



Toaru Majutsu no Index / Toaru Kagaku no Railgun

(A Certain Magical Index + A Certain Scientific Railgun)

Jumpchain Version 0.1

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The story is set in a world where supernatural powers exist through science, and magic exists through religion. Academy City, Japan, is at the forefront of science. Besides being thirty years ahead of the world technologically, more than three-fourths of this peculiar city's population consists of students developing their psychic abilities as Espers in various institutions. A city of not only scientifically advanced superhuman students, but in a world where magic is also real.

The world where supernatural abilities are a reality. Individuals who possess special powers acquired via science are called Espers. Those Espers who gain their abilities without the aid of special scientific instruments, whether at birth, are referred to as Gemstones. Others, known as Magicians, gain their powers upon mastering the power of magic, either from obtaining knowledge from different mythologies or by using mystical artifacts, though the existence of magicians is a secret to the public. While Magicians align themselves with different beliefs, Espers are aligned with scientific institutions. This leads to a power struggle between the magic and science factions for control of the world.

You would start one year before Year before the Index Arc begins and will be spending the next ten years trying to survive in this world.

+1,000cp

Age and Gender

Roll 1d8+10 to determine your age and your gender is the same as it was previously, either of these may be changed for 50cp a piece.

Backgrounds

Drop-In - Free

As an unimportant resident of your starting location with no new memories to either help or hinder you in your journey and no one would question your sudden appearance in the area.

Honor Student - 100cp

You are one of the many students that went through the Academy City's Power Curriculum Program and gained Esper ability with it along with you being enrolled into one of the many schools in the city.

Academy City Staff - 200cp

One of the staff hired by the Academy City to fill their massive Academy either as one of the many Researchers for Espers, Doctors for saving and healing injured patients or as Teachers to guide the future generations.

Experimented Subject - 300cp

Among one of the many people that has been experimented by the amoral scientists of the dark side of the Academy City, be it willingly or not but you now gained your freedom with your own power.

The Magician - 100cp

A person that is capable of using mana and specializes in the use of magic either you are a member of one of the magical organization or you manage to re-researched and manage to use magic on your own.

Undercover Agent - 200cp

The first most successful Magician-Esper hybrid ever existed; you are also a spy for one or multiple organizations and currently infiltrated the Academy City as a student.

The Chosen One - 300cp

One of the few gifted humans in the world, you are blessed with everything that makes you the greatest savior or the most evil mastermind in the world.

Location

Roll 1d4 to determine your starting location or pay 50cp to choose, you will start at the appropriate location of your origin background.

1. Academy City

Also known as Academy City of Science and Technology, is a landlocked sovereign city-state whose territory consists of a walled enclave within the Tokyo Metropolitan Employment Area. As the city's name suggests, it is a city of several schools and institutions of higher learning from kindergarten to university level that learn side-by-side along with the scientists who research on psychic powers and higher technology, the latter being one of the primary reasons for its establishment. It is the most advanced city in the world and its technology is said to be thirty years ahead of the world. Academy City is composed of twenty three districts; called School Districts which are simply numbered from one to twenty-three and each of these districts has a specific purpose.

2. Liberal Arts City

Also known as Arts and Sciences City is a huge artificial island that exists on the coast of California, United States. Originally made as a set for a Hollywood movie, it was later converted into a seaside themed amusement park. designed and made a huge artificial island as a setting for a movie. At the end of the movie's filming, comments were made regarding the waste of dismantling such a huge effort made by the crew. Due to this, rather than being destroyed the island was reborn as a seaside resort and theme park

3. Vatican

Also known as Vatican City is a sovereign city-state located within a walled enclave in the city of Rome, Italy. It is the central base of the Roman Catholic Church, the administration of which is also referred to as the Vatican. A walled city-state inside another country, it practically represents the center of the magic side and is a symbolic contrast to the walled city-state of Academy City, the center of the science side.

4. London

The capital and largest city of England and the United Kingdom as a whole. As the capital city of a country with a large magical foundation, London is the home of many magical facilities, persons and factions. A fair number of important magic-related sites in the city are famous or important buildings, public institutions or tourist attractions, and as such have both an open public side and a hidden magic side. Examples include Westminster Abbey, the British Museum and the Tower of London

Perks

All 100cp perks for their respective origin are free and the rest are at 50% discount except the general perks where it's undiscounted.

General

Beautified Performance - Free

Like many characters in this world which are at the upper scaled of appearance you also now more sexy and beautiful for women and handsome and manly for men. This improvement in appearance makes you always at minimum of eight out of ten in the appearance scale and you stay that way no matter how dirty you might be or how much you might get beat down and also retain your attractive appearance, even without exercise or proper diet. This also improve your physical attributes equal to peak human capabilities allowing you to outperform Olympic Athletes easily and able to retain and maintain this body and performance even without additional training and only to improve from there.

Esper Ability – Free / 200cp (Incompatible with Magic System)

Through a series of experiments, drug usage and the like, that individual will be able to achieve and substitute standard reality with their own personal reality. You may choose one of the cannon abilities below in the notes. All abilities bough here starts at level one and would reach level five within ten years even you're living like a normal student and seeing combat at least one to three times a week would cut down the time needed to reach level five by half. After reaching level five you can reach level six within two hundred fifty years faster if you have training perks and been on combat frequently. For additional 200cp you may choose a different Esper ability from cannon examples.

Magic System – Free / 200cp (Incompatible with Esper Ability)

A supernatural phenomenon that cannot be explained or analyzed via any sort of scientific means and reasoning. Magic is a complex system of arts, disciplines, and traditions that are firmly grounded in laws and knowledge that are wholly unknown and beyond the grasp of human sciences, which sought to manipulate and distort certain aspects of reality. Choose one of the cannon examples of magic systems in the notes and you would gain a complete encyclopedic knowledge of it but only has basic skills and mastery along with enough mana equal to an average magician. For additional 200cp you may choose a different magic system from the cannon examples.

Mother of the House – 100cp

While magic is powerful and all-purpose with dictation and time even then it cannot solve the problems in the house like cooking. Through talent and hard work alone you manage to accumulate enough experience and skill to cook befitting for a five star hotel and you can even make a meal out of leftover ingredients that no one of complain about the taste even the most inedible, expired and dangerous ingredients would become a delicious and healthy. Your preparations for the ingredients are also so skillful and beautiful along with you being extremely fast at doing it.

Internet Lurker – 200cp

With the advancement of technology almost everyone rely on the use of technology in storing data and information but this gives way for others to retrieve data a lot more easier and remotely. Hacking and retrieving classified data and information on a heavily protected computer remotely without being detected is as easy as breathing for you and no matter how powerful the security you can easily bypass it without problem even it is backed by a powerful AI. Your typing speed at minimum is two hundred words per minute and with some practice you can even go faster along with you never misspelling or mistyping.

The True Hybrid – 400cp

Being able to use both Esper ability and Magic is very awesome but using even one of those powers damage you is not a very nice feeling. Unlike certain someone your modification is complete and successful making the first true hybrid user of Magic and Esper ability this allows you to use both Esper ability and Magic without receiving any nasty side-effects. This also gives you protection and immunity to the abilities or powers that you have that gives a nasty side-effect even when used correctly and perfectly. This also allows you to use or combine two or more incompatible systems or energies without problem should you acquire them in the future. This allows you to take both **Magic System and Esper Ability**

Every Derailing Sense – 600cp

Evil masterminds are very common no matter which country or universe you go it's only a matter of how good they are at planning and plotting something. With this you gain a preternatural ability to sense when someone or something included you to be part of their plans and plots and able to see signs of schemes and designs around you. This also makes you prone of derailing their plans without intending to like stopping minor crimes to experiments that would accumulate enough to form cracks even to perfect schemes and plans. As a side effect this makes your movements in battle or daily life unpredictable that no one or something can guess and predict your next moves and actions even with the aid of abilities or powers that allow them to see, predict and know the future.

