



SHUFFLE
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Shuffle!

Welcome, jumper! This world may look familiar, as it should be because it's just Earth, back in the first decade of the new millennium. Like 2004 or something like that, I didn't pay much attention. Anyway, around a decade ago, maybe a few years more, there was this big event called "The Opening", sadly it wasn't an anime intro song, but the sudden appearance of portals – two magic gateways to the worlds of Demons and Gods respectively. Except not really, while they're called that, they're not that different from humans with the exception that they live a bit longer, have bigger ears and can use magic. For the most part humans can't use magic because they suck ass, but that's not important. After a couple skirmishes where humanity got mostly humiliated, Gods and demons begin migrating to Earth as part of their integration policy and in spite of the presence of magic and non-humans, everyday life continued on much as it had before.

Anyway, around a decade ago, a kid named Rin Tsuchimi was fucking around and finding out when he ended up helping and befriending a God girl and later did the same with a Demon girl. He forgot about it because life has more important stuff to worry about, but in about one week those girls will come back to his life as some transfer students with the goal of seducing him. The catch? Well, they're the princesses of each realm so whatever choice he makes is bound to make some big ripples. Not to mention they aren't the only ones that want a piece of dat ass...

But enough of that, we aren't here for him, we are here for you and what kind of nonsensical trouble you're gonna stir up while in this world. Take this and enjoy your next decade in this place:

+1000cp

Race

Human

Ah, the ever-present humans. A baseline, average, and unremarkable race, with nothing noteworthy except their power in numbers and some individuals with extraordinary talents or skills. They're naturally incapable of using magic, unlike Gods and Demons, however they are theoretically able to use alchemy and create magic technology with it.

Demon

They look kinda like elves, and aside from their long ears they don't look too different from humans. Demons aren't anything like their fantasy fiction portrayal, lacking extended lifespans, but they are generally a bit better looking than humans, and carry a 'mysterious aura' with them, which makes others naturally interested in them. They hold great talent at magic in general.

God

Much like Demons, they are pretty different from the ideas humans had of them. Gods have ears longer than humans, but shorter than demon's ears, aside from that they are also capable of using magic just like Demons. Their lifespan isn't very different from a human's, nor have particularly great authorities or anything like that. At most, Gods are known to be naturally charismatic.

Hybrid

Hybrids are exactly what are you thinking about, the mix between two different races, they are a bit of a rare sight, as they usually have a human parent and a non-human parent, given that Gods and Demons mingling ends up with the children being one or the other and not a mix. As a hybrid, genetic traits become a bit random, since you could end up looking like your non-human parent, yet have no magic, or be completely human sans a quirk or two.

Background

Transfer Student

The new guy in the block, nothing tying you to anyone else, with no new memories nor connections. At the same time, it might be a bit difficult to meddle in the affairs of the plot without a leg to stand on.

Yuuji Mceverylead

That droppy face, those barely average grades, that style completely devoid of personality or deeper thought, not to mention that ability to form bonds with others despite being an absolute bore without any real opinions. Yes, you have the markings of a protagonist! Kidding, you're just a normal person, perhaps a bit of an underarchiver, yet very lucky when it comes down to encounters.

Royal Blood

The real protagonist of the world. You're part of the upper echelons of your species' society, heir to a prominent or noble family, perhaps even part of the royal bloodline if you want to. The power you hold is great, but also the responsibility on your shoulders.

Side Character

Oh, the helpers, ever-present friends and teachers that help the main couple get together. Well, perhaps a bit more than that, after all, everyone is the protagonist of their own life. You're an accomplished individual, regardless of your age,

Perks

Human

Unexpected Break (100cp)

The luck of a protagonist, to say in few words, now you're the kind of guy that always appears at the right time in the right place to harvest rewards, make a good impression, save the girl, or just win some lottery. As long as it is a matter of chance, consider it good as won. Of course, this luck works better outside your everyday life, ensuring you encounter artifacts or befriend those that will help you out in your quests.

