/JOBS

The Job Market (100cp+/0cp)

In this world of sword and magic, there is a class/job system not unlike many RPGs. Those living in this world have a poor understanding of the job system, often requiring luck or years of considerable effort to advance in level and qualify for certain jobs. However who wants to do that? Do it the Jumperway, by buying the unlocking of the class from the beginning. Everyone starts off with Villager 1, but by paying 100cp/job, you may unlock that job, with the exception of racial classes which are free for their tribe.* (see notes)

PERKS

DROP-IN DISCOUNTED PERKS

I Saw A Documentary On It! (100cp)

Even a high school drop-out has more knowledge than majority of the people in this world, you however spent your time watching documentary programs and educational channels. Because of this, you have the basic knowledge of 21st century math, physics, biology, and chemistry which would be good enough to enter a college with and get good grades in your freshmen year with this knowledge alone. With your knowledge of these sciences you can start to apply them to magic, having what you would consider a sixth sense on how to mix the two together. Mind you it's not a 1:1 match as magic concepts often obeys its own rules but you can figure how to substitute something for another to get the same basic concept.

Delicious Food (200cp)

Good food is often reserved for the nobles, however you have an almost encyclopedic knowledge on Earth breakfast, lunch, and dinner dishes. It comes with a six sense how to substitute lower quality items or native ingredients that closely match. For example, dragon skin is chicken skin. Lastly eating a home cooked meal will grant you a boost in all your stats, your MP, as well as health and MP regeneration. More dangerous it is to get the ingredients, more of a boost it'll give. The boosts lasts until your next meal or when you go to sleep, whichever is first. Additionally your cooking skills are great enough that you're able make even slightly rotting/molding food or bad tasting food into exquisite meals that taste great.

Likeable Guy/Gal (400cp)

There's a lot of pitfalls in this world and navigating them without help will get you nowhere. Fortunately for you, you're the likable type, which seems to draw people to you to help you out. You're so likable you could meet influential people in passing and quickly build a beneficial relationship with them.

This helps even when making a faux paus which will be laughed off as an innocent mistake. You're also likeable enough that multiple romantic partners will be willing to share, and those that aren't will quickly be on board.

Protagonist (600cp)

Not everyone can be the protagonist in their own story much less the protag in a much larger story than their own. You however are one the few exceptions. By fate or perhaps because you were brought here from another world, it doesn't matter. Only thing that matters is that you'll be drawn into affairs of others with opportunities presenting itself to you to make the difference.

Bandits attacking a farm while you're riding by? A political show down between two nobility? Or perhaps even a lover spat. Whatever the case maybe, your involvement or lack of involvement will be crucial. Lastly **if** you so wish to replace another protagonist before the start of a jump, you may do so with this perk. You don't gain any of their powers, but you gain just enough of their memories to play the protagonist's role. When you replace a canon protagonist, you'll replace everyone's memories of them with you. How this works is up to you, but they'll form new memories to justify any discrepancies.

EXPLORER DISCOUNTED PERKS

Navigator (100cp)

In your head you have a mental compass, allowing you to always figure what direction is north. This allows you to have an excellent sense of direction, making it almost impossible to get lost. Lastly, when you enter a new area you have a rough mental map of a large area, like a labyrinth floor. As you explore the area, the mental map becomes more in-depth, more accurate and more detailed than any map or photo.

Enemy Radar (200cp)

Your senses have been enhanced. This allows you to smell scents like a dog, see like an eagle, hear like a bat, and as well have a six sense akin to a mana sense. You can sense magic, greater the intensity of magic, clearer and more detailed it is to you.

Mule (400cp)

Explorers and Adventurers classes are a must have in a party for the simple fact they have access to teleportation skills. However it is really taxing on the MP to teleport even short distances, and forget about long distances without having a team to leap frog. However this is different for you with this perk.

Any transportation magic be it flying, dimension hopping, teleporting, and etc. cost you zero MP/mana to use. So long as you're moving from one location to another, it doesn't matter the distance, so long you have the ability to move.

Rare Finder (600cp)

Dungeon crawling often requires you to have something on farm status, where you kill something over and over for that rare drop or a certain item you want. With this perk your luck in having anything that should be rare is now common place. If something is so rare that once in a blue moon it happens, like a monster card drop, it is instead similar to what was rare before. What's also similar to what was rare before is multiples of said previous rare thing. Maybe even multiples of that formerly really rare thing, which before was unheard of, now drops once in a blue moon.