Drop-In

Through Guts Alone – 100cp

Ether it is inborn or through training you have enormous amount of willpower to fight foes greater or more powerful than you along with having a incredible threshold for pain that even your body is battered and broken you can still move on to finish what you started by forcing your body to go beyond its normal limits. Even faced by thousands of disasters or apocalypse and forced to see a perfect world to see that your existence is meaningless to others and the world you're will is still firm and resolute as ever.

Helping Hand – 100cp

For some reason you can't help but stick your nose on where it doesn't belong since you could not ignore someone in trouble. By sight alone or having conversation with them through the phone you can recognize the signs of someone are troubled by something or someone. Through this you gained preternatural ability know what words to say to gain their trust so they would tell confess their troubles with you. This also helps you make it easy to convince someone to confess their secrets if the said secret affects you or someone you're trying to help.

Combat Analysis – 200cp

Having fought for hundreds of battles you gained preternatural ability to analyze and exploit the weakness of your enemies, at glance you can roughly guess to overall power of a person or group. The longer the fight or the more you stare them the more you can guess their weakness and the full extent of their powers even they haven't showed it which is very accurate. The stronger you are the faster you can analyze the strength and weakness of everyone and if the gap is too great between you and you're target you can instantly know everything about your opponents. This also applies to technology or any constructs that you want to find its structural weakness.

Situational Awareness – 200cp

Others may only have five senses but you are different and unlike them you have a sixth sense or also known as instinct, this allow you to sense any danger to yourself especially if their harmful and dangerous to you. It also allows you to instinctively position your body to minimize the damage that you would receive or dodging it all together so long it's not beyond of your body's capabilities and if you have the ability or powers that would allow you to dodge it or protect you it would unconsciously activate to help you. It also helps you to do what the best course of actions and movements to escape or defeat your enemies stronger than you or those with greater numbers as well as reducing the auditory and visual penalties in battle.

Inhuman Communication – 400cp

You have an insane mind that everyone of the world would agree since befriending someone torturing you for some time now would do that. But alas you gained a preternatural ability that would allow you to understand and convince someone to be your friend no matter how insane or inhuman their mindset and thought of process is along with you able communicate with them perfectly and this also prevents misunderstanding when you're communicating with them. This also makes you a master of all language existing on earth including dead to supernatural language even the language of angels. Once you manage to convince and form a bond with someone insane or have inhuman their mindset and thought of process they would stay sane or gain a human thought of process so long you're alive and their friend.

The Helpers Luck – 400cp

Like the certain protagonist you are gifted with luck or fortune at surviving things and events that would likely kill you. So long that your helping or protecting someone in need or in trouble always expect that in some way surviving an attack even from the strongest Esper or a Magic God even though your body is battered and broken as result but in one piece and can recover at full health. Fate and reality are twisted or bend in a way that helps you to be in the right place and the right time to help those that you want to help or to be in the right time rescue one of the friends, followers or companions that in trouble or danger before unexplainable things happens to them.

Imagine Resistance – 600cp

Unlike the certain protagonist whose powers is uncontrollable and also negates his own luck, yours is different. You gained a controllable version of Imagine Breaker that doesn't negate positive things for you like luck or someone healing through magic or abilities. This power emits a skintight barrier around you that protects you from internal and external harmful effects and damage from all supernatural powers like magic, esper, and divine powers. It can also be weaponize to dispel or negate powers and abilities which can be applied to any weapon that is connected to you or things that you are holding. While it can be applied to weapons that you're holding or connected to you but this is not passive and you have to actively apply it to your weapons. At the start it can dispel or negate abilities and powers equal to a level five Esper and reduce the damage and effects that you would receive from higher and more powerful ones and the ability to dispel or negate abilities and powers would grow stronger as your overall power grow, as powers with the same origin as original Imagine Breaker it won't affect or cancel out each other.

Harem Attraction - 600cp

Maybe it is fate or by luck but you always experience lucky events and opportunities to the gender or the person you prefer or like. This is done by accidentally seeing them naked, tripping on them and coincidentally position in a lewd position with them, them jumping on you to escape someone's asking them for date or maybe them plotting a prank or revenge on you only for it to backfire and you to save them and leading it for them to gain more affection toward you. Either way these events would always happen at times that you would not expect to happen and would pile up to the point that they would start showing interest or a crush on you and later fall in love with you or become part of your harem if you have one along with expecting one to fall in love with you from saving them in a life and death situations. Those that become your lover with this would gain a red string of fate tying them to you and would gain a plot-armor and incredible luck that would keep them alive until you finish the jump if they're not your companion yet and companions that are your lovers would gain this on a lesser degree. This red string of fate is impossible to be broken even with the power of the Imagine Breaker.

Honor Student

A Proper Student - 100cp

All the years you are enrolled and attended a prestigious school you learn some mannerisms that would make almost everyone often mistake you from someone of a noble and high status. The way you talk and move projects an image of someone of a noble and high status, you're every move are instinctively calculated that maximizes you assets and beauty. The violent attitudes and improper tendencies that you make are overlooked in favor of your good qualities and with this you can handle high-class parties with ease.

Mask of Façade - 100cp

Either through experience or being borne that way you can hide your emotions and intentions from others like a certain someone. With pure skill alone you can put a façade and create a personality that can make everyone believe that it's the real you and you can also revert back to your original personality in a snap of a finger. You can maintain this façade for years without losing your true self or personality with no problem and you can always remember the personalities that you made and able to shift between them instantly.

Sense of Justice - 200cp

You are someone who can't stand in the sidelines and let injustice or crimes go free. With this you gained a preternatural ability to sense any crimes and injustice around you along with those who are planning to commit a crime. This also gives you an incredible deductive and analytical ability at solving crimes, puzzles and riddles as the more complex and hard for them to be solve, your deductive and analytical ability scales up to the difficulty. Just seeing the crime scene alone would allow you to guess what caused someone's death or accident to happen and as you grow more experienced and faced identical things before would allow predict and guess who the criminal or solve puzzles and riddles instantly.

From the Shadows - 200cp

As someone who doesn't like the spotlight you developed skills needed to remained that way. You become extremely skilled at hiding your tracks to the point unless someone has supernatural powers meant to track someone no one would be able to find you even if they have those supernatural powers they would still have a hard time finding you. Any electronic devices doesn't seem to record you or your skillfully evading and hiding in the blind spot of any surveillance camera's either way you can remain in the shadows as long as you want and would remain that way unless you personally step into the open. This also prevents others from reading your mind, future and past actions that you don't want others to find out.

The Schools Ace - 400cp

Like many honor students of an elite prestigious school you stand above the rest of any students of the said school with an intellect equal to a genius with the IQ of two hundred. This also gives you multitasking abilities that have no upper-limit and able learn skills and knowledge at fast rate that would take others a hundred years to master where you do it in year along with getting a eidetic memory which would allow you to remember everything that you ever do or experienced this even includes things you hear when you're asleep or unconscious.