Carnival Of Fools (200cp)

Rome wasn't built in a day, mostly because those romans were lazy dumbasses, unlike you - the chosen one who now has the skill to create and maintain multiracial institutions and somehow keep them running and functioning without imploding. Going against all odds, you're capable of putting Gods, Demons and Humans in the same place and have them get along well enough; this applies from small places like classrooms, to whole institutions like schools or companies, and up to a mid-sized city.

Towers of Glass (400cp)

Alchemy, the only type of 'magic' that can be used by humans, mostly because it's just the knowledge of how magical reagents work and how to process them to create new stuff. In other words, the knowledge of how to create magic technology, ranging from the most basic medicinal 'potions' and creams, to the general techniques used in the Project Yggdrasil.

Thus Spoke Jumper (600cp)

When one looks at it objectively, humans are the inferior group among the three, not only are they incapable of using magic, but their government is all over the place, in contrast to the unified fronts of Gods and Demons. Despite all that, humans aren't looked down upon, and were able to deal as equals rather than as the smaller partner, not only that, but humanity somehow managed to stay united enough to not start a war with the newly encountered realms and manage certain policies across nations. Such power of politics, negotiation, and persuasion is now within your grasp, making you more than capable of striking similar deals with entities or groups that are far beyond the ones you represent, as well as maintain divided agrupations or affiliations working together enough to reach specific goals without betrayal.

Demon

Eureka Baby (100cp)

One of the racial characteristics of the demons is their natural aura of mysteriousness and grace, however you take such charisma to unheard of levels, to the point that even the most dense or clueless of people will feel vaguely charmed at first glance. With this you'll naturally gather a fanclub of people enchanted by your charms. A really good tool if you like to stand out

I'll Stay Home Forever (200cp)

Magic and good looks are nice and all, but one needs a keen mind if they want to excel in life, and while you aren't a genius there's no denying the great capacity of your brain. Not only more intelligent than any of your peers academically, but you also excel in more practical affairs that require the correct application of knowledge.

Are You Still Here? (400cp)

While Project Yggdrasil was geared towards the research of 'life' magic, they also dabbled a bit in other types of research as supplementary to their primary goal, mostly enchantments. You were one of the subjects to such experiments and received a few boons from it, as your lifespan was increased greatly, to the point that you could live more than 100 years without aging a single day, while also providing a minor yet constant increase in your mana reserves.

In The Name of Progress (600cp)

While some demons specialize in might, diplomacy, or magic, you have decided to take a different approach to life and become a researcher. Namely you're one of the brilliant minds that has studied the possibility of new magic capable of messing with life and souls, perhaps you were even one of the scientists behind the Project Yggdrasil. Beyond that, you're unnaturally talented at it, to the point that with enough resources and time you could create your own cloning facility or even reproduce the miraculous feat of manufacturing a creature from nothing, just like Primula.

God

We're Gonna Find You (100cp)

While you don't have the mysterious charm of Demons, a God like you has their own ways to worm into the hearts of people. Something closer to a passive type of charisma that makes others far more forgiving of your flaws, favoring the virtues you show. People you meet constantly ignore your flaws in favor of more positive interpretations, while closer friends or lovers will overlook your most undesirable traits. There are some limits to this, of course, but it will make socializing a far easier activity.

Tight And Bound (200cp)

The hallmark of househusbands and stay at home wives, the mastery over the household chores. Many look down on it, but it can make all the difference in the day-to-day life when it comes down to it. You have the skills to keep a house of ten in perfect state without issue and beyond that, you're a certified master of the culinary arts to boot.

Clown Mafia (400cp)

There's something called cultural infection, in the sense of having a specific aspect of a culture being popularized to the point no one bats an eye to it or just adopts it for themselves. This is something you're quite familiar with, or better said, quite familiar with provoking it. You know how exactly to make other cultures fully accept or adopt such aspects of your own culture, the effects depending on the time and authority you hold, obviously.

As The King Commands (600cp)

Magic is might, possibilities, authority and the future itself. Magic can destroy, repair, protect, heal, create and so on; it's an almighty tool that only Demons and Gods can use, one that can be refined in alchemy to work with technology and any other normal object or organism. You spent years, and considerable resources into becoming a master capable of lording over the magic of this world. From blowing up cities, vaporizing buildings, creating protective barriers, healing, teleporting, altering memories, and so on. The only limitations seem to be the mana needed and how magic can't affect 'life', neither resurrect others nor create new life by itself.