BATTLE SLAVE DISCOUNTED PERKS

Drop Dead Gorgeous (100cp)

True beauty is really rare, and it often drives up the price. You have such beauty, which manifests however you wish, be it elegance, sexiness, or cuteness. The advantage of being such a beauty is that it makes adversaries drop their guard more often. Especially if they're attracted to your looks in anyway, but this also affects those that wouldn't or can't appreciate your beauty.

Because It's Master (200cp)

Slaves are often told secrets by their master, however more often than not, the slave will spill the beans for their own advantage. Especially if put under a spotlight, after all a slave could win their freedom this way or be transferred to a better master. You're different, you're able to keep secrets with ease, even under interrogation or torture. Lastly you're able to lie about a secret and put a spin on it that is believable until proven otherwise. Even then if you have a good relationship with the person whom sees through the lies, they'll mentally justify it and leave it alone. After all, because it's Master, you don't wanna give up anything that could harm Master.

Battled Hardened (400cp)

There's not much in terms of entertainment for the poor. Especially for children whom often have more free time than adults. So even before being sold into slavery and forced to put your life on the line, you were already doing so with the various monsters that wonder out from the any number of local or distant labyrinths. This has allowed you to keep a cool head and really enjoy any battle. Not only are you able to keep your cool, you often excel at either being really agile or really tough. If you're really agile, you're able to dodge and weave with a fluid grace that leaves enemy attacks missing by cm or if the opponent is quick by mm. So long as you're quicker than your opponent and said opponent doesn't catch you off guard or in an AoE which you can't avoid in time.

On the other hand, maybe you're just really tough. If you choose toughness, you're able to take hits which would kill or seriously injure anyone else. Instead you barely take any damage from said attack, but attacks from vastly stronger opponents will instead cause major injury and could possibly be very quickly fatal if not dealt with in time. However while magic here can't heal sickness or major injuries like broken bones or missing limbs, if you choose toughness you're able to completely recover by having a large meal and a restful night sleep. Severed can't be regrown but if held in place overnight it'll be good as new.

Go For The Throat (600cp)

Almost every enemy you'll encounter in this jump has some sort of weakness, be it an elemental weakness or perhaps a susceptibility to status effects, such as sleep or poison. With this perk you'll be able to see in your mind's eye any weakness of anyone you perceive, with the information becoming more accurate when you're perceiving something with multiple senses. Not only do you perceive their weaknesses, you're able to mentally tag any number of targets and keep track of them so long they don't escape any of your senses. Lastly when you focus on a single target in which you know all of their weaknesses, you may increase any weaknesses they possess, if applicable.

UNDISCOUNTED PERKS

When In Rome (100cp)

Slavery is a common thing in this world, it's perfectly acceptable to have slaves or to be a slave. However this might not always be the case in other places which have outlawed slavery. This is where this perk comes in to play. With this perk you're exempt from societal norms and laws regarding slavery. Only so long as you treat your slaves or are being treated to the bare minimum of what was seen in the series, this means masters have to feed their slaves, cloth them, and give them shelter, as well as to not permanently injure them on purpose. Failure to oblige by these simple guidelines maybe a condition of release for the slave, but in practice most folks will turn a blind eye to any and all abuse.

Cheater (400cp)

It would seem that you're a blatant cheater, but that's okay. You gain access to the character creation menu and you have 99 bonus points at the start plus 1 every level you gain in your job/class. Additionally you have access to Bonus Skills, powerful abilities that only a helpless boy from another world and yourself know about. However your benefactor has only given you the opportunity to purchase this, and any companions you may or may not have can't purchase this. (See to notes)*

ITEMS

UNDISCOUNTED/FREEBIES

Basic Supplies (0cp)

A spacious backpack, 10 silver (1000 nars), copper weapon, wooden shield, and leather jacket.

Information Card (0cp/100cp)

Everyone in this world has an information card which gives your full name, age, tribe (species), and job/occupation (only the first shows), gender, and legal status. Any slaves you own is displayed as well and sets up a feedback link with said slaves with conditions. The normal condition is that should the master die, the slaves die, but also conditions include designating someone to inherit a slave or free them upon death of the master. Only the classes of Head Villager and Slave Trader can edit the information card. For 100cp you may import the job system and information card found in this jump into other jumps. Upon death the cards naturally pop out of the right hand. Activating this card on yourself or others require a chant.

DROP-IN DISCOUNT

Track Suit (100cp)

Wardrobe of cheap disposable track suits that are the color of your choice, oddly this doesn't include any footwear.