Student Tactician - 400cp

Even though only as student with limited experience of the world you are extremely skilled tactician and an expert at predicting how a large number of people will react and to make plan to counter or use them to your advantage. You're also extremely skilled at making bluffs and taking double-edged gambles, like to manipulate your own mind, to deceive your enemies, leading them to self-defeat. As well as devising and executing strategies with incredible speed and precision,

manipulate people with well-spoken speeches and clever deceptions, can come up with strategies and plans several dozen steps ahead of the opponent.

The Thousand Siblings – 600cp

While it is true that you donated your dna when you're a child to create twenty thousand clones of you but it is deemed failure by the scientist due to some unknown reason and decided to dump them. What they don't know is those twenty thousand clones of your preferred gender and ages are telepathically connected to you with an unbreakable connection with you being the prime mind. Should your body is killed or your soul is destroyed you automatically transfer your consciousness automatically to one of the clones making you unkillable unless all twenty thousand clone along with you are killed. Each of the clones are capable of independent action and they also gain one tenth of all your powers, perks, abilities and complete knowledge that you knew and this updates automatically every time gain something new. This also allows you to gain your own Misaka Network and processing power that it gives along with you as the administrator. Dead clones or those that you took over are replenished within one per hour or a month if all twenty thousand are killed except you jumper. By default all clones are incredibly loyal to you and each of them has distinctive personality and appearance making it that there's no identical clones. They are all followers and cannot be imported as companions.

Amplifier Node – 600cp

Normal humans only has one brain but unlike others you have an extra one in a form of a node that grows beside your original brain and quite different from a certain project that needed a lot of time and maintenance. This node has a special function that amplifies all of your powers strength, effectiveness, utility and range by ten times at bare minimum, and you're Esper ability can exert strength, effectiveness, utility, range and powers one level above you're current Esper level but has no effect on a level five other than amplification. You can also connect this power with others allowing you to amplify their powers and Esper ability like yours with no limit on how many you can connect or how far they are from you as the connection once set is unbreakable and you can also forcefully connect with someone through prolong physical contact without their permission to control or calm their berserked abilities or powers and this also applies to you which passively increase you control to all of your abilities and powers. This also allows you to know the location and conditions of those connected with you.

Academy City Staff

A Benevolent Doctor – 100cp

Being benevolent through your actions or with your appearance like a certain doctor has a nice feeling especially if you're helping others. You have a way to make others let down their guard on you and unlikely to attack if you have no intention of harming them as you want to talk to them. People around you tend to be calm and understanding even it would normally agitate or angered by some events or the topic of the conversations. Every person that you meet for the first time always get an impression of kindly neighbor or doctor of you which would last until you break it or see you doing something extremely unkindly.

Hearth of a Teacher – 100cp

Others like to teach children while some are forced in that role but unlike the latter you have the passion to teach the younger generations to guide them to their future. You are able to connect and form a bond with any student that you have and these students of yours always retain and understand anything that you teach them. Students that formed a bond with you always looks up to you as their parent especially those that don't have one and would go through hell together with you if they have nothing to lose. This also makes you incredible and creative at creating teaching materials to teach your students that none of them are bored when you are teaching them.

Dark Side of the Academy – 200cp

Everyone knows that if theirs light there would always be darkness in every society even something like the Academy City. As a person that knows the dark side of the Academy City you gain a preternatural ability to gain contacts to any illegal dealings to finding even the most secretive meetings. You also have the ability to build an intelligence network for spying and sabotaging even assassinations and always tend to find someone loyal to you to be your spies and able to plant them to any organization that you want with little difficulty. It makes you extremely skilled at sniffing out information on what organization or groups are the big players of the dark side of any society that you don't want to mess with.

Hidden Organization – 200cp

Almost every organization that you can find in the Academy City are so lamely hidden that even a middle school student can find them and has a traitor that would always try to sabotage their organization. While it's a major problem for others but not yours you have a preternatural ability at finding or building hidden bases for your organization, be it your main base,

safe house or forward bases and these bases are extremely hard to find even with supernatural abilities. You also have an incredible ability at sensing if someone is locating or investigating your organizations bases along finding any spies and the areas, project or equipment that they tempered within your organization.

The Co-Founder – 400cp

Normally when someone builds an organization with someone they would be the co-founder of that organization while others don't like the pressure that comes with it. With this no matter what organization that you build even you only funded them or given them a land so long you give them some help you would always be a co-founder and holds high amount of authority and privileges second only to the founder and leader of the organization and if the organization is already been build a long time ago you can easily climb your way up of the social ladder as opportunities that would help you rise up and gain reputations seems to come in your way frequently. Even you start as a grunt of an organization you would not be one of the disposables ones but one with a really important and beneficial to the organization and an irreplaceable position.

Counter Technology – 400cp

Some powers or technology have weakness and especially those Esper abilities have one and you made this into an art on your own. You have a preternatural ability to create and invent technology to counter and neutralize any powers or technology that you have encountered or have enough knowledge off and make them powerless and useless. So long the any powers or technology that you want to neutralize is running the same system, using the same element or working in the same principles your counters will work with all of them without problems. The technologies that you built are impossible to reverse-engineer without your consent even using magic or forcefully analyzing it through technology even if they are trillions of years more advance than yours.

Hands of a Healer – 600cp

Like many doctors who gain experience through many trial and errors to heal others and you seem to be different compared to them you did it through sheer talent alone. You gain a preternatural ability to heal practically any injury and sickness even if it is terminal or a genetic defect along those on the brink of death so long their still breathing, preserving a brain and restoring lost limbs. Unlike a certain doctor you can also fix brain or memory along with spiritual related injuries even it's caused by supernatural or natural means. You can also give someone eternal youth and restore an old person into their prime or fixing someone's youthful appearance due to eternal youth to an adult along with extending a person's life-span this even applies to clones, homunculus and those that are artificially made. This also allows you to undo and heal someone from the effects of any curse or supernatural powers no matter how powerful it is and you can also recognize the signs of someone who has been cursed or been affected by a supernatural powers.

The Overachiever – 600cp

To be a leading scientist of a specialized field you need to be more talented than others that they can only look up to you in envy and to be hired in the Academy City you need to be someone like that. You now have the doctorate knowledge and professional practical skills in every branch of science, engineering and arts along with the ability and knowledge to create every technology existed in the Academy City with the specialization of creating Espers with abilities of your choice or leave it to random chance. You also gain a preternatural ability to reverse-engineer any technology that you can get your hands on with enough time but just seeing one in action would give you a rough guess on how it works and what principles it works on with. The greater the gap of the technology that you know to the one you're trying to reverse-engineer the faster you can analyze and understand it along with the ability to improve existing technology or those that you reverse-engineer thirty years ahead of its time.

Experimented Subject

Jaded Mindset – 100cp

Those that are experimented are experience many things and seen how deep the darkness of the city they lived in as one of them. You're mind is always calm and logical along with your emotions are muted by your will to the point that seeing someone killed on front of you or your killing someone would not even freak you out and you have no problem with it. Your consciousness felt no guilt doing something evil like killing children to destroying an orphanage or your friends, companions and followers killing someone for fun or to protect you.

Underestimated Villain – 100cp

Some people are really arrogant that even if the one there are fighting is one known as the strongest or have a fearsome reputation they would still do it. You gain an ability that makes all of the enemies or opponents that you face tend to underestimate you in every way and they always assume that the preparations that they made are enough for them to defeat

you. Information that they know and data they gathered about you tend to be partially incorrect this also applies to supernatural and technological ways though you can disable this at will.