Hybrid

Count to Three (100cp)

Translation Magic isn't the most difficult of spells out there, but it's one of the most useful when traveling. What this little thing does is just make it so your words go directly to others' brains, in a manner almost like telepathy. As you would expect, it makes misunderstandings a thing of the past. Sadly, it doesn't work for written scripts, but this should be enough to go around.

Taken For A Fool (200cp)

As it turns out, the second 'subject' of the Project Yggdrasil managed to survive, transporting herself to the human realm instead of destroying herself like most thought. For almost two decades, she managed to live among humans and raise her daughter without no one discovering her true race. It took quite a bit of talent and luck, benefits that you now possess as well. Maybe this will come in handy when you need to lay low for some time.

The New Abnormal (400cp)

Hybrids aren't the most welcomed in some places, given that people are still getting accustomed to the new situation. To make things go a bit smoother, this blessing will make so instead of thinking of you as a freak, everyone considers you a sign of good fortune and bond between races, granting you VIP status in most places for bloodline alone. This will carry on to future worlds as long as you're a known hybrid between races that reside there.

Child of Love (600cp)

It's not unknown to have hybrids that don't inherit any power from their non-human parents, partially because how offspring between races works here, so let's work on it a bit. From now on, whenever you find yourself as a hybrid or the offspring of some powered race, it will be ensured that you inherit the full range and powerset of your parentage, with no downside because of your mixed nature. Furthermore, you will become able to selectively pass down the same powers to your descendants, ensuring they keep the full perks of their bloodline no matter how diluted it gets. Very useful when you're trying to create a clan or something similar that puts emphasis on bloodlines.

Transfer Student

Words of Wisdom (100cp)

Words are overrated, most of what people try to convey ends up being said by their body movements, their subconscious movements, and certain personal ticks, instead of their words. You know that, oh you know it pretty well, quite good enough to read others by that alone and have a pretty decent grasp on what they truly want and their real personality.

White Eyes (200cp)

While Rin wasn't a pillar of academic intellect, street wisdom, or emotional prowess, he is still a remarkable individual when it comes to mental fortitude. Being able to take years of abuse just to help a friend, while simultaneously hiding his pain behind a smile. Such resilience is now something you have as well, alongside a relatively minor protection against supernatural powers that mess with the mind, mostly a result of how good you hold your own mind.

Model Product (400cp)

If there's something to say is that blandness and neutrality can be a plus when used right, and while you might not be on that level of expertise, you carry on well enough by luck alone. People you interact with shall take your indecisiveness, blandness, neutrality and other such attitudes as something positive in a roundabout way, constantly comparing it to other harmful or more selfish stances. In short, others will think highly of you just by not being an actively horrible person.

The 7th Edge (600cp)

Every day, every time we interact with someone, everything is made up of the choices we make. Waking up right away or staying in bed, cooking lunch or just ordering takeout, talking to a friend about the new girl in class or going with a cousin to check the new game store in town... And you, you're the one that knows best about it, after all you have a power for it. Wherever you're about to make a choice, you get an inkling of what each could lead to, this is mostly geared towards romance and social happenings, but it can be used for a lot more once you get accustomed to it.

Yuuji Mceverylead

As I Was (100cp)

Schoolwork, classes, social life, part-time work, family duties... There's no shortage of things one needs to take care of, even as a blooming teenager. Even more so when you have to take care of half a dozen potential love interests every day; to help you out with that, this will make sure you can maintain an above average health and grades without doing any effort. Go eat fried chicken and ice cream at midnight and still maintain a nice body.

Pearl Tourniquet (200cp)

Let's be real here for a moment, there's no actual way some random student can be close to a princess or royal daughter just like that, there are several social or economic barriers to get close to someone of that stature that most people just can't get over. You are, however, the exception to that rule. As long as you want to get close to someone, you will find more and more opportunities to do so, completely bypassing any social, economic, or militant barrier that would prevent so. Good for making new friends.