Large Tub (200cp)

Bathing is something only nobility have the luxury of doing, even then they only bathe once every few days. No modern person would dare go without bathing or showering at least once a day. This is where this magic tub come into play! This massive tub is build out of the finest of oaks, held together by the finest of silver bands that keeps the water from spilling. The size itself seems to grow depending on the number of people that enters the tub, easily able to fit six or more people in it. As it is a magical tub, there is a magical "faucet" hologram, which allows you to fill or drain the water as you please, as well set the temperature of the water with settings of cold, warm, hot, and scolding. Lastly it comes with bottles of everlasting scented shampoo and soap, the scent is whatever you choose.

Ring Of Determination (400cp)

Normally you're limited to only one accessory however, with this ring you may wear as many accessory equipment as you like. Accessories are items like magic rings, earnings, anklets, and etc. Additionally, it strengthens and increases any damage dealt by its user.

EXPLORER DISCOUNT

Black Magic Crystal (100cp)

You have an infinite supply of black crystals, however you only have one on you at a time. To receive a new one you just have to place the old one away or sell it. Should you lose it, it'll reappear in your warehouse within 24hrs. Magic crystals are at first a black stone that's about size of a chicken egg, and change color according to the amount of magic they contain. When you defeat ten enemies it'll become red, after 100 it becomes purple, 1k+ it becomes blue, 10k+ it becomes green, 100k+ it becomes yellow and finally at 1mil+ it becomes white. With this these crystals you can gather energy at a rat of 2x in comparison to normal magic crystals, stacking with any other boosts. For example 88x + 2x = 90x, not 176x. Their purposes are vague other than being sold for money equal to the color amount in nars, with a white crystal selling for about 1mil nars. When your journey here ends, you may sell these crystals to your benefactor instead, giving you the equivalent amount in the local currency. Alternative uses are: powering any device that uses energy such as electricity, using the magic inside the crystal as MP instead of your own, or use them in crafting magical equipment with higher crystal colors being able to produce better equipment.

Small House (200cp)

Having a place to crash after a long day risking your life is a must. You own a small house, perhaps something space wise that wouldn't be out of place in Japan. This little abode is perfectly comfortable, coming fully furnished, including a huge but soft bed and a small kitchen. Post jump it'll appear on any land you own.

Lord Title (400cp)

There is two ways of becoming a lord, the main method is to be simply born into it. The other method is that you actually beat a labyrinth, killing the last boss, and destroying the core. You however were born into the nobility, and have a permeant seat at the Lords High Council which is the governing body of lords and ladies under the Emperor. With this title you actually have a small piece of land, inherited by a minor lord from ages ago. It's a small parcel of land that houses just one small village and the forest surrounding it. The land is always peaceful and they always pay more than their fair share of taxes, which adds up to 50 gold coins (500,000 nars).

Additionally because of your nobility title, you're exempt from paying any taxes. The tax exemption even follows you into settings without any nobility, and includes any and all taxes. After

your journey here ends, this land will follow you to your next jump or become a warehouse attachment. Any taxes will then be converted into the equivalent of the local currency.

BATTLE SLAVE DISCOUNT

Collar (100cp)

This attractive collar is a sign of an expensive and/or well pampered slave. It fits your neck perfectly with no chaffing, it perfectly complementing your attractiveness.

Silk Wardrobe (200cp)

Silk is very expensive, only the Nobility really can afford it. However you have an entire wardrobe of silk clothing and accessories. This includes lingerie, apron, maid/butler outfits (including XXX versions), sailor fuku/school uniform, stockings, and evening dresses/suits for formal occasions. Everything is immune to stains, doesn't rip or tear on accident, and always smells fresh.

Personal Labyrinth (400cp)

No one is quite sure where a labyrinth will appear and why it appears where it does. However, it would seem that you have a very special brick. This brick when buried into the ground will spring forth a 50 floor labyrinth, including any MOBS and bosses that you would find in similar labyrinths. However you're able to control the layout of the dungeon, the aesthetics, the traps, the treasure rooms, and what lives there. Every year that passes the dungeon grows another 10 floors.

COMPANIONS

Extra Full Party (200cp)

Are you lonely? Is the idea of going into a new location without your waifus or good companions? If so, this is for you; with this you're able to import up to 8 companions to experience this adventure with you. Each companion you import gets an origin and 500cp to spend on perks and/or items.

Canon (100cp/per)

Maybe a certain doggygirl caught your eye? Or what about that huge rugged doggyguy? By purchasing this not only will you run into that person, that person will have an immediate attachment to you. This attachment can be platonic or romantic, and they'll follow you to the moon and back if asked. If this person happens to be a slave, then your benefactor will pay the monetary fee.