Weakness of my Own – 200cp

It is hard to fight those that know your weakness especially if they are someone who help develop your powers from the very beginning. You gained a preternatural ability to know and sense if someone or a group that you're fighting or having conversation knows your weakness be it superficial or complete knowledge of it. This also gives you instinctive ability to minimize the damage or effects that you receive if someone exploited your weakness via body positioning or blocking the attack. With the help of this ability you know every weakness that you have and instinctively know to train to reduce and minimize it, with time and effort you can remove all your weaknesses.

My Powers Work – 200cp

Fighting an opponent that is intangible or a being of pure would only tire you out or get yourself killed especially if your abilities and powers doesn't interact with them at all. Your abilities or powers now work on abilities, powers and beings that normally cannot be touched, interact with your abilities and powers or have condition to defeat or harm. It doesn't matter if your enemy is intangible or made of pure energy your abilities and powers will hit and kill them even if they have multiple bodies as killing one body would kill them all and if they have resurrection ability when you kill them they die permanently.

Jamming Immunity – 400cp

There are many things like magic or technology that exists to disrupt or weaken everyone's abilities especially for Espers but unlike them you are far too different. You are now immune to any supernatural ability and technology that would try disrupts, weaken, nullify, erase and manipulate your abilities or powers making you always able to use your abilities even in a no power zones or in the presence and contact with the Imagine Breaker. This also applies to technologies that you wield that things that would normally disrupt or make them malfunction would not take effect.

Damage Control – 400cp

In battles the ability to minimize damage that does to the surrounding would nice especially if your protecting the bystanders caught in your battle field. With this you gained a preternatural ability at using your abilities to minimize the damage and destruction that the surrounding receives either it's from your attacks or your opponents even putting conditions on your powers that only harms your opponents and bypass others or structures. Bystanders near your battlefields tend to gain plot-armor and incredible luck at avoid receiving fatal wounds or dying no matter how destructive the battle your doing and the range of the effects is equal to the maximum range you can control your abilities and powers.

The Strongest Esper – 600cp

Being the strongest doesn't mean anything even you have the most powerful ability if ever existed if you don't know the extent, limits and applications of the said ability. But no more you now know the exact limits and applications of all abilities that you have and gain a preternatural ability to use them in a creative and innovative ways that others think that its impossible to do that along with the ability to create variations of every application that you manage to invent for your abilities. Like the strongest Espers your abilities that you gained here are now upgraded to have the strength, utility, effectiveness and range befitting a level five along with giving you perfect control at generating and manipulating your abilities. This also applies to your other powers both old and new ones in the future that are not on the level of a level five Esper will receive a upgrade making it equal to a level five ability in strength, utility, effectiveness and range but those stronger than a level five would not receive any instant upgrades. The abilities that are on level five or stronger would receive an accelerated growth in strength, utility, effectiveness and range with combat and at very least one percent growth at every battle or per hour on prolong battles but it needs to be at very least somewhat threatening to you.

Ability Wings – 600cp

Wings made of Esper ability are a common usage for level five's along with helping them using their abilities a lot better and faster. You gain the ability to allow you to form wings based and related on your Esper ability where it automatically calculates the needed process and steps to use the ability for you and makes it instinctive and easy for you to use. Its effect on other abilities are removing their limitations no matter how hardcoded it is like making you capable of using spells and magic that normally needed incantations and imaging instantly as it does all the incantation and imaging for you along making any magic system that you use from rigid and inflexible to smooth, flexible and easy to use. Another is the wings automatically block attacks no matter how fast it is and is as durable as steel which can be increased with no upper-limit as you gain more control and experience using your ability. The wings can also be used for flight with the flying speed of one hundred meters per second and you gain a scaling reaction time and thought of process to fully utilize your flying speed and

with experience and training the flying speed can be increased with no upper-limit. Even as a level one you can form these wings and maintain it for a long time without problem.

The Magician

The Classical Elements - 100cp

There are four classical elements in Western cultures, and if counting the fifth element, quintessence or ether, it matches the five elements of Eastern cultures. You become proficient at manifesting and manipulating the eastern and western classical elements without the need of incantations or focus but with it the element that you are manifesting becomes several times more powerful and easier to control. By picking one of the classical elements and your hair would change according to the element that you choose to further enhance the power of your element by a minimum of ten times. You can also choose all the elements if you don't mind having a multicolored hair though the boost in the element is only a fourth compared to choosing one.

Weapon Specialist - 100cp

Humans created weapons to help them fight to make them a better killer; this is especially for magicians and their spiritual items. Choose any weapon that you like from the most common to exotic ones and you become a master at wielding that said weapon making you capable of fighting and defeating several skilled opponents without breaking a sweat. You also gain a preternatural ability at combining or synergize your spells or abilities with your weapon style allowing you to create your own deadly style of fighting.

The Truth of a Lie - 200cp

Some people really like lying to others for their benefits while letting others suffer in anguish and guilt for what they did because of a lie. You gain a preternatural ability that allows you to know the complete truth when someone told you a lie or half-lies along with an ability to convince someone to believe what you say or change their objectives so long its truth. This also applies to any information that you come across even you don't know what's wrong with it but you can feel that what it says is wrong or incorrect.

Escape Artist - 200cp

Fighting enemies head-on are all nice in fancy but there are some battles that are not meant to fight and escaping is the best option. You gained a preternatural ability at escaping at the right place and the right time even in the middle of an intense battle. When you are escaping you always feel the best direction to the point that you absolutely don't encounter dead-ends or traps along with looking for the best place to hide to lose your pursuers. You extremely skilled at covering your tracks and hiding within crowd of people.

Comrades in Battle - 400cp

To fight a group or a powerful foe the best choice of actions is to fight with tactics. You took this and improve it to another level when you're fighting with someone or a group you all gain a special link that allows you all to work with a perfect synchronicity to a frightening degree. This makes everyone able to guess when and where someone would need some help and backup along with protecting each other's blind-spots and attacking in the right timing to deliver maximum amount of damage to your enemies even saving others from fatal wounds. This makes you and your group a well oiled machine

Intercept Spells - 400cp

Waiting for the opponent to finish their incantations are very stupid but you can find that many people in this world and beyond still do it but not you. When any of you opponents try cast a spells you immediately know how to counter it even before they manage to say the first words either by hijacking the spell formula and cause the magic to go berserk to hurt you opponents or be outright cancelled it along with ability to predict when would you opponents would try to cast a spell. This also applies to any kind of magic or abilities that needed time and incantations to be used.

All-Purpose Slayer - 600cp

Many magicians feels the despair when fighting someone far stronger than them that's why they create spells or magic that would let them overcome the difference in power of their foes. This is one of those spells while normally you would need to set up formations that would need many companions and comrades to do it along with wielding a spear for a reference to the spear that stabbed the Son of God. But alas you are different you can cast this spell without the need of formations, incantations or a spear allowing you to substitute any weapon of your choice even using your bare hands would do it. Another is the spell is modified to an all-purpose that makes it capable of harming any being from a normal human to magic gods up to angels of this world and many more as if the weapons and spell is composed and made out of their weakness along with this spell capable of bypassing or breaking any type of defense or immunity even natural durability with sufficient amount of energy poured in the spell.

Library of Knowledge - 600cp

Having a library full of topics from mundane books to magic books of eldritch knowledge would be awesome but would be a hassle to protect and relocate. With this you gain the power of a certain index giving you an encyclopedic knowledge of all one hundred three thousand magic books of eldritch knowledge along with perfect indexing of your memories and knowledge that gives you perfect memory and allows you to retrieve information from your mind easily. You also gain a sub-consciousness that analyzes and gathers information or data that encounters from all of your five senses and when you encounter problems or questions your consciousness would cross-reference it from your knowledge and memories and give you the right answer with a frightening accuracy. The resistance that you have for mental poisoning even from the grimoires has increased massively that mental poisoning from the grimoires are now negligible or a minor annoyance and the same can be said when facing eldritch horrors. This also makes you resistant to insanity giving creatures and events. This encyclopedic knowledge also updates every jump giving you the knowledge and information from all magic and science-related books that ever existed no matter how rare or one of a kind it is.