Vainilla Summer (400cp)

A hero needs to arrive at the nick of time, too soon and he looks dumb, too late and why bother. To always arrive at the right place at the best time, it's a skill you have mastered, always sensing when is best to say or do something to further your goals with someone, be to make a good impression to a girl, rescue someone in need, or give the final blow to an enemy.

Lacrimosa (600cp)

Much like a certain bland idiot, you have the mysterious charm of a harem protagonist. Even without doing anything in particular you will have dozens of girls falling at your feet in desperate attempts to win smidgens of your affection. There is no feeling of a light crush developing into love but rather going all out from the start and making no attempts to hide it. Much like certain high school student without much redeeming factors or need to do anything in particular, managed to snatch the hearts of several women, including the princesses of Demons and Gods, to a degree that some were unable to move on for the rest of their lives.

Royal Blood

Regal Flowers (100cp)

To say that you're beautiful would be a gross understatement, rather it would be more accurate to say that you're one of the most charming beings in current existence, one that exhales grace with each step, and who can be considered a living work of art.

Glass & Blood (200cp)

Reputation is very important when you're part of the nobility, it can break or make your future prospects and relationships. After all, even the King of Gods and King of Demons were pressured by the voices of nobles and researchers with enough clout. Thankfully, it seems that you're immune to the loss of popularity, or at least highly protected from it. Even if you're planning to marry some random guy from another realm that isn't even your same species, you will not be less acclaimed by the populace and some might even think better of you for it. Of course, this has its limits, so don't push it too much.

Song of Love (400cp)

The daughter of the Demon King is renowned across the realm of demons because of her beautiful voice and talent at singing, one that made even the most plain of songs attract people by the dozens. A world-class talent, if there has even been one. Now, you're her peer at it, or better said, you're the peer of Lycoris, who was the original holder of that talent and far more inclined to it than Nerine is. Becoming a popular singer would be incredibly easy with this.

A Curious Sight (600cp)

Every once a while someone like you is born, someone whose specs and talents far surpass any of their peers. Extremely fit Gods, Demons that can be called archmages from childhood, and so on. Your physical strength, magical power, magical control, dexterity, wit, intelligence, and general specs are way above the average, making you some sort of prodigy at everything you try. Well, most things, this doesn't cover social stuff, after all.

Friendly Face

Hello There (100cp)

It all starts with a single greeting. You're a decent socialite and outspoken person in general and over time have learned the skill of making a good first impression in anyone you meet. Just a look at them is enough for you to have a detailed plan and several ideas of how to introduce yourself and make a lasting, positive image of you in their minds. For some, this can be enough, though some others will need more than just a good impression.

Friendship Smells Like Mercury (200cp)

Like said before, you're a socialite, a true bro, and rising talent in what acquiring human resources is involved. You're just good with people in general, no matter the difference in age, social class, culture, or even language; you can find a way to get along with them and create connections. You may not be able to instantly seduce a princess by accident, but you can form strong bonds with the entire royal family by sheer social expertise and likeability. Furthermore, you have a 'sixth sense' for when your closest friends are in need of help.

Discount Cupid (400cp)

When it comes down to it, modern people from the land of Japan seem to be lacking in courage and maturity when it comes down to dealing with the opposite sex, thus they need the help of someone like you to prepare things for them. Otherwise no kids would be born. You're an expert and absolute prodigy when it comes down to pairing people up, possessing a natural instinct to judge who goes well with who and how to make them an item. One could make good money with skills like yours.

Oh, Pretty Woman (600cp)

Yeah, I get it, pairing others is fine and all, but you also need some love for yourself, right? Well, fear not, for you're not only a sociality and a part-time cupid, but also a master of seduction and flings. This is entirely different from the natural charisma people like Rin have, yours is sheer combination of knowledge, skill, sense, and judgment to win the hearts of those you have interest in. Which means that nothing will happen unless you make it happen, but it's basically guaranteed to work when you try it. Get the timing right and it will be easy to get anyone, even the whole harem of certain passive idiot.