Master (Free Slave, 100cp)

Being a slave isn't fun and games, especially the fact you don't own anything other than your undergarments. The best slave owners still treat their slaves as objects, rather than actual people. However, there is the notable exceptions and it would seem that your master is such an exception. Your master is something only most slaves see in their dreams, your master possess the physical and personality traits that you find the most attractive.

Your master is also very kind to his slaves, he treats you and any other slaves more akin to close friends or lovers, you no longer dress in hand me downs or eat scraps on the floor, instead you're dressed to the best of your master's wealth and you eat at the table. His kindness even extends to your potential freedom, while he won't free you without any heavy persuasion, he will however give you freedom upon death. Your master receives either the Drop-In or Explorer origin or 500cp to spend on perks and/or items.

Waifu/Husbando Slave(s) (1st Free Drop-In, 100cp/per)

Slavery is a major factor in this world, one could say that the entire society revolves around men and women tolling away under uncaring masters. As slavery is so common, you run the gambit of the quality of slaves. The simple fact that not all slaves are created equal, sometimes someone runs the foul of the law near end of their life and rather than being killed they're sold for more than they're worth dead or free. However the life of a slave is rather hard and because of this hardship, the lifespan of a slave is much less than that of a freeman. Most potential masters look for a young slave and closer to the magical age of 15, the minimum age which a slave is legally able to be sold, the better. It seems that your benefactor has already purchased a slave for you, and this slave is everything you could possibly want in one. Not only is the slave physically attractive as well intellectually stimulating for not only is the slave well read, they speak multiple languages. Your new slave is fanatically devoted to you, unwilling to accept freedom, instead rather die for you. Your slave is also a fantastic team member, working well other slaves if applicable, and never jealous of any attention or affection given to others. Your slave receives the Battle Slave origin and 500cp to spend on perks and/or items. You may buy multiple slaves and they all are on par with the first slave.

Loving Noble Spouse (Free Explorer, 100cp)

Marriage amongst the nobility isn't one between two lovers, but instead it's a political contract between two families. Even with these political marriages, the High Council of Lords is a viper pit that will tear apart anyone that they decide to turn their collective attention to in an unfavorable light. In one of these politicking gatherings it would seem that your benefactor put in a very favorable word for marriage to a prestigious son or daughter of a well influential noble. This spouse is everything you could want in a spouse with them being very attractive physically, intellectually, and personality wise. Despite only meeting you on the day of your wedding, this spouse falls deeply in love with you at first sight. Your spouse receives the Explorer origin and 500cp to spend on perks and/or items.

DRAWBACKS

AESTHETICS (+0cp)

This world is designed around a Japanese aesthetical sense for what they would consider a high fantasy world. These include making everything overly cute and sandpapering the differences between various races, as well the bland labyrinth designs. With this drawback you're able to remake the world into something that you find aesthetically pleasing, while not changing the setting. With this labyrinths could have various different floor designs, the various tribes now look less human at a glance, and etc. The world is yours to repaint just remember to thin your paints.

Culture Shock (+100cp)

This world doesn't show the same standards culturally as the modern world, which is fine if you're quick to adapt. You however are not so lucky. With this drawback you'll constantly butt heads with cultural norms that are different than your own cultural norms. While you can slowly adapt to them they'll always rub you the wrong way, making your experience here much less enjoyable in the long run.

Suspicious Mind (+100cp)

In modern times you're encouraged to be suspicious of anyone and anything. After all there's a lot more ways to scam someone, or to get backstabbed socially, and etc. Being suspicious of everyone and everything served you well, until now that is. Your suspicious mind can't accept the simpler affairs. You'll always be suspicious of anyone that you really shouldn't be, but at the same time you'll be completely blindsided by things you should be suspicious of.

Monster Magnet (+200cp)

It would seem that you attract demons and bandits like catnip attracts cats. Whenever you stay in one place for longer than a day, you'll start to pull demons towards you. While at first it'll be just level 1 demons, but eventually you could see bosses and even stuff from the lower floors. In a strange way you also attract criminals whom seek to steal your stuff or harm you, as if you're wearing a neon sign saying "EASY TARGET HERE!"

XXXXX (+200cp)

You can only speak Japanese but you can understand only Brahim, an uncommon language but it's required for activating skills and magic. Any translating devices or abilities only gives you basic and broken Japanese pidgin. Any attempts to learn the language faster than a normal human fails.