Undercover Agent

Combat Master - 100cp

Being a spy without combat ability would only get you killed as this is the one most dangerous occupation in the world. You now have a preternatural ability for unarmed combat that allows you to defeat multiple melee experts without breaking a sweat. The skills are also exotic and strange that making others a hard time reading and evading your moves even then manage to do it they would have a hard time countering your every moves.

Thousand Masks - 100cp

Infiltrating a location with a known face would make even the skilled spy fail in their mission. Your skills in using mundane things like makeup can transform your face into unrecognizable even by your closest acquaintances and parents even using simple face mask can also prevent anyone from recognizing you without giving a close inspection. You also know how to create a convincing replica of someone else's face when you wear it no one would even notice that it's a fake as it can manage to replicate facial expressions and many more.

Background Infiltration - 200cp

Creating a new identity and background to infiltrate an organization and only to be caught in slightly more than a day later it would be too lame. With this you gain a preternatural ability at creating new identities and backgrounds that no one can find a mistake or holes in it even when someone uses their abilities or powers. This also makes you extremely skilled at infiltrating and inserting yourself in the location or position that gives you the most freedom in the most natural way without anyone noticing any anomaly or giving suspicious behaviors.

A Certain Level Zero - 200cp

Like a majority of the population of the Academy City who are level zero so are you but a bit different than them you have the ability to switch the level of AIM that you release. With this you can reduce the AIM that you emitted allowing you to be mistaken as a level zero to the System Scan if you want to hide your Esper Level. This also applies to other abilities and powers that you have you can practically remove any signature or signs that would allow others to normally sense or machine to scan making them believe and label you as a normal human without abilities and powers at all.

The Serious Stalker - 400cp

Monitoring someone is one of the most basic missions and skills needed for a spy especially if you manage to do it without them knowing. A normal monitoring skill that you manage to pick from the past is now improved to a supernatural level where you can sense the location of your target by only knowing their face and name. Your skills at monitoring and stalking your target are so incredible that no matter how acute their sense or they using sensing ability or powers would not be able to detect or notice you. Focusing on your target would allow you to see their location and what they are doing in a birdseye view.

Mission Objectives - 400cp

Having a mission with vague objectives and enemies with unknown target is just for your employer for you and your group to fail. When you are given a mission, objectives and quests to stop, kill or find a certain organization you can vaguely guess their location, what their target are and how many their members along with how dangerous they are no matter how little the information is given to you. You are prone to find and encounter hints about the organization and their true target no matter how many fakes and dummy plans they enacted and left to mislead you.

Rebirth from the Ashes - 600cp

It is very annoying and inconveniences to receive a wound in the middle of combat while decreasing your performance and preventing you from fighting at your peak. But not anymore you now gain a preternatural ability of regeneration that allows you to heal any wounds that you receive immediately; small wounds and bruise would close and heal instantly; lost limbs or organs would take minutes to regenerate and complete vaporization would take few hours. So long you have a drop of blood left you can regenerate your whole body from it without suffering any problems like losing your memories due to your brain being blasted to pieces and due to your regeneration your lifespan also increased by few centuries along with you being stuck in your prime while at it. This also prevents you from bleeding to death and suffering from any poison as it eliminates it along with the ability resistant to abilities and powers that prevents regeneration or healing. Normally when someone is killed they stay dead but this ability of yours gives you extra life should you be truly killed you would be revived once per jump or once every ten years post-chain.

Weapon Reflection – 600cp

Using a weapon to defeat or kill an enemy is nice but your enemy using a weapon to fight you is a nightmare especially something that you don't have a defense for. You now have a preternatural ability to passively reflect any weapon used against you back to the user no matter how small or large it is so long it can be classified as a weapon along with magics or abilities that use a weapon as a form of delivery or medium. Anything that cannot be classified as a weapon is less effective on you as you form a resistance to damage in general. You also gain a minor telekinetic ability to control any form of weapon in a distance either using it to control hundred of swords and form it into a sword formation to fight an army like those xianxia protagonist does or use it to fire senbon or nails even like a bullet even use it to catch bullets midair or a certain railgun from a certain someone.

The Chosen One

That is Normal – 100cp

Dressing in skimpy outfit during a battle doesn't bring any benefits and protection other than distraction for your opponents though it doesn't work in most cases. The outfits that you now wear no matter how skimpy and doesn't protect the vital parts of your body would do now. It doesn't matter if you're wearing a shorts or even a panty that is as durable as steel it would provide a protection throughout your body by making a thin layer of protective barrier that as durable as steel. This applies to anything that can be classified as clothe or armor.

My Final Goal – 100cp

When someone decides to do something they either succeed or fail depending on how motivated and competent they are at pursuing their goal. Every time you pick a goal which needs to be something big or grand and your motivation and competence would gain a massive boost to reach and accomplish that goal. When facing problems related to your goal that prevents you from accomplishing it you tend to think creative and innovative ways to solve these problems as long as you have the skills and knowledge needed to accomplish that.

The Way of Life – 200cp

Killing someone is easy but there are times that killing is only the last resort to save someone. With this all of your abilities and powers now have a special function. Where you can change all of your abilities and powers to non-lethal allowing you to use even the most destructive abilities without killing and knocking your opponents no matter how lethal that said abilities and powers suppose to be originally. The damage in this mode only applies to the surroundings and non-organic things and organic things and people would only feel one hell of a pain but still alive.

For the Greater Good – 200cp

There are times that sacrifices are needed for the needs of many while others may not like it. No matter how evil the things that you did like using millions of civilians into a test subject or using a child as bait and cornerstone for your plan no one would question or stop you so long you're doing it for the good of others. Others would see and understand that the things that you did are necessary for the needs of many along with any evil detecting magic or technology that you face would only classify you as pure or good.

All the Worlds Luck – 400cp

Some uses abilities and powers to become lucky while others are naturally borne lucky either way being lucky makes those who are not envious of others that have it. Compared to others you have much more luck than them as you are prone of receiving fortunate events and things tend to follow the ways that you want to. Bad-luck and unfortunate things and events tend to evade or miss you along with abilities that rely on luck are prone of misfiring or has low probability of activating when used on you. Finding treasures and winning lottery becomes a trend around you as those around you especially your allies tend to be more lucky compared to others but not on your level of luck.

The Master of System – 400cp

Learning one magic to another from scratch is too time consuming and mind numbing even then some persist at doing it in the end they are granted by the greatest reward. With this you gain access to all magic systems in this world along with gaining knowledge of all their basics as well as skills at using it. Your true ability is to combine existing magic systems that you can access into one magic system that has all advantages of the magic systems that you know and discarding their weaknesses and this process is automatic and also applies to your various energy pools that you have. Creating your own magic system is also possible though this process is not automatic and you would have to do it on your own.