Items

Transfer Student

Monthly Allowance (100cp)

You know the truth, money is what makes the world go 'round. Maybe not the fanciest or most thoughtful of things, but probably one of the most effective ones. This is a monthly allowance of \$50 000, changed into the currency of whatever country you are residing at the moment and adjusted for inflation.

Introduction To Alchemy for Humans (200cp)

Not everyone here knows alchemy in detail, despite the fact it's probably as close as a human can get to using magic, however given that it's an actual course taught in school that hosts Gods and Demons, we should try to at least bring you up to speed on the matter. This is a 'for dummies' guide to learning alchemy basics, studying this should be more than enough to bring up to speed with how alchemy works in this world, how to use it and even some advanced techniques.

Marble Tower (400cp)

Despite the relative lack of technology, neither the Demons nor Gods were particularly behind in what cloning is concerned, the results of the Yggdrasil Project speak for themselves in that regard. What I present to you here are the combined notes of those experiments that managed to make beings like Lycoris and Primula. While the latter was pretty much impossible to replicate for the involved, maybe you can recreate such a miracle, or just make more stable clones. Whatever happens first.

Yuuji Mceverylead

It's A Mad, Mad, Mad World (100cp)

Ah, students, what are those little pests if not the source of any and all gossip, I swear they make most journalists look bad. Anyway, this is a free access to the local gossips, of whatever town you're in at the time. It can take many forms, some internet webpage, a bunch of notes in random fonts, a magic scroll, etc; it depends on where you are. The contents of the gossip will vary wildly, from romantic affairs, spooky stories, most popular conspiracies, random trivia; and then you will find things like the financial status of several people of interest, secrets of state, location of powerful items, latest movements in high socio-political spheres and so on.

Inheritance (200cp)

Relatively large for today's standards, this apartment is yours for do whatever you want in it. Like bringing your girl for some action or just using it as a hang out spot for your group of rowdy friends. Your neighbors won't mind the noise or irregular visits either. As a bonus, the fridge will always be fully stocked, and the place has free electricity, gas, and water. It will follow you to the next worlds you visit or become a warehouse add on after the jump ends.

No Bitches? (400cp)

Alright, no everyone is capable of seducing every woman they come across effortlessly, some losers actually need to put time and effort into being liked or maintaining a relationship. Since you gonna have better shit to do than that I got a present for ya; while looking like an ordinary book, the pages here hold a power beyond any other. If you have your eyes set on a particular someone, this will provide an easy to follow, step-by-step guide to win them over and maintain a healthy relationship with them.

Royal Blood**Royal Wardrove (100cp)**

Well, we can't have you going around in rags, right? Royalty needs to look the part even in everyday situations. Here's a colorful and tasteful selection of outfits for whatever situation you could possibly imagine, from the latest fashion jeans to nurse outfits, tuxedos and more. Comes with a collection of cosplay as well, in case you're into that.

With Chairs & Booze (200cp)

What makes royalty the right to rule the inferior masses? What's the difference between a well-educated commoner and a lazy prince? Well, some might say that this is the difference, an unlimited amount of chairs and booze. These are kept in their own pocked dimension, so you just need to will one into your hand for it to appear. Both the chairs and the alcohol are of varying quality, although all of them are within the limits of what someone could feasibly buy in the open market. Good for tricks and parties.

Wood & Stone (400cp)

Your very own castle, of the design of your choosing, grand enough to fit inside three whole armies without a problem. It's self-cleaning and has the strange blessing of always be mostly whole and fine, no matter what kind of fights happen inside it, and damages from sieges or the likes disappear within the hour after battle. Naturally, it comes with the usual extra edifications and rooms inside apart from the main ones, like an armory, training areas, gardens, and in particular a shed that always has enough rations for the residents of the place and any guests it might be accommodating. It can become a warehouse add on after the jump ends or follow you to the next jumps after this one ends.

Friendly Face**Bike It Up (100cp)**

Hey, if you need to mobilize around town, then why not do it in style? This bad boy here is a new model that never runs out of gas, never breaks down no matter how crazy you drive it, and it's seemingly immune to parking laws. Also, chicks dig jumpers with cars. A must have for those without a decent ride.