Enslaved (+400cp)

Your status has been changed to that of a slave. This includes any companions which you may have. As a slave you have only your underwear that belongs to you. Everything else including your warehouse will be the possession of someone else. If you're already a slave, then you'll be sold to a horrible master that will treat you like cannon fodder just to advance. Any items will be returned to you at the end of your stay here. Killing your master or having a companion kill them, will result in you dying and being sent home. If your master dies in any other way, you'll be inherited by someone else, with the same restrictions applying.

Cowardly (+400cp)

Let's face it, no one wants to die, so why rush it? Well that kind of thinking is just the start of your problems, with this drawback you have lost any and all courage that you once may have or will possess for the duration of this jump. You have to be poked and pushed to apply yourself in even to the smallest degree.

Level 1 Master Race (+600cp)

Leveling is for chumps and you're no chump. By taking this drawback you do not gain any experience points, which means you'll be stuck at level 1 for the duration of the jump. To make matters worse you can't access any abilities from previous jumps. You're still able to unlock multiple jobs but they're unable to level. This drawback applies to any party you join, but will disappear as soon you leave the party. Lastly you're required to beat a single boss in a Labyrinth by yourself at least once every few days.

Outlaw (+600cp)

Your class or if you have multiple classes your first class must be set to Thief, Bandit, or Pirate. Which means you're a criminal. In this world criminals are kill on sight, especially those with large bounties on their head. In addition to having a criminal class, you have a large bounty of 1mil Nars, and will double every winter. Lastly as a criminal you can't own any slaves, other than any companions imported as your slave.

NOTES

Information Cards

Everyone has an information card, these cards appear to be akin to a driver's license in size. The information it has on it is very similar to that of a government issued ID card. It has your age, sex, species (tribe), status, and job. Your status being that of a freeman, slave, or noble. Your job displayed is your job. It will also display any slaves you own, as well any conditions upon your death. By default slaves die with their master. However by paying a slave merchant, they can change the release condition. You can also select whom can inherit slaves, again through the slave merchant. This all will be displayed upon your info card. The card can't be stolen or taken away while the person is still living. However upon death it'll pop out of the right hand after a short period of time. This is what you turn in for bounties.

Jobs

There are a multitude of jobs each with their own skill, as well the effects they produce. There's only a handful of jobs that don't have much information, so in that case just fanwank it. A normal person is only able to possess a single job at a time and when a job is chosen it usually cannot be changed without great effort, but because of that, each job gives the owner job specific abilities. If you want to change your job you need to visit the Guild Temple of the job you're wishing to change it to, if it has a guild that is. That's only assuming you meet the right requirements for the job. Leveling up requires experience points but XP is applied to all active classes individually.

Here's the list of jobs, for more information go here http://slave-harem.wikia.com/wiki/Category:Jobs can fill in on it for right now, in the future I'll put the information here. Those jobs with the tribe in () are racial jobs. The jobs are:

- **Adventurer**
- **Alchemist**
- **Armor Merchant**
- **Assassin**
- **Bandit**
- **Beast Warrior (Wolfkin)**
- **Bounty Hunter**
- **Cook**
- **Dragon Knight (Dragonkin)**
- **Diver (Catkin)**
- **Explorer**
- **Farmer**
- **Forest Ranger (Elf)**
- **Gambler**
- **Grand Wizard**
- **Great Hero**

- **Herbalist**
- **Hero**
- **Holy Knight**
- **Hotel**
- **Jobless**
- **Knight**
- **Master Smith**
- **Merchant**
- **Monk**
- **Pirate**
- **Priest/Shrine Maiden**
- **Sekigan**
- **Sex Maniac (Human)**
- **Shamon**
- **Slave Merchant**
- **Swordsman**
- **Thief**
- **Village Chief**
- **Villager**
- **Warrior**
- **Weapons Merchant**
- **Wizard**

Bonus Skill Levels

There are 6 levels in most skills. Each skill level requires double the points from the previous level. With maximum of 63BP with the exception of stat increases which are a 1:1 basis. The list of the following are the known bonus skills at this current time. If the MC displays a new bonus skill, you too can emulate it.

Character Rest (1BP)

This allows you to redistribute your bonus points.

Appraisal (1BP)

Gives you basic information when active. When used on people or demons; their given name, age, gender, tribe (race), level, first job, and equipment are displayed, if applicable. When used on items; their name, skills, and number of skill slots are displayed, if applicable. This is toggleable while active.