Body of a Saint – 600cp

Being one of the few saints that exist in this world has many advantages and perks along with disadvantages. As having a body of a saint gives you a superhuman body that is capable of performing peak human physical feats at bare minimum and only to improve from there. Your senses are also improved that their several times more acute and sharper than a normal human without overloading your senses. The most improvement is your mana capacity which is several times larger than the strongest human along with better and efficient mana channeling. Your blood also posses healing properties that heal your wounds at accelerated rate and it's capable of healing non-fatal wounds instantly and stabilize critically wounded person. Unlike other saints you don't have their nasty side-effects that make them weak to attacks that resemble how the Son of God was killed like being stabbed, a crown of Thorns, and the crucifix along with you capable of drawing more power unto yourself further empower your physical feats with the maximum of ten times than your base stats for indefinite amount of time without straining your body.

Just As Planned – 600cp

Plans and plot no matter how perfect doesn't survive in the face of reality and the enemy that's why others improvise to make it last long. Planning and plotting becomes a second nature to you that this allows you to create a plan that spans from a day to as long as you want and covers a house to an entire multiverse. The longer the time and the larger it covers the harder it is to disrupt and stop your plans along with every plans that you create have multiple backup plans and running simultaneously with your main plan. This also allows you to take account of every variable that can mess with your plans and adjust to it to make those variables more of an annoyance than a big problem. The plans are also so complicated like you're walking in an impossible to finish labyrinthine that even a certain famous detective no matter what version would say that it's near impossible to untangle it. You're plans and plots are also blessed with luck once it's already set in motion along making it harder to notice the patterns and signs.

Items

All items bought here re-spawn when lost or destroyed within a day unless stated otherwise, all 100cp items for their respective origin are free and the rest are at 50% discount except the general items where it's undiscounted. If you have weapon, armor, vehicle even building and many more you can import it to similar items stated here.

General

Toaru Franchise – 50cp

You receive a variety of Toaru merchandise along with every manga, games, anime and light novel that would be made and written along with a blank light novel, manga or anime that tells your adventures in this world from yours and the main characters perspective. Try not to leak it as it might cause confusions or others may order assassination of you.

Pocket Money – 100cp

A credit card or a wallet that you would receive which contains a million of the most common currency in your location along with you receiving additional one million every month. This money is all legal and you won't gain any problem from using it even you don't have any job or financier. For additional 100cp per purchase would double the initial amount and monthly ones that you would receive.

Cleaning Robot – 100cp

It is cylindrical in appearance and is designed specifically to look like a metal container with rollers underneath for mobility. It has a small rectangular opening on its front for purposes unknown and has exhaust vents on its back, which it uses for its small vacuum capability. You gain a dozen on it to maintain your warehouse.

Drop-In

A Certain Card – 100cp

In your pocket would be a certain card when showed to any staff of a hotel or apartment they would lead you to your room which is apparently rented and paid advance along with monthly fees by a mysterious benefactor as long as you intended to stay there. Also no one of the staff would stop you from bringing suspicious persons or opposite genders, they also tight-lip and doesn't gossip about you at all.

Omega Secret - 200cp

The program randomly encrypts files in such a manner that it is impossible to decrypt them afterwards, even for Omega Secret itself. It would even need the Academy City supercomputer would take two hundred years to decrypt a file encrypted by Omega Secret. What's more, every encrypted file from smallest to largest would require two hundred years to be decrypted, as the random number method means that there is no decrypting pattern which could be used for all the encrypted files. It can be used to any of your device that only you or those give access can read any files of your devices.

Rider Suit - 400cp

A black, streamlined, full-body armored suit, like a motorcycle riding suit but more solid, with a full-face helmet and visor. The suit also makes use of electric potential elastic tape and motors to enhance the wearer's capabilities and sense of awareness along with the ability to absorb, disperse and soften impacts. The suit comes with a bike has a central jet engine, linear engines installed inside the wheels that are completely protected by circular armor, wing-like arms stretching back from the left and right of the front wheel area, and auxiliary boosters that both give auxiliary power and forced steering. The bike can has a top speed of a thousand kilometers per hour and respond to the thought of the user along with a function of downloading information directly to the brain and show information of any handheld device that you have. It has infinite fuel or energy.

Honor Student

Strange Juices - 100cp

A dozen of variety of strange juices of strange name and color while some of them taste from ordinary to delicious but beneath that is a juice full of vitamins, nutrients and calories that is beneficial to maintain a person's body along with making it healthy. You gain additional one dozen per day or once you drunk it all.

Griffon Driver - 200cp

A black luxury car, over two meters tall and over twenty-five meters long. The bulletproof vehicle has a body made of composite armor, tinted bulletproof glass more than fifty centimeters thick, a door rivaling a bank vault with eight rods and a vacuum lock, and tires containing sponge rather than air, in case of hits from a sniper rifle or anti-tank mine. Inside the car are full of entertainment device, foods and drinks along with the car having infinite fuel.

The Level Upper - 400cp

An audio file stored inside a portable music player when one listen to it, it can turn a level zero into a level one within a week for one hour of listening per day. The abilities of the user gains tends to be the abilities that they want one way or another unlike the original this version of the Level Upper has no nasty-side effect and traps and the only downside is it takes time for one to increase their level once they become a level one. Once someone becomes a level one it would take ten years to reach level five with one hour of listening per day as additional hours would have no effect and you can also spread the audio file if you want. Post-jump you can use this to give a normal person with Esper ability that they want and they would only need to listen for an hour to become a level one but the time needed to reach the level five is still the same.

Academy City Staff

Resource Generator - 100cp

Buying materials and resource cost too much time and manpower especially if the materials or recourse that you need are limited or rare. You gain a warehouse full of materials and resource no matter how common to how rare it is that you need to build any technology that you want. It replenishes used materials every twenty-four hours after you took it out the warehouse additionally it records and replenishes any materials that you add in your warehouse. After jump it would become a warehouse add-on or be inserted near your starting location.

Board of Directors - 200cp

The thirteenth member of the Academy City Board of Directors giving a great authority and influence in the Academy City just below the Board Chairman along with you being directly involved in the dark side of Academy City. You are one of the exceptions that know the ins and outs of everything about the Academy City and have a faint guess what plans and end goals of the Board Chairman.

Tree Diagram- 400cp

A personal computer supercomputer in a size of a normal system unit that is stored in your warehouse which has three major function that can analyze, predict and simulate any even or experiment that you ask it with a hundred percent accuracy. It has a sophisticated non-sapient AI that follows any order you want along with it being connected to the internet of the world you are in. Which you can ask to find a person which it would do via searching in the internet, companies, camera's and many more along capable of hacking any security undetected and search for the information that you want, it also has electronic warfare capabilities that would run interference for you. The supercomputer has infinite data storage and processing capabilities along with anti-hacking security to protect itself.

Experimented Subject

Smart Weapon - 100cp

A gun with some automatic functionality which used infrared rays to accurately measure the target's composition, solidity, and distance. It could then mix the powder that would cause the most appropriate level of destruction, at which point the plastic would instantaneously harden to form the bullet. It could then shoot through a steel plate or it could leave the bullet in a piece of tofu.

Group Member - 200cp

You are one of the members of an existing group that operates and based in the dark side of the Academy City. No matter what the primary focus of the group become bonded with them become an irreplaceable member of it. Maybe you can create a group of five members of your own and you as the leader though the members range from level three to level four with them very competent in their own fields and ability along with them being very loyal to you alone.

Economic Intelligence Control - 400cp

A system to purposefully manipulate rumors to freely raise or lower the values of selected products in order to freely change how well entire stores sell. It can also spread rumors either good or bad about a product regardless of its actual value in order to profit. If it is used properly, it is possible that a country could be pushed up to being a major power or that an enemy country could be destroyed without firing a single bullet. It also has the ability to be used to spread information to cause mass hysteria and chaos where people's mental state is such that they can no longer distinguish between the truths and lies. It reads people's actions through all the security cameras and estimates what their feelings are, and then it automatically creates a news source that uses the best timing to spread the rumor in waves, thereby controlling people in a mass rather than as individuals.