Book Of Magic (200cp)

Not particularly useful if you are a human, but otherwise a pretty decent thing to carry around. It's a guide to magic, for either Gods or Demons (or Hybrids capable of using magic), enough to get a complete newbie in the same tier as the current Kings, who can easily blow up a big city or two. Can be used as well to teach others to reach higher levels with their magic or refine them more.

Dankest Dungeon (400cp)

For many, high school is a magical time to always be remembered, for others, it's the time when I stole their lovers and made them fail math by stealing their homework. Anyway, now you have your own academy, by default a high school, although it can be whatever you design it to be, from primary education, to college, and even specialized or technical courses. It runs by itself, contracting new staff as needed, and will appear in future jumps. You can install the rules you want as it's your institution.

Companions

Import (100cp/400cp)

Sometimes an adventure is more enjoyable with your friends around. This lets you import one of your old companions for 100cp, but there's also the option to have the whole roster of eight for 400cp. They gain 700cp to spent in purchases here, but can increase that number by taking drawbacks.

Create (100cp)

Maybe you're feeling creative? Or want to find someone with really specific characteristics to have as a companion? Whatever the case, you can create a new companion for 100cp per individual. You get 600cp to give them perks and items from this document and can design their looks and personality accordingly.

Canon (100cp)

Oh, so you took fancy of a character from this world? I suppose it is to be expected. For 100cp you can have them as companions, as long as they agree and are alive by the end of the jump. I will make sure that you make a good impression and have plenty of opportunities to hit off well with them.

time travelling matchmaker, the cuck, the scientist, not!maya, divorce lawyer, yandere boxcutter user, loli clones and tsundere tomboy.

Turtle Soup (Free)

There are many kinds of artifacts out there, even those capable of messing with time exist. Which is exactly what happened to this Godly gal in a classical white dress here, when she decided to use the prized heirloom of her family to travel across time for adventure. Such nonsensical purview sent her to you, someone she considers to possess the greatest romantic potential of all possible partners, and led to her deciding to play matchmaker for you.. Thus, she has taken upon herself to pair you with as many people as she can. A meddlesome ball of joy and positive energy, her red hair is wild as her temper, she likes strategy games, long walks around town, apple crumbles, and for some reason seems to hate some 'Nyarlahotep' gal. From time to time she shows a more coldblooded and ruthless side, shades of despair in the corner of her being and a pretty weird tunnel vision when focusing. Still she will never stop having your best interests in mind and everything she does comes from a twisted desire to help.

Orange Juice (Free)

Do you remember those times in school when you were about to score and a certain someone got in your way? Doesn't matter, because the Demon girl in question remembers. Yes, girl. Turns out she had a childish crush on you back then and tried to stop you from getting closer to other girls at the time, just to quickly realize that doing so wouldn't make you love her. Now she has taken the opposite approach and decided to make up for you by getting women from all three realms in your bed. Her natural charisma and deep knowledge of group psychology allows her to easily slip several women into your room weekly and corrupt them in a way that not only keeps them around you, but also have them invite new girls. She herself is a pretty little thing with blonde hair, amethyst eyes and a well proportioned body. Whenever she isn't corrupting women into your harem, she likes to explore new restaurants, enjoy karaoke or play trading card games.

Empty Plate (Free)

This one is a bit special, the one that lies in the shadows, and one that fills voids without being around. They'll be your legal guardian when you need one, pay bills when you're occupied, send money weekly to your bank account, justify your missing school days, and even send helpful items or contacts when you're in need of some. You won't see them directly, but they will occasionally contact you throughout messages, e-mails and texts. A silent helper from the shadows, the one that gives you a place to live and pays all the bills so you don't have to, nothing they offer is particularly special, usually being quality items that one could get with enough money and influence. They will only show once per jump, only when all the chips are down and you're at the mercy of a superior opponent - they will appear with the exact amount of power and artifacts to bail you out and take down your enemy.

Drawbacks

Man, I don't Feel Like Myself (+0)

Why the fuck am I not surprised? Very well, taking this makes you into Rin Tsuchimi, the would be protagonist of this clusterfuck. You inherit his memories, relationships and place in the world. You can keep your body if you want to, everyone will just be updated that you always looked like that. In one hand you get the perfect position, on the other one wrong move and you could find yourself at the knife's edge courtesy of a haremnette that went yandere.

Best Friend (+100cp)

You look like someone that appreciates a good drink, that's to say that you look like a consummate alcoholic. Not far from the truth, as you are indeed a pathetic slave to the booze. It doesn't impair your basic capacities nor your daily life, for the most part, but it will have a noticeable effect on your body and general lifestyle. It's not impossible to overcome, but it will be difficult.

The High Hands (+100CP)

It's all about you, all day, all night. You have a very inflated sense of self-importance. Constantly feeling the need to talk about yourself and be the center of attention. It will be really difficult for you to take into account the opinions or advice of others and having this kind of personality will affect your interpersonal relationships.

Ghost Of A Chance (+100CP)

Well, this kinda sucks for you. You're stuck in a similar situation to the princess of Gods, which means that there's another soul inside of you. By default this is the soul of an unborn sibling and won't do anything harmful to you, aside from the lack of privacy. They will be communicating occasionally and be able to take over your body if you allow it or during times of high distress. They are a very benevolent soul and will be grateful if you can construct them another body for them to properly live. After the jump ends they can become a companion for free.

Rats And Robbers (+200CP)

Well, that's unfortunate. It seems like you're a complete failure at the magic of your species, or alchemy if you're human, it's nothing fully crippling, but it will easily become a subject of ridicule and ostracization if you don't deal with the issue correctly.

Shut Up Already! (+400cp)

Annoying, bothersome, dumb. The unneeded and undesired thirdwheel in any group you try to enter. Prepare for some ensured low social standing here. Your jokes aren't funny anymore, no matter how much charisma or perks you have. Your failings are more likely to be remembered and your successes are underplayed by everyone. It won't stop you from making friends and lovers, but it will ensure that most will think lowly of you.

So Your Name Is 'Shinji'? (+400cp)

This one is straightforward. Your mind, your heart and spirit have been greatly weakened. You suffer from constant self-doubt, sudden changes of heart, lack of resolve, and so on. It's something bordering on mental illness, yet it can't be offset by medicine. It can be toned down with therapy and overcome with willpower, but it will take a lot of time, effort and help from others.

The ThreeWay (+600cp)

Great going asshat, it seems like negotiations broke down a few years ago, guess that's what happens when humanity tries to talk to other species while being fractured. A big-ass war has been going for years between the three realms. For Demons and Gods this is just another small-scale conflict that will clam down in a couple years, not unlike many others they had in their history, their casualties while not insignificant won't be anything truly crippling. For humans however, this is nothing short of hell. Against enemies that can both understand and steal their technology, plus being able to use magic is a terrible matchup that they will pay dearly for.

Final Choice

I'm tired of this...

So, you want to go to your original world? What a bit disappointment you are, I can't believe it. Well, it can't be helped then. Whatever. Go back with everything you gained until now. Are you sure? Don't think you can get back on this, you know!? I'm being serious! We're going to be done if you go through that door! Jumper!

This is where I belong

...Really? You want to stay in here? What? Why? We were having fun, weren't we?! There's no need to stop here, you know? I mean, why don't you try a few more worlds and then decide? Eh? Wait, don't ignore me!!

Further, I still want more.

Yay! That's what I wanted to hear! Let's go to the next adventure! I knew I could count on you, jumper!

Notes

- Demons and Gods seem to age more gracefully, but otherwise seem to have the same lifespan as humans. The only exception seems to be Primula, but she's technically a manufactured being rather than an actual Demon or God.

-For some reason humans can't use magic, seems to be a somewhat biological thing as a few times is mentioned how bloodlines are kind of a thing, Mayumi Thyme being an Hybrid that doesn't have magic, Asa being the daughter of the second experiment from Project Yggdrassil and being able to use very high tier magic without training nor looking like anything but human.

-Fanwank helps

-Thanks to ActionReplay for the help.

-Made by Ricrod.