Bonus Accessories (1BP - 63BP)

Each rank gives you a bonus accessory slot. When adding or subtracting an accessory slot, the accessory vanishes and reappears like its brand new. Any modifications are kept.

Crystallization Upgrade (1BP - 63BP)

Magic crystals are a black stone that's about size of a chicken egg. Magic crystals change color according to the amount of magic they contain. When you defeat ten enemies it'll become red, after 100 it becomes purple, 1k+ it becomes blue, 10k+ it becomes green, 100k+ it becomes yellow and finally at 1mil+ it becomes white. Bosses often hold more magic energy. The color is equal to the amount of money it'll sell for. Additionally carrying multiple crystals on you will split the magic energy amongst them. The rate which you increase the rate of magic gathered by the following, 1-6th: 4x, 8x, 16x, 32x, 64x, and 88x. Post jump they can be used for external mana or sell them for equal amount of money.

Discount Negotiation (1BP - 63BP)

You can decrease the money that you pay, first by +10% but increases by +5% per rank up to +35%.

Gamma Ray Burst (1BP)

This bonus skill requires a lot of MP to pull off, but upon successful casting of the skill it would appear if nothing had happen from the user's point of view. However from everyone in front of the user a giant flash of light goes off, vaporizing even high level bosses in one hit.

Incantation Shortening (1BP)/Incantation Omission (3BP)

Activating skills and magic often requires a chuuni-like incantation, by shortening it you can just say the skill or spell name, like FIREBALL or OVERWHELMING. By increasing the rank you can instead just use a skill or spell by thinking about it. Saying a skill name out loud while thinking of another skill is useful for deceiving.

Job Setting (1BP- 63BP)/Party Setting (1BP)

Normally you only have one job active at any given time. With this skill you have ability to have up to 7 additional active jobs. An active job allows you to use their skills or magic. You have ability to switch active jobs on the fly. With Party Setting bonus skill activated you're able to set active class for the individuals in your party. However, they may only have one active class. Post Jump you may apply Job Setting to any class or job system that's available to you.

Level 1- 6 Weapon (1BP - 63BP)

You call into the existence a powerful weapon akin to Durandal and Fragarach, which takes shape in form of a powerful melee weapon of your choice. This weapon has anywhere from one to six skill slots. These skill slots maybe the exact copy of Durandal's or Fragarach's, be filled with any canon weapon skill, or if you prefer it they could be empty up to the skill slots allotted. As a weapon created through magic it doesn't require monster cards to fill the skill slots.

Leveling Reduction (1BP - 63BP)

This bonus skill allows you to reduce the amount of XP needed to level by increasing the rank of the skill. The following numbers are how much XP is reduced to in order to level. 1st to 6th Rank: 1/2, 1/3, 1/5, 1/10, 1/20, and 1/40. Post Jump you may apply Level Reduction to any class or job system that's available to you assuming they use experience points.

Meteor Crash (1BP)

This bonus skill require a lot of MP to pull off, but upon successful casting of the skill several molten rocks shoot forth from your direction. This does a lot of damage to the MOB that it hits as well any surrounding enemies close to the impact. This skill is very powerful but at same time very draining.

MP Depletion (1BP)

A simple skill that converts all your MP into magical damage, more MP you have, more damage it does.

Purchase Negotiation (1BP - 63BP)

You can increase the money that you receive either by selling or receiving, first by +10% but increases by +5% per rank up to +35%.

Stat Improvement (1BP - 99BP)

You can dump all your BP into a stat. These are:

- **Agility -** How well you can avoid attacks.
- **Dexterity -** How accurate your attacks are.
- **Endurance -** Reduces pain and damage taken.
- **HP -** How much damage you can take before dying.
- **Intelligence -** How much magical damage you can deal.
- **MP -** How much energy used on skills and magic. Running out of it, you become really depressed and even suicidal.
- **Spirit -** How fast and how much MP and HP you regenerate.
- **Stamina -** How long you can fight
- **Strength -** How much physical damage you can deal.

Warp (1BP)

This skill is basically a teleportation to any place you've been before. The MP cost is based on distance to the destination as well the number of people in your party. This can be used in places that block normal means of teleportation.

XP Boost (1BP - 63BP)

This bonus skill allows you to boost the amount of gained by increasing the rank of the skill. The following numbers are the multiplier that are applied to any XP gain. 1st to 6th Rank: 2x, 4x, 8x, 10x, 20x, and 40x. Post Jump you may apply XP Boost to any class or job system that's available to you assuming they use experience points.