The Magician

Spiritual Weapon - 100cp

Made from exotic materials when spells or an abilities used through it makes it more efficient and less costly in mana usage. The weapon is also very durable and can take a great deal of damage before breaking along with it being very sharp that it's capable of cutting steel like butter. You can choose which weapon that you would receive and the weapon would be especially tailored for you to use and extremely heavy for others to wield without your permission.

The Faction - 200cp

There are many different magical factions in the world you may choose one of them and history would be rewritten that you are already a member of that said faction with the second highest authority and influence. You could also make your own Magic Cabal composed of a hundred members with variety of magic skills that complement each other and the whole Magic Cabal. Each member are competent in their respective field and magics along with them very loyal to you alone.

The Walking Church - 400cp

A cloth symbolically takes the essential elements of a church, as such since the church provides protection to the needy; the Walking Church will replicate that protection for the user. It also uses the cloth-weaving, line stitching, and embroidery to successfully recreate all essential elements of a church. Because of this, anything that would not destroy a real church would be rendered ineffective against the wearer. This also specifically replicates the Holy Shroud of Turin, the defensive ability of her Walking Church has been extended to the Pope-class, rendering the defensive capability of the robes similar to the level of a nuclear bomb shelter making any magical and physical attack on you would be absorbed. This version is a self-sustaining without need to be maintained by your and outside mana, and cannot be detected by magical or technological means.

Undercover Agent

Awesome Shades - 100cp

It is annoying for enemies that always use flashbangs to escape. With this you gain a stylish sunglass to protect your eyesight from being temporarily blinded by your enemies or when in fighting no matter how bright it is even the distraction is made of

magic especially made to do that and looking directly at the sun with it should be fine as well. Wearing normally should also be fine as it improves your appearance and style.

Information Network – 200cp

Being a spy without informants is stupid. With this you gained a wide variety of informants that are loyal to you and won't sell you out. Each and every of these informants holds a very important position throughout the world and capable of giving you any information that you want no matter how sensitive and secretive the information that you want. In future worlds you automatically gain a wide network of informants without needing to recruit and start from scratch.

Hybrid Modifier – 400cp

Making Magician-Esper hybrids is dangerous for the subject and it would be a shame if you are the only perfect Magician-Esper hybrid to exist. With this you gain a device at the size and shape of a coffin and it has its own internal energy supply allowing it to operate for infinite amount of time and used as many as you want. The main function of the device is to create a perfect Magician-Esper hybrid that can freely use Magic and Esper ability without having their blood vessels bursting or feel any side-effects at all. This also can be used to regulate and stabilize unstable abilities like those prone on berserking along with fixing those who merge two or more incompatible systems or energies together making them blend and work together nicely.

The Chosen One

Stylish Clothes – 100cp

Wearing the same boring and plain clothes everyday is boring and some might ask if you even change your clothes. With this you receive a stylish clothe that suits you very well and it also automatically cleans itself from any dirt or stains even odors along with the ability to repair itself into pristine condition. The clothes also change its decorations, color and style everyday giving anyone that see you an impression of a new and refreshing look.

Supersonic Passenger Plane – 200cp

A private plane that you can summon or stored in any airport and it is the usual passenger plane with the size of eighty meters long. The plane can fly at seven thousand kilometers per hour and ignores the G force making every passenger comfortable at riding it even it's flying at that speed. It also has an auto-pilot function that can go anyway that you want and sophisticated enough to dodge missiles and bullets along with it having infinite fuels.

The Second Academy City – 400cp

If you can't find the ideal city for you then build one that fits your image. For all intents and purpose you receive an identical copy of the Academy City and the city itself is an autonomous city where you have the highest level of authority and every one acknowledge you as the General Superintendent. Unlike the original one its security and defense are airtight that it would need even the most skilled infiltrator to go through the front gates and follow the procedures to enter along with a surveillance system that leaves no blindspot. It has a population of three million at minimum with eighty percent are students and seven level five Espers at your call though the population and Espers would stay behind when you leave unless you take them with you but you gain new ones every jump. The city follows you in every jump and inserts itself naturally near your starting location along its technology always thirty years more advance than even the most advance technology or country of the world. Pick a country other than Japan for your city to be built on.

Companions

You, the jumper, may transfer any remaining cp that you have to your companions.

Import / Create – 50cp / 300cp

With each purchase of this option, you may import one of your previous companions or create a new one. They will gain the same number of discounts and freebies that you do, along with 800cp to spend as they wish, or pay 300cp to import all eight of your previous companions or create eight new companions, they can purchase any origin, perks, items and take drawbacks for additional cp but they cannot take or purchase additional companions.

Canon Character – 150cp / 300cp

With each purchase of this option, you will be ensured of meeting a canon character of your choice a few dozen times in favorable conditions and you will get the chance to convince them to come along with you. For additional 150cp or a total of 300cp per purchase, Jump-chan would make a clone of them with their personality, skills, knowledge, powers, and memories by the end of the jump, should you be unable to convince them to join you, died before the end of the jump or they're dead from the very beginning. If they're clones they are incredibly loyal to you. After the jump they would be given 800cp to purchase origin, perks and items in this jump but cannot purchase companions and take drawbacks.

Lifelong Companion – 300cp

A companion of the opposite or same gender of you, the two of you would be spending the rest of your lives together. Several weeks into the jump the two of you would meet and would fall in love with each other. Their love for you or your love for them

is eternal to the point that it won't wane and manipulated by powers and time along with them being your equal and always be the same level as you. They are willing to be at your side even if they have to defy and fight their family or country the same can be said to you; they have the exact appearance, disposition, alignment, and personality of your preference. This Companion can be purchased multiple times for 150cp after the first purchase, and if purchased more than one, they are willing to share and open minded to become part of your harem and work with synergy with each other. They have 1,000cp to purchase origin, perks, and items and can take drawbacks for additional cp, but cannot take or purchase additional companions.

Drawbacks

There is no cp or drawback limit so take as much drawbacks as you want

Back through Time – +0

Normally others would be fine starting at the beginning of the series but sometimes others don't like starting at that time and date. By taking this you can now choose the timeline and date that you want to start in the Unified Story Timeline which would allow you to change the events that would happen but be careful with the butterfly effect as it's real with the help of this drawback. No matter which timeline and date you choose the jump would still end nine years after the start of Index Arc.

A Luddite Person – +100cp

Most people born in the modern times know how to use any technology but there are sometimes that others are left behind by the future generations. With this your very bad at working with machines in general even with a manual at hand you still prone at mistakes even operating simple machines though you don't have problem using a mobilephone for calling and sending mails as well as using elevators.

My Misfortune – +100cp

Some are winning in life and events are prone to go with the ways they want and unlike them you have the opposite of it as it makes you life harder than usual. While this have minimal to no effect on combat as any luck you have work during combat outside of it you are prone of bad luck and misfortune like stepping a bird poop, tripping on a plane and flat surface without obstruction or bumping at a group of gangsters. This also makes you prone of meeting dangerous people or events.

The Sin of Gluttony – +200cp

Eating three times a day and with a moderate amount is a daily requirement of anyone so that everyone can operate at full performance. By taking this during your stay here you would receive a cursed by of the sin of gluttony making you need to eat three to five times more than normal humans with a three hour interval on each feast. Failing to eat at the designated time and amount would slowly overwhelm your mind and reason with the need to eat as not eating for three days might make you resort to cannibalism.

Childhood Rivalry – +200cp

Growing up with a childhood friend has sometimes gives you a nice perks of having a trusted companions but for some reason you and your childhood friends are rivals. No matter which origin that you pick you would gain a rival in everything and they would always be your equal in this world. As they would always try to outshine you in everything that you do and accomplish along with them being unlikely to die no matter what you or your enemies do to kill them. They would always appear in important battles or events and if you truly don't give all your best they would surely outshine you. Near the end of the jump the two of you would have a confrontation and should you win you can take them as companion.

Protagonist Antics – +400cp

Helping someone in need is a good deed but excessive of it would be bad for you and your friend's health. By taking this when you see someone in a predicament you are naturally inclined to help them. Either by putting yourself between them and their enemy or helping them solves their problems. You would always tend to find yourself in trouble both good and bad one with time the problems and trouble escalates from you needing to defeat few goons to fighting the strongest Esper up to a face off with a Magic God.

Lost Memories – +400cp

Upon entering this would you encountered a problem that caused you to loss all of your memories and powers. Your memories would never be recovered no matter what method everyone in-universe do and would only is return after ten years. The powers that you gain before this jump are also sealed along with your warehouse except the body supplements and only to return after ten years.

The Cornerstone – +600cp

You are one of the key components of Aleister Crowley plan and would always play a big role. Peaceful days would be very rare during your stay here as you would always be sent or involved at events that would move his plan. All your memories,

items and data related to his plan would be removed during your stay even if you manage to gain information about the plan in-universe it would be hard to disrupt or stopped it but not impossible and the plan would reach completion in nine years after you enter this world. You don't need to destroy or help him complete his plan but to survive in those nine years.

The Accomplice – +600cp

Events would conspire after you enter this world that you would be recruited by Aleister Crowley as his accomplice and one way or another you agreed to his plan along with you being privy to all of his plans. This plan would reach completion exactly nine years after you enter this world and would face three major threats that would make it fail which would happen every three years with few days before the completion would be the final showdown with the Magic Gods and more. Should you do nothing the plan would fail which would result of you failing your jump but not your chain.

Notes

Esper Powers

All **Level Five** abilities are the same as cannon and can do what cannon counterparts can do even if they're not explained in here if you're not sure please refer to the wiki. As how much you can use this abilities during level are up to you.

Accelerator

It creates a thin field of AIM around you, which allows you to manipulate the vector values of anything you touch or around you. The passive effect that you do not need conscious control, may deflect or redirect bullets that strike you or the pressure wave of an explosion without requiring you're awareness of the threat and many more. The active effect of the ability requires active calculations in order to maintain it, as even a slight error can nullify the effect but it can allow you manipulate vectors instead of redirecting them.

Dark Matter

It allows you to create and manipulate an unknown material from outside of this universe to attack. The material that you create defies the Laws of Physics, which can produce twenty-five thousand different types of energy. The substance can apparently shape into any form you desire. The most obvious of this is the six angelic wings, which grants you the power to fly, blow powerful gusts of wind that is affected by the power, and have sunlight pass diffract upon it to form harmful rays of light.

Electromaster

It allows you generate and manipulate electricity. You can also able to sense all phenomenon related to your power and all electric fields from the surrounding nature, along with all magnetic and electromagnetic information are processed subconsciously whether they want to or not. Unique to Electromaster is the ability to be influenced by electromagnetic waves, even to the extent that they can feel unpleasant towards which manifests itself as something like being watched. Moreover, they are capable of detecting other Electromaster if there isn't any interference.

Meltdowner

It allows you to forcibly control electrons in the ambiguous state of an electron where it is both particle and wave, and when they strike other objects the electrons are unable to react either as particle or a wave because of their state. The ability usually takes on the form of a high-speed beam of light that can easily melt through thick metal walls and cause things like refined alcohol to explode with its heat alone. Another radical application of this is limbs and by emitting a power similar to a rocket, it can perform high-speed evasion that is fast enough to escape an explosion.

Mental Out

It allows you to control human mind which includes mental control, reading other people's memories, telepathy, changing a person's personality, willpower and memory destruction, revelation and transplantation of emotions, brainwashing, and psychometry. It can also prevent the use of powers, movement, and even sense of pain of other people. You can also take-over a person and use their body to interact with other people in long distance.

Imagine Breaker

It allows you to dispel and negate any abilities and powers with the exception of leylines and those attacks and effects that have sufficient power backing it at minimum you can dispel and negate anything equal and below an Angel Class being along with it being useless to anything made naturally like bullets or boulders. This power resides within your righting hand or the closest representation of a right hand to you and should it be removed you may choose to let the invincible thing that powers it

to manifest as dragons to defeat your opponents in the vicinity or maybe use it to re-grow your arm. This power can also remove the red string of fate of anyone of touch and should you take this with Imagine Resistance would merge together and upgrade itself allowing your skintight barrier to dispel and negate a full frontal attack from True Gremlin Magic Gods, One hundred Percent Othinus and Aiwaass. Though hurting them is a different matter.

Magic System

Alchemy

A subbranch of magic that is traditionally associated with turning base metals such as lead into gold and creating an elixir of immortality. However the true goal of alchemic branch of magic is to model everything in the world. One of these teachings is that alchemy is not only that of turning lead into gold, but also a process in which one can make a natural body into perfection, the process being called Magnum opus or Ars Magna – put another way, that humans are incomplete gods and through training and making one complete, humans can become gods.

Ars Magna – It is the spell in which alchemist would achieve their goal of simulation of the world inside the mind. With Ars Magna, they can bring out thoughts into the real world, essentially making those who can accurately simulate or mold the real world able to control it.

Limen Magna – In normal conditions, the basic procedures for the alchemy of turning lead into gold are very bothersome and quite expensive. Limen Magna collects and condenses "natural mana" from the building, and creates the "turn into gold" process in an instant.

Feng Shui

A Chinese system of beliefs and principles that is aiming to create harmony with one's surroundings through the proper arrangement of objects and the siting and construction of establishments. It focuses on the arrangement of things in a certain location to create a magic circle for a spell that activates the moment the circle is created, and its composition is dependent of its contents. The spell makes use of the energy (ch'i) of the world instead of the spellcaster's mana, as such, any person can create a spell using the principles of Feng shui.

Aztec Mythology

The mythology of the Aztec civilization, which dominated Central Mexico before the Spanish colonization in the early 16th century. Aztec mythology is a polytheistic system, with a pantheon of various deities. It also describes the earlier Tollecs as the origin of their culture and their intellectual predecessors. Among a number of creation myths is that of the Five Suns, which concerns a cycle of creation and destruction with four worlds having preceded the current world, each having ended due to a catastrophe and being named after an element of their end.

Tlahuizcalpantecuhli – Makes use of an obsidian dagger – a replica of the spear held by the god, which uses the light of Venus to disassemble targets.

Christianity

A monotheistic religion based on the life and teachings of the Son of God. the various sects and denominations of Christianity worship a single God, considered to be the one true God, the creator and the Supreme Being of the universe. Attributes ascribed to God include immortality, transcendence, omniscience (i.e., knows everything that has ever transpired or will transpire, past, present, and future), omnipotence (i.e., capable of doing anything He desires to), and omnibenevolence (i.e., He loves everyone and everything). The doctrine of the Trinity defines God as being one deity in three persons; the Father, the Son and the Holy Spirit, all the same